



Railroads! Jumpchain

Welcome, Jumper, to the age of iron and steam! This era has brought the world closer together through a variety of marvelous inventions, but the important one for our purposes here is the mighty locomotive! That's right, it is time for you to become a railroad tycoon! First things first, I don't really expect you to build a train based empire in a mere ten years, so i'll give you 50 years enjoy yourself. Specifically you will be here from 1865-1915, and you will be arriving somewhere in the southwestern United States.

In the meantime here is your +1000cp

Backgrounds

Drop-in

Same as you ever were jumper. You awaken on a bench in a train station with no new memories or connections, just any new perks and items you have purchased.

Business Man

This is the beginning of the modern era of economics, and that is a wave you are riding. Like Cornelius Vanderbilt or George Pullman you are a man (or woman) of society, here to build your wealth. You have a position with one of the many railroad companies, although how you got there is up to you.

Engine Driver

As an engine driver it is your duty to drive the train, which is a lot more work than you probably think. Regardless you work for one of the many railway companies as a driver, and a decently respected one at that.

Railway Engineer

You are the man who designs and builds trains and their related systems. Railway engineering is a very multifaceted discipline and are thus capable of handling a wide range of issues that arise with this kind of engineering. You have a job with one of the railway companies.

Perks

100cp perks are free to their respective backgrounds and the rest discounted 50%

Drop-in

King of the Road (100cp)

Well jumper you now fill the role of a classic hobo: an expert train hopper, able to sneak onto any train, even those already in motion. While riding or resting on a train you will never feel discomfort. Plus you have an extra sort of charisma with transportation personnel, easily making friends with anyone from a train conductor to a starship pilot. The only restriction on this is they have to specialize in transport.

Jumper was a Steel Driving Man (200cp)

Much like the mythical John Henry, your hard work can easily outpace any machine. Your strength, fitness, and stamina boosted to peak human levels, and your skill at tunnelling is unmatched. More than just tunneling, you can easily match the efficiency of any "simple" machine up to the modern day.

Express Train to Hell (400cp)

There is an old railway tall tale of an old tramp being snatched away by an invisible train he called the "express train to hell". While neither the train or tramp were ever seen again, you can usher a similar fate unto your foes. That is to say you can conjure a spectral train running full bore towards a designated target. This is a considerable drain on your stamina, and while only partially visible it is certainly a loud attack. The train will fade after a few moments, and the stamina drain can be lessened with training.

It Hasn't Come in Years (600cp)

The Midnight Train, it hasn't come in years but tonight it will. Legends of ghost trains are known the world over, and now you have a lifetime pass for a very specific one. At any transport station (it doesn't have to be a train station, a bus terminal or shipyard will do just fine) you can call upon the mysterious Midnight Train (or Midnight Boat, or Midnight Dropship). The transport will arrive shortly, and once boarded will take you anywhere in the world that has a similar transportation station. More than just travelling across the world, this vehicle can transport you to nearby parallel dimensions and connected planes. This transportation can take anywhere from a few minutes to a few hours, and you will always find the train populated by all manner of mysterious and strange travellers. You can freely bring a dozen or so other passengers with you. Post spark you can use this to travel further than just nearby planes and dimensions.

Business Man

Silver Spoon (100cp)

Whether or not you were born with it in your mouth, you can certainly carry yourself as one of the wealthy elite. You exude a natural charisma and aura that marks you as a man of wealth and culture. As well you know how to conduct yourself in society, easily avoiding faux pas.

Golden Spike (200cp)

The symbolic act of driving the last spike of a new rail line, a classic example of a ceremony designed to attract attention and placate people involved. Now, whenever you complete a project with such a ceremony (such as cutting a ribbon) people seem more interested or satisfied with the result. This doesn't allow you to completely blow off a project, but they will seem pleased with much lower quality than they would be otherwise.

Monetary Manipulation (400cp)

Quite a few businessman associated with the railroad will go down in history for some of the most extensive stock manipulation in history. You are now an expert at all varieties of stock manipulation from the Bear Raid to the Pump and Dump. You are also quite skilled at covering your tracks

Robber Baron (600cp)

A term originating with German Lords who charged nominally legal tolls on the roads crossing their lands, the name was used to describe the less than scrupulous business men of the late 19th century. You are a economic predator, crushing

competitors, rigging markets, corrupting governments, and leading monopolies. You are an unrivaled master of all kinds of underhanded and exploitative business practices. Strangely enough, it seems people are somewhat more inclined to ignore your devious activities.

