Girl Genius Jump

As the lady said, welcome to the world of Girl Genius! The year is 1891, 1 year before Baron Wulfenbach's reexamination of Beetleburg. The world is mad, and the science is too. Good luck!

You can probably make something useful of these. +1000 CP

Backgrounds, Age, and Gender:

The people of this world has some… pretty different ideas about how everything's supposed to go. You can have a background here, to give you some idea of how to fit in, and in fact a whole life and all its connections. No matter what you pick, your age is 1d8+16, and your gender is whatever you arrived with. However, you can pay 100 CP to select either of those, instead.

Drop-In: Free

Ouch! That brick hurt! That was an unpleasant way to wake up, wasn't it? Now, where are you? And why is there a robot eating a trilobite on a stick? You have no memories, no lingering psychological issues, and no connections whatsoever, at least from this world. Good luck finding your way around! At least you do speak Transylvanian like everyone else appears to…

Lab Assistant: 100 CP

You're not a mad scientist. You just think they're fun to hang out with (or maybe you don't have a choice). Even the most crazed Spark needs someone who knows how they take their coffee and how to use a pocket wrench, and that's your role. After all, everybody knows you never anger the person who brings the donuts. Your mild exposure to Mad Science has left you far more aware of technology's benefits and drawbacks than the average person, and even without the Spark you can probably maintain most of their tech.

Science Experiment: 100 CP

You have been used as a test of some process by a Spark. Nobody's sure what the original purpose was, and after the explosion nobody can ask the Spark, but you've been left distinctly superhuman. Along with some mild psychological issues, you've got some serious advantages over the average person. Perhaps instead you got a taste of the Jagerdraught, or had various body parts replaced by bits from a clank? You're gonna be tough, that's for sure.

Mad Scientist: 100 CP

Well, you're a mad scientist. You're far beyond those lumbering morons who fill the rest of the world; you've got IDEAS about how to improve things. For example, a heat blaster would make a hole through that wall and improve the natural lighting wonderfully! Oooh, lightning… that's a good idea. You've been trained, either by observation of a powerful spark, time at a great university, or just trial and error (mostly error, and mostly of the explosive variety). Unfortunately, you've been left a bit unhinged. You have the MWAHAAHAHAHA!!!!! Drawback without gaining any extra points for it, though it also doesn't fill up any of your Drawback "Slots."

Places:

Where in Europa have you turned up? It's an awful big place, even if the geography is somewhat different from what you may remember…

1. Beetleburg: A fairly normal city, Beetleburg is settled and stable. The town's main claim to fame is Transylvania Polygnostic University, one of the better colleges in the Carpathians. The town and college are run by Dr. Tarsus Beetle, but everyone knows that Baron Wulfenbach is the true master of the area.
2. Mechanicsburg: The great fortress of the Heterodynes, Mechanicsburg is home to more Sparks and constructs than anywhere else. The water of the Dyne seems to affect everyone in the town; they're really just not normal. Mechanicsburg has much to offer the burgeoning mad scientist, including a huge supply of natural minions, but beware; all Europa keeps an eye on any major events in town…
3. Sturmhalten: The town of Sturmhalten is one of the few safe passes through the mountains, so it's a high-traffic area. Prince Aaronev IV keeps the city relatively safe, and so the people obey him with almost slavish devotion even despite the occasional rumors of monsters in the sewers. The town was originally built as a fortress against the Heterodynes.
4. Skifander: This Lost City is the center of a thriving kingdom. Through mysterious means, the Skifandarians have managed to keep themselves secret from the rest of Europa, but a few members of their royal class have gotten involved in Europan politics anyway. Home to many phenomenal warriors, and many widely acclaimed love rites, Skifandar's sure to be interesting, despite their dearth of mad scientists.
5. Paris: Ruled by the apparently omnipotent and omnipresent Master of Paris, a powerful Spark who somehow projects himself from his tower, Paris is one of the safest cities in Europa! While there are the occasional monster events and Spark breakthroughs, most of the time Paris is a pretty nice place. You can visit the opera, the theatre, and get some excellent pastries and wine!
6. Castle Wulfenbach: This kilometer-long airship, with its attendant fleet, is the center of the Pax Europa. Baron Wulfenbach keeps the peace from here, using his strong Spark and his many armies to lay waste to any who go too far (or study artifacts of The Other). Filled with labs, dormitories, cells, and secrets, Castle Wulfenbach is certainly safe from outside attack, but good luck explaining what you're doing there to the Baron's satisfaction….
7. The Wastelands: You wake up in your small camp somewhere in the Wastelands, the territory between safe cities. NOWHERE here is safe; various monsters and escaped experiments could lurk anywhere, and if you go missing here, nobody will even know to look. Even if you do find civilization, it could be a trap set up to gather subjects for some twisted Spark's experiment (or to gather live targets to test a new war machine). On the plus side, the craters make for some great views!
8. Free Choice: Pick any of the above locations, or any other location in Europa! Perhaps you wish to explore Albion, or spend some time in quaint Zumzum!

