

Jumper Novels

Introduction

Welcome to a normal Earth. It's the late 1990s, plus or minus fifteen years or so. A world just like ours in every way. Well, as far as you can tell. But what do you know about the real world, anyway? If there really was one man on Earth who could teleport, but who was keeping it secret, do you really think you would know about it? The story of David Rice and his family are set out in four novels by Steven Gould: Jumper (1992), Reflex (2004), Impulse (2013), and Exo (2014). The Jumper Novels continuity includes the novella Shade (2008), a side-story to Reflex, but not the movie adaptation Jumper (2008) or the novel Jumper: Griffin's Story (2007).

Times and Places

You arrive in the time covered by the novels in the quartet timeline, anywhere between 1983 (Jumper) and 2013 (Exo). Reflex is set in 1994, and Impulse in 2011. All dates are based on internal chronology (especially references to character ages) and are approximations. You may choose your age and gender freely. You can appear pretty much wherever you want. Actually, appearing wherever you want is kind of the theme of this jump. You'll be spending the next ten years here, so have 1000 cp to set you up.

Origins

Drop-in

It's a normal Earth, and well within living memory. You should have no trouble adjusting to life here. A shame you have no documents or contacts, but you'll get by. You can probably teleport.

Talented

You have a background that will let you interact with the plot if you choose. This origin is about having and unlocking various gifts and talents. Especially teleportation.

Bad Guy

I suppose that Jumpchain is all about the pursuit of power and self-gratification. You might just have a lot in common with your fellow bad guys. And if you can teleport they will be very pleased to have you on their side.

Bystander

Every story needs someone in a supporting role. You might not always be in the spotlight, but when you are your contribution will be critically important.

The Big Perk

It's why you're here, isn't it?

Jumping - 600 CP

An almost unique ability, canonically first possessed by David (Davy) Rice and now possibly you, Anon. Since Davy's unexplained acquisition of the ability to Jump a very few people have acquired the ability; the prerequisites seem to be the experience of hundreds or thousands of teleportations over the course of several years, followed by exposure to deadly peril.

The novel version is much less visually impressive than the movie version. In the novels Jumping is described as resembling a cheap special effect, like when the camera is stopped while the actor walks off the set. There are no lights, no pop of displaced air, and no shock wave. Rather the Jumper momentarily overlaps two different places at once, forming a temporary human-shaped gateway to the Jumper's destination. There most definitely is not a scar left in space-time.

The first use of teleportation is as an instinctive reaction to danger, and brings the user to a place associated with safety. Over the course of the novels several variations of the ability are developed. Voluntary use of the ability to a familiar and clearly visualized place; line of sight teleportation; rapid back and forth teleportation forming a kind of bilocation; use of bilocation to transfer air, water or sand from one location to another. Davy's daughter Cent learned that teleportation could add an arbitrary amount of velocity in any direction, and how to teleport into a moving vehicle. She also demonstrated that interplanetary teleportation was possible.

A Jumper can teleport whatever or whomever they can lift. Heavier objects slip out from a Jumper's grasp, or anchor them in place, painfully wrenching them back from their destination. A certain amount of concentration is required to teleport, so drugs and alcohol can interfere with the ability. A sharp mental image is required to reach an acquired site, so half-forgotten places may become inaccessible. Videos and photos can help sharpen those memories, but new sites have never been acquired in this way. The exact limits of Jumping are unknown; more abilities may yet be unlocked through a process of trial and error. But be careful; reckless experimentation may result in injury or death.

If you have an equivalent teleportation ability from another jump you may exchange it for Jumping at no cost.

Other Perks

For each origin one 100 cp perk is free, and the other perks cost 50%.

Drop-in

Part of the Scenery - 100 CP

You have learned not to make waves when you visit exotic locations. You instinctively avoid faux pas like using the wrong hand when you eat, and you know what counts as modest dress and appropriate behaviour. You also quickly pick up basic expressions in the local language and use them correctly. You might obviously be a foreigner, but people will fit you into an expected framework, such as a tourist, aid worker, or missionary.

Homeschooled - 100 CP

Even if you are badly undersocialized, you seem to have the gift of making friends. Loyalty you demonstrate to others will be returned, and if you have to keep some big secrets from them they will quickly forgive you for any lies you have told, and will faithfully keep those same secrets. And if friendship turns to love? Well, I won't say there won't be any drama, but nothing that cannot be overcome.

