



Welcome to the world of Tomb Raider, circa the Core Design era.

In our world, these games were some of the frontrunners for 3-D entertainment in a time when it was just beginning to become mainstream. Their clever level design, high difficulty curve and striking lead character ensured that they became wildly popular. While Core Design eventually lost control of their creation due to executive meddling, the games were remembered fondly and seen as marketable enough to ensure two separate reboots. Those titles have their own charms, but that is not what you are here for.

This is the original Tomb Raider, pointy polygons and all. Lara is more an adventuring thief than a proper archaeologist, combat is a pain and the bad guys are less 'far reaching conspiracy' and more 'power mad assholes.' There is wonder and majesty to be found in the long forgotten corners of the world, if only you can get past the traps and barriers hiding them from view.

Take these +1,000 CP and see what treasures you can dig up, Jumper.

Origins

You may choose to take any of these origins as a Drop In, giving you no memories, history or connections in this world. You can choose your appearance, voice and sex. You can roll for your age and gain +100 CP to spend or you can choose it freely from within the given range, but receive no points.

Tomb Raider

You live for adventure, travel and treasure. As it happens, breaking into the tombs of long dead kings and queens offers a lifestyle that gives you all three. Just expect fellow tomb raiders, wild animals and architectural hazards to be out for your blood.

Your age is 18 + 4d10 years.

Artifact Hunter

You know that the past is not all the books make it out to be. There was a lot hidden away in myth and legend, and more than a bit of it is true. Maybe you were hired on by someone with more money than skill or maybe you decided to get your hands dirty yourself. Either way, you want those oddities in your hands and you are not afraid to get rough to make it happen.

Your age is 18 + 4d10 years.

Displaced Ancient

You have outlasted whole civilizations, yours among them. While the works of your people collect dust in the dark, you still walk in the sun. These modern people know nothing of the true wonders the universe holds, but you could show them, oh yes....

Your true age is impossible to guess, but you appear to be 18 + 4d10 years.

Location

Roll for a number between 1 and 24 to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP. You begin on January 1st, 1996. The events of the first Tomb Raider game will take place sometime this year, though Lara is certainly getting into trouble even as you begin. Depending on where you begin, maybe you will bump into her sooner than you think.

1. England – Croft Manor: Lara Croft's home. It is currently undergoing renovations and her faithful butler Winston is staying with some family.
2. Peru – City of Vilcabamba: Tucked away inside a sealed off valley deep in the mountains of Peru lies a forgotten city with a forgotten tomb and a forgotten king. Someone remembers him now and soon, a visitor will arrive.
3. Greece – St. Francis Folly: A tomb buried beneath a cistern which was built over with a palace which was improved upon with a coliseum which was converted into a temple for the questing faithful. So many additions, so many changes. Were the builders trying to hide something?
4. Egypt – City of Khamoon: Alongside a cliff in the Valley of Kings lies the hidden entrance to the lost City of Khamoon. Beware, for those who once lived there may not be as dead and gone as you would believe.
5. Unknown Waters – Atlantis: Once the greatest of all human civilizations, now it is a flesh-coated house of horrors. Someone has been activating machinery best left untouched and things which have slumbered for millennia are beginning to rev up once more.
6. China – The Great Wall: One of the wonders of the world. There are many things hidden in this vast sprawl, but where you begin holds only two things of note – a sealed door with a red symbol and a cavern that thunders with gargantuan footsteps.
7. Italy – Venice: The City of Water. You will no doubt be enchanted by its lovely aesthetics, but every apple has its worm and Venice suffers from a criminal element like any other urban environment. Take care not to cross the Bartoli family, for they have a habit of bringing their complaints to your door.
8. Unknown Waters – Wreck of the *Maria Doria*: 40 fathoms beneath the waves, this once proud cruise liner is now a sunken wreck. There yet remain air pockets, a testament to her sound design against the pressure of the ocean, but you would do well to leave this place quickly if you can.
9. Tibet – Barkhang Monastery: Hidden away from the world for over one thousand years, this locale is still in use by the native population. The monks here are largely a peaceful and contemplative sort, but they will resort to violence against those who bring it into their domain.
10. ??? - Floating Islands: ...Where is this? Not Earth, certainly. The laws of physics seem to be a bit looser here than other places. The locals are not very friendly, so here's to hoping you brought sufficient firepower.

11. India – Caves of Kaliya: A former site of religious worship, now a dark den of cobras. You have anti-venom, right?
12. Pacific Island – Temple of Puna: Home to the dead god of a cannibalistic tribe that lives nearby. Be careful with what you take, as ‘dead’ has different meanings to different beings.
13. Nevada – Area 51: A location dedicated to the study of alien life. The guards have standing orders to apprehend or shoot all trespassers, so try not to be seen.
14. England – London: Beating heart of England. There are many things of interest to be found here.
15. Antarctica – The Lost City of Tinnos: Locked beneath snow and ice hides a lost civilization. Before the cold came, Tinnos had a thriving population. Or perhaps it was not the cold that made them flee....
16. Cambodia – Angkor Wat: Deep in the jungles of Cambodia can be found this flora choked ruin. It has already claimed the life of at least one would-be archaeologist, so please take care.
17. Egypt – Pyramids of Giza: Consisting of the Great Pyramid, the Pyramid of Khafre, and the Pyramid of Menkaure, this pyramid complex is among the great wonders of the world. Who knows what ancient treasures yet remain in their depths?
18. Italy – Rome: The Eternal City and arguably the cradle of western civilization. It has been destroyed, rebuilt, destroyed again and rebuilt again, over and over. The first city was built over by the second city which was built over by the third city and so on. Plunge into its depths and see what you can find.
19. Russia – Zapadnaya Litsa Port: Found at the westernmost point of Russia’s Kola Peninsula, this naval base/radioactive waste dumping site is not exactly hospitable. Then again, maybe you like long arctic nights and icy winds.
20. Ireland – The Black Isle: A short boat trip away from Connussie, this isle is reportedly haunted by a variety of demonic creatures. The worst of them was reportedly sent back to where he came from, but the others may yet remain.
21. United States of America – New York City: The Big Apple. Many things can be found here, if you have the money and the patience to look.
22. France – Paris: Dark catacombs, bloody revolution and great baguettes. The shadows hide nasty things, but the Eiffel Tower on a sunny day is striking.
23. Czech Republic – Prague: Bio-tech labs, hidden lairs and the ending of a great series of events. So much more could have been done, if only certain people had been given more time.
24. Jumper’s Choice – Lucky you. Pick where you wish to begin. It does not have to be one of the places listed here.