Skills:

It takes some serious talent to survive in this world. You're gonna need some special skills if you don't want to get fried by the first wild clank you run into.

Introductions Are In Order: 100 CP, Free Drop-In

You know how to make an entrance. Your name is completely unforgettable, or at least the way you reveal it is. When you start to introduce yourself, even those who hate you will find themselves unable to tear themselves away from your dramatic speech! They might even provide supporting commentary and prove to others that you are JUMPER-ANON, GENTLEMAN ADVENTURER!

Wrenchman: 100 CP, Free Lab Assistant:

To have survived this long as an aide to the Sparky, you've got to have some useful skills. You know your way around a lab and can boost the efficiency of others' work, even if you don't have a clue what they're doing or even what principles they're operating on. You are very useful as an assistant, able to anticipate the primary worker's needs and toss them a tool just as they ask for it.

FREEDOM AT LAST: 100 CP, Free Lab Experiment:

You are a thinking being! With FREE WILL! And that kind of thing! Due to your traumatic past, the nature of your construction, or just some weird quirk, you're totally immune to Slaver Wasps. Your will is also strong in general; you won't be pulled into the orbit of strong Sparks just by will alone, and you're resistant to most forms of control. You've got your freedom now; you'll never give it up.

Scientist: 100 CP, Free Mad Scientist:

You have a DOCTORATE! And skill in ACTUAL SCIENCE! That doesn't need you to go crazy to work! Admittedly, it won't break the fabric of space and time, but meh. Tradeoffs everywhere you go. You're highly trained in one field, and can easily apply its principles to your work. After all, building a crazed abomination upon the natural order usually requires at least a smidgen of understanding of which bones are supposed to go where (Even if you end up changing them around a little). At the very least, you're also in the genius range of standard intelligence.

Mental Exercises: 150 CP;

Someone, somewhere, taught you some mysterious mental exercises that are pretty good for helping your concentration. You can ignore need for sleep for up to 4 days, and keep working despite pain and injury. When all your assistants are unconscious on the floor you'll be able to keep

going, until even the clanks get tired. Of course, once you're done with a project, you might need to take a LONG nap, but at least you'll get that work done first! And that's often a very literal matter of life and death!

Hero: 150 CP

You're a genuine HERO! Along with a talent for spinning yarns of your heroism, and a little bit of extra luck, you've got an amazing talent picked up from long, long experience; the ability to survive falls of almost any distance. Nobody (not even yourself) can quite be sure how, but you manage to survive getting tossed out of airships and off cliffs with surprising regularity. Even if it's totally improbable, you'll come up with some way to finagle your way into survival, which is useful when your prototype Steam-Powered Rocket Boots end up with the controls reversed.

Freudian Fellow: 200 CP, Discount Drop-In:

For some reason, crazy geniuses actually kinda make sense to you. Well, they still don't make SENSE, but you can see where they're coming from at least enough to talk to them without getting the Sonic Badgers of Doom released upon you. You're able to understand the mind of the mad, and can talk them into and out of their rages with relative ease. Even if they're in the Madness Place. You also can easily trigger other people INTO insane rages, and know just how to goad a Spark into their height of productivity (It usually involves saying "That'll never work.")

