



Generic Rogue

Scoundrels, thieves, vagrants, ne'er do wells... rogues. Commonly viewed with suspicion, rogues are a varied bunch and can range from the common view to the upright and virtuous. A rogue can as easily be a detective routing out criminal organizations as the mastermind behind such a criminal organization. To say all rogues are scoundrels and thieves is simply misguided.

Here, you will be taking on the role of a rogue, and wherever and however you wish to turn that skillset towards is up to you explicitly. But to take on this role, you will need the skills, so take these;

+1000cp

And use them to gain those skills. You will need them, in your time here. Good luck and have fun, Jumper.

Locations

Choose any of the following.

1. *A Generic World of Your Choice.*
 2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
 3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have rogues in them. You can find your way back here after entering one of the portals.
 4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
 5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.
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Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Trick Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Trick Tokens being able to be used for 300cp perks.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much more clear to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation. You effectively weigh the pros and cons in the background of your mind, instantly, giving no conscious effort that may lead to you missing your chance.

Lucky Rabbit (100cp): For such a scoundrel, you seem to be remarkably lucky. While not the type of luck that would see you come out of a melee unscathed, you seem to be luckier in smaller, everyday ways. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner. Moreover, you rarely suffer from aches and pains.

Step Softly (100cp): You have a remarkable talent for stealth, able to dull your presence, making your movements quieter and your form harder to make out, and memories of you become just a bit harder to recall in detail. Moreover, you leave little evidence of your presence unless you wish to. While this doesn't stop you from being detected, it makes it significantly harder for you to be noticed when you wish to go unnoticed.

Street Smarts (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Second Story Work (100cp): You are exceedingly athletic and acrobatic, with an intuition for quickly climbing, safely jumping, keeping your balance, and dispersing the force of your landings, as well as an innate sense of direction that allows you to mentally map any region you've ever been to or have enough information on. All the better to get into the upper floors of buildings or to make a quick getaway across the roofs.

Thug (100cp): You are exceptionally large and well muscled, showing a remarkable amount of physical strength. You can also project your strength, physical or otherwise, as an aura of danger that can cow those of lesser strength or will, making you far more intimidating the stronger you are.

A Little Birdy (100cp): You have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information about nearly anything you put your mind to finding. Additionally, your mind automatically and passively sorts through sensory information for anything you may be able to use or find interesting.

Inquisitor (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people are hiding something from you.

Make the Most (100cp): You know how to identify the strengths, weaknesses, and quirks of any ability, how to combine abilities to cover weaknesses or augment strengths, and figure out alternative uses for abilities that otherwise might be limited in how they can be used. These need not be your own abilities, though it may take longer to identify these qualities if you aren't the one using the abilities directly.

Jack of All Trades (100cp): You are an incredibly fast learner, learning at roughly three times the normal rate at which someone learns. Moreover, you seem to easily pick up little tricks and techniques from simple observation and osmosis, just being around an expert of a skill and gleaning bits and pieces may give you the skill of a novice, though you'd need real practice and instruction to go any farther.

Me, Myself, & I (100cp): A common saying amongst rogues is to look out for number one; yourself. You are both incredibly self sufficient and are unaffected by isolation, social or otherwise. You can operate nearly as well as three people working together entirely on your own, and multitask far better than most people. Additionally, you know how to push your interests forward, though this may come at the expense of those around you if you aren't careful.

Rogue's Reflexes (100cp): Sleight of hand and footwork are staples of many rogues, from simple thieves to great assassins to even the daring swashbuckler. You have exceptionally quick reflexes, manual dexterity, and nimble steps, as well as a feather light touch. Besides the obvious uses in combat, this has far more applications in many roguish pursuits, such as stealing a coin pouch off of someone, slipping a poison into a drink, or tripping up a pursuer in the back alleys of a city.

Fixer (100cp): You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue. Additionally, you find that failure opens up new ideas and options rather than stymying you, even if you fail, you can try again with new eyes on the problem.

Bravado (100cp): You have a high level of self esteem, are not subject to stage fright or social anxiety, and can easily suppress your sense of shame. Taken altogether, this gives you a great deal of confidence, without turning to arrogance, and makes you nearly immune to any attempt to break you down. Moreover, it makes you less prone to hesitation and motivates you to do what needs doing, even if you dislike it.

Going Without (100cp): Many rogues are the downtrodden, those at the bottom rung of society that simply don't have enough to get what they need to survive. You're used to working with less. Less sleep, less food, less water, less air, less everything. Besides cutting your need for sleep, food, drink, and air to a third, you know how to get the most out of any materials you work with, minimizing waste to near nothing, and making sure that what waste does occur, can be used in something else.

One Man's Trash (100cp): Is another man's treasure. You have a knack for finding useful bits and bobs that have been discarded, be it materials you can work with, broken but still serviceable items, or even fully functional items that are outdated or were deemed unfit for the previous user. You also have a knack for repairing damaged pieces of equipment back to the point of usability, if not good as new conditions.

Improvisation (100cp): Sometimes, you simply lack the proper equipment and need to make something that will work for what you need to do. While they may not be as effective as purpose built tools, they will serve you well beyond what they should given their rough, jury-rigged nature. Even improvised weapons serve well in your hands, regardless how unwieldy they should be.