Perks

Those who choose the underlined origin will receive a 50% discount on all Perks listed under that origin. All discounted 100 CP Perks are free. All Jumpers will receive one 50% discount to be used on a Perk of their choice in the General section as well. Please note that [FREE] Perks are not mandatory. Only take what you wish to take.

General

An Odd Occupation [FREE] – This world is a dangerous one, so it is recommended that you take this. You now have the combat and survival instincts and reflexes of a seasoned tomb raider. You can recognize basic traps and puzzles for what they are, have a decent working understanding of and experience with modern firearms, your senses are all now near peak human, you are in fit physical condition and any prior injuries you may yet retain are now perfectly healed, though you may keep any scars you like.

Bolstered Immune System [FREE] – All this travel usually means a long list of needles to defend against local illnesses. Not for you. While this does nothing to prevent you from contracting any mundane disease, this will help you fight them off before they ever begin forcing you to experience symptoms. Even suffering from multiple microbial invasions at once will not affect this. You would have to be on the brink of death before something like the Black Death would even begin to affect you. You also will not shed any microbes that could infect others, ensuring that you will never be case zero for any outbreak. Please note that this only works on natural, mundane illnesses – any disease designed by intelligent life or supernatural in nature will still affect you in full.

Sass [FREE] – Your tongue cuts deeper than any blade you carry. You always have a smooth comeback no matter the circumstances and can adjust them to fit the need, whether that be flirting, threatening, reassuring or more.

Atmospheric Immunity [100 CP] – Whether taking a ride on the outside of a submarine's hull, trekking through the Andes mountains in short-shorts, entering a sealed room with a radioactive idol or leaping over floors of molten magma, the environmental hazards that should see you dead in short order instead cause you no issues. Immense atmospheric pressure (or the lack thereof), extreme temperatures and hazardous radiation no longer have any negative effect on you.

Auto-Aim [100 CP] - Lock on to your targets with your weapons. As long as the target is in your sight, you can fire away and remain certain that you will never miss.

Educated (Ancient Civilizations) [100 CP] – You have a fluent understanding of many languages, both written and spoken, considered 'dead' or 'lost.' You have also studied up on the cultures that spawned those tongues, as much as the modern era of the setting knows of them. This will update based on your current setting.

Educated (Modern Civilizations) [100 CP] – You have a fluent understanding of all languages, written, spoken and signed, in common use for your current setting. You retain this knowledge when leaving for new settings, where it will update to include any new relevant knowledge.

Grid System [100 CP] – You always comprehend your movements and physical capabilities precisely, allowing you to know with absolute certainty whether or not you can make that jump, fit through that tunnel, survive that fall and more.

Hold Down The Trigger [100 CP] – Reloading can take up vital seconds, so do not bother. From now on, your weapons that rely on any sort of ammunition will seamlessly and automatically reload from your stored munitions upon depleting their current supply. Changing between any ammo types that you may have is as simple as willing it so. You also have a constant accurate count of your munitions in both your equipped weapons and in storage. This does not give you any ammunition.

Inner Compass [100 CP] – You always know the cardinal directions, ensuring that it is very difficult for you to become lost no matter where you are.

Level Select [100 CP] – At the beginning of each Jump, you can choose on what date you want to begin the experience. You can go back as far as the beginning of the entire setting if you wish. You cannot go ahead past canon event knowledge, however. This does nothing to alter the length of your Jump, simply the date on which you begin your stay.

Press L1 To Look Around [100 CP] – You can go to a 3rd person perspective at any time. The ‘camera’ cannot move far from your body and you will always remain centered in its view. Beyond those limitations, you can turn it any way you wish to get a different perspective on things.

Tight Grip [100 CP] – Despite the amount of sweat, water, mold, dust or whatever else that may have built up, despite the wind pulling at your body, despite your own momentum working against you, despite everything you can always keep your grip on something.

Traversal [100 CP] – You have expert knowledge of how to and fantastic form in swimming, climbing, swinging, crawling, sprinting and more. Any kind of personal movement is easy for you and you never pull any muscles, no matter how hard you exert yourself.

Passport Record [1,000 CP] – A ‘save slot’ if you will. By taking a moment to mentally save your progress, you can return to that point in time and space at any time in the future of the Jump. You can also return to this moment in time if you die. However, only your mind will go back. Any physical gains you managed to make will have to be redone. You only have one slot and creating a new save file will erase the old one. The save file is deleted entirely upon completion of a Jump to make room for the save file of the coming Jump. Any time you have to redo will count towards the end of your Jump time, so use this carefully.

Tomb Raider

Press Square [100 CP] – You can jump your own height straight into the air. You can fall twice that height before you ever need to worry about taking any damage. With a running start, you can leap across gaps three times that length. Finally, you always land on your feet unless you are intentionally trying not to.

Tireless [100 CP] – For anything less than full exertion, you never lose stamina with any physical activity.

Aaaagh... [200 CP] – Any medical or healing items you apply to yourself will work instantly and without complications.

