

CATCH ME IF YOU CAN



ILLUSTRATIONS BY BO LUNDBERG

A Jump By KaizeRorg

Introduction

Welcome to the high-stakes world of **Catch Me If You Can** (2002), where 1960s New York buzzes with ambition, and young Frank Abagnale Jr. outsmarts banks, airlines, and the FBI with nothing but charm and forged checks. This is a tale of deception, pursuit, and audacity, where a 17-year-old con artist poses as a pilot, doctor, and lawyer, raking in millions while Agent Carl Hanratty dogs his trail. You're dropped into this vibrant yet treacherous era, where one slip could land you in cuffs, and one brilliant scam could buy you a penthouse. Will you be a grifter like Frank, a hunter like Carl, or an ordinary soul caught in the whirlwind of lies? You have 10 years to make your mark in a time when confidence is the ultimate currency, and truth is a luxury few can afford.

You receive 1000 CP to gear up for this cat-and-mouse game.

Setting

The story kicks off in 1963, in a New York of gleaming skyscrapers and bustling streets, where dreamers and dealmakers collide. Frank Abagnale, a teenager heartbroken by his parents' divorce, turns his knack for deceit into an art form, forging checks and impersonating professionals to live in luxury. His trail stretches across America and Europe—from crowded airports to sleepy suburbs, from Miami's banks to Paris's hotels. Hot on his heels is Carl Hanratty, a stubborn FBI agent whose life is case files and lonely motel nights. This is the 1960s: sharp suits, jazz tunes, clacking typewriters, and a naive trust that a badge and a smile can open any door. Beneath the gloss lie tense chases, moral quandaries, and the constant threat of exposure. You start in New York, where every corner is a chance for a con or a trap, and every person is either a mark or a menace.

Location

Roll a 1d8 or pay 50 CP to choose your starting point in this world of scams:

1. New York City, New York: The pulsing heart of 1960s America, with Wall Street, nightclubs, and FBI offices. Frank launched his schemes here, and Hanratty prowls its streets.
2. Miami, Florida: A sunny haven of banks and wealthy tourists, where Frank cashed fake checks. Local cops are lax, but the FBI's always watching.
3. New Orleans, Louisiana: Jazz, bars, and Mardi Gras chaos—perfect for cons or ambushes. Frank thrived in such cities; Carl despised them.
4. Los Angeles, California: The city of stars, where Frank posed as a doctor. Hollywood parties and gullible elites are easy marks, but the FBI's on alert.
5. Atlanta, Georgia: The South's financial hub, where banks are trusting, but rumors of a conman are spreading. Hanratty's a frequent visitor.
6. Paris, France: A lavish capital where Frank fled in the end. French police and Interpol are new players, and the streets brim with temptations and traps.
7. New Rochelle, New York: The suburb where Frank grew up, steeped in memories of his family. Quiet, but even here, echoes of his scams reach.
8. Free Choice: Any place in the 1963–1973 world, from America's metropolises to quaint European towns.

Age and Gender

- Age: Roll 2d8+16 (18–32 years) to set your age, or pick any human age for 50 CP. Your appearance is up to you, but a 1960s style is your best disguise.
- Gender: Remains as it was in your last jump, or swap it for 50 CP. In a world where charisma trumps paperwork, gender's just a detail.

Origins

Choose one origin to define your role in this world of deception. All can be Drop-In, starting without local memories or ties.

- Con Artist: You're like Frank Abagnale, a master of deceit living off

forgeries and charm. Your wit and boldness open any door, but the law's always a step behind.

- Agent: You're like Carl Hanratty, a hunter of crooks whose life is the chase. Your duty is to catch criminals, but your heart might waver at their stories.

- Civilian: You're an ordinary soul, like Brenda Strong, whose life intertwines with Frank's schemes. You could be a victim, ally, or the one who changes the game.

- Banker: You're like the bank clerks Frank duped, part of the system he exploits. Your control over money makes you a target or a player.

Perks

Perks costing 100 CP are free for your origin, others are 50% off. All abilities are rooted in the 1960s and the film's world, where deceit, persistence, and charm are the keys to success.

General Perks

- Sixties Swagger (100 CP): You blend into the 1960s like you were born there. Your manners, wardrobe, and speech—from a tailored suit to jazz slang—make you a natural in any crowd, from boardrooms to bars. You know the era's etiquette, from ordering a martini to dancing at a club, and never seem out of place. Your appearance is always sharp, whether you're boarding a morning flight or pulling an all-night scam.