Autodidact - 200 CP

You are a self-starter, with great motivation and discipline in any skill or academic field you take an interest in. Even if you only had a few months of high school you would come across as a bright college sophomore or junior. You learn in months what might take others years, if they ever figured it out at all.

Sky's the Limit - 400 CP

Your abilities never stop improving. Well-defined powers develop new applications when you experiment with them, and you can even learn to do things thought to be impossible. In hindsight, of course, these impossible things are in fact logical extrapolations of the base ability. Moreover, if there are any obstacles in your way, you'll 'just happen' to find the one person in the world who can help you overcome them safely.

Talented

Real Skill - 100 CP

You are more than any superpowers you might possess. Perhaps you are an expert therapist, a talented handyman, or a master bridge player. Choose a single real-world skill or profession to have a well-developed talent in.

I Didn't See You Come In - 100 CP

Someone who sees you use an exotic talent will quickly invent an explanation for what they saw, and readily accept any explanation you offer. But don't rely on this too much, or they'll start to clue in that something is up.

Muy Estupido - 200 CP

Despite how it may seem, you don't actually pick your friends because of their talents. It's just that almost anyone you make friends with turns out to be really, really gifted. That weird goth girl in the local high school? A marketing and social media genius. That mentally ill homeless woman? She has phenomenal observation and a prodigious memory. And so on.

Moral Center - 400 CP

You are blessed with prodigious willpower and will not compromise your principles even in small things. And whenever you do the right thing rather than the easy thing, it seems your endeavours are blessed with good fortune. Best of all, those dear to you share an equal measure of these gifts, divided equally between them.

Bad Guy

Autonomy - 100 CP

You do your job well, Anon, and anyone with authority over you will stay hands-off as long as you continue to do so. And while your responsibilities may start off small - maybe just a little drug dealing at the local high school - you can be assured that promotion awaits you. Just don't screw up. Or try to quit - your employer has a very strict no-termination policy.

Sacrosanct - 100 CP

Yours is a violent business, Anon, and you may or may not be bullet-proof. Luckily your opponents are extremely unlikely to escalate to lethal force against you. Even if you're using a gun, you'll face warning shots or grazing wounds instead of shots to kill. Which is not to say that you can charge a machine gun nest unscathed, but you'll escape more encounters with fewer injuries than you would expect. This protection applies mostly against weapons, though, so you should watch out for environmental effects like floods or gas leaks.

Get Out of Jail Free - 200 CP

Arrests happen. It's just a thing in your line of work. But when you do get arrested, you'll always have superlative legal council, and maybe some favors called in on your behalf. If you get

convicted, you'll do little time; if you're not let out early, a body double will take your place during a routine transfer and they'll serve your time for you. Oh - all of this depends on you keeping silent about what you know. If you provide information to the authorities in exchange for leniency, it might be the last thing you ever do.

Conspiracy - 400 CP

You have a talent for conspiracy, one that scales with your rank in a criminal or secret organization. At the low end you'll be little more than a promising gangster, but it's at the upper echelons where you really shine. Blackmailing politicians is easy, as is intervening in the criminal justice system and recruiting competent minions, securing safe houses, ensuring employee loyalty and maintaining information security. And to bankroll all this? You have something of a Midas touch with respect to business opportunities, and your ability to launder money is second to none. With the resources you have, even opponents with supernatural powers should be easy to snare. Right?

Bystander

Angels and Demons - 100 CP

You run across exceptional individuals with unusual frequency. This almost always turns out in your favor. An 'angel' might give you money and bless you, or buy you a new coat if you looked like you needed it. Even contacts with hostile forces will go better than you might expect. Sure 'Satan' and his minions might be holding you hostage, but you'll get three square meals and a comfortable bed out of the ordeal.

Be Careful What You Dream - 100 CP

Is teleportation the only supernatural element in this story? Maybe not. You show signs of precognition, especially in prophetic dreams, and can even interpret the dreams of others, although this an uncertain process. Your warnings will save lives if they are attended to.

Badass - 200 CP

You have an incredible native talent for mayhem, armed or unarmed. You could be a homeless schizophrenic woman and still hold your own against a snatch team of armed mercenaries. They might get your coat dirty, however.

Sheer Coincidence - 400 CP

You might find a wanted criminal by examining the security videos of an unrelated case. Or cross paths with a missing asset who just happened to be attending a lecture in the next room at the conference center. In general, the harder you work at something, the more luck you have.

