

007 Jump

/begin Bond Theme

Welcome to the world of James Bond! This British secret agent has been fighting Nazis, Soviets, SPECTRE, QUANTUM, drug dealers, North Koreans, and other assorted megalomaniacal bad guys for over 50 years. Now it's your chance to help. The world is similar to our own, except for the insane plans of supervillains who keep appearing and their mad science, and the gadgetry used to stop them. YOU have appeared and been assigned to serve as 007's assistant for the next 10 years. If you do well, it can be a rollicking and "romantic" adventure, where you save the world again and again with class. Look Up, Look Down, and Look Around, though, because there are always those looking to make your life a little shorter...

Q-Branch hasn't gotten their hands on these yet. Have some Choice Points to get ready for the job at hand. +1000 CP

Now, which Bond are you serving with? They all share the same general character, but a lot of other things change. Codename Theory or not, you should probably figure out who you're working for; roll 1d8, or pay 100 CP to choose.

1. Sean Connery: A suave agent, who's tough as a rock and so manly he convinced the author to make the Literature Bond Half-Scottish. SPECTRE and Blofeld will be everywhere. Films: Dr. No, From Russia With Love, Goldfinger, Thunderball, You Only Live Twice, and Diamonds Are Forever
2. George Lazenby: Short-lived, this Bond has to deal with Blofeld and the shadow of Connery, almost having a happy life before it's stolen away. Films: On Her Majesty's Secret Service.
3. Roger Moore: The campiest of Bonds, there are jokes everywhere if you know where to look (and lots of disturbed pigeons). Not quite as lethal as some, but still an effective agent, mostly worried about the Soviets. Films: Live and Let Die, The Man With The Golden Gun, The Spy Who Loved Me, Moonraker, For Your Eyes Only, A View To A Kill.
4. Timothy Dalton: This Bond is less a spy and more a killer. Fighting Russians and crazy drug lords, he loses the dirt-repelling field of other 007s, and has gone rogue at least once. Films: The Living Daylights, License To Kill.
5. Pierce Brosnan: This Bond is a relic of the Cold War, with sophistication aplenty but also the highest bodycount. Worries more about evil tycoons and M than about SPECTRE. Films: Goldeneye, Tomorrow Never Dies, The World Is Not Enough, Die Another Day.
6. Daniel Craig: The Bond of the New Millenium, this 007 is brand-new to the gig. He's not as smooth as any of the others, but he's tough as hell and completely implacable. Mostly stuck dealing with QUANTUM and the mistakes of MI6. Films: Casino Royale, Quantum of Solace, Skyfall, More to Come.
7. James Bond (Literature): This Bond has been through more adventures than any other, and bears the scars. He doesn't have as many jokes or gadgets, he's just a killer, and a product of his time. Films: None. Books: Too many to list.

8. Free Pick: You have the choice of which Bond to work with. Choose wisely!

Backgrounds:

MI6 has assigned you to work with Bond, and they know your backstory. This is your history and memories in this world, and it might affect your thoughts and actions.

Drop-In: Free!

"I... don't know where this is, but they told me to help you out." You just appear one day, with no background or memories. Unfortunately, you appear in the middle of one of 007's assignments. You survived, so MI6 picked you up and sent you to keep helping him out. You lack the free accent of the other backgrounds, but don't have any memories to interfere.

Q-Branch Support: 100 CP

"Now pay attention, 007. I've been assigned to help you with the technical requirements of this mission." You're a trained technician, with skills in creating and maintaining gadgetry. 007 may not pay attention to your instructions, but your skills will probably help keep him alive.

Wet Works Support: 100 CP

"Ah, a Walther PPK. Nice gun, if a little small." A veteran combatant, you've been hired by MI6 to serve as an aide for one of 007's more violent missions. You may be a SAS veteran, or a trained ninja, but you're a skilled warrior and assassin with blade and gun.

MI5 Support: 100 CP

"Just answer one question for me, before we start; WHY do you always tell them your real name?" MI6 has despaired of 007's failure to serve as an actual spy, and has gotten you seconded from MI5 to help. You're skilled at actual espionage, turning agents and bugging rooms.