Combat Training: 200 CP, Discount Lab Assistant

You've been sent out on more than your share of "Specimen Collection" assignments, and have learned how to hold your own in a fight. Actually, you can do a little more than hold your own; you're a more than competent tactician, and are lethal with sword, gun, broom, and tankard. You know how to hit what you're aiming at with insane Sparky weaponry, even the stuff that just keeps pulling to the left.

Brutal Strength: 200 CP, Discount Lab Experiment

The experiment left you with a little something extra. You're really strong! You can carry and fire clank guns, punch people through walls, and beat your way into the inner workings of a clank to grab what you need. Even people in battlesuits and vehicles need be wary. It could come from your huge and bulging muscles (after all, you're a bear now) or be hidden behind an unassuming frame, but no matter what, those who get close to you better watch out, or they're in for a beating.

Spark: 200 CP, Discount Mad Scientist

You have the Spark, the bit of genius that turns you from a normal crazed tinkerer into a true Mad Scientist. You can enter the Madness Place, where you have genius ideas for technologies and constructions far beyond normal mortal ken. You have some vague area of study in which you specialize, but even those specialties can end up being surprisingly broad. A mechanical Spark can build everything from guns to clanks to airships, and a biological Spark, in addition to creating minions, would have no problem becoming a great healer or a vicious plaguemaster. Though those are the most common, there are plenty of other varieties; Mad Physicists tend to have a lot of death rays around the castle, and there's at least one Mad Social Scientist running around. There's no benefit to having both this and a Strong Spark; it's not like you can have two!

Machiavellian Planning: 300 CP

Everyone here seems to have twisted plots and plans stretching generations in the future, with onion-like layers of contingencies, lies, and truths. Fortunately, your mind is twisted enough to keep up, and to scheme and conspire for your own benefit. You have an excellent memory and strong people skills, good at convincing others to be your patsy and seeing through layers of deception. Comes with a free healthy dose of paranoia!

Voice of Command: 400 CP, Discount Drop-In

When you talk, people LISTEN. And they OBEY. When you get working, you draw in people happy to help, and natural minions flock to you. You even have a chance of keeping some form of vague control on your creations! Though you can't just control anyone, those of exceedingly weak will (or those whose wills are already compromised) might just follow your commands without realizing it. Watch out, though; if people realize you're forcing them to follow you, they probably won't be happy…

Survivor: 400 CP, Discount Lab Assistant:

There is one singular ability that is worth more than anything else; the ability to not die. And that's one skill you've managed to acquire! You have that perfect mixture of luck, common sense, and instincts to already be on your way out of town before the angry mob forms and to be standing BEHIND the master when he loses control of the death ray. You're also good at identifying seemingly innocuous things that are actually threats; you know, deep in your heart, that you really really really don't want to be munched on by that thing, even if it looks like a teddy bear. Convincing crazed madmen to choose someone else as their test subject is also amongst your talents, so long as you can find a "willing" volunteer.

Regeneration: 400 CP, Discount Lab Experiment

The Jagerdraught, or whatever else you've been exposed to, really kickstarted your healing something fierce. You'll heal from near-fatal injuries in a matter of hours, and your system gets over poisons and other contaminants REALLY quickly. And that's without getting helped! If someone's tending to you, you can heal much faster than even that, even if the healing is just literally holding your wounds closed for a minute until the bullet hole heals. Finally, you're extremely adaptive to any "additions" made to you, adapting to prosthetic limbs (or eyes, or ears) within moments. One other odd thing; you might heal even BEST if exposed to MAD SCIENCE, so if you ever get shot, just turn on the lightning generators and pump in a few thousand volts!

Controlled Sparking: 400 CP, Discount Mad Scientist:

While you are still MAD, there's at least a little bit of method to it. When you go to the Madness Place, or are otherwise out of control, you have no chance of actually killing your allies (well, without reviving them). You're still insane, it's just a productive form of insanity. You might not finish the airship that you'd intended, but you'll still end with a vehicle of some form, rather than waking up and realizing you've built a death ray that you've been using to hold a pickle-seller for ransom. Even if you're drugged or controlled by some outside power, you can't be forced to harm your companions or allies.