Items

Everyone gets two 50 cp items for free: one from the general list and one from their origin list. If you already have a similar item, you can import it at no charge. If you take an item that hasn't been invented yet, like a satellite phone before 1997, you'll have to fanwank on your own whether and how that works. The items are mostly to convey the flavor of the setting, anyway, and to allude to plot points; many of them you can get on your own, without spending CP.

General

New Identity - 50 CP

More than just a fake I.D., this is a curated identity, with a tax history and everything, ready for you to take on when you need it. Just remember that this is who you are now.

Pepper Spray - 50 CP

Worth more than a million dollars if you really, really need it. A shot from one of these will incapacitate almost any enemy, and will never blow back on you. Take two. You'll get a replacement in a day for any that you use.

Safehouse - 50 CP

Someplace safe, secure, and surprisingly comfortable. Your enemies won't find it unless you have something (or someone) of theirs on the premises. Its exact form scales with your resources. It might be merely a refrigerator carton if you're dirt poor, or maybe a refurbished garage - but a cabin in the Yukon is more typical. And you can hardly be a Bond villain without a proper lair, can you?

Cash - 100 CP

Twenty duffel bags, containing a total of \$953,060 in various denominations. What did you do, rob a bank?

Drop-in

Bento Box - 50 CP

A traditional lacquer lunch box, filled with delicacies like salmon roe and breaded shrimp. It tastes as good as anything you could buy at the Tokyo train station. I wonder why that is? Replenishes on command, up to three times a day.

Cell-less Phone - 50 CP

A nice phone that never runs out of charge, and is virtually indestructible. It doesn't connect to cell towers, but does connect to wifi, each time with a different MAC address. And don't worry about the passwords to the wifi either. If you pretend to take a picture with it, people will be convinced that you really did.

Jar of Dirt - 50 CP

A glass jar double-bagged in clear plastic. Inside is some fine, dark gray sand. For some reason you were expecting reddish brown.

Satellite Phone - 100 CP

An Iridium phone, good everywhere on Earth as well as several thousand miles above it. Unlimited minutes. It can be tracked, but this is good if it reassures the authorities that they know where you are and what you're up to, even if they have no idea how you're doing it.

Space Suit - 200 CP

Made from electroactive polymers and now with radiation shielding. Unfortunately, unless you don't have a human bone structure you're not fitting through the flange. Or unless you can teleport or something.

Orbital Habitat - 400 CP

Take two nested balloons, each about twelve yards across, with three hundred twenty-one tons of water between the layers - this is for shielding against micrometeorites and radiation. Well, and also for thermal mass... hey, just read Exo, alright? All the details are in there, in mind-numbing detail. The habitat is at whatever orbital distance you want.

Talented

Home Library - 50 CP

Without books, a house isn't a home. Here are several thousand of your favorites, including the complete works of Jane Austen.

Sharp Clothes - 50 CP

Sometimes you want to make a good impression at a party. So here, have a closet full of fashionable, fitted clothes and get yourself a decent haircut while you're at it. You want some Champagne too? Pay a hobo to buy you some.

Supplies - 50 CP

You like your lentils, I guess. Here's nine tons in 15 kilogram bags. Plus rope, tarps and many other things that would make life better in a refugee camp. But you can't do relief work all the time. Items given away will be replaced in 72 hours.

Private Island - 100 CP

A very small island, to be sure, about sixty feet long by twenty feet wide. It's in a pit in the wilds of west Texas. The walls are perhaps a hundred feet tall and the sun doesn't shine to the bottom except at midday. Dunno what you'd use this for.

Clipping Service - 200 CP

Scoff at this if you must, but in pre-Internet settings this is practically a private spy agency. Check in regularly and they'll give you an update on anything you're interested in. Even hijackings.

Government Contract - 400 CP

You have a lucrative contract with the government, providing services that only someone with your talents is capable of. Extracting and placing personnel, say, or getting a desperately ill astronaut to a hospital stat. Besides the financial security it provides, it ensures that at least part of the government regards you with favor.

Bad Guy

Guitar Wire Garrotte - 50 CP

D strings. A great compromise between strength and cutting. These will not be found even with a strip search and a metal detector, and will give you a small bonus to stealth.

Tea Set - 50 CP

A very elegant tea set, and the tea is excellent and piping hot. There is cream, sugar, lemon, and honey. The teapot refills on command.

Hidden Camera - 50 CP

No one will notice this, and it will automatically record anything illegal or embarrassing that happens in front of it. The recordings will be saved in several locations. It would take one hell of an accident to erase them all.