Engine Driver

Run on Time (100cp)

Driving a train is no easy task, but you are an absolute ace at it. You know everything you need to know to drive any form of train, from the simplest locomotives to the most advanced maglev models from the modern day. You can also determine how long any trip will take. With a driver like you, any schedule can be kept.

Casey's Cannonball (200cp)

The legendary Casey Jones was known for playing fast and loose with the rules of the railroad, his impeccable timekeeping, his lightning speed, and his tragic death. Hopefully with this perk you can avoid a similar fate. Any vehicle you drive can be pushed to its absolute top speed with no penalty to handling and can be stopped much faster than should be possible. As well, weather and environmental hazards will no longer impede any vehicle with you at the helm.

Unstoppable (400cp)

Trains are renowned for their durability and unstoppable nature. Now any vehicle you drive will really live up to this reputation. With you at the wheel the durability and force of the vehicle is multiplied several, allowing you to ram through all kinds of obstacles with nill damage to the vehicle.

The Way to Really Fly (600cp)

Now I understand that a train might not seem all that impressive to a jumper who may have access to FTL vehicles or can run faster than the sound barrier. Well be unimpressed no more, as with this you are now capable of channeling any extranormal transportation powers you possess through a vehicle you are driving. This applies to any non-physical enhancement to your transportation you posses.

Railway Engineer

Locomotive Breath (100cp)

You understand the full breadth of engineering and other sciences required to build and maintain railway transport systems and trains. This includes not only the

earliest production locomotives but also more advanced modern trains. With this knowledge and some hard work you could advance train technology even past this point.

Stop That Train (200cp)

Knowing how to build a train is one thing, but stopping one is the real trick. You know how to use a variety of methods such as sabotage, traps, and roadblocks to stop any vehicle. No matter how fast they are going you can find a way to bring it to a halt.

Train of War (400cp)

Train mounted weapons and armoured trains were used extensively in the wars of the mid 1800s to the early 1900s. You are capable of weaponizing and armouring trains with minimal loss of efficiency, and are capable of up-sizing and adapting weapons and other tools of war to function as train based attachments.

Iron And Steam (600cp)

The problem with all this technological knowledge is that you are here in the late 1800s, and quite a bit of that technology relies on earlier inventions that rely on earlier inventions and so on. Well this oughta help out with that little issue, you can easily retrofit/redesign modern technology (or any other form of technology you understand) to function using the inventions and fuel of the late 19th century. The more complex and advanced the technology being adapted the longer and more difficult the process will be, but if you really put your mind to it you could make anything run off of steam.

General Perks

The Orient Express (200cp)

Sometimes long trips using various forms of transportation can be a bit boring. Well never again! Any long distance transport you take that has passengers other than you and/or your companions is guaranteed to have at least one interesting thing going on. From a murder mystery, to a passenger in disguise, you never know what you will encounter on the road.

Items

Bindle (100cp, Free Drop-in)

The famous travelling sack of a hobo, the small bag on the end of a stick is meant to be carried over your shoulder. Despite its small size this bag has enough room

to contain a fully grown human if you really wanted to. It's size and weight will never change despite its contents.

Stock Ticker (100cp, Free Business Man)

Some strange little contraption with a thin strip of paper running through. This device is designed to receive and print information on the stock exchange. Requiring no network to be attached this stock ticker delivers the relevant stock information of any world you dwell in.

Striped Overalls and Hat (100cp, Free Engine Driver)

The classic engine driver outfit, a pair of blue striped overalls and a matching hat. This set resists all forms of filth and dirt and has a very peculiar second quality: while wearing this outfit the passengers and personnel of any transport vehicle will assume that you are the person who is supposed to be driving the thing and will not question your presence or actions. Sufficiently dangerous acts will overcome this effect.

Sturdy Crowbar (100cp, Free Railway Engineer)

A classic, heavy iron crowbar. In your hands this functions as any relevant train related tool you may need, such as a hammer. As well this tool is effectively unbreakable in your hands and can function as a decent weapon.