Age, Place, and Gender:

Roll 1d8+20 to determine your age, or pay 100 CP to choose it. Your gender is that with which you entered the world; alternatively, you can choose to become male for 100 CP or female for free. In any case, you “appear” in M's office, as he is meeting with 007 to explain his next assignment.

Skills:

Not just anyone can keep up with a 00 Operative. You have a very particular set of skills that let you compete with all the superspies running rampant.

Legendary Wit: 100 CP, Free Drop-In

You have a deadly repertoire of puns. It's quite punishing, in fact. You can make a terrible death-related pun at the drop of a hammer, and they usually sound witty and wise at least at the time. You're also always ready to come up with innuendos.

Technical Training: 100 CP, Free Q-Branch

Not everyone knows how to make the nuts and bolts of the superspy game function. Fortunately for 007, you do. You're a skilled armorer with normal weaponry, are a skilled researcher, and can tap phone lines and disable bombs with the best of them. Creating new gadgets of your own is not within your grasp, but you can certainly repair those others make.

Basic Training: 100 CP, Free Wet Works

You're an experienced military operator, or you're just naturally tough and good with a gun. You're not superhuman in physical abilities, but you're well beyond even most trained soldiers. Your endurance and reflexes are very good, as are your other attributes. You're a good shot with most weapons, as well.

Fieldcraft: 100 CP, Free MI5 Support

You're a skilled agent, in the real intelligence sense of the word. You know how and where to plant bugs for maximum effect, how to enter a room and leave it without a trace, and how to follow and spot a tail. You're extremely sneaky, and even have the patience to sift through hours of tape to find the one conversation with relevant information.

Road Rage: 300 CP, Discount Drop-In

You have inexplicable but highly impressive talents at operating motor vehicles. Through extensive training or natural skill, you can jump in basically any vehicle and operate it solo, and do very well at it. You can run tanks on your own, and outrace sports cars in a Morris Marina. You can even use construction equipment for dynamic entries, and hijack vehicles in the middle of a fight. Mysteriously, people seem to always leave the keys in the ignition, too.

Gadget Master: 300 CP Discount Q-Branch

You've been trained by Major Boothroyd at the skills of his job. You're excellent at creating and maintaining gadgets of all types. You can miniaturize nearly anything, and hide things in forms that... really shouldn't work. You can even make lasers! You're also good at coming up with ideas for unusual methods of assassination; beheading umbrellas, flamethrower bagpipes, and the like.

Hitman: 300 CP, Discount Wet Works

You're a master assassin. From the prosaic tasks of tracking a target's schedule to the explosive finale, if you have time to prepare you can set up truly devious plots. You're experienced with poisons and explosives of many types, and are a dead eye with a rifle. Exotic venoms, car bombs, and a revolver in the street are all but tools of your trade.

Universal Exports: 300 CP, Discount MI5 Support

Cover identities and disguises, both physical and digital, are your fields of mastery. You can make new identities out of whole cloth, with corporations and supporting details to match. Switching physical disguises is similarly child's play, and you can easily fool even alert observers. You're also a skilled forger, both with paper and ink and with more... advanced tools.

Suave and Sophisticated: 600 CP, Discount Drop-In

You make everything look smooth, classy, and like you know what you're doing. You are a master of small talk, have arcane knowledge of many subjects, and always look good in whatever you're wearing. Dirt, mud, and blood seem to just never stick to you, and martinis, cigars, and other items that denote your classiness appear out of thin air when they suit your purposes.

Prep Time: 600 CP, Discount Q-Branch

You always know exactly what gadgets will be needed, though you can't tell why or how you'll end up using them. You just kind of have a feeling that you'll need a machine gun, an inflatable couch, and a radio concealed in a golf club for your next mission to Nairobi. If you heed your instincts, you'll always have the key to any puzzle with you; it's just up to you to figure out how to use it. You do, of course, have to make or obtain those gadgets somehow, or a reasonable facsimile.

License to Kill: 600 CP, Discount Wet Works

You are a genius at finding inventive solutions to problems. Usually those problems happen to be people, and the solution is a painful death via some sort of scenery or your fists or bullets. You also know just how hard to hit people to knock them out; renditions are part of the mandate too. You're also good at escaping deathtraps and the like, and have a literal license to kill without reprisal, though it's subject to the whims of your superiors.