Scout Training (100cp): While most imagine rogues being in a city, scouts are as much a rogue as any city dwelling rogue. You have been trained in wilderness survival, possessing the equivalent of ten years of experience living in the wilds. This covers what plants are edible, which ones are poisonous, setting simple traps, hunting, bushcraft, crafting shelters, what hazards you may encounter, and even some degree of herblore for medicine.

Superstitious (100cp): Many a rogue has found superstition to be as much a part of them as the sticky fingers and sneaky movements, and for good reason at times. You have a number of superstitious rituals that always seem to help you center yourself and provide you with a bit of luck or courage. Moreover, you find that some superstitions you encounter have actual merits of their own, such as using salt to ward away evil spirits.

The World is a Stage (100cp): You have the uncanny ability to shift your demeanor and behavioral patterns to fit into any particular group of people as if you were one of their own, subtle things that give an impression that you belong, even if one wouldn't be able to describe it unless it was pointed out to them. You could walk amongst nobles as a commoner or amongst thieves as a noble without seeming out of place because of the way you hold yourself. This makes you a phenomenal actor, able to switch into a role like putting on a well fitted coat.

Smooth Criminal (100cp): You have a keen insight into the minds of people, a gift for words, and a personal magnetism or charm that, combined, give you an exceptional ability to manipulate the opinions and emotions of others. This isn't always a negative thing, while you could easily tempt someone with honeyed words to take advantage of them and their position, you could just as easily sway someone towards temperance and get them out of emotional extremes. Or you could simply get under someone's skin so much that they start making mistakes.

Master of Poisons (100cp): Well, this skill lies in the realm of assassins and is quite handy for any rogue to learn. You know how to use and apply poisons of all sorts, even in the midst of combat you could safely and easily apply a poison, or another substance, onto a weapon to give you just a bit more of an edge.

Guild Rat (100cp): Not all rogues go solo, some are used to working as a part of a team. You have a knack for working with others and for getting people to work together and build comradery even if they dislike each other, changing them from bitter enemies to something closer to friendly rivals or, in the worst case, frenemies. You are also able to push away your own dislike for others easily enough to work with them. While you may not be a leader, this will make you the glue that can hold an entire crew together and keep them working like a well oiled machine.

Mastermind (100cp): When you're just a guy with some useful skills and bravado, it makes sense to actually assess the risks you put yourself under, and how to make them less of a risk. You have developed your skills to be able to get any and every advantage you can in any way you can, ranging from setting the field, keeping your equipment in working order, gathering allies, researching to gather information on your foes, and otherwise making sure that there is as little chance involved as possible. This is purely mundane skill, but every little bit of it makes it easier to avoid the unexpected and misfortune in a situation.

Take Your Measure (100cp): You have an eye for talent, able to pick up on where someone's talents may lie and just how skilled they actually are, or if it is simply untapped potential. This is more than just people, however, you can see the weak points in various objects or the flaws in a patrol route, as well as how to close them... or make them worse, as necessary for you.

Good Rapport (100cp): You are able to easily build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Allure (100cp): You have a stunning appearance, one that is distinctly you. You are free of blemishes, and any you acquire either fade entirely given time or add to your appearance instead of detracting from it. This is true of all of your features, even if your hair would be thrown in disarray, it is instead given a lightly tousled look that is attractive rather than messy. Even dirt and grime will become more tasteful in appearance.

The Simpler Things (100cp): You can find enjoyment in the simpler things, appreciate what you have and won't fall into boredom and ennui easily. You are able to simply savor a moment or experience, even if you've experienced it many times before. Additionally, you know a great many games and competitions that apply a similar feeling onto others, even if only for the time they play.

Enlightened Self Interest (100cp): Take from the rich to give to the poor. You find that whenever you help people, you benefit from it. This may not be entirely direct, maybe someone you helped in the past gives you a distraction when you'd otherwise be caught or giving a rat some food may have it stick around and prove useful in future endeavors. The good you do for someone is returned in kind, even if it is simply a small karmic boon. Additionally, no one will ever assume you do what you do for the benefits you get.

Quirky (100cp): Rogues are not always the most well adjusted of people and develop strange or quirky behavior, from being highly superstitious to excessively quiet and letting their actions speak to simply being incredibly silly, rogues can be quite the character. You find people don't hold your quirks against you and are more willing to tolerate them than they might otherwise be. No one will find this odd.

Hotshot (100cp/200cp): There are moments when a person enters into a flow state where they seem to simply work and act more efficiently and effectively than they otherwise would. You have the unique ability to trigger such a flow state in yourself. Over time, you build up a charge that, when tapped into, can put you into a flow state temporarily, though doing so steadily drains the charge.

You must have a goal in mind when triggering this ability, and if the goal is too broad or open ended, it will fail to properly trigger, but if you manage it, you find your abilities and skills are far more efficient and effective while trying to achieve that goal. Once that goal is completed or the charge has been fully used up, this effect ends.