- Sleight of Hand (200 CP): Your fingers are a conman's best tool. You can forge signatures, documents, or checks, mimicking any handwriting at a glance. You can pick a pocket or swap a form without a hint of suspicion. Your dexterity shines in any precision task—picking a lock, typing a report, or palming a key—making you a star in high-stakes moments.

- Million-Dollar Charm (400 CP): Your charisma is Frank at his peak, disarming and magnetic. You can convince almost anyone to buy your lies, from a bank teller to an airport guard. Your smile defuses doubts, and your words sound like gospel. Even skeptics give you the benefit of the doubt, and crowds hang on your every word. You know how to tailor your pitch to any audience, making them eat out of your hand.

- Elusive Shadow (600 CP): You're a ghost no one can pin down. Your knack for slipping away from pursuit—cops, FBI, or angry bankers—is near artistry. You always find an escape: a back door, a fake passport, or a crowd to vanish into. Your plans rarely crumble, and even when cornered, you wriggle free with a cocky grin. The law may be close, but you're always one step ahead.

Con Artist

- Grifter's Mask (100 CP): Like Frank, you can don any role—pilot, doctor, lawyer—and look like you've done it forever. You know enough jargon and mannerisms to pass a cursory check, and your confidence plugs any gaps. People see you as the person you claim to be, until you push your luck too far.
- Check Forger (200 CP): Forging checks is your bread and butter. You can whip up a fake check that looks legit in minutes, using just a pen and paper. You know how to cash it at a bank without raising eyebrows and how to dodge basic verifications. Your financial scams yield more than they should, as if banks are begging to fund you.
- Social Chameleon (400 CP): You switch identities like gloves, blending into any setting. In an hour, you can become a new person—complete with a backstory, accent, and quirks—and no one smells a rat. You read people, knowing what they want to hear, and use it to worm into their trust. Even close friends won't recognize you unless you let them.
- Abagnale's Spark (600 CP): You're Frank Abagnale at his zenith, a con artist whose scams are masterpieces. Your deceits baffle even the FBI, letting you pull off million-dollar heists without a trace. You can convince a bank you're their CEO or walk into a cockpit as a pilot. Your charisma makes you the star of any room, and your instincts scream when it's time to bolt. You're always two steps ahead of the law, leaving only legends in your wake.

Agent

- FBI Bloodhound (100 CP): Like Hanratty, you smell lies like smoke. You spot inconsistencies in stories, forged papers, or fake smiles. Your eagle eye catches details—a scuff on a shoe, a smudge on a check—that lead to your target. You know how to interrogate without losing your cool,

coaxing truth from reluctant witnesses.

- Relentless Pursuit (200 CP): Your determination mirrors Carl's, chasing Frank for years. You never quit, even when the trail's cold, tracking targets across cities and countries. Your gut tells you where a conman's hiding—a hotel, a crowd, or an airport lounge. Fatigue and setbacks only fuel your drive, sharpening your focus.
- Bureaucratic Shield (400 CP): You wield the system like a weapon. You know how to secure warrants, access files, or call in backup, even when brass drags its feet. Your requests get fast-tracked, and your badge or paperwork intimidates locals. You can strong-arm or sweet-talk cops, bankers, or clerks into cooperating, even if they're lazy or skeptical.
- Hanratty's Obsession (600 CP): You're Carl Hanratty, a man whose life is the hunt for truth. Your deduction unravels the slickest cons, finding clues where others see nothing. You predict a grifter's moves, boxing them in with surgical precision. Your willpower is iron, letting you work days without sleep, never losing your edge. Whether your target's a genius like Frank, you'll find a way to catch them—or turn them to your side.

Civilian

- Heart of the Sixties (100 CP): You're the soul of the era, like Brenda, whose sincerity touches hearts. Your kindness and empathy make people open up, sharing secrets or offering help. You know how to lift a friend's spirits or calm a crowd, whether in an office or at a party. Your honesty is a shield, deflecting suspicion from even the nosiest cops.
- Lie Detector (200 CP): You sense deception like a bitter taste. You catch fake smiles, forged papers, or holes in tall tales. You're not a detective, but you can protect yourself or loved ones from scams by asking the right questions or steering clear of shady types. Your instincts keep you one step ahead of conmen.
- People's Voice (400 CP): You rally others like Brenda, inspiring them to do good. Your words convince coworkers, neighbors, or even cops to back you, whether it's shielding a friend or fighting injustice. You can organize a group for any cause—tracking a conman or raising funds—and they'll work seamlessly under your lead, their efforts amplified by your guidance.
- Brenda's Light (600 CP): Your soul shines like Brenda's, capable of

melting a grifter's heart. Your sincerity makes people rethink their actions, nudging them toward honesty or redemption. You can sway a conman to reform or turn an enemy into an ally with a heartfelt plea. Your resilience amid the chaos of scams makes you an anchor for friends, family, or even Frank, if you reach him.

