



On the 12th hour of the first day of October 1989, 43 women around the world gave birth. This was unusual only in the fact that none of these women had been pregnant when the day first began. Sir Reginald Hargreeves, eccentric billionaire and adventurer, resolved to locate and adopt as many of the children as possible.

He got seven of them.

Or maybe eight, in this new version of the universe.

Welcome, Jumper, to the world of the Umbrella Academy. This world isn't much different from your own, except from the talking chimpanzees, superpowered children, and a certain shadowy bureaucratic organization dedicated to the preservation of the timeline. Your goal could be to stop the apocalypse, or to ensure that the world gets destroyed, no matter the cost, but either way, the end of the world is on the horizon.

Depending on when you land, the apocalypse could be in a few days, in a few decades, or it might have already passed. Whether you choose to help prevent it or otherwise, you'll have to make sure you survive it, or else your chain ends. It doesn't matter if the rest of the world burns, so long as you survive, although this could change depending on what drawbacks you take.

As usual, you have to survive ten years before you get to move on. Take these points to help you succeed here.

+1000 CP

Background

Go ahead and select one of the four options for backgrounds listed below, taking the relevant discounts and freebies for your selection. You can optionally pay an additional 50 CP to change both your age and your sex.

Drop In 0 CP

With no memories to hold you back, but also few, if any, connections within this world, your mind is a blank slate. You can choose your own path, whether it's helping the Commission achieve their ambiguous goals, or working together with the Hargreeves siblings to prevent the end of the world. Roll 17+2d8 for your age.

Civilian 0 CP

You're extra ordinary, aren't you? You're one of the myriad of background characters and civilians that appear in the show, though you might find yourself dragged along for the main plot, if you choose to involve yourself or if you're exceptionally unlucky. Roll 17+2d8 for your age.

Umbrella Academy 200 CP

You're one of the forty-three children born on October 1st, 1989, and are the eighth child adopted by Reginald Hargreeves. With the signature tattoo on your wrist and eighteen years of childhood trauma, you formerly belonged to the superhero team the Umbrella Academy, but whether you've kept up with the crime fighting is up to you. You start out as just over 29 years old, like the rest of your adoptive siblings.

Commission Agent 300 CP

Having been, ah, '*recruited*' sometime in the past by the Commission, you now work for them, preventing changes in the timeline and assassinating those who are a threat to their shadowy plans. You start out under their thumb, though whether you stay with them is up to you. Just remember that if you leave before your contract with them is up, you'll be hunted down whenever it's convenient to them. You receive a briefcase for free to use while you're here, though it can break and you can't use it after this Jump. Roll 25+2d8 for your age.

Location

Roll a 1d8 to decide where you start out, or pay 50 CP to choose from any of the options below.

1. ***Hargreeves Manor, New York, March 24th, 2019*** -- Formerly an umbrella factory, the manor was the home of Sir Reginald Hargreeves and his seven adopted children, though most of them have left. You're right at the center of the action here. Even if you try to stay uninvolved, expect occasional appearances from the Hargreeves siblings. With eight days left until the first apocalypse, it's crunch time now.
2. ***Los Angeles, California, March 24th, 2019*** -- Los Angeles, the city of angels. Where Allison hails from and her daughter, Claire, lives with her ex-husband, Patrick. It's pretty far from the action, but you can always hop on a plane to get closer. Or maybe you want to be as far from it as possible.
3. ***Commission Headquarters*** -- This could be a good thing, or a very bad thing, depending on what background you took. If you're working with them, you're probably fine. If not, then you should probably make your exit before they realize someone's infiltrated their headquarters.
4. ***Ho Chi Minh City, Vietnam, November 1st, 1968*** -- You arrive in Vietnam, during the Vietnam War. It's up to you whether you get involved in the conflict, stay out of it, or try to find your way back to the future. Just be aware that Klaus Hargreeves is here around this time, and he has a briefcase with him, though he'll be reluctant to leave for a variety of reasons. Maybe you could convince him.
5. ***Dallas, Texas, November 15th, 1963*** -- Ten days before the second apocalypse. Five has just arrived in Dallas, and has started the work of gathering his siblings to stop the apocalypse from happening again. Whether you're here to make sure the world ends, or you've come with the siblings to try to prevent it, or you're just a civilian trying to live your life without the fear of nuclear warfare, it's coming soon.
6. ***Hargreeves Manor, New York, April 1st, 2019*** -- The first apocalypse has since come and gone, and left ruins in its wake. Now, you're one of only two survivors, the other being Five Hargreeves, who will arrive several hours after you. You can help him find his way back, or you can stay here forever, eating cockroaches and expired twinkies. Though would the latter option really be appealing?
7. ***The Moon, March 24th, 2019*** -- Well, you might be screwed, depending on whether you have vehicles capable of space flight. In eight days, without interference, Vanya Hargreeves will cause the moon to come crashing down into the Earth, almost certainly resulting in your death unless you somehow manage to make it off in time. At least suffocation won't be a risk, due to the convenient observation station you land in.
8. ***Free Choice*** -- Pick from any of the options above.