By default, you can store a day's worth of charge, which will last roughly two and a half hours of use, but may grow the more you use the ability, allowing you to achieve the effects for longer and have more charge stored up.

For an additional 100cp, you do not have to set a goal and can simply turn this feature on and off at will.

Self-Determination (200cp): Fate has no hold on you unless you allow it to take hold. Fate and luck manipulation effects, and even time manipulation, simply will not work on you. Your own powers and abilities that use such things are unaffected by this immunity if you so choose.

Packrat (200cp): Many a rogue will collect things they think might be useful, or that they simply enjoy having on them, and keeping them hidden from scrutiny. You effectively have the ability to hide things on your person without them hindering you until you draw them out. You can carry enough to fill a backpack on your person at any given time, with none of the weight affecting you, no effect on your flexibility or agility, and no chance of being harmed by things on your person. You are also able to store more in any pack, chest, or storage space as you instinctively fill and use the space efficiently.

Danger Sense (200cp): Something many rogues develop at some point in their career, usually at a point where it would kill them if they didn't have it, you have a form of danger sense. You have heightened senses and a natural alertness that allows you to detect mundane dangers easily enough, however, you can also detect ill intent aimed at you, even indirectly through things such as traps, giving you greater responsiveness to enemy action.

Always Prepared (200cp): Rogues have a knack for always having something useful for any situation handy, even if it is a little strange. You have a knack for picking up things that you may need in the future, getting a gut feeling when in the markets that you should buy that particular piece of equipment or that you should pack a little extra food in an extra pouch, or even just something as simple as putting a coin or two into your boots for safekeeping. And when you encounter something, you'll simply know this is what that gut feeling was leading towards, allowing you to make good use of whatever it is you picked up.

Fighting Dirty (200cp): You have a knack for throwing your opponents off balance, kicking up sand to blind them, kicking them in the groin, and similar such things. However, where for most such maneuvers would be awkward and leave them open for counterattacks or may be read and the danger avoided, you smoothly integrate such methods into your fighting style, making them harder to predict and counter. Moreover, you're able to incorporate pretty much any technique you learn, be it a spell, piece of equipment, or martial art, into your fighting style. It may look a little unrefined, but it will integrate well regardless.

This can be extended to more than just fighting styles; magic systems, technologies, methods of thought, or anything that could be considered to have multiple variations and methodologies.

Freedom of Movement (200cp): Nothing ever seems to hold you down, in the literal sense. Attempts to hold you in place simply fail as you are able to slip through them with the greatest of ease, such that even someone physically keeping a hold of you with an iron grip could lose their grip with a simple flick of your wrist. This includes when the environment seems to be trying to keep a hold of you, such as with vines or thorny brush that will attempt to catch a hold of you and prevent your passage. This will even allow you to slip through extreme or supernatural means of holding you, such as sealing or a high tech prison designed to hold you specifically, though that may take more time and effort to accomplish.

Well Worth It (200cp): Rogues will often take significant risks in order to get an equally significant reward, playing to the odds and, quite often, coming out on top. You have a sort of luck that scales with the amount of risk you take on, granting you rewards proportional to the risk taken. These may not always be physical rewards, and may in fact simply be a good memory in some cases, but, your risks will be rewarded, so long as you both survive the risk taken and pull it off in the first place.

Perceive the Hidden World (200cp): Sometimes, there is more there than one can easily perceive, from something as simple as frequencies of sound or light beyond what the common man can perceive to the outright supernatural hidden behind a glamour. You have the ability to unlock your senses to allow you to train them, expanding how precise they are, how far-ranging they are, and even unlocking new "modes" for your senses to allow for a greater ability to perceive the world through certain lenses or filters.

Tomb Raider (200cp): Ancient tombs tend to be made in such a way that they can't be so easily plundered and are said to have a variety of curses upon them to deter anyone trying to get into them. You've never noticed such things. You are immune to the negative effects of curses and can shed them as easily as willing it, even extending this to others given time. This applies even if the curse is something entirely mundane, such as a disease that was somehow preserved within the tomb. You are also able to solve, break, or bypass other barriers that would hinder your progress, be they a hidden door, a trap, a riddle, or something more supernatural with ease.

Expertise (200cp): Rogues are often extremely skilled in a few select skills, beyond what even proper specialists are capable of with sheer determination and grit. You possess five 'slots' that you can feed a skill into, filling the slot in question. You learn any skill in one of these slots ten times faster than normal. However, this isn't the only benefit, you also find that your skill in those slots becomes almost supernatural in nature, effectively doubling your level of any skill in one of these slots. You can swap out which skills are slotted at the start of each jump or once every ten years, whichever comes first. However, this removes the enhancement to the skill chosen.

Scrap Master (200cp): Rogues often don't have access to the best materials, often having to work with subpar materials or scrap when making something. You can work with scrap and subpar materials as if they were the average for material quality, and you can work to make the quality better by investing resources, including time and labor as well as more materials. You also know how to reclaim the best parts of any object or device.

Trapsmith (200cp): Usually, traps are something for a rogue to overcome, to be disabled, but some learn from disabling so many traps that they can recreate them. You are able to build incredibly effective traps of all sorts and have a knack for reverse engineering them, which can go well beyond just traps. Moreover, you can build and deploy traps with surprising speed, taking nearly a tenth the time it would normally take to set up a trap.