Leading Lady [200 CP] – You must have been designed by someone with an eye for beauty because DAMN! You've become a 10 out of 10! By default, this turns you into an English brunette with ridiculous secondary sexual characteristics, but you can tweak it to get your ideal vision of beauty if you would like something else. More importantly, this also ensure that any damage or grime you get on yourself during your adventures will only ever increase your attractiveness. Finally, you will never physically degrade even if you never exercise again in your long life.

Start Your Engines [400 CP] – You never know what transportation you might need in the future and so you prepared accordingly. You now have the knowledge and experience needed to expertly pilot any human-made vehicle.

You Only Play For Sport [400 CP] – Things like plundering forgotten tombs and interfering with worldwide conspiracies are more for cheap pulp adventure novels than real life. At least, they were. Now, you seem unable to go more than a few weeks without stumbling across the beginnings of a new adventure. None of these will lead to anything outside of your ability to handle and this Perk can be turned off/on if you so wish.

Ah Hah! [600 CP] – Who brings a shotgun into a cavern and expects to find ammunition for it?! ...Oh. It seems there is ammunition to be found. And medical kits if you get hurt. And replacement parts to fix all those broken mechanisms. And a working snowmobile to help you jump that crevice. And an injured goon who can fill you in on the next part of their cult's evil plan. Actually, let's just simplify this. You always find what you need to keep going, as if someone was dropping these things along your path in a manner that allowed for steady progression.

You Are Enough [600 CP] – Just an adventurer with sass and guns, that's all you are. And yet, it is enough. You can take on biological monstrosities, ancient mechanical soldiers, out-of-this world mutants and literal Gods (with a capital G there) and you will manage to make do. Whether you succeed through preparation, through willpower, through spite, through sheer dumb luck – whatever may come, there is nothing completely outside of your ability to handle.

Artifact Hunter

Love Tap [100 CP] – Head trauma is actually a very serious injury that can quickly kill despite seeming to be nothing. Unless you are the one doing it, anyway. You can perfectly render someone unconscious via head trauma with no lingering damage or pain beyond a slight headache when they awaken. This is dependent on your decision. If you just want to split their skull open, that is always an option too.

Smooth Talker [100 CP] – Those darned adventurers and their combat skills trip you up more often than you would like to admit. Thankfully, you have your quick wit to fall back on. You always know what to say to someone who has your life in their hands to make them hesitate to pull the trigger for the last time. It might screw you over in the long term, but in the short term, it will keep you breathing for a while longer.

Vanish Around A Corner [200 CP] – When you need to make a getaway it pays to not have the heroes able to follow you. Take this and anytime someone is chasing you, you can go utterly unperceived by

anyone and anything just by vanishing from your pursuer's line of sight. This will last for one minute or until you attack again, whichever happens first.

It's Just Business [200 CP] – You are great at ambushing these so-called tomb raiders. For people who need to have razor sharp instincts and reflexes, they always seem to be looking the wrong way when you come up. You also have the knowledge and experience to move silently and keep yourself as unseen as possible in a given environment.

I'd Like To Offer You Other Work [400 CP] - You have a great sense for finding skilled people at a time when they are in a mood to listen to your requests. You could meet someone in the middle of a jungle, find out they are a globe-trotting adventurer and have them agree to hunt down a bunch of rare artifacts for you for a lark within five minutes of speaking to them.

I Thought You Died! [400 CP] – Retcons are a cheap, easy way to introduce new concepts and characters into a setting. Like giving your main character an archaeology professor mentor who was never mentioned before the fourth game. Now, you have the ~~same lazy writing skills~~ power. At the beginning of each Jump, you can choose to have some manner of pre-existing relationship with any character in-setting. There will always be some convoluted, yet believable reason as to why no one else has heard of you before.

Idiocy Immunity [600 CP] – With all the ancient tech, ravenous monsters and magical nonsense going on in these tombs, it can be very easy to make a mistake. Like, assuming that implanting a piece of a radioactive meteorite into your body will give you supreme power. Thankfully, you now have this. It is utterly impossible for you to accidentally kill yourself. That meteorite piece I mentioned? Will fail to pierce your skin if you try to implant it. If pulling a lever will drop you into a spiked pit, that lever will break. Mix up a piece of a ritual to seal a dark deity? The ritual will fail harmlessly. This does nothing to stop other people from killing you and any intentional suicide attempts you might feel compelled to take, but bad luck and a lack of knowledge will never again be a threat to you.

The Things I Have Seen [600 CP] – You have been introduced to the darkest corners of the Earth and come out alive from them. It has hardened your mind and spirit beyond all reasonable levels as a result. You are immune to induced madness, able to keep your sanity in the face of all cognitive threats. Your willpower is absolute and nothing can forcefully change your mind or break your spirit.

Displaced Ancient

Ageless [100 CP] – Through magic, extreme genetic treatments or something else, you have ceased to biologically age after reaching physical maturity. Should you somehow make it to an age older than that, you will reverse in age until you return to your prime. This will happen slowly over the course of a few weeks. Take care not to cross paths with those who knew you fifty years earlier or they may have questions you would find awkward to answer.

Enduring Through Eons [100 CP] – It is a good thing all those labs you made to create your monstrosities are still in working condition after a few thousand years of neglect and one really big catastrophe. It seems to be a theme for all of your creations, actually. Time and the elements do not seem to negatively affect any of them.

Atlantean Scientist [200 CP] – Compared to these modern apes, you might as well be a super genius. Well, not 'compared to.' You actually are a super genius. Your problem solving intelligence has taken a

sharp jump. Additionally, you have extensive knowledge of every field of science known to modern Earth and a few that they have yet to figure out. Examples of what you know how to do include shoving a civilization's worth of data into a handheld media device shaped like a ring, creating new lifeforms wholesale and twisting existing ones to fit your needs, true cryosleep to preserve a living specimen over thousands of years, programming mind control into a person and so much more. Of course, all of this is theoretical. Unless you can get your hands on some pre-existing equipment, much of your time will be spent building the tools you need to build the tools you need to build the tools you need and so on. Also, this does nothing to increase your wisdom or common sense.