Ambulance - 100 CP

An ambulance with an angel logo. It never needs refueling or maintenance. Included are some EMT uniforms and equipment, plus enough sedatives to tranquilize an elephant. No risk of an overdose, either.

Teleportation Detector - 200 CP

The original sensed gravimetric fluctuations. This one is based on quantum thingamajiggies, and can be tuned to sense a variety of esoteric effects, especially anything with 'quantum' or 'dimensional' in its name. It's smaller, too: about the size of a walkie-talkie and with a range of about 150 ft.

Predator Drone - 400 CP

Now how did you get your hands on this? One of several MQ-1s sold to Italy, it reportedly went down in the Adriatic Basin west of Montenegro, twelve hundred meters deep. It comes with two Hellfire missiles. Not very covert, but very effective. If used up or destroyed, you'll get a replacement a month later.

Bystander

A Nice Coat - 50 CP

A maroon knee-length coat, waterproof, with a large hood lined in black satin. It's made of heavy wool, is comfortable all year round, and gets dirty only if you engage in combat with the forces of evil. You're pretty sure the guy who bought it for you was an angel, what with the way he kept appearing and disappearing. Damage or stains disappear within 24 hours.

Whistler Painting - 50 CP

The White Girl is a big painting, almost seven feet tall. The girl, clad in a white gown and standing in a wolf skin in front of shining white drapes. She is serene. Whatever she's doing, she's doing it calmly, with poise. You feel a similar sense of serenity when you look at it.

Dinner at the Burro - 50 CP

A pretty good restaurant, not at all pretentious, specializing in Latin American cuisine. And of course your meal is paid for, and there's a generous tip for the server. In other settings a similar dining establishment will be available in the nearest outpost of civilization. No burros ever appear on the menu, though, so I hope you didn't have your heart set on donkey meat.

Plane Ticket - 100 CP

Not everyone can teleport. Some people have to ride in an airplane. Here's your ticket. Business class from anywhere to anywhere, whenever you need to get somewhere in a hurry. Enjoy your flight!

License to Carry - 200 CP

You have a permit to carry a weapon anywhere you want. Any official who inspects your permit will treat you with great courtesy and respect, and will cooperate with you fully in any investigation you might make. Well, until orders come down to stop cooperating, that is.

Exoneration - 400 CP

Sometimes the right thing is not the legal thing. And sometimes knowing it was the legal thing doesn't put your conscience to rest. But you have a little notebook of rules to live by, moral maxims and legal theory that can tell you with certainty when you do and do not have responsibility for someone's death. Like suppose you were kidnapped and restrained, and someone was about to start cutting bits off of you - if you caused a 'gas leak' was it you who killed them, or did they effectively kill themselves? You are able to answer such questions by reference to your book, and these answers will not only be convincing, they'll also be the truth.

Companions

50 cp for 600 cp + origin, 200 cp for eight; 100 cp for a canon import.
A canon import's significant other can be included for free.

Drawbacks

1000 cp drawback limit. Some drawbacks are restricted to those who have the Jumping ability from this document.

Darkest Timeline +0

Davy did a milk carton. Millie never met him. Cent was never born. Outside of you and your companions there are no teleporters in the world.

General Drawbacks

Anyone can take these, whether they can teleport or not.

Trouble Magnet +100

You tend to get into trouble. You will soon cross paths with terrorists, gang members or the agents of international conspiracies. If you have yet to make the acquaintance of the big players, then get used to people trying to mug you or accost you, for dates to involve a confrontation with a jealous ex, and similar petty troubles. With sufficiently paranoid precautions you can avoid these troubles, but it will be like living in a cult, and you'll crave having a normal social life.

Memorable +100

Maybe you wear too much makeup, or perhaps you have a distinctive hairstyle. The point is, people remember you, even when you'd rather they didn't. Any attempts to disguise yourself will draw even more notice. For example, if you try to cover your monkish bald spot, it's obviously a toupee, and if you try to disguise your accent, it will be obviously false.

No Killing +200

Taking this drawback makes the setting more hopeful, reduces the lethality of most opponents, and makes your efforts more likely to have long term positive effects. But there are costs. If you kill, your opponents will stop holding back, and any other drawbacks you have will get noticeably worse until you have made efforts to show genuine repentance. Prolonged failure to do so, or continuing to kill, results in the world becoming more cynical. It will get noticeably darker with each life you take.

