



Show by Glen A. Larson, Jump by Aehriman

Angus Macgyver is a most unusual secret agent - he hates guns, preferring to rely on fast-talking, his inventive mechanical skills, everyday items and occasionally nonlethal combat. Working first for the Department of External Services (DXS) a US-spy agency, then for the nonprofit think-tank, the Phoenix Foundation, he will travel the world helping people in need.

Have **1,000 creative points** (cp) to survive the most aggressively '80s world imaginable.

Locations

Southern California, 1983

Age, Race & Sex

Pick whatever you like as far as age and sex, ethnicity. etc.

Perks

These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free, though things costing more than 100 cp will take two tokens to purchase.

Nerves of Steel (free) When all is chaos and screaming and shooting, or you're in a car careening down a mountain with no brakes, you never lose your cool. You don't freeze or hesitate, you don't react impulsively, you decide and then act.

Brawler: You have a mean hook, and the experience of someone who has spent years fighting in bars and back alleys. You're particularly good at fighting dirty.

Combat Trained: You have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

Bad Vibes: You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

Civilian Career: Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Crowd Control: You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

Defensive Driving: You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

Eagle Scout: You were the kind of Boy Scout who got all the merit badges and then followed up, making you an expert with orienteering, cartography, wilderness survival, knots, fishing, signaling, woodwork and at least knowledgeable about first aid, HAM radio, drafting, engineering, archaeology, earth science, sailing, astronomy, and many other subjects. This knowledge updates in future jumps so if you go to the 21st century throw in programming and data security.

EOD Tech: You know how to disable all kinds of bombs and missiles safely, even with improvised tools, from nuclear weapons to rockets to improvised plastique charges.

Encyclopedia Brown: You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

First Responder: You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

Internal Investigation: You have a nose for rooting out corruption. You can spot a mole with ease and know who you absolutely cannot trust.

Interrogator: You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

MacGadget: You can turn a tent into a hang glider, trick an electric eye with fiber optics or a gum wrapper. I don't care what Mythbusters says, for you the laws of physics are flexible enough to make all the improvised gizmos from the show work. Yes, even the time Mac blew up a jeep with two mirrors and a pair of binoculars to make a remote burning glass.

MacGimmick: You always have just what you need on hand, if you're clever. Both from luck and the general knowledge to turn some loose change, a generator and jumper cables into an electric welding rig, or smash a lightbulb so you can use the filament as a lockpick.

MacFixit: No matter how hopelessly busted something might seem, you can patch it with a 'good enough' fix to make it to the border or through one more week.

Nancy Boy: You know just what to say to really get under someone's skin, and get them to swing first.

One Loose End: Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

Pilot: You're a licensed pilot for small planes, jets and helicopters.

Quick Study: You pick up on new skills and information about three times as fast, and easily synergize different things you know.

Resilience: You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

Unorthodox: You get results, and as long as that continues, your bosses will turn a blind eye to your personal failings and abuses of the system.

Self-Discipline: The worst part about the eighties has to be the waiting. No convenient internet to just look things up, you've got to wade through logbooks and reference materials. Still, you can be endlessly patient, that's how you catch the rabbits.

Solid Cover: When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

Spot the Clue: One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

Stealth: It isn't easy infiltrating a heavily guarded compound, But you manage just fine.

Items

100 cp unless specified, you can also spend your tokens here.

Soundtrack (free): It was the 80s. You can have any period music or the show's theme blaring in the background. You can choose if only you can hear the music, or everybody.

Piece: You have a firearm that can never be found in a patdown, and never jams or runs out of ammo.

Badge: This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

Cigarettes: Still really socially acceptable in the '80s. This box of coffin nails won't give you cancer or smoker's lung or any of a dozen conditions it probably should, just the sweet nicotine high. Even the ashy smell fades in five minutes.

Connections: A good spy knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

Go Bag: A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and \$3,000 in cash or an equivalent in local currency.

Home: A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

ID: All your background paperwork, already handled. License to drive, social security card, passport, state and/or national ID, and a whole history that should stand up to even intense scrutiny.

Income: Regardless of whatever else you do, you get about \$25,000 (about \$90,000 in 2026 money). In future Jumps this updates to the local currency and equivalent purchasing power. Each subsequent purchase doubles this.

Rubbers: A necessity for the time of free love before AIDs spoiled the party. Never break, never leak, you hardly notice they're on. Replenishes overnight.

Swiss Army Knife: Any time you reach for it, you have this tremendously handy multitool with every extension ever made for the knife, but still small as the basic model.

Companions

These also cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree.

Partners: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

Drawbacks

Each of these grants 200 points unless otherwise stated.

Bail (+0 cp): You can leave when the show ends.

Crossover (+0 cp): Supplement this Jump anywhere.

MacGruber (+0 cp): If you want to be in the world of the SNL sketch/movie parody instead, I won't judge. I lie, I'm totally judging you, but will allow it.

Out of Time: You just... never quite fit in with the time period. Popular music is grating, fashion twice as much. The things people talk about bore you as historic trivia.

Long Runner: You'll stay 10 years here. This can be taken multiple times.

Hate Heights: You are really uncomfortable with heights, afraid to get near the edge of a cliff or rooftop.

No Guns: Like Mac, you will only ever use a gun if you need an improviser hammer, wrench or prybar, and then only after carefully unloading and disabling.

Power Lockout: You can't use powers from outside of this jump in this jump.

Item Lockout: You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

Under Investigation: The cops suspect you strongly of something. If you're a cop, it's Internal affairs that's all up in your business. Be very careful lest the weight of civilization itself turn against you.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?