Triumvirate Tyranny [200 CP] – You were a ruler once, long ago. The rules to power have not changed much in the years since then. You are a fantastic administrator and business person, with the raw intelligence, low cunning, sheer charisma and social instincts to navigate politics and mercantile interests like a shark through fish-filled waters. You can climb to the top of an existing structure in a few short years or create your own and drag it into the Fortune 500 in less than a decade with enough hard work.

Possession [400 CP] – Free will is such a double-edged sword. Someone could decide to hurt you just as easily as they could decide to help you. Better to nudge them in the right direction. By leaving your body, you can send your mind and spirit into the body of another. They will still seem themselves by most examinations, but their morals and goals will begin to align with yours whilst you ride within their skin. While possessing someone, your body will sleep without any need for maintenance, but make sure you place it in a safe location.

Insect Control [400 CP] – Locusts, hornets, beetles, scorpions and more are now yours to summon to you and control. Your reach extends over five miles in diameter from your location. Your insect minions cannot comprehend orders more complex than one or two words, but a smart person can do a lot with a little.

You Can't Bump Off Me! [600 CP] – You are very hard to kill. Unbelievable hard. You could be thrown off a tall platform, shot full of holes, left to die in an exploding pyramid... and find yourself alive and well not too long later, ready to bedevil your adversary again. With this, unless your opponent completely destroys your body, you will always eventually come back to full health and strength. It might take you a damn long time, but when you heal, you heal perfectly and anything that does not kill you outright will not kill you at all.

Finders Keepers [600 CP] – Possession is (supposedly) nine-tenths of the law, so maybe it's best you find what you need without involving local governments or amoral adventurers. It wasn't that long ago, surely. Taking in continental drift and erosion, hm.... There? There. Whether through a good memory or a good guess, you have seemingly supernatural luck for finding old civilization sites, hidden tombs, forgotten artifacts and the like. If dropped into Egypt blindfolded and left to your own instincts, you could have led Howard Carter straight to King Tut's tomb. Additionally, you have a similar sense for layout and defense configuration, allowing you to go straight to your prize without any unpleasant surprises.

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing Items, which will respawn in a manner listed in their description.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items items you would like to import into your new purchases to give them their qualities, feel free to do so. They will never need upkeep maintenance and the vehicles will never need refueling.

You get two 50% discounts for each tier of Item – 100, 200, 400 and 600 CP. As before, a discounted 100 CP Item is FREE.

By default, all of the smaller Items will appear within your FREE backpack and the larger Items will appear within your Warehouse/equivalent. If you do not have a Warehouse/equivalent or you would like to place your Items elsewhere at the start of the Jump, you will have the option of doing so before you begin the Jump.

Adventuring Gear

Backpack [FREE] – A small hiking backpack with a buckle holding the single flap shut. It will never slip loose or weigh you down. The bag is indestructible and self-cleaning. Inside, you will find that it can hold an infinite amount of mass. The only catch is that the item must be small enough to squeeze through the opening. Whatever you place within the bag will be held in stasis and kept perfectly safe, no matter how much jostling the bag suffers. To retrieve an item, simply reach into the bag and will your selection into your hand. Finally, the bag cannot hold any living things.

Iconic Outfit [FREE] – An outfit of your choosing that always protects your body from the environment, no matter how impractical it may be. Enjoy running around a frigid mountain cave in short-shorts and a tank top should you so choose! It is self-cleaning and self-repairing.

Sunglasses [FREE] – Red, circular and polarized lenses give these shades their own special look. They always keep your eyes safe from all the elements.

Sustenance [FREE] – An unbreakable canteen with an unlimited supply of clean drinking water inside. This also comes with a single MRE containing roughly 2,000 calories. The MRE restocks itself every 24 hours and can change its contents to your liking.

Ammunition [100 CP] – A moderate supply of ammunition for one weapon of your choice. Replenishes daily. Can be purchased multiple times to obtain more ammunition supplies.

SF, SB, 3CT, JB [600 CP, Requires Ammunition] – You now have an infinite supply of all types of ammunition for all of your weapons that need it.

Laser Sight [100 CP] – A universal attachment that somehow fits perfectly onto any weapon you would care to attach it to. It will give you a clear visual indicator of your projectile's path and ultimate destination. Can be purchased multiple times.

Maps [100 CP] – A collection of aged paper maps that give you basic knowledge of any areas you happen to be in. They come bundled together in a worn old book and update based on the location you find yourself in. This does not show any secret passages or defenses that the place may hold, but you will have solid knowledge of the layout. The book retains all maps you have gathered and can be fed new maps, though at the cost of losing the originals.

Small/Large Aid Kit [100/600 CP] – For 100 CP, you get a small first aid kit with everything you need to patch someone up in the wilderness. It contains supplies to treat one person for scrapes, breaks, gunshots, snake bites, nausea and more. Also comes with a very thorough and easy to understand manual explaining how to treat any possible injury. Will update based on the setting and locale. The contents restock every 24 hours. Can be bought multiple times. For 600 CP, you instead get a large first aid kit. Upon opening this bag you will find all of your physical ailments healed and your health restored in full. It can bring you back from the brink of death. However, it is not automatic and will not save you should you die before using it. Restocks once per Jump. Can be bought multiple times.

Equipment [200 CP] – A collection of odds and ends that can be useful for the explorer on the go. A long and sturdy rope, a set of scuba gear sized to you, mountain climbing gear, several lanterns, a small tent, a sleeping bag, a camp stove, a satellite radio set, bug repellent, a sharp knife and much more. Indeed, you seem to have whatever adventuring gear you would like and it is all of nice quality, though nothing is supernatural about any of it.