Banker

- Financial Nose (100 CP): Like a bank clerk, you smell money and its flow. You understand banks, checks, and accounts, spotting oddities in transactions or forgeries. You can size up a client at a glance—tycoon or trickster. Your reputation in banking earns respect, opening doors to executives or clients.
- Paper Master (200 CP): You're a bureaucratic wizard, like the clerks Frank fooled. You can decipher any document—tax forms, contracts—in minutes, catching errors or loopholes. You know how to file papers to pass scrutiny or stall a process to hinder someone. Your reports are flawless, and bosses adore you.
- Banking Power (400 CP): You're a pillar of the financial system, wielding influence over money's flow. You can approve or block major transactions, move millions, or freeze accounts without raising flags. Your connections in banks and firms grant access to intel—client accounts, addresses, habits. You can also shield your own funds from scams, as if you've got a sixth sense for fraud.
- Financier's Throne (600 CP): You're a banking king, untouchable even by Frank's wiles. Your clout in finance makes you a force—bankers, lawyers, and cops heed your word. You unravel scams with computer-like precision, dissecting numbers and papers. Your deals rake in millions, and your voice can ruin or raise anyone. You set the rules of the game, even if Frank tries to outplay you.

Items

Items costing 100 CP are free for your origin, others are 50% off. All gear matches the 1960s and the film's aesthetic, where forgery and flair are currency.

General Items

- Brooks Brothers Suit (100 CP): A pristine 1960s suit—dark jacket, crisp white shirt, slim tie. Never wrinkles or stains, fitting like it was tailored for you. Makes you look like a CEO, doctor, or pilot, boosting your charm by a notch in any scam or deal.
- Document Briefcase (100 CP): A leather briefcase stocked with blank forms, pens, and seals. Refills daily, providing everything for forgeries—checks, IDs, contracts. Its lock opens only for you, safe from prying eyes or nosy cops.
- Pan Am Ticket (400 CP): An unlimited Pan Am ticket for first-class flights worldwide. Never questioned, it always finds you a seat, even last-minute. Includes access to airport VIP lounges, perfect for laying low or plotting your next move.
- Mustang Convertible (600 CP): A 1963 Ford Mustang, red or black, with leather seats. Never breaks, needs no gas, and stays showroom-clean. Turns heads and outruns pursuers, respawning in a day if wrecked.

Con Artist

- Fake Badge (100 CP): A badge for a Pan Am pilot, doctor, or lawyer—your pick. Looks authentic, fooling everyone from clerks to cops. Shifts design to match any role you play, ensuring you're always the part.
- Checkbook (200 CP): A book of 100 blank checks, restocked weekly. You can forge them for any bank, passing basic checks. Includes inks and fonts for perfect replicas, making your scams seamless.
- Abagnale's Passport (400 CP): A forged passport that changes name, photo, and country on command. Clears any border or bank check. Comes with matching driver's licenses and business cards tailored to your current con.
- Grifter's Safe (600 CP): A hidden safe in any city, holding a million 1960s dollars, refreshed monthly. Packed with fake IDs, suits, and tickets for quick escapes. Follows you across jumps, always nearby, and no one can crack it.

Agent

- FBI Badge (100 CP): An official FBI badge, cementing your authority with

cops, banks, and civilians. Its authenticity is never doubted, opening doors to any office or crime scene.

- Case Files (200 CP): A leather folder with endless FBI forms, warrants, and reports. Refills daily, letting you document evidence or fabricate cases. Looks like it came straight from headquarters.
- Hanratty's Radio (400 CP): A 1960s portable radio linking to any police station or FBI office within 100 miles. Runs without batteries and can eavesdrop on enemy comms if you know the frequency.
- FBI Archive (600 CP): A mobile FBI filing cabinet, hidden in your home or office. Holds dossiers on anyone worldwide, updating yearly with their location, contacts, and weaknesses. Accessible only to you, it follows you as your personal intel hub.