Disability +200

Something is wrong with you, Anon. You might have barely controlled schizophrenia and an unfortunate case of tardive dyskinesia. Maybe your dyslexia is so bad that you are functionally illiterate. Maybe you are an alcoholic, barely able to get through the day without a drink. If you choose a disability you can overcome (e.g. a form of deafness that can be remedied by cochlear implants) you will suffer more severe effects at the beginning of the jump to make up for the lesser effects later.

See the World (non-teleporters only) +300

You aren't in Kansas anymore. Perhaps a teleporter has a grudge against you, or has dropped you off somewhere inaccessible and hasn't come back, or maybe you are a refugee or undocumented immigrant. Either way you are far from your home. You won't be in immediate

danger, but you're not exactly on vacation, either. The frequency and duration of these sojourns will be enough to be worth 300 cp. If you risk your life getting home, it might just happen once.

Guilty Secret +300

You know something, or someone, or have done something that must be kept secret at almost any cost. If it gets out it means at least public humiliation, and very possibly your imprisonment or death. You would rather cut ties and leave town, and maybe even the country, than have your secret be exposed. Keeping this secret will interfere in your leading a normal life, and may expose you to blackmail. Cannot be taken with Capability Equals Intent.

Implant +400

There is a device attached to your vagus nerve that goes off if certain conditions are met. These conditions all come down to going against the orders of the organization holding your leash. Consequences include vomiting, soiling yourself, and - if left active too long - death. Oh, and if surgical removal is attempted, your implant is designed to explode and kill you. Your resources and capabilities at the beginning of the Jump will not be effective in countering the implant, but I'm sure you'll figure something out.

Power Loss +400

For the duration of your stay you lose access to your warehouse, all items you have previously acquired, any knowledge of future tech, and any and all supernatural abilities, except the abilities available here. This applies to your companions, too.

Teleporters only

You must have the version of Jumping provided in this document to take the following drawbacks.

Criminal Mind +100

No I.D.? Contact a forger! No money? Rob a bank! Somehow you will never consider a law-abiding solution to your problems if a non-violent crime might get you what you want. You will be very, very reluctant to cooperate with government officials or similar authority figures, especially those involved in law enforcement.

Wandering Mind +100

Your ability to teleport occasionally activates without you consciously wishing it to. Perhaps you were reminiscing about a certain Parisian cafe, or maybe you just wanted to get closer to someone you were eavesdropping on. Or maybe you have a tendency to wake up in your own

bed, no matter where you went to sleep the night before. Your indiscreet Jumps will eventually draw notice.

Learning Pains +200

You are slow to learn how to use your supernatural abilities, and breakthroughs come only during (or in the wake of) traumatic or life-threatening events. Any memories of canon you might have will not guide you; instead of unlocking abilities with peaceful experimentation, you'll just assume your ability has been nerfed and will not even try to develop new capabilities until circumstances demand it.

Second Gen +200

Developing the ability to teleport almost always involves many, many experiences with teleportation plus a genuine threat to one's life. There is, however, a slight chance that the adrenaline boost associated with an involuntary jump can give someone this potential. Be careful about teleporting those who wish you ill, Anon, or you may find you have multiple enemies with your signature ability.

Deep Breath +300

Jumping normally only takes a moment's thought. Not so for you; you'll need to remember not only what your target location looks like, but what it smells like, and what your exact emotional state was when you acquired it. Jumping in stressful circumstances becomes exponentially harder. On the other hand, you may have been one of those rare teleporters to have acquired their abilities in non-traumatic settings.

Astral Plane All Screwed Up +300

Normally you can travel anywhere you can visualize with but a thought, but occasionally certain cities, countries or even entire continents are blocked off to you. You will have to travel there by other means to acquire sites anew. Line of sight teleportation is unaffected.

Capability Equals Intent +400

Several world governments have had prior experience with powered individuals, and they have grown a little paranoid on the subject. Accordingly, if you come to their attention (and you will, unless you forswear your abilities entirely), one or more government agencies will begin to deploy various technological countermeasures. Detectors with ever-increasing sensitivity and range to track your movement. Ambushes to capture you for study and/or conscription. And while they want you alive, they'd prefer you dead rather than in the hands of a hostile power. They will find subtle ways of putting trackers on your person to learn your habits and find your lairs. They will seek out allies and associates to suborn or hold hostage. There may even be

snipers. If things don't escalate too far it may be possible to persuade them that you are harmless, but it will not be easy.