Play My Role (200cp): Commonly used by rogues of the spying persuasion, you have gained the ability to use what is commonly referred to as the Mental Palace, an internal, purely mental structure that can be used to sink into a particular identity and leave only what you want to be seen within that identity, effectively changing your own mind and personality to match the persona you have taken on. It also makes anyone trying to look into your mind only see what you let them see from your mental palace, everything else locked away unseen. This does, however, take time and effort to build these alternate personas. Fortunately, you have enough knowledge of people to create believable backgrounds for your personas.

Inspiration (200cp): Rogues are not always associated with artistry or creativity, but they do have a penchant for coming up with unorthodox solutions others would say are crazy. You possess a deep wellspring of inspiration that gives you an improved level of creativity and motivation. This isn't entirely metaphorical, you actually have a regenerating pool of inspiration in your mind that you can tap into to further improve the above as well as giving you a bit more confidence to prevent hesitation.

Animal Friend (200cp): An odd trait that some rogues possess, the ability to communicate with and befriend animals of all sorts, and even command them to some degree. You possess this ability as well, able to actually speak with various animals as if they were of human level intelligence, though you may need to learn the individual idiosyncrasies of each species to get a proper feel for how to deal with them.

Trickshots (200cp): A bit of fun turned towards combat, rogues are known to show off with how well they can land a dart, coin, arrow, or other projectile in an elaborate method of showing their prowess in hitting a target. You share in this talent. You have an impeccable sense of motion, direction, angles, and distance, giving you an almost preternatural accuracy. You can also imbue any projectile with increased force and durability, allowing it to ricochet, pierce through hard surfaces, increase its range, or even curve the shot in ways that seem impossible.

Master of Disguise (200cp): Camouflage comes in more than fading into the background and shadows, it can be standing right in front of people. You have an uncanny ability to disguise yourself, having an innate understanding of how to make yourself look like someone else using mundane means. However, you can also alter your coloration and body shape in a number of subtle ways that work better than any mundane method, but quickly become tiring to maintain for long if stacked up. With practice, this will improve both how extensive the changes are and your ability to maintain the changes made.

Saboteur (200cp): You, like many rogues, have a surprising knack for breaking things in both subtle and not-so-subtle ways. You have the skills of a demolitionist and know where to target to do the most damage and where to hit to hide said damage, if you have the time to be careful about it. Moreover, this extends to less physical things, allowing you to break the plans of others, magical protections, or similar immaterial things. Even people are not safe as you can hit just the right spot to do the most damage or cause the most pain with the least evidence.

Gadgeteer (200cp): While not the best engineers, rogues are known to make and carry small, useful objects that can be a major aid in their endeavors. Smoke bombs, flashbangs, vials of acid, auto-lockpicks, and much more are all useful and often carried by rogues on a mission as a means to bolster their abilities. This gives you a basic knowledge of various means of making such things, from alchemy to engineering and beyond. This does not, however, gift you any magic.

Making It My Own (200cp): Your average rogue is a purely mundane individual, but sometimes, they find themselves gifted something a bit more. A deal with a devil, an artifact gifting them a unique ability, the blessing of a god, or something similar. Normally, such abilities are entirely separate from the rogue's abilities, unable to be trained or improved, simply utilized as is. You, however, are able to refine and improve upon any and all abilities you may have, even those that are external and should be entirely static, though such abilities are slow to train.

Additionally, training these abilities has another effect. Should you find the patron or artifact lost, the original source of the ability removed and the boon gifted taken from you, then your training will leave some of it behind and allow you to build it back up to the same potential, and beyond, where you originally had it. Even if the ability in question is simply destroyed somehow, you can reclaim it. This remains true for any and all abilities you possess, not just those acquired. You can always reclaim the power you lost.

A Touch of Magic (200cp): Rogues are not normally all that magical, but some with the potential will develop a bit of magic they can use, not as strong as an actual, full spellcaster, but magic all the same. This perk grants you the basics on how to use a particular school of magic as well as how it can be applied as a rogue, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Utilimancy:* A simple magic that has almost no combat applications whatsoever and is more useful for household chores than anything else. Aids in cooking, cleaning, grooming, and other bits of household magic with mild healing as an added benefit, though more in the soothing the aches and pains than actual healing. Scour away dust, dampen a rag for better use in dusting, dry clothing fresh out the laundry, produce delightful scents and eliminate foul ones, sharpen knives, oil up a squeaky hinge, and much more are accessible and major components of this magic.