Perks

Here's where you'll purchase your main abilities and perks. 100 CP perks are free for their designated origins, while other perks are discounted. Some perks can be taken multiple times for added benefits.

UNDISCOUNTED PERKS

Phantom of the Opera 0 CP

The Umbrella Academy's soundtrack fits the show perfectly. Now for you, whenever you're in a situation where music would make it more tense, entertaining, or emotional, a thematically and situationally appropriate song will start to play, only audible to you. It's guaranteed to be something you enjoy, and will only improve the drama of whatever trouble you're in. Can be toggled on and off.

Basic Survival Training 200 CP

Whether it's how to build a campfire or how to find clean water, you have the basic survival skills needed to go camping, or maybe even survive in the apocalypse. You can hunt, do basic first aid, and fish, and you can build rudimentary shelter, though it won't protect you entirely from the elements.

Gerard Way 200 CP

You now have both the comic artist skills and musical talent of Gerard Way. You can write songs, and draft storyboards for comics with similar talent.

Generally Likeable 400 CP

No matter how you behave, people seem to like you, or at least have a begrudging respect for you. You might be irritating or clingy, but those around you will focus more on your positive traits than your negatives. This won't work on outright malicious behavior, but so long as you generally mean well, those around you and those close to you will see you in a good light.

Cult of Personality 600 CP

People seem to be drawn to you. Whether it's your charm, your money and fame, or what you represent, those around you seem to be eager to get close to you or in your favor. Making friends is easy, even if you're new in town, and the people around you seem slightly more inclined to like you. Of course, if you have a significantly bad reputation, this effect can be lessened, though people still won't want to be on your bad side.

DROP IN

Musical Talent 100 CP (free Drop In)

Choose one musical instrument. With this instrument, you're a prodigy, and could easily audition for an orchestra or band with it, though you might not get first chair. You could even make money busking with it, or write your own

music. With this perk also comes perfect pitch and the ability to read sheet music. Can be taken multiple times for different instruments.

Sneaking Around 200 CP (discount Drop In)

When it comes to breaking into places, you're the expert. You can pick locks and break open windows without damaging them, and you can move silently when trying to avoid detection. You can also instinctively locate security cameras, and know how to maneuver around them, and also how to delete security footage. Try to use this power for heroic and world-saving purposes, please.

Into the Background 400 CP (discount Drop In)

You seem to fade into the background. Unless you're trying to make yourself noticed, or someone is specifically looking for you, you won't have to worry about being picked out of a crowd. If you do something illegal, witnesses will have a hard time describing you to detectives and investigators.

The Majestic Twelve 600 CP (discount Drop In)

In any given world, there are often many private interest groups, each with their own goals and purposes. With this perk, you'll be able to find them easily, though convincing them to accept you into their fold or taking them down is likely going to be much harder. You find it easier to discover secret societies, stumbling upon their headquarters or accidentally walking in on their meetings, so long as you're seeking them out.