Civilian

- Family Album (100 CP): A photo album of your "memories"—shots of family, friends, or a fabricated life. Convinces everyone you're a local, building trust. Updates with new photos to match your cover story.
- House Keys (200 CP): Keys to a cozy 1960s suburban home, furnished and stocked with food. Refreshes weekly, offering a safe hideout from pursuit. No one suspects you're laying low there.
- Brenda's Bag (400 CP): A purse or satchel holding ten times its apparent size. Stores cash, papers, or evidence without adding weight. Opens only for you, thwarting thieves or cops.
- Family Business (600 CP): A small shop or diner in any city, generating steady income and serving as a front. Staff are loyal, and clients trust you. Follows you across jumps, adapting to new worlds, and guards your secrets.

Banker

- Burroughs Calculator (100 CP): A 1960s mechanical calculator, speeding calculations tenfold. Never errs, even with millions, and spots forgeries in accounts or checks. Looks like a big shot's accessory.
- Bank Medallion (200 CP): A medallion with a bank's logo, granting access to VIP bank areas and offices. Clerks and guards see you as a boss, waving you through. Boosts your financial rep.
- Safety Deposit Box (400 CP): A personal bank vault in any world, holding

a million 1960s dollars, restocked monthly. Accessible only to you, even under FBI watch. Includes a hideaway for papers or evidence.

- Bank Office (600 CP): A plush skyscraper office with a city view, typewriter, and safe. You're the official director, controlling accounts and staff. Follows you as your financial HQ, impervious to break-ins or spies.

Companions

- Local Ally (100 CP)

: A loyal pal, male or female, who knows the 1960s streets. Trustworthy, they keep secrets and aid in cons or investigations. Could be a bartender, clerk, or cabbie, always ready to back you up.

- Companion Import (100–400 CP): Import companions: 1 for 100 CP, 3 for 200 CP, 8 for 400 CP. Each gets an origin, 600 CP, and free 100 CP perks/items. They appear nearby, primed for scams or chases.

- Canon Companion (200 CP each): Recruit a film character, if you can convince them:

- Frank Abagnale Jr.: A teenage con genius whose charm and wit open any door. Loyal if you're not his enemy, but his ego's a handful.

- Carl Hanratty: A dogged FBI agent whose deduction traps anyone. Convince him you're on the law's side, and he's your top ally.

- Brenda Strong: A sincere nurse whose kindness is rare. Hard to win over, but fiercely loyal once you do.

- Frank Abagnale Sr.: Frank's dad, whose charm and contacts are gold, but bitterness makes him unpredictable.

- Jack Barnes (300 CP): A banker Frank conned, with access to financial circles. Sharp but wary. Earn his respect, and he's your key to banks and elites.

Drawbacks

Take up to +1000 CP to make this game dicier.

- Cinematic Tone (+0 CP): You're in a slightly softer, more romantic version of the story, like Frank's book. Same plot, but with extra drama

and cinematic chases.

- Shady Rep (+100 CP): Your name's in the papers as a small-time crook, making banks and airports wary. Gaining trust is tougher, and cops check your papers more often.
- Family Drama (+100 CP): You've got a "family" like Frank's—relatives whose messes drag you down. They demand cash, attention, or crash your scams, drawing police.
- Rookie Cop (+100 CP): A young FBI agent, hungry for glory, targets you. He's no Hanratty, but his zeal brings trouble—surveillance, tailing, and petty busts.
- Sticky Fingers (+200 CP): You can't resist petty thefts or scams, even when it's risky. Your antics attract cops or FBI, complicating your life.
- Hanratty's Shadow (+200 CP): Carl Hanratty's personally hunting you, and he's closer than you think. His instincts and tenacity make every move a gamble, escape near impossible.
- Broken Heart (+200 CP): Like Frank, you fall in love, but your beloved is tied to the law or a family that hates you. It pulls you into dangerous choices, risking your freedom.
- Most Wanted (+300 CP): Your face is on every FBI poster, with a \$100,000 bounty. Agents, cops, and passersby hunt you, and no city's safe.
- Law's Cage (+300 CP): You start in jail for a minor scam, under a tough warden with no easy escape. The FBI watches your every move, and freedom demands genius.
- One vs. FBI (+600 CP): The FBI brands you public enemy number one, with a legion of agents led by Hanratty. Your scams unravel faster, banks lock doors, and every ally's a potential snitch. Survival's a miracle, escape a legend.

Final Choice

After 10 years, when the checks are cashed and the chases fade, choose your path:

- Go Home: Return to your world with your loot, companions, and tales of cons. +1000 CP.
- Stay: Settle in the 1960s, ruling banks or dodging the FBI. +1000 CP.
- Next Jump: Head to a new world, leaving a legend of the uncatchable.