Moloch's Razor: 600 CP, Discount Drop-In:

All around you, you see things with problems. Plans, inventions, and technology that just can't work. Giant robots? Pumping lightning into people to give them superpowers? Toasters made into heat rays? All you have to do is remind the universe subtly (By shouting why that won't work) and they'll actually start to succumb to natural law. While you can't wish insanity out of existence, a Spark's lava cannon will suddenly have to deal with convection, talking bears will realize they actually LEARNED how to speak after the brain enhancement, and there actually IS a simpler way to get coffee than starting by conquering Turkey. Of course, the more knowledgeable you are on the way the world SHOULD work the more effective this will be; shouting vaguely about Schrodinger won't help unless you know WHY that temporal viewer is impossible.

Mad Body: 600 CP, Discount Lab Experiment:

Somewhere along the line, things got WEIRD when they were making you. You look seriously inhuman in at least one way, but that grants you some great benefits in return. You might be a sentient amoeba or ooze, a huge lizard with tough scales, a winged monstrosity, or just a talking dog. Or bear. You're not likely to be welcome in polite society (well, other than in Mechanicsburg) but you're a beast in combat, probably literally. Things that would take normal people out of the fight just don't work on you, and that's completely ignoring the additional utility your flight or extra arms

give you (though you've never figured out what your creator intended when he put in an exposed brain casing…)

Smoke Knight Training: 600 CP, Discount Lab Assistant

You have read and understood the Yellow Codex, and have full training in the Way of the Smoke. You've got knowledge on how to identify and use tens of thousands of poisons, from the obviously explosive to the incredibly subtle, and enough training with their delivery systems to make a Jager worried. You're also INCREDIBLY sneaky and skilled at theft, stealth, sleight-of-hand, and pretty much anything else that will keep you from getting shot in the face. In fact, last time someone tried, you stole his gun in between shots and replaced it with a bomb! Nobody will find you if you don't want to be found, and in a world where weapons of mass destruction are traded more often than polite greetings, that's a very useful skill.

Strong Spark: 600 CP, Discount Mad Scientist

Rather than having a weak Spark (Like a PEASANT who took the "Spark" Perk, which this is incompatible with) you have an extremely powerful one. You don't limit your scientific explorations to a single topic, but are a master of anything that meets your eye (well, at least once you're in the Madness Place). You go further and farther than almost anyone, and when you get working, you quickly stop caring about things like "fundamental laws" and "nature of the universe" and … well, pretty much anything. Warping the fabric of reality is a pretty common thing. Unfortunately, it's also significantly harder to get OUT of the Madness Place, and you get sidetracked pretty easily as well. Last week you were trying to get a stain out of your carpet, and woke up with an army of death-ray-wielding mice obedient to your commands! MWAHAHAHA.

Items:

Now, all that sparky mad science stuff is fun to know how to do. But instead, you can reap the benefits of their insanity without actually being, you know, insane. Here are some useful tools that you can have now, as opposed to after weeks of research on the friction coefficient of squirrels.

Gun: 50 CP

Sometimes you just need to perforate some foolish idiot who wants to scrap your latest experiment, or you need to hold someone's family hostage to ensure that they act like proper subjects. For that, use a gun! A customized, handbuilt rifle or pistol, this weapon will help you shoot your way out of any trouble vulnerable to bullets moving at high velocity (well, at least that's some of them). Guaranteed to NOT pull to the left!

Sword: 50 CP

Well, maybe not a "sword" per se. You've got some form of melee weapon, well-crafted and pretty easy to use. Though swords are classic and used throughout Europa, there are also plenty of other options; you can always have a polearm, from the simple halberd to the glaive-guisarme-glaive or the Bohemian Earspoon, or you could use a pair of specialized Skifandarian War Hammers. If you want to truly shock a foe with your exotic weaponry, a cable-knit sweater is the weapon of choice for Norwegian Sweater Fighters. Your options are open; there's always a benefit to being able to handle monsters when they get close.

Hand-Cranked Runcible Gun: 50 CP

Never again shall you lose a food fight! This portable weapon of culinary destruction fires forks, sporks, spoons, and knives at over 600 UPM (Utensils per minute). With variable ammunition loads for those targets you want to just knock unconscious (wooden spoons) and those you want severely disabled (steak knives), you'll be well equipped whenever the battle lines (or buffet lines) are drawn. While your enemies may laugh, they won't think it so funny when your barrage of fondue forks start to penetrate even steel plate!