- *Totemancy*: A simple form of nature magic, this magic allows you to tap into animal totems to take on some minor traits of the associated animal, growing in power as your skill in this magic grows. Using the spider totem may allow you to climb walls a bit better and give you an easier time in tying ropes while a cat will give you night vision and the ability to land safely when falling, as simple examples. While you start with only common, mundane animals, over time you may unlock more potent totems you can access.
- *Dream Magic*: Also known as oneiromancy, this magic is primarily used while the caster is asleep, entering a dream world that they can explore and interpret for a variety of purposes, as well as being able to touch on the dreams of other people, useful for communication across great distances or to tell when danger is in a region. During these dreams, the user can capture some of the dreamstuff they encounter to forge minor spells or create a dream guide, a familiar of the dream world that takes the form of a small animal such as a bird or rat, capping out at the size of a medium-large dog (a husky is about as big as they get).
- *Fey Trickster (100cp)*: Fey magic, usually obtained via encountering a young fey and tricking them out of a bit of their magic, giving yourself some of their abilities. This magic revolves largely around the usage of fey logic to connect things that are normally unconnected in a form of sympathetic magic, such as tying a door to a key in such a way that that key can be used to open any doorway to the destination beyond the connected door, or for a bag to connect to a storage room to make the bag act like it were larger on the inside. The better you can understand fey logic, the better this magic works.
- *Shadow Magic (100cp)*: A more tricky type of magic, shadow magic ranges across a large array of magical effects, from illusions meant to hide or deceive to the forging of shadows into physical objects to the transport and storage of things between shadows, which extends into teleportation with enough skill to simple scrying and seeing through shadows. With more advanced uses, the capacity for illusions and creating solid shadows may combine for a form of pseudo summoning as the illusions take on a more physical presence. This magic may come with some negative connotations, depending on where you are or go, but it is supremely useful as shadows are everywhere.

Lucky Bastard (300cp): Over time, you seem to build up a reserve of karmic influence, more so when you face hardship or get into trouble of some sort, even if you caused the trouble in the first place. You can use this reserve to inflict good or bad fortune on others to your whims, having it hang on the target like a cloak. You can choose how quickly this reserve is used up, such as using a lot of power but making it use itself up slowly in order to give someone long term good luck or less power used up all at once to inflict instant bad luck.

That Which Should Be Forgotten (300cp): You find you have an affinity for that which is taboo or forbidden. That which is better left forgotten just seems to work for you without causing you ill effect. It is easy for you to discover and learn such techniques, in spite of any restrictions that would prevent you from doing so. Any and all negative consequences of learning or using such techniques are reduced significantly - a technique that would lead to death may instead leave you crippled, potentially permanently without extreme medical procedures, but alive. Similarly, while corruptive influences can take hold and progress, they have no actual negative effect on you while any positive effects that may emerge continue to accrue and develop.

Slayer (300cp): An archetype of rogue rarely seen, the slayers are to assassins what common assassins are to other rogues. When you manage to kill something, you can ensure it will stay dead, regardless of what sort of magic or contingency it may have to revive itself.

You can also bypass many of the common means to avoid death altogether. Someone showing up as an illusions will be injured if you strike the illusion, a lich will find their phylactery crumbling as their physical body is slain, and clones will not awaken with the memories of the original even if those memories were already implanted, while already awakened clones will kill over alongside the original, even if you killed a clone. You can be selective with this, allowing instances where many would die to only allow specific individuals to die.

Finally, beings that can only be injured or slain under certain conditions are able to be harmed and slain by you, regardless of the conditions, you are their ultimate weakness.

Kingpin (300cp): The King of Thieves, the King of Pirates, the Crowned Prince of Crime... all are titles given to rogues of the highest order, the so-called kingpins. You have the knowhow to build and run an empire, criminal or otherwise, and have it last. You can easily build up spy networks, cultivate the talents of promising young people to bring them into the fold, create shell companies to boost your influence, anything and everything to grow an empire from scratch. This also makes you an exceptionally skilled leader, capable of keeping even the most neurotic and unreliable of people in line, at least well enough to be useful.

Additionally, you find that, as long as you are the leader of a group, the skills of those within the group seem to bolster your own, as if you were actively being taught and trained to use those skills yourself by someone with all the skills and talents of those under your leadership, taking the best parts of each person's skills and imparting them as a cohesive whole over time. The longer you remain in leadership and the farther reaching your influence, the better this becomes.

My Cursed Blessing (300cp): With heists, grave robbing, dungeon delving, and black market deals being such a common thing for rogues of all varieties, they will often encounter magical artifacts or technological devices that may have some form of curse upon them, but for you, a curse is a blessing in disguise. When subject to a curse or similar effect, you can nudge at it, alter it, twist it into something useful, turning any curse placed onto you into another tool in your belt.

Additionally, you will maintain yourself regardless of form or power used against you. Petrified by a gorgon? Your mind will remain intact to allow you to affect the curse. Burned with eternal flames? You can push through the pain to twist it into a useful form. Afflicted with a poison? It will not impair your mind and let you integrate it into your blood. Possessed by a demon? You can trap them in your mind and draw on their power as your own. Get blinded? Learn to echolocate like Daredevil. And so much more are available to you.

This can also be used to completely nullify a curse or similar effect instead, useful with curses that have no real way of being twisted into a persistent positive effect, such as mind control.

Legendary (300cp): While rogues are often viewed as little more than common con men and thieves, there are always stories of those that go well beyond those humble roots. Thieves that have taken from the very gods, achieving feats that can only be described as magical. You are capable of becoming one such individual. As your mastery of a skill grows, you can develop more supernatural applications for that skill, and you can use your combined mastery of multiple skills to develop supernatural abilities based on all skills involved. This allows you to constantly improve your skills, even if by all rights you should have hit your peak, in fact, you have no peak and can always find a way to progress and grow.