CIVILIAN

Donuts Par Excellence 100 CP (free Civilian)

You're a fantastic baker. Whether it's puffy pastries or delicious donuts, you know just how to make the dough, how long to bake for, and how to decorate whatever delectable sweet you make. The pastries you bake will last longer without going stale, and will always be of a high quality.

Profession 200 CP (discount Civilian)

You have the training and credentials to let you into a career of your choosing. This can either be a trade school diploma, a Bachelor's degree in a field of your choosing, or a certificate. You gain the skills required, and can make a living doing whatever profession you select. Must be something mundane. Examples could include becoming a mechanic, or having the certifications required to be a police officer.

Right Place, Right Time 400 CP (discount Civilian)

You always seem to show up at just the right time to get into the action. Whether it's stumbling into the battlefield just before the fighting starts, or having people meet you when they need you the most, or catching people in an argument just before things reach a boiling point, you have the best timing. Won't be perfect, but will give you the boost needed to be where you need to be when you're needed for something.

The Detective 600 CP (discount Civilian)

With this, you gain the investigative skills of a veteran detective. Your perception skills are top notch, able to find evidence and piece together clues others wouldn't even think to connect, and you become an expert at finding leads to even the deadest trails. You also gain proficiency with a gun, and can handle yourself in hand to hand combat. You're not quite Sherlock Holmes, but you're close in skill.

UMBRELLA ACADEMY

Martial Arts Training 100 CP (free Umbrella Academy)

You are now highly proficient in a martial art of your choosing, such as karate or muay thai. You're considered amongst the best in that martial art, though you're not unbeatable, and can still be defeated by others who are trained in combat. This could be from your background as a child superhero, training provided by your bosses, or because it was just an activity that you did in high school.

Polyglot 200 CP (discount Umbrella Academy)

Select five languages. Your selections could be both extant, such as french or arabic, or dead, such latin or ancient greek. You are now able to read, write, and speak in these languages fluently, and can pass as a native speaker in them. Can be taken multiple times to get more languages.

Child Soldier 400 CP (discount Umbrella Academy)

What's a child doing fighting super villains? With this, nobody will question your involvement in conflicts, or when you're doing something you're not technically allowed to do. If you're a child, you can drive or fight crime while people turn a blind eye, even if they think it's a little odd, and you can walk straight into areas you technically need special permission or a press pass to access, though if you make enough trouble people might realize you're not supposed to be there and kick you out.

Until the End 600 CP (discount Umbrella Academy)

When things look hopeless, it's easy to lose the will to keep fighting. Your comrades are demoralized, you're too tired to keep fighting, and the enemy is closing in. With this, you can press on, no matter how hopeless the situation seems. You can always squeeze a little more power out of yourself, and you can convince your friends to keep pushing on, for themselves and each other. Where there's a will, there's a way.

COMMISSION AGENT

A Way with Weapons 100 CP (free Commission Agent)

You have basic training in every common long ranged and melee weapon. While you won't be the best at using them, this guarantees at least proficiency with them. You're not going to accidentally injure yourself. You can hit a target with a bow and arrow, have decent accuracy with a gun, and can swing a sword or an axe effectively in combat. Whatever's in your hands, you can use. Also gives you some basic proficiency at hand to hand combat.

Interrogation 200 CP (discount Commission Agent)

From pulling out fingernails and waterboarding people to locking them in closets, you're a master at using torture to extract information. You can use a variety of torture methods effectively, and get a little... creative while doing so. Your victims are more likely to give up valuable information, and even those trained to resist it will crack eventually, though if the person truly doesn't know anything, they won't necessarily give you anything of value.

Butterfly Effect 400 CP (discount Commission Agent)

How does the zeppelin crash? You instinctively know how to solve problems relating to causality. You can see the patterns in events, so long as you know the end result beforehand, and know just what changes to make in order to make things happen, though whether you can actually change the future is up in the air. You also instinctively know how to avoid making time loops and paradoxes.