Keys [200 CP] – A set of one dozen keys that will shape themselves to fit any physical lock. Unfortunately, you can only get one use out of each key as it will lock into its new shape before resetting at the beginning of a new Jump. Save yourself some time and use these, instead of trying to check every dark and dusty corner in that tomb for the actual key that you can only hope someone flung down for you to find.

Vehicles

Boat [100//200/400 CP] – A small speedboat of your choice circa 1996. For 200 CP, you get a small two-person submersible rated for any depth. For 400 CP, you can get a small luxury cruise yacht that can take you anywhere on the open ocean.

Motorcycle [100 CP] – A durable motorcycle of your choice circa 1996.

Moving Van [100 CP] – A large bodied van. The interior has been converted into a small combination study/home, allowing you to keep a roof over your head and travel at the same time. This does not do well on unpaved roads, however.

Plane [100/200/400 CP] – A small prop plane circa 1996. For 200 CP, you can get a seaplane, allowing you take off from and land in water. For 400 CP, you can get a private jet with a luxurious interior.

Car [200 CP] – A snazzy car of your choice circa 1996.

Residences

Small Apartment [100 CP] – A simple one bedroom, one bathroom apartment. Situated above a little restaurant owned by a sweet old couple. About 500ft². On the bright side, it's cheap, it comes furnished with your choice of furniture, the couple downstairs give you a discount on (delicious) meals and you

will never have to pay a cent of rent after you begin the Jump. Seems you have a fully paid lease for as many years as you want, with an option for leaving early. Even the utilities are covered. Those are fiat-backed by the way, so go ahead and drain enough electricity to tank the whole power grid without worrying that someone will notice. This will of course follow you to your future Jumps.

Elaborate Mansion [600 CP] – This ridiculous residence is what typically springs to mind when one thinks ‘manor house.’ Containing multiple bedrooms, bathrooms, studies, balconies, servant quarters and garages, a huge kitchen, a ballroom, an indoor pool and gym, an outdoor gym, a hedge maze, a target range and a hidden basement, there is certainly something here for everyone. Comes situated on grounds covering 50 acres. All utilities are covered by fiat and you have a paper trail proving your legal ownership of the property if need be.

Funds

Pocket Change [100 CP] – A supply of funds equal to \$50,000 in 1996. It is not a grand fortune, but it will help you survive as you travel the world. This money restocks at the beginning of each Jump and takes the form of whatever currency in whatever format you would like.

Ask No Questions Employment [100 CP] – A job that lets you work no matter where you are. Maybe you are a CPA, an editor, a journalist – who knows? But you can get most of your work turned in over a phone or a computer, leaving you free to travel the world with a steady job keeping you fed.

The Wealth of Generations [600 CP] – A ‘modest’ fortune. All right, it is not modest. To be honest, ridiculous is a better description. I will leave the exact amount up to you, but suffice to say this will let you do whatever you want for however long you want. This money restocks at the beginning of each Jump and takes the form of whatever currency in whatever format you would like.

Thriving Company [600 CP] – A massive, world-spanning company that you helm. What you do business in is up to you. This company rakes in absurd profits every year, has a high employee retention rate and a perfect reputation. Whether all of those things are on the level is up to you. Your company’s success is guaranteed by fiat. Comes with a paper trail if you need to prove your ownership and transactions.

Weapons

Dual Pistols [FREE] - Iconic, effective, and paired with unlimited ammunition straight out of the box.

Crossbow [100 CP] – This crossbow is much quieter than a gun and its bolts allow for shots that a bullet cannot make.

Dart SS [100 CP] - An option that allows for silent and non-lethal take-downs with its dart ammunition.

Desert Eagle [100 CP] – This will give your enemies a hell of a wallop. You are going to want to use both hands with this (probably).

Harpoon Gun [100 CP] - Allowing for underwater combat, this can deter even the most determined of carnivorous fishies.

M16 [100 CP] – A very common assault rifle, but common usually means ‘good enough.’

Magnums [100 CP] - These pack a very big punch.

MP5 [100 CP] – A submachine gun that eats up ammunition, but also puts a lot of holes in a lot of targets very quickly.

Revolver [100 CP] – It only holds six rounds in the cylinder, but each one hits like a charging bull.

Shotgun [100 CP] – It has a good spread of fire and can blast a hole through most things.

Uzis [100 CP] - The rate of fire is what makes these an attractive option.

Grenade Launcher [200 CP] - Capable of taking down most enemies in a single shot, the grenade launcher is equal parts devastating and comical when used, causing foes (or wildlife) to explode into huge pieces upon impact.

Rocket Launcher [200 CP] - Great for taking out enemies at a distance and yourself if fired too close.

Chirugai [600 CP]* – Not the original, but a perfect copy. A certain grungy adventurer may have questions if he sees you using this. Formed from a rare meteorite alloy called ferilium, this combination of frisbee and shuriken only responds to your hand and those of your bloodline. Ordinarily, it takes years of specialized training to use a weapon like this competently. By purchasing this, you also receive the complete set of training given to Lux Veritatis members, including training in the mystic arts to open your third eye and give you both far-seeing and telekinesis. These will enable you to fully utilize this bizarre weapon to its fullest. Possibilities include attacking from around a corner and slicing through metal like it was butter.

Artifacts

All of these are copies of the originals, with some alterations for your CP. If you would like to buy the true artifacts in question and have these abilities fiat-backed into them, you can. Just be aware that you will be derailing some rather important events by yanking them out of their hiding places and into your grasp.

The Amulet and Armor of Horus [600 CP] – A golden suit of armor and a golden ankh with tiny inscriptions. The armor summons the god Horus to inhabit it when the amulet is placed into the indentation on the breastplate. The amulet can also be used to seal away divine level entities, although the seal will only hold as long as the amulet remains on the door to the prison. This version of these items will let you summon Horus into future settings and have him fight your enemies instead of just Set. He will be very grumpy with you if you summon him up without good cause or if you keep him around for long after the fight ends.