If you possess the Expertise perk, then skills affected by Expertise can be pushed into the conceptual level, not simply the supernatural level of skill.

Spirit of the Land (300cp): You are able to contact and speak to spiritual entities of all sorts, but especially the spirits of the land, spirits that govern a region, such as a city, akin to a dormant genius loci. This allows you to get a read on the state of a place, learn a bit about it from the very spirit of the location itself, and potentially influence its growth and development over time, should you speak to it regularly. Moreover, you may even be able to, in time, 'awaken' this spirit of the land to become a fully fledged genius loci, allowing it to act in its own right. This may be temporary or permanent, depending on your skill and needs.

Do keep in mind that attempting to break down a location or go against its core principles may lead it to growing to dislike you and attempt to work against you, though if you can convince it, that may change.

While a spirit of the land will have an initially positive view of you, even if they don't show it, other spirits will be more neutral in their views, and some may even be hostile from the start.

Skill Link (300cp): You have the ability to select two skills, regardless of what they are, and link them. As you learn one skill, the other increases equally alongside it, becoming linked. Linking skills in this way does not immediately adjust them to match each other in level of mastery, only their growth is linked. Once per year, you can swap out which skills are linked.

This is for skills alone, you cannot link base attributes, such as strength or intelligence, nor non-skill based abilities, such as mana reserves or the rate at which you heal. You can, however, apply to skills that naturally augment those attributes or abilities, such as exercise techniques and memorization or the process of increasing your mana.

Artificial increases in one of the linked skill, such as through the Expertise or Chameleon perks, does not result in the other skill being boosted unless you also possess the Legendary perk.

If you have the Legendary or Cheat Death perk, this perk is improved. If you have the Legendary perk, the skills will, temporarily, grow to match each other for as long as they are linked, such that a skill you haven't practiced can match one you are a master of, so long as you keep the skills linked. You can choose to turn this feature off if you wish to do so. If you have the Cheat Death perk, you can trade one or more of your stored extra lives for the ability to pair up another set of skills.

Chameleon (300cp): You have gained a pool of nebulous Experience that you can temporarily invest into various traits, skills, and talents in order to gain some measure of artificial training and talent in those qualities. This is a process that can take up to an hour to complete and lasts for about a day, the process involving the fabrication of a history that you must get into the mindset of, but grants several years (roughly five years worth to start) worth of experience in the skills that history would grant you. It is possible to shed this mindset, and the benefits it grants, over the course of a few minutes. Such a mindset must be shed before a new one can be constructed.

The amount of Experience within the pool can grow with training and consistent use, every three hours adding another hour of Experience to the pool that you can use in the future. The duration of the investment will also increase with training.

You cannot use a Trick Token to gain this perk.

Cheat Death (300cp): Rogues have an uncanny knack for surviving against impossible odds, cheating Death to live on despite its certainty. Every ten years, or at the start of each jump, you gain an extra life. Should you die, one of these extra lives will be used up and you will find yourself alive, maybe a little battered and bruised, but with no life altering injuries that won't recover quickly, and in a place that, at least for a time, will be safe for you.

You can only have five extra lives from this perk at any given time.

You cannot use a Trick Token to gain this perk.

Items

You gain two additional Trick Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Travel Pack (100cp): A simple seeming backpack made of canvas and/or leather. It never seems to weigh more than the materials it's made from, the things stored within never weighing it down in any way. A useful feature given how it can store much more than its size would suggest, having the capacity to hold as much as an eight by eight by eight foot room. When you reach into the pack, whatever you were reaching in for will always be right there and will be in just the right position to be easily pulled from the pack itself.

Old Reliable (100cp): You have a small weapon, such as a pistol, a knife, or a club, that you always have access to and can call to your hand at will. This weapon will never break, jam, or otherwise become unusable. This weapon will maintain any and all upgrades made to it. You can import a weapon to gain these properties.

Best Friend (100cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. Finally, it is trained to aid you as a rogue making it far more intelligent than its animal appearance would suggest.

Lucky Charm (100cp): Whether it's a simple coin, a tiny statuette, or some other manner of trinket or bauble, you have a lucky charm. So long as this item is on your person, you find that luck is just a bit more on your side than it normally would be, especially when you take a risk. Be sure to thank it every now and then.

Utility Belt (100cp): A simple belt covered in pouches that contains a number of common, easily purchased or made items that you can pull out at will. Smoke pellets, caltrops, flashbangs, and even specific counters like salt or garlic for dealing with vampires or ghosts. It will eventually run out, but it will replenish quickly.

You can add other consumable items into the utility belt to allow you to draw them. Powerful items will be in limited supply and replenish more slowly than more common or less potent items.

Items from the utility belt despawn after a time or if damaged unless they are actively in use (such as a salt ring to protect a house from evil spirits).