Deadly Aim 600 CP (discount Commission Agent)

You could set a new record for long distance kills with a sniper rifle. With aim like Annie Oakley or Johnny Baker, your aim is deadly. You could shoot a moving target, out the window of a moving car, or from long distances easily, and you'll be hard pressed to find someone with better aim. You also become skilled at cleaning and maintaining your weapons, and in a gunfight, you'll likely come out on top.

Superpowers

Here's where you'll get to pick out your powers if you're a member of the Umbrella Academy, but if you're not, you can still take some of these options for full price. If you weren't born as a member of the forty three, maybe you received your powers from experimentation, or you developed them later in life.

If you have the ***Umbrella Academy*** background, take [one for free](#), and a [second power at a discounted price](#). You can purchase additional powers for full price.

If you have any other background, you can purchase these powers for full price, with no discount.

Iron Lungs 100 CP

You no longer need to breathe, allowing you to walk through toxic gas or stay underwater without any need for scuba gear or a mask. There isn't any limit to this ability, and you're able to hold your breath indefinitely without a break. This is a surprisingly versatile ability, and it comes with no drawbacks. You could also turn this into a neat little party trick, if you're so inclined.

Super Strength 200 CP

You have super strength, being able to lift up to 1,000 lbs with ease, and several thousand more past that with some difficulty. Your punches pack extra force, and you can do some serious damage if you're not trying to control yourself. Try to mind your strength when dealing with people you care about, hm?

Impact Resistance 200 CP

Blunt force can no longer hurt you. No matter how much someone punches, kicks, or beats you, you won't bruise or feel pain. You're now invulnerable to blunt force damage, though weapons like bullets or knives can still injure you. This also means that you can fall off buildings without so much as a scratch, or be tossed around like a rag doll and still get up like nothing happened.

Levitation 200 CP

You can now levitate. At first, you'll only be able to hover slightly above the ground, but over time you'll be able to levitate higher up. It might not be the flashiest power, but it can come in handy, especially when you need to reach high places, get cats out of trees, or look over a battlefield from above. You can also move while you're levitating.

Frost 300 CP

With this, you can turn water vapor and liquid water to ice with touch. Wherever there's water present, you can use it to form weapons made of ice, to create pathways to walk on water, or to lower the temperature in a room. Works on other liquids as well, so long as there's a significant enough portion of water in them, such as tea or juice. It won't work on liquids like gasoline.

Flame 300 CP

This power allows you to control and manipulate fire, and also makes you invulnerable to flames. You can spark flames from nothing, though if you don't focus on keeping them active, without something to burn they'll simply flicker out, and you can telekinetically control them. They're hot enough to cause serious burns, though not quite powerful enough to melt steel or cremate people completely.

Healing Touch 400 CP

You can now heal wounds simply by touching them, though this can't bring back the dead. It doesn't work on yourself, but is highly effective when used on others, being able to heal simple cuts in seconds, or complex internal damage in several minutes. With more training, your endurance for doing this will increase, but for now, healing others is fairly tiring.

Trajectory Manipulation 400 CP

You can curve the trajectory of projectiles now, so long as they remain in motion. This could be knives you throw, or bullets coming at you. So long as they're objects in motion without contact with any other object, you can manipulate the path that they follow, which can allow you perfect aim, or let you dodge bullets.

Séance 400 CP

You now have the ability to see ghosts and spirits of the dead, and communicate with them. You can also bring them into the material realm, allowing them to interact with the world, and fight for you as undead soldiers. However, be

aware that you can never turn this ability off, and the dead can get a little... needy once they know that you can see them. Training this ability will let you control more ghosts over a larger distance.