The Bestiary [600 CP] – Sad to say, demons are real in this world. If you want a leg up on dealing with them, take this. The Bestiary contains the true names of thousands of demons, which will allow you a great degree of power over them. This version is guaranteed to be accurate and will update with the true names of any demons in future settings, removing any cognitive hazards that could be passed on from such knowledge. It is also very helpful in directing you towards the page for the demon you are trying to name.

The Dagger of Xian [600 CP] – An ancient weapon that has the unique ability of transforming anyone into a fire-breathing dragon. The downside is that the person in question must die to do so, as the dagger must be stabbed into their heart and remain there to fuel the transformation. The good news is that you are functionally immortal for as long as the dagger remains in place. Any physical damage you accumulate, no matter how terrible, will be healed in seconds. The better news is that, since you paid for this with CP, removing the dagger will not kill you like the original would have.

The Meteorite Artifacts [600 CP] – Consists of the Infada Stone, Element 115, the Ora Dagger, the Eye of Isis, and the Hand of Rathmore. These glowing green stone artifacts give off a mutating radiation, inducing rapid genetic change in any organic matter around them. The changes include increased speed, strength and durability, but at the cost of rationality and some very severe physical deformations. This version of these items will not negatively affect you, letting you take full advantage of their mutating power and remain as you are in looks and mind.

The Philosopher's Stone [600 CP] – A red stone that can supposedly transmute any metal into pure gold. Legends say that it can also be used to create the Elixir of Life, offering immortality to any who drink of it. This version can definitely do both of those things. Using it to create the Elixir of Life requires using the stone as a catalyst, which destroys it until your next Jump.

The Sanglyph and Eckhardt's Glove [600 CP] – Looking like a proto-Chirugai, the Sanglyph is instrumental in reviving the dead Nephilim race. The glove is needed to utilize the Sanglyph and also has its own functions, being a powerful weapon that can easily kill. These versions of the items can be used to revive any dead race, provided you can locate an intact body of the race in question. The Sanglyph will be in one piece.

The Scion [600 CP] – A golden hoop with three ruby-like crystals set equidistant from each other. This is a strange combination of superpowerful CPU and data storage device. This version has no limits on what it can compute and hold, and will seamlessly integrate with whatever machine you would to hook it up into.

The Spear of Destiny [600 CP]* - One of the most destructive artifacts to be found in this world. This ancient spearhead is powerful enough and volatile enough to destroy modern military craft with no issue. Then again, perhaps 'volatile' is not the right word. Perhaps there is some qualification process that all previous were found wanting in. Perhaps you can do better. You know exactly how to use the spear's awesome power safely and it will never activate without your say-so.

Companions

Export – By paying 100 CP here and now, you can take along anyone in this world who agrees to go with you when it comes time for you to leave.

Import – By paying 100 CP here and now, you can bring in one of your Companions to join in on the fun with. They receive 600 CP and can take up to 400 CP worth of Drawbacks. If you would like to bring in your entire roster of Companions, pay 300 CP.

Create – By paying 100 CP here and now, you can take 600 CP to build your own custom Companion to join you at the beginning of the Jump. You can inflict up to 400 CP worth of Drawbacks on them.

Original Companions – If you would like some company immediately, consider paying for one or more of the options below.

Faithful Servant [100 CP] – An extremely quiet maid or butler who tends to all of your properties and ensures you have good food, clean clothes and an unswollen head. Do not expect them to fight your battles for you, but they are perfectly fine with looking after all of your stuff and helping you train. They come with the Sass Perk and nothing else. Well, not quite true. It is not a Perk. No one knows what it is. But if they so wish, they can always find you by following your trail. Always....

Tom Mason/T'masen [200 CP, FREE to Tomb Raider] – Natla was not the only survivor of Atlantis to make it to the modern day. With his whole family and all of his friends dead, and seeing no future for himself in the cataclysmic upheaval that had rocked Atlantis to its core, T'masen asked his teacher Tihocan to send him into stasis alongside Natla to ensure that she never broke free. Unfortunately, something went wrong and while his pod was also freed during the atomic tests in 1945, he did not awaken. Natla ensured his pod remained safely locked away for decades while she built her empire and occasionally entertained the thought of letting him out to see her new world when it was done as a kind of petty revenge on the one remaining piece of Tihocan she could still affect.

Happily for T'masen, one of her underlings touched something they should not have and he was revived while Natla was out and about in 1994. Managing to escape and hide himself, he set to learning about the new world he found himself in. Despite suffering from some very repressed PTSD, loneliness and culture shock, he remains dedicated to stopping Natla and will certainly do his best to assist anyone who holds that same goal. T'Masen comes with the Bolstered Immune System, Ageless, Atlantean Science, Start Your Engines and Finders Keepers Perks. He also possesses the Pocket Change, Motorcycle and Shotgun Items.

Raphael Adler [200 CP, FREE for Artifact Hunter] – This completely upright and trustworthy individual likes to hire you for completely legal, off-the-book jobs. He is the CEO of a large tech corporation that seems to have branches in every country and his hobby is ancient artifacts and lost civilizations. He always has a lawyer on retainer for you when a misunderstanding occurs with the locals, pays very well and is perfectly willing to give you whatever equipment and manpower you need to get a job done.

Not everything is perfect though. He has a rather nasty tendency to hold grudges and does not like failure. He has succeeded in most everything he was attempted in his life until now, so maybe that is understandable. If you offer to lead him to further riches and discoveries, perhaps he would make a good addition to your team. Then again, maybe he needs to learn who is really in charge first.... Raphael comes with the Sass, An Odd Occupation, Traversal, Leading Lady and Triumvirate Tyranny Perks. He also possesses The Wealth of Generations and Thriving Company Items.