Veiled Identity (200cp): A hood, mask, or other means of hiding your face that, when worn, prevents people from recognizing you, to the point that putting it on will make people believe you swapped places with another individual rather than it being you in a mask. This will even prevent you from leaving behind evidence of who you actually are. Fingerprints will be smudged, DNA will be contaminated and unviable, facial recognition software will get false readings, and so much more. As an added benefit, you can have clothing linked to this item that will appear on you when you don it, replacing those you were wearing. The original clothing will return when you remove it.

Map of Ancient Wonders (200cp): This simple map case will produce maps of any area on the world you are on whenever you need them, showing the current state of the area that will update each time you pull out the map.

However, this case has an additional function, every now and then, it will provide a Treasure Map that leads to a specific location, one that may not have even existed prior to you pulling out the map. If you follow one of these maps, you will find danger and challenge, but also reward. You can choose how much danger you will face when you pull one of these maps, and if you successfully navigate to where the map leads, you will find a suitable reward for the danger you faced. Afterwards, the location you were led to may well vanish, as if it never existed but for the rewards you were able to claim.

Once you pull a Treasure Map, you will not be able to do so again for one year.

Charmer's Accessories (200cp): A simple accessory that can change form to any form of jewelry or unobtrusive accessory, from rings to hats to necklaces to scarves, it can take on any such form. While worn, in any form, you gain an insight into the minds of those around you, not mind reading directly, but something to help you get into their heads in a more mundane sense. Additionally, you can use this to nudge those you can sense in particular directions. While larger pushes are significantly more noticeable after the fact, subtle nudges may go completely unnoticed. Moreover, it passively bolsters your force of personality.

Hip Flask (200cp): A simple silver flask that can store any liquid safely, regardless of how corrosive or unstable, and produce a nigh infinite amount of the liquid, though it comes out at a limited rate. The flask can have up to five different liquids stored and can release them at your will, either individually or mixed.

Mobility Gear (200cp): Defy gravity with this special set of equipment. Whether it's a high tech suit, something enchanted, or simply some mundane gear that works a little too well is up to you. With this item, you can climb as quickly and easily as running, glide for short distances, can anchor yourself to surfaces and swing from them like a certain friendly neighborhood spider, jump while in midair, suddenly dash or slide around with explosive, short lived bursts of speed, and generally boosts your agility, speed, and acrobatic talents.

This gear also comes with a stealth effect, making you harder to spot by breaking up your outline and slightly blurring the edges. You can choose to turn this effect off at will.

Stolen Power (300cp): This is a bit of a weird one, but a useful one nonetheless. You have effectively infinite energy to fuel any device in your possession, regardless of what it may be. This isn't your energy, it is energy taken from another source that a device can be "plugged into" to power it. But so long as it is plugged in, it will always have as much power as it needs. This works for anything, be it technology, magic, psionics, anything, no matter how exotic the energy source it normally relies on needs.

This energy source automatically connects to any and all properties you own, including your warehouse.

Rogue Ship (300cp): Smugglers, pirates, and many other rogues often require a bit more than a simple horse drawn cart to get where they need to go. This vessel will adapt its form to the setting you are in and to your needs while retaining all of its abilities and storage space, which is the equivalent of a full sized cargo ship to start. It will also update to include commonly accessible technology or utility enchantments from any setting you go to. It is also generates its own power and is incredibly durable.

Binding Lamp (300cp): Not necessarily a lamp, but a sturdy container of some kind, which can be just about anything, even a ring with a hollow space if you were to so choose. This container has a potent enchantment on it that allows it to capture and contain an entity, binding it within, requiring you to pit your will against that of the entity, augmented by its power. A particularly powerful or willful entity will be harder to contain, though weakening them may allow you to do so anyway. The lamp can only have one entity contained within itself at any given time.

Once an entity is contained and bound, you can draw on its powers for yourself, though they will be weaker, or use it as a supernatural battery. These can be used in tandem. Particularly strong, intelligent, and/or willful entities may be able to limit what you can draw from them, though your own will can help to bypass those limitations.

It is possible to speak with the entity contained, and they will both be able to understand you and respond, even if they lacked the intelligence or ability to understand prior. This is not an intelligence boost, it is the enchantments on the container interpreting the desires and will of the entity and relaying it in a form you can understand and vice versa for you to it. Because of this, you can make a deal with powerful entities that you can't normally draw power from, potentially allowing you to earn some of their power in trade for something they desire.

You can release an entity from the lamp at any time, at will. They cannot target you after being released for ten years, after which they are free to do as they please. You can lift this restriction if you so wish.

Skeleton Key (300cp): This strange looking key is a potent artifact, capable of unlocking any lock, regardless of what it may be, even magical or conceptual locks. While this sounds simple and not overly potent, what it considers a lock is quite broad. It can unlock memories, giving a perfect recollection of something previously lost, unlock potential to boost one's abilities based on lost moments of potential development, or unlock aspects of a person's heritage to grant them traits or abilities they would not normally be able to access for one reason or another. Its power can also be inverted to instead place locks instead of unlocking them.

You cannot use a Trick Token to gain this item.