Grappling Hook: 50 CP

A simple grappling-hook gun serves a surprising number of uses. It gets you out of deathtraps, up castle walls, into airships, and to the front of the ticket line. This particular variation includes 500 feet of line and a powerful ratcheting mechanism to allow you to easily get up or down, even if you're heavily loaded down with spare parts. How else are you going to get up to a giant clank to punch it in the face?

Official Sturmhalten Sewer Rat Knife: 50 CP

This tiny knife, which comes with an official Guild Membership in the Union of Sturmhalten Sewer Rats, has everything you'd ever need to explore the sewers...safely? It's got screwdrivers, saw blades, a compass, an altimeter, a shock probe, a water filter, and even an actual knife blade! With its dozens of useful tools, the knife is proof against water damage, breakage, and rust, so long as you don't use it to kill some horrid monster with acid for blood it'll never break. Given how likely that is, you just need to present the corpse and you'll get a new one free! (Maximum of one monster per week).

Tools: 100 CP, Free Lab Assistant

You can judge a workman by his tools, and you're no exception. You have a huge selection of tools, well cared for and in perfect condition, and even a nice travelling kit to take with you for those times

you end up on the run! From generic pipe wrenches to specialized voltmeters that detect the precise harmonic frequency of a death ray, you've got it all. While some people can get by with sharpened sticks, you really need the right tools to do the job right (and even if you're not building, you can always use a wrench as a melee weapon!). This collection would take centuries for most people to gather. Also includes a very large and stylish tool belt.

Locket: 100 CP

This locket was built by one of the strongest Sparks in recent history to hide superhuman abilities, such as the Spark. It's very good at it; while you've got it properly tuned, no method in existence will be able to detect your power. Unfortunately, it also disables those abilities while they're being hidden. You can set it to hide and disable some abilities and not others, if you wish; it takes just a few minutes to reset, and you can regain your full genius (or strength, or whatever else) simply by taking it off.

Fine Hat: 100 CP, free Lab Experiment

This very nice hat unmistakably proclaims your… well, you-ness. On top of generally looking very handsome, it serves as a badge of valor, plucked from the head of a worthy enemy with a proximately similar head size. It will draw everyone's attention to you, and mark you out as a person or thing to be watched! You'll have far better luck at impressing people and convincing them that you know what you're doing; after all, no man with a hat that fine could possibly get anything wrong!

Minion: 100 CP, Free Mad Scientist

A twisted, subhuman being impressed into slavery to help you in your experiments, clean the lab, and gather subjects, forced to work for you without recompense or hope of escape. Or, instead of a grad student, you could have a construct, a humanoid clank, or some other helpful worker. They become a Companion when you leave here, or if you want, you can instead have a previous Companion fill this role, gaining knowledge of lab procedures, science, MAD science, and any other benefits of your chosen minion.

Drugs: 100 CP

This supply of various medicines, drugs, surgical tools, and restraints is extremely thorough. You've got plenty of antidotes and cures for pretty much any ailment, if you can figure out which one to use in time, and instructions for the creation of more drugs are included just in case you run out. Everything from the Movit series of stimulants (all the way up to #11) to the necessary fluids to feed and sustain a head in a jar, you're prepared to fix anything that can break in the human body (Or even to make the human body… a little less so).

Lightning Generator: 100 CP

Call the THUNDER! You have a device capable of generating or summoning electricity, in its purest form; LIGHTNING. You can use this generator to create a powerful surge of electricity once every few minutes, or a more often if you're willing to accept damaged fuses. Useful as a weapon of war, but also as a tool around the lab; every experiment works better once you've pumped a few million volts into it. If you wanted, you could probably tone it down and create just a trickle of power to keep things running.

Death Ray: 100 CP

Why would you ever be without a good old reliable Death Ray? This is a nice hand-portable example, able to toast any problems you might encounter. Either a one-handed "pocket pistol of DOOM" variant or a full-on shoulder-mounted cannon, this example of Sparky tech has yet to fail you. It probably fires dangerous bursts of some kind of energy (such as heat, light, or death) but it might do something weirder instead (such as create stalagmites, or rip a hole in the fabric of time and space). Just be very careful where you point it….