Kara Crypt [200 CP, FREE for Displaced Ancient]– A broke graduate student willing to help you with their research in exchange for room, board and travel expenses. Kara has made gaining an archaeology doctorate her life's work up to this point and is willing to sign on with anyone able and willing to assist her in that goal. Her point of interest is so-called 'lost' civilizations. She is currently working on proving that Incan, Egyptian and Grecian civilizations come from a common source, a thesis that has earned her much scorn.

Kara is an outspoken and determined young woman, and is willing to go to many lengths to discover the truth of her ideas. Her family is full of similar individuals, including her own parents. Her mother was lost on a mountain expedition in her youth and her father nearly bankrupted himself with his own research. Kara is hoping to have a better end to her own story, but will not let her worries slow her down. Kara come with the Traversal, Smooth Talker, I'd Like To Offer You Other Work and The Things I Have Seen Perks. She also has a Revolver, Moving Van and two Small Aid Kit Items.

Scenarios

Take Lara's Place – Exactly what it says on the title. Miss Croft has decided to sit this decade out and you must take her place in all of her future adventures. Do not worry about not getting your foot in the door for some of them, Events will arrange themselves to ensure you are always in the right place at the right time to get the ball rolling. If you manage to consistently save the day just as Miss Croft would have done, at the end of your Jump you can boost your Body Mod attributes. Take any one attribute and bump it up two ranks or take any two attributes and bump them up one rank. Do so while under the influence of the combined Powers/Items and Warehouse/Companions Removed Drawbacks and you can also add any 100 CP Perks that you purchased from this document to your Body Mod.

You Are Late To The Party, Miss Croft! – By the end of your stay here, you must have the following in your possession: the fully assembled Scion, the Dagger of Xian, all five meteorite artifacts, the Philosopher's stone, the Spear of Destiny, the Sanglyph and Eckhardt's glove. You can pass on the Horus artifacts and the Bestiary. Succeed in this and you may take Lara Croft with you as a Companion for free. Whether or not she is willing will be another matter. She can certainly appreciate a skilled rival, but if you are a dick about getting one up on her all the time, she might still turn you down.

A Taste Of Her Own Medicine – Remember when Lara would lock Winston in the freezer? Okay, so maybe it was not actually Lara doing this, but you as the player controlling her. Still I cannot imagine Winston was ever happy about this little prank, so why not turn the tables? Lock Lara Croft in her manor freezer. No, really. That's it. Manage to do this even once and you will find that people are willing to put up with your stupid bullshit a lot more than they usually would be.

The World Is Mine – If a super rich CEO with enough money, connections and intelligence can't beat a single lone hero, what's the point of even getting out of bed in the morning. For this scenario, you have to take the place of one of the villains in the upcoming events. It can be your choice as to which and the insertion will be seamless, all involved only ever remembering you and not the original. Your task then is to succeed where they failed. Should you succeed, you will find that anyone you work against in the future loses all forms of protection from destiny or 'plot armor.'

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed with planning.

All of these Drawbacks will vanish at the end of the Jump.

I've Seen Enough [+0 CP] – Taking this lets you leave a bit early. You can head out of this setting as soon as 2003, when the Von Eckhardt plot would have been dealt with in the original timeline.

Stick Around [+0 CP] – We never did get to see what would have happened in Core Design's future games. Take this and you can extend your stay until 2016.

Disorientation [+100 CP] – You are the sort of person that GPS was invented for. You have a terrible sense of direction, no memory for landmarks and cannot keep yourself oriented straight. Expect to need a map and a compass a lot.

Limited Arsenal [+100 CP] – Whatever other weapons you may have picked up in your travels, they are useless now. Until the Jump ends, the only weapons you can use are the Pistols from the Item section. If they are good enough for Lara, they are good enough for you.

Marked [+100 CP] – Someone wants you dead. Who is variable. Pick one from Jacqueline Natla, Marco Bartoli, Werner Von Croy or Pieter Van Eckhardt. For each other you add on top of the first, add another +100 CP. You are a low priority on their to-do list, so do not expect a constant deluge of trouble from them, especially when Lara starts wrecking their plans with enthusiasm. Surviving until then can be a bit of a hassle, though.

Monolingual [+100 CP] – You cannot understand any language but one. Expect to spend a lot of money hiring translators if you ever need anything in a foreign language.

Nice To Watch, Not To Live With [+100 CP] – Well, Lara is your housemate now. Maybe she agreed to let you room in her manor if you helped Winston around the house. If this sounds like a great deal, well, no. For all that she spends a lot of time bouncing around the globe, she does still spend most of her time here and she is just the worst to live with. Expect gunfire at odd hours, huge crates cluttering up the house with no warning, travel knick-knacks dropped off in your room until she finds space for them elsewhere, constant thumping sounds on the walls and floor as she practices her acrobatics, an unreasonable standard of cleanliness because she doesn't have to lift a finger to make it happen, and more. Also, when she is gone, Winston latches onto you in his loneliness. You will learn to fear the rattle of china and the burbling eruption of flatulence because he never sleeps, he never eats, he never stops and he will fine you *anywhere*. By taking this, you must spend at least twelve hours each day in Croft Manor if you are not on an artifact hunt.

Square Peg, Round Hole [+100 CP] – You are bad at puzzles. Like, really bad. A solution that would be completely stupid to anyone even slightly good at puzzles will seem perfect to you. The correct solution is the last one you try.

Sucker [+100 CP] – People tend to think that you are an easy mark and will not think much of betraying you. For most things, this is not too terrible. You will get ripped off and left hanging a lot, but a friend blowing you off for a ride to the airport is not world ending. The higher you go however, the harder the fall.

Two Left Feet [+100 CP] – You are incredibly clumsy. Even moving in a straight line requires concentration, as otherwise you waver from side to side. Do not even try doing any jumping flips unless you like the notion of breaking your neck.