Oh, James!: 600 CP, Discount MI5 Support

You are extremely skilled at finding, controlling, and turning moles, both in your own organization and others. Just a few hours of conversation, intimidation, or sex can let you turn even dedicated enemy agents to your own side. You're a master of MICE, and have excellent skills at creating dead-drops and cutouts to ensure that your agents are insulated from yourself.

Items:

Of course, you're not being sent out naked. You have some items that you've picked up in your history in the world, or that have been assigned by Q-Branch. Major Boothroyd knows the 00s well enough by now that he doesn't expect any of them back.

Tuxedo or Slinky Dress: 50 CP

You always operate in STYLE. You have a very sharp-looking tuxedo or a gorgeous dress. Perfectly tailored, and remarkably resistant to holes, stains, tears, flame, and creases. While it won't keep you alive, it is almost guaranteed to look good at all times, even if you're wearing it under a drysuit under a seagull.

Bugs: 50 CP, Free Q-Branch

You have a selection of over a hundred different bugs, tracers, and trackers, and plenty of receivers. You've got everything from large devices to be mounted in the walls with video and audio reception to tiny pieces of lint you can follow with a scanner. Tools for splicing into telephone and data lines are also included.

Weapon: 50 CP, Free Wet Works

Sometimes all the sneaking around doesn't end well, and you have to kill some people. You're well equipped for that. You have a gun of some type (from a Beretta .25 to a Gyrojet Pistol) or a well-made melee weapon. It might be a large knife, a sword, or a M16, but you're armed enough to handle the goons that always seem to appear.

Disguise Kit: 50 CP, Free MI5 Support

You have a kit full of the necessary materials for disguises. Plenty of latex masks and wigs, colored contacts, heavy makeup, and even fake fingerprints. If another operative can help you, you even have the necessary materials to undergo surgery to fake a different race or gender.

Concealed Weapon: 100 CP

You're never REALLY unarmed. You've got an easily concealable weapon that you can sneak past even the most dedicated searches. A poisoned knife in the blade of your shoe, a sniper rifle that assembles out of multiple parts or is hidden in an umbrella, or a literal Boom Box, you can sneak your deadly tools in anywhere.

Golden Gun: 100 CP

You have a gun made of gold. Once used (Or will be used by, or in use by) the world's most deadly assassin, this pistol is quickly assembled from a pen, cigarette case, cufflinks, and a lighter, and will pass through even the most stringent scans. Though it only fires .165 caliber bullets, it's incredibly accurate, and the ridiculously high muzzle velocity makes it a lethal weapon so long as you're a good shot.

Grappling Hook: 100 CP

This powerful gas-powered grappling hook can fire a line up to 400 feet that can hold over a ton of weight. Climbing walls and swinging across pits are easy, though you'll probably run into a lot of more

inventive uses. It also has an attached ascending tool that helps carry people up or down the line, and the device itself is easily hidden.

Super Watch: 100 CP

This Q-Branch Special has dozens of functions. It tells time in five countries, cuts through rope, functions underwater, has a special tracking device, contains a cutting laser, and can be used to time explosives, among other functions PROBABLY described in the 500 page operator's manual. Also, it looks like a nice watch, and is durable enough to resist dive pressures.

Bladed Hat: 100 CP

No one ever expects the hat. You have a precisely weighted and bladed hat, probably a stylish bowler or top hat. You can throw it with lethal force up to 60 feet, and it'll get by almost any security search. Infinitely reusable and you can even kill people just with the blunt impact if for some reason you can't cut them.

Jetpack: 100 CP

You have a prototype Bell Rocket Belt. Q has improved on the original quite a bit; it can now make jumps of up to 30 seconds, allowing you to cover quite a bit of ground with its 90 kph speed. Though you can't go over 20 meters above the ground, that's probably a good thing for your legs when you land. What more do you want? It's a jetpack.

X-Ray Glasses: 100 CP

This pair of stylish glasses or sunglasses has an extra feature; you can use them as a portable X-ray device to check people for weapons. Somehow, it doesn't quite work like real X-rays and is also quite good for more... intrusive examinations, as well. Don't worry about the radiation; Q-Branch doesn't want you giving people cancer.