Transportation: 200 CP

You need to get around somehow, and walking is for those with no imagination. You've got an airship or some other vehicle that can get you from place to place. It can be any size from a small sport vehicle only able to carry a person or two to a large ship able to fit up to 40, but the larger it is the slower it will be. Walking houses to carry you through the Wastelands in style, train-shaped submersible ships that drive through the ocean, or a simple airship, you're riding in style and (relative) safety. Though sturdy, your vessel is unarmed, so you might have to time your journeys carefully. You can have a battleship with a Land Emergent Galleon System, you just have to put the cannons on yourself.

Lab Guard: 200 CP

Any intelligent mad scientist has someone to hold the line when the angry mob arrives. Luckily, you've made yourself such a friend (possibly literally!). You have an ally who's tough in a fight and willing to fight and die for you. Perhaps an organic experiment, such as a Jager or an intelligent bear, or maybe you've gained control of a powerful clank, such as a Mobile Fun-Sized Death and Agony Dispenser "borrowed" from Castle Heterodyne. This ally is at least nominally of human intelligence, and as such can become a Companion; if you wish, you may instead import an existing Companion, who will gain this as an alternate form.

Drawbacks:

If you want your time here to be even harder, go ahead. You can pick up some extra points here, up to 600 of them, but watch out and make sure you don't make things TOO hard on yourself… remember, drawbacks override perks. But it's alright, you can't take more than two anyway.

MWAHAAHAHAHA!!!!!: +100 CP

They said you were MAD! And they were RIGHT! You're crazy. You have a natural inclination to monologue, perform complicated experiments and create devious deathtraps when a simple gun would do, and you keep trying to order your minions to obey you , their creator! On the plus side, you have an impressive evil laugh. On the downside, it comes out rather easily…

Mute: +100 CP

Probably due to some sort of flawed experiment, you're mute. You just can't speak. You might have had your mouth restructured to have fangs, someone may have replaced your throat with a "new model" unable to speak but with some other benefit, or maybe you just burned it out with all the screaming. Communication is going to be a serious problem, especially in emergency situations.

Treated Like a Halfwit Child: +200 CP

Nobody will ever take you seriously; they'll make fun of you at every opportunity. They will still be happy to beat you down if you seem "uppity" but they'll never respect you. No matter how fancy a hat you wear or how impressively large your death ray, expect to be laughed out of bars and scientific conferences. Hope you don't develop any sort of inferiority complex when people aren't impressed by you burning a hole in the moon!

Idiot Savant: +200 CP

You're good at one thing. Unfortunately, that's it. If you're a Spark, you still have your full technological abilities when in the Madness Place; just don't expect to be able to carry on a conversation that doesn't involve fuse diagrams, and those of a more martial bent may be able to still reach their full potential in a fight, but will have no idea how to flip a switch. Your day-to-day life is NOT going to be fun.

Heterodyne Heir: +200 CP

You're of a minor branch of the Heterodyne family, just enough to make you a target. The Castle and Jaegers will like you a little more than the average person, but won't accept you as The

Heterodyne; you don't smell quite right. Now, all of the millennia-long conspiracies devoted to controlling and/or murdering a Hetordyne? They'll recognize you right off the bat, and the common people will want you dead as you could represent a return to the bad old ways.

Shoddy Workmanship and Inferior Components: +300 CP

Nothing seems to work right. Well, at least nothing Sparky at all. Nothing you build will work more than once, your tools all seem to fall apart, and in fact, anything you use is in serious danger of failing. Even biological adaptations making you a construct or the Jaegerdraught don't work right on you. You're pretty much limited to the technology the real world would have had in 1891; nothing more advanced, from here or elsewhere, will work properly for you. Good luck!

Othar's New Friend: +300 CP

You're Othar Trygvassen's new Spunky Girl Sidekick. Even if you're a man. Unfortunately, you don't have any special heroic trousers, so getting tossed out of airships and into bottomless pits is not going to be fun. You're on Othar's quest to kill all Sparks and then himself (and possibly yourself, if you're a Spark), and there's no way to escape him for long, as he just keeps managing to track you down. Understandably, most Sparks will hate and fear you, which, given Sparks, usually expresses as a greeting involving death rays and death traps.