Jumper's Crossing (200cp)

An average sized train station with aesthetics and layout of your design, jumper's crossing is a part of a very interesting rail network. The rail network of jumper's crossing has small stops near any property you own/follow you that you wish it to connect to as well as connect to a single rail network of your choice. This rail system can be modified and expanded in any jump, but alterations to the line will not follow. This train station however will follow you from jump to jump. Only people you wish to will be able to access the new stops that are part of your properties. Also you can use this station to have a freight train bring deliveries to and from your warehouse. All you have to do is fill out an order form and give it to the station master. The employees of this station are generic npcs that fit in with the world and do not count as companions. These npcs cannot leave the station. If you wish inactive companions can take the place of any of the npcs, but they likewise cannot leave the station.

Cache of Coal (200cp)

With all this steam based technology, you really should have a stockpile of fuel for it all right? Well now you have a full cargo car filled with coal. It refills one week after all of its coal has been used up.

John Henry's Twin Hammers (200cp)

When John Henry challenged the steam drill, he wielded these two hammers. Imbued with his unconquerable will, these hammers are capable of smashing through earth, stone, and metal with incredible ease. Who knows what they might be capable of in the hands of someone who possesses inhuman strength.

Casey Jones's Whistle (200cp)

Casey Jones's custom train whistle was well known and could be recognized and heard for miles. It was described as sounding like "the warcry of a viking". This six tube whistle, resembling a set of panpipes, can be tuned to imitate any sound you have encountered. This whistle also benefits from any music or sound based perks you possess.

The Jumper Express (200cp)

A custom steam locomotive designed per your tastes with 7 cars of a composition of your choice, there is no train like it in the world. It is fully staffed with generic npcs that cannot leave the train, unlimited fuel supply, and the ability to lay tracks in front of it at will. It currently has a top speed of 100/mph but that can be improved with work. In fact all aspects of this train can be improved and modified, even capable of having more cars added if you put in the effort. For an additional 100cp you can import a single vehicle you possess, granting it this train as an alt-form. The top speed, durability, and other traits are those of the higher of the two vehicles. If you wish inactive companions can take the place of any of the npcs, but they likewise cannot leave the train.

Companions

Jumper Railways (50cp each, 200cp for all 8)

How about starting your own railway company? Purchasing this allows you to create or import a companion who gets a background and 600cp to spend on perks.

Drawbacks

+600cp Drawback Cap

Fuel Woes +100cp

It seems that you are constantly running on empty. Any vehicle you ride in runs out of fuel much faster than it should, even your personal vehicles that once had infinite fuel. You yourself will also feel like your running out of fuel, requiring you to eat more than you otherwise would.

Business Rival +100cp

Some fat cat back west has taken offense with your existence, and they will do their best to mess with you. Nothing life threatening, but good luck getting a bank loan or an invitation to high class parties. Should you be running your own business they will devote their efforts to either acquiring or bankrupting it.

Just Trying to Make a Buck +100cp

For someone to have a decent life in western society, typically you need something called money. Unfortunately money seems to be the one thing you lack. Any money you make is quickly lost or spent up on surprise expenses. Any replenishing supply of cash you have doesn't work for the length of this jump.

Ticket to Ride +200cp

Now this is an odd one, for the entirety of your time here any travel you wish to undertake that goes farther than the average city must be travelled by train. There is no getting around this, and for as long as this drawback is in effect the Jumper Express cannot generate tracks on its own.

Accident Prone +200cp

It appears you are some kind of living bad luck charm, as any form of transport you take has a good 80% chance of being involved in an accident for the length of your time here. Only a small fraction of these will have the chance of being fatal, but they will always be inconvenient.

The Great Train Robbery +200cp

Train robberies were not quite as common as westerns would have you think. Well, at least they weren't before you took this drawback. At least half of all travel you take will be interrupted by attacking bandits. And no, the previous drawback won't help you but it will help your attackers.

Train Tycoon +300cp

You better be one hell of a businessman, because by the end of your time here you must be in in the top ten of the richest men in america. For the purposes of this drawback only money made by rail companies and related services will count.

Notes

-For any options including NPCs, you are free to choose not to have any. You can still have inactive companions in place of NPCs, even if you choose not to have any NPCs.

-For clarity with “The Way to Really Fly” muscle based speed enhancement, such as speed from being a runner in prototype counts as physical and will not work. Speed enhancing spells, or powers such as the speed force count as “non-physical” and can be applied through the perk.