The Creed (300cp): A simple code, an oath of sorts, that embodies the ideals of the rogue, whether written down or purely spoken. By placing your hand on someone and reciting the Creed, they will develop abilities similar to those described in this document. If, instead, you recite the Creed with the intent to do so, you can spread this effect across the world, imbuing people from all corners to develop abilities as if you had used this item directly. However, if you do so, the Creed loses its power until the start of the next jump.

You cannot use a Trick Token to gain this item.

Black Market (300cp/500cp): The black market. A staple of corrupt cities the world over and a place where criminals gather to trade in goods that aren't normally accessible to the average, law abiding citizen. In any large city or through a special door in any property you own (including your warehouse), you can access this item, a large black market where you can purchase nearly anything, assuming you can afford the inflated costs involved. You can also sell your own wares here, if you so wish, without concern for legality.

For an additional 200cp, you gain access to the Goblin Market, a place where the immaterial can be bought and traded just as easily as goods and money can be traded elsewhere. Memories, powers, strength, all of it can be bought and sold here. Even materials and items from past jumps can be purchased within the Goblin Market. This lies far deeper into the black market, taking time to get to or from.

You cannot use a Trick Token to gain this item.

Companions

You may spend your Trick Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Trick Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Rogue (50cp): This option allows you to create a new companion with 800cp and 5 Trick Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Genie of the Lamp (300cp): You have found and contracted with a genie. Unlike most of their kind, they are unbound and are free to do as they wish, and they have chosen to follow you on your journey. They have a personality complimentary to your own, enough that you will become fast friends in all likelihood, and they can be taken as a companion or left as a follower. If mistreated, they can turn against you.

As they are free and unbound, the genie lacks much of the power of the traditional genie of the lamp, able to grant wishes, however, they are inherently magical beings and can perform relatively minor magics at will with no negative effects, can naturally fly and go invisible, and can share their senses with you. Moreover, they can imbue you, or another person, with some of their magic to allow access to some of their magic. As they practice and age, their magical power will grow, though unleashing their full power may require aid.

Some genie are aligned with an element, and you can choose if they are or not and which element you'd prefer them to be, coloring their magic and the magic they can grant in the process. This does not change the genie, merely changes which one you meet.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Distinctive (+50cp): You have an obvious, hard to hide feature that makes you easier to identify. Maybe it's an obvious birthmark, extensive and distinct tattoos, or something like albinism. These features will stick in the minds of people that see you, this will make it difficult to go unrecognized. You can choose to keep these features after this jump, if you wish. This drawback may be taken multiple times, though only the first four give CP.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Bit of Eccentricity (+100cp): You are eccentric in the worst possible way. You have a personality trait or a compulsion that makes you annoying to be around, be it kleptomania, compulsive lying, being overly superstitious, blatant paranoia, or maybe you're just clumsy or have bad luck at the worst possible moments. Addictions, phobias, and disabilities can also be picked up here. This drawback may be taken multiple times, careful not to overdo it.

Under a Thumb (+100cp): You are not free to do as you please, having someone with a measure of leverage over you in some manner, regardless of who they may be. Maybe you have been caught by the authorities and they are using you to go after other criminals using your connections or a kingpin that has done something to you that only they can keep at bay or maybe you have been enslaved. It is possible to escape these circumstances, but it will be difficult to accomplish. With a second instance of this drawback, you have no means to escape from your circumstances during your time in this jump.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Trick Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for whatever freebies you gain from your Trick Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Rogue (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Trick Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Curse Magnet (+400cp): You have the unfortunate distinction of running into curses of all sorts, be they real or not. From contracting a sickness in an old crypt to a witch laying a pox on you to even a god inflicting a curse on you for some perceived slight. These curses cannot be removed during your time here, but they will be removed at the end of the jump if you so wish. If, for some reason, you wish to keep a curse, you may.

Gang Wars (+400cp/+600cp/+800cp): Regardless of where you go, you'll find that there is a heavy tension in the criminal elements, there is a subtle tension to be had, with even small towns having to deal with bandits that are in a tense stalemate. Only a small push will set this tension to boil over into a full on war in the streets. If you aren't careful, you may well be dragged into these clashes and the dangers that would result from this war in the streets.

For an additional 200cp, the tensions have already boiled over and you will need to either join up with a side or find a way to avoid the fighting, possibly even fleeing entirely, if you want to be safe. While you may not be a direct target, in these situations it is easy to be caught in the crossfire or to be in the wrong place at the wrong time.

For a final 200cp, you are already a part of the fighting and are, in fact, a target that will be hunted down, even should you leave. Especially if you leave, as your former allies will come after you just as much as your enemies should you attempt to avoid the fighting.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

Credit to KYTY Animations for the third picture. I commissioned the art and it turned out beautifully. Check him out on [YouTube](#) for more of his work.

On Me, Myself, & I: This does not make you three times stronger or smarter or anything like that, it does, however, let you get things done as if you were three people working together. Can't carry more, but can search a room as if three people were doing so, can craft a weapon as quickly as three people working in tandem perfectly, etc.

On Hotshot: This is based on a character from the [Steelshod](#) story, it's an ability to set a goal, then gain advantage on all rolls made to achieve that goal, with broader goals not being allowed. Thought it was a fun ability, so I included it here.