Escort Mission +400

There is someone important to you that you need to keep safe. A family member, maybe, or a significant other. They don't have any special powers - they certainly can't teleport - but they will have the Trouble Magnet drawback. If they die due to hostile action you will be consumed with vengeance against their killers. If, however, they are alive after five years they may acquire the Jumping ability, provided they have met the usual prerequisites, and may accompany you on your journey as a companion. You may end the Jump early when this happens, or at any time thereafter. And if you've yet to find that special someone? Don't worry; you can take your time, but the Jump won't end until at least five years after you've found them, and until you've met them neither you nor your companions will be able to meaningfully change either the setting or your own circumstances. This drawback may be taken multiple times, allowing you to potentially recruit more people, but you only get the points for it once, and you must legitimately care for them. You may add elements to this drawback to make it more narratively satisfying; that it is an unconscious choice, that you don't remember it, that it was assigned by your benefactor, etc.

Choices

Go Home

Has time on a mostly normal Earth made you nostalgic? There's no shame in ending your journey and returning to your roots.

Stay

Have you built a happy life here, Anon? That's all anyone really needs.

Continue

Has your time here refreshed and prepared you to explore new worlds? No reason to wait. Let's get to it!

Notes

Davy was 2 weeks short of his 17th birthday when the story begins. He turned 18 the night he met Millie, who was 21 at the time. Millie states at the beginning of Reflex (in early March) that she is 31. The cabin was acquired after the economic crash, and Cent was 14 at that time. Assuming this is the crash of 2008, this would be early 2009. So Cent was conceived around

1994, when Millie was 31 and Davy was 28. So Jumper is set around 1983, and Reflex in 1994. Impulse is when Cent is 16, so 2011. Exo should be 2013 or so.

I dislike the movie adaptation, especially the Paladins, but the Jump based on it (Jumper) is quite good. I have tried to avoid duplicating material from that Jump, so if you go to both you should find lots to choose from.

The Drop-in line and Muy Estupido are based on Cent. The Bad Guys are mostly Caffeine, Hyacinth Pope (who is Memorable for wearing too much makeup) and Lawrence Simons. The Bystander line is based on Sojee (the homeless lady with schizophrenia and tardive dyskinesia), Special Agent Becca Martingale and the Ruiz family (the mother interprets dreams). Many of the drawbacks I made up, but I do think that Davy has the Criminal Mind and Learning Pains drawbacks, as well as a double version of Escort Mission (for his mom and Millie). Davy, his wife, and his daughter all appear to have both No Killing and Trouble Magnet. The Implant, of course, is a central plot point of Reflex. See the World is based on Davy's spree late in Jumper, Millie's situation early in Reflex, and the situation of the Ruiz family. I put in the Exoneration item so that any deaths in the vicinity of Davy, Millie or Cent won't trigger No Killing. The bad guys really did do it to themselves. The perks are intended to emphasize moral qualities like friendship, family, integrity and hope. I think the novels are way more than just a power fantasy or a Manichaen struggle between good and evil, and I hope I was able to convey a little of that.

The jar of dirt is, of course, incredibly precious and awesome in the context of the novels. It would make sense for it to stand in for any special component or ingredient that is incredibly rare. Especially if an association with the Red Planet would help.

Two of the non-canonical drawbacks, Second Gen and Deep Breath, are intended to seriously limit the functionality of the Jumping ability. Second Gen makes one of Davy's favorite tricks - absconding with enemies - very dangerous to use. Deep Breath slows things down, and so all but eliminates its combat utility, and its usefulness in avoiding imminent danger. Astral Plane All Screwed Up is based on a throwaway line Davy makes in the first book explaining why he took so long to get to the site of a hijacking - he hadn't acquired a site there yet, but didn't want to reveal details of his power. The utility of teleportation obviously increases the more sites you've acquired, so having them disappear is a real problem.

Escort Mission gave me some problems. It is based on canon and how Millie and Cent both learned to Jump, but it is almost more like a scenario. I think that Companions can benefit if the Power Loss drawback is taken, but this depends on you house-ruling that Companions coming back from the dead - clearly a special power - is suppressed by Power Loss. In this case if they die they stay gone until the end of the Jump, when drawbacks wear off. If you don't want to risk losing them until then, then I don't think the risk/reward balance is right. Should a companion get a 600 cp perk for a day or two time out? The "consumed with vengeance" part is, of course, much of the plot of the first book. - Cheiromancer