Rivalry [+200 CP] – Lara is on to you. She knows that you are after the same goodies that she is and she will not take someone else stealing those priceless relics out from under her own thieving hands! While she will not try to kill you unless you try to kill her, expect any other underhanded tactic in the race to get the loot.

Lethal Rivalry [+300 CP, Requires Rivalry] – Actually, scratch that. She is going to try to kill you. For some reason, she is convinced that you are already out for her blood and she is best served by finishing you first. Nothing you say or do will convince her otherwise.

Who Built These?! [+200 CP] – Expect twice the amount of puzzles, traps and locked doors to impede your progress in any ruin you enter.

Bait [+300 CP] – Wild animals just seem to hate you. You can be minding your own business, being perfectly harmless, and a bat will just take a suicide drive right for your face. This only works on animals larger than your fist, so do not worry about being mobbed by ants or *E. coli*. Still, expect any creatures who take notice of you to at least take a swipe at you before being driven off by force.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse Removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Unwise Decision [+300 CP] – Well, this was a poor decision. Greed won out and you managed to get your hands on an artifact, but you were not exactly circumspect in doing so. Certain other people know you have it and they would really quite like it back. Giving it up might be the smart decision... but you already used it. Oops. Taking this will get you a free copy of the Item in question, but it will only gain the benefits listed above after the Jump ends. For the duration of the Jump, you have all the downsides your artifact possesses naturally. Can be taken multiple times for multiple Items, but take care not to overburden yourself.

The Scion: You saw everything. Everything. You know exactly who and what Natla truly is and what her plans are. She knows you know. You have to evade her reach and keep the Scion out of her hands.

The Dagger of Xian: You seem to be a dragon. Huh. Cool? But also very noticeable. These mafia guys are just growing more and more numerous, and are screaming something about their boss coming for your heart.

The Meteorite Artifacts: By their powers combined! You are... a spider thing. Who is also a bit insane. On the bright side, you can spit out bolts of plasma. Those guys drilling in the ice made some phone calls when they saw you and now the entire company they belong to seems to really want to have a chat with you. You do not think giving them the stones that made you like this is a great idea.

Amulet of Horus: You started an apocalypse?! How did – no, no. This is fine. Fine. Just get the amulet to the armor before Von Croy can put a bullet in your head and steal it for himself. Oh, and Set is sending an actual biblical plague after you soon. So, you know, run. Does not include the armor at the starting gate, but will post-Jump.

Sanglyph: Someone found out you have this. Someone is now killing people while wearing your face. You have to dodge the police and unravel a conspiracy at the same time. Good luck. Does not include the glove at the starting gate, but will post-Jump.

Bacon Jumper [+500 CP] - You have a doppelganger. They possess copies of all of your Perks and they are physically your superior as well. They have all of your memories up to the point you began this setting, but do not have access to your Warehouse/equivalent or any of your Items. At least, not while you live. You see, they know they are but a copy. They would rather be the real thing. They are convinced they can become so and take everything you have by killing you. This is not true, but good luck convincing them of that. Step lightly, Jumper. Your dark shadow is hunting you.

Dopple-Ho [+500 CP] - You are a doppelganger. Specifically, you are a doppelganger of Lara. Forget whatever you looked like before. Now you are a 1:1 copy of Miss Croft. You have all of her skills and an enhanced anatomy, plus whatever you bought in this document and your Body Mod. Everything else is getting put away for this Jump. Your job is simply to stay alive until Jump's end like this. Sounds easy, right? Well, no. See, Lara knows about you. She is not exactly thrilled about your existence. While convincing her to leave you alone is certainly a possibility, expect it to be a long, hard uphill battle, as her experience with the supernatural has not been great up to this point. Also, she has not exactly made herself a load of friends in her travels. Actually, she has been more than a bit of a bitch and certain people want her dead even at the beginning of the Jump. These people have a remarkable ability to mistake you for her and locate you no matter where you are. Expect to be very quick on your feet for this Jump, because those reflexes might be all that save you.

Notes

Location – None of these are necessarily a death sentence for even a first time Jumper. If you feel like gambling for the chance of extra CP and come up with a location that you dislike, the right combination of Perks and Items will see you able to escape and begin your chain, even if not with the build you were hoping for.

Regarding Level Select's potential - Maybe its just my dislike of meta-perks, but this seems a bit much? For 100 CP, you can essentially completely nope out of almost any setting. - I will point out that, barring Drawbacks/Benefactor interference/in-setting world circumstances, there is nothing stopping any Jumper from noping out of the main events of a setting. This could let you spend the ten years of your Jump during a peaceful decade if you wanted to, but that only works if the setting had a peaceful era that lasted that long. My intent with this was to give people a few more options as to WHEN they wanted to begin their Jump, as only a few documents that I have seen do anything but give you an arbitrary starting date. Do you want to meet teenage Lara? Fresh out the cryo-stasis tube Natla? In their prime Tihocan and Qualupeca? You can, but you still have to spend ten years dealing with everything that happens from that point on unless you have the ability to make yourself scarce.

Chirugai – There is a lot of missing and conflicting information about Angel of Darkness, not particularly surprising given what a clusterfuck its development was. It is not particularly clear whether the Chirugai was made of ferilium or by a people named the Ferilium, whether you have to train your psychic/magical powers to use it or whether using it gives you psychic/magical powers, etc. I made some executive decisions here.

Spear of Destiny – The description for this artifact is even more sparse than that of Chirugai. All we get is that it is very powerful, very dangerous and everyone who used it so far died horribly. Even Lara 'I Will Build A Treasure Hoard To Make A Dragon Jealous' Croft left that shit alone when she saw it in action. I left the description a bit vague to let you decide what 'awesome power' means, so use your imagination.

Guns – Lowered the pricing for most of the firearms. I was looking at them more from the perspective of a videogame, but assuming you are using them as real world firearms, a magnum is not going to make something any more or less dead than a shotgun or an uzi will.