Bond Car: 200 CP

Q-Branch has taken an already cool car and made it far more amazing, for your personal use. Armor plates and a tuned up engine come standard, along with machine guns, rotating number plates, and some other defensive features. There's probably some other special features too; it might be able to

become invisible, might “transform” into a submarine or a plane, or could have remote control capabilities. Honestly, you probably weren’t paying attention.

Little Nellie: 200 CP

This tiny but advanced autogyro helicopter is small enough to fit in four briefcases, but lacks none of the power of full-sized choppers. It can fly up to 200 mph for up to an hour, and is EXTREMELY heavily armed for its size. Possessing machine guns, rocket pods, missiles, flamethrowers, and smokescreens, it’s a one-man air attack. While not very comfortable, it’ll get you where you need to go.

Femme Fatale: 300 CP

You aren’t working alone on this one. You’ve got a Companion to help you and 007. She (and yes, she’s always a she) is an experienced secret agent, or at least a very talented amateur. Good in a fight, skilled behind the wheel, and a trained agent of espionage, she’s sure to be of help. She also is guaranteed to be gorgeous, and has at least one unexpected skill or bit of esoteric knowledge that will probably help in your mission. You can choose for an existing Companion to fill this role instead, though they are still required to be female.

Drawbacks:

Life as a superspy (or a superspy’s assistant) is hard, but sometimes you want a challenge. You can pick up two or fewer Drawbacks, to give you more points. They’ll make your life tougher, but that’s the biz.

Trench, Sylvia Trench: +100 CP

You just can’t seem to keep your name secret. You reveal it to everyone with a half-second’s notice. Any organization with a budget more than a shoestring knows your home address and any history you have in this world, and that will never change. You might not care, but your superiors might get angry if you can’t ever keep a cover.

Alcoholic: +100 CP

You just can’t make it through the day without your favorite drink. Or four or five. You probably won’t be too heavily impacted (after all, your liver’s used to it by now) But you won’t be operating on top form. Flying a plane pissed is probably a poor plan.

Disavowed: +200 CP

Sometime in your first mission with 007, something will go horribly wrong. The two of you (or your team) will be disavowed by MI6. You'll have to work solo for quite a while to clear your name and regain your License to Kill. Hope someone can repair those gadgets, since both sides will be hunting you and your Bond.

SPECTRE Target: +200 CP

From the very moment you arrive, you are the special target of an enemy organization. SPECTRE, the KGB, QUANTUM, or another group; they hate you with their very souls. They have people everywhere, often with ludicrous methods of trying to kill you, and will drop whatever plans for world domination they have the moment they realize you're nearby. Smiert Spionom!

Bond Girl: +300 CP

You are a Bond Girl, and not one of the intelligent ones either. Your gender is locked to female for the duration, and you are highly likely to develop an emotional attachment to 007. Unfortunately, your safety is ... unlikely. You'll constantly be attacked by henchmen trying to get at Mr. Bond, and your combat skills are heavily reduced; even if you're an expert soldier, now you can only kill mooks through luck. Also, your name is probably now a terrible pun. On the plus side, you're very pretty!

No, Mr. Bond, I Expect You To Die!: +300 CP

Your foes are unnaturally intelligent and lethal. They don't fall for your normal tricks. If you escape a guard, expect to be shot when recaptured, or at least more heavily guarded, and any evil masterminds you encounter won't leave when they've put you in a deathtrap. Though with wit and intelligence you may convince them to spill their secrets, they don't monologue on their own.

.... So, you've survived your ten years without getting chopped in half by a laser. Good Job! Now you've got to figure out where you're going next. No matter which option you choose, your drawbacks are revoked, and your background memories fade into simple memories that you can draw upon at will.

Go Home:

Home is a nice place to be. Certainly nicer than here; you watched a nice girl get eaten by piranhas last week. You wake up at home, with all of your abilities, allies, and items.

Stay Here:

Why would you leave? You're having fun being an international playboy with all the coolest toys and most attractive allies. Sure, sometimes you have to blow up some buildings, but that's a small price to pay. You can stay here for the rest of your life.

Keep Going:

You've learned a lot here, and other worlds are available to explore. You can choose to take your skills and items and keep jumping. After all, there are places that have never been exposed to your wit and charm!

/End Bond Theme