Tentacles 600 CP / 200 CP

Eight eldritch tentacles now come out of a portal through your stomach. For 600 CP, these are entirely under your control, being powerful weapons you can use to fling enemies and cars around like toys. They're a little clumsy, but have incredible strength, and can wrap around items to grab them. For 200 CP, they have the same capabilities, but are now impossible to control. They'll cause damage to enemies and allies alike, being in a state of uncontrollable homicidal rage for as long as you use them. They also cause you indigestion.

Telekinesis 600 CP

Is flinging objects and people around with your mind more your style? With this, you start out being able to move objects about the size of a person around, though with more training you can lift heavier objects. They have to be in your general vicinity, though they don't have to be within your line of sight. Practice also increases the range that you're allowed to use your powers at.

Rumor 600 CP

Words can make powerful weapons. By saying the words "I heard a rumor," then saying a phrase or an action directed at a person, you can force them to carry out that action and change reality to fit your statement. Whether this is forcing someone to shoot their friend in the foot, making them let you into restricted areas, or even changing other peoples' memories, you can force people to bend to your will. However, if anyone catches you doing this to them, their opinion of you will be negatively impacted. Be careful what you wish for.

Teleportation 600 CP

You can now teleport anywhere, so long as you have the coordinates, approximate distance from you, or a specific place in mind. Longer distances will tire you out quicker, as will repeated teleportation, though practicing with this will increase your stamina for it. Try not to get stranded anywhere, because if you run out of energy, you won't be able to get back. Sugar and coffee will replenish your energy levels.

Sound Manipulation 800 CP

With this, you can now convert sound to kinetic energy. Whether you're using it to break glasses or throw objects long distances, you can turn any small noise into a weapon to use against your enemies. While at first this is hard to control, over time you can get an easier grasp on this, giving your use of it more precision.

Copycat 800 CP

By touching another person, you can copy their abilities, though you can only have one power 'loaded' at a time. This lasts as long as you want it, and you won't lose your ability to mimic the power until you touch and 'load' a different ability. However, it might take you some time to get used to whatever powers you copy.

Gear

Here's where you can stock up on gear and items to help you along the way.

GENERAL UNDISCOUNTED ITEMS

Netflix & Chill 0 CP

A free, permanent subscription to Netflix's streaming service, accessible from any dimension so long as you have electricity and something to watch it on. Will have great audio and video quality, and won't glitch out on you, no matter how bad your wifi connection is. What? You have to have somewhere to watch the show.

Unlimited Twinkies 50 CP

A box of twinkies that replenishes itself overnight. They won't expire, though they might get stale if you leave them out for too long outside of the box.

Liquor 50 CP

A single bottle of one type of alcohol of your choice, that replenishes once depleted. If you want multiple types, this can be taken multiple times to get different types of alcohol. Try not to get too drunk with this.

Bag of Donuts 50 CP

A plastic bag of donuts, closed with a twist tie, that replenishes overnight, with a new, random assortment each time it refills. Examples include jelly filled, classic glazed, or apple fritters. Always delicious, and never stale, you could share these or keep them to yourself. Bag contains twenty donuts.

Umbrella 50 CP

A sturdy umbrella of your own design, though it has to have the show's logo somewhere on it. It can't be broken, and when used, will keep you perfectly dry, even if the rain is being blown sideways into you. It can also fit several other people beneath it, granting the same protective effect to them.

Real Men Throw Knives 100 CP

A set of ten throwing knives, held in a simple black carrying case. If you lose one of them, it will reappear in the case the next morning. Lightweight, and never get dull. They can be of whatever design you choose, though the default is a small blade with a black handle.

Handheld Radio 200 CP

A handheld music player, either a walkman radio or an iPod, your choice, that contains a wide variety of songs that fit your musical interests. Comes with a pair of headphones, and an unlimited charge. Is also waterproof, in case you want to listen to it in the bath or in the rain.

The Monocle 1000 CP

A monocle formerly belonging to Sir Reginald Hargreeves, this device allows the user to see the future by looking through the lens. Is hard to break and easily concealable, though the fashion is rather out of date. Be careful about letting any of the Hargreeves siblings see this, or they might accuse you of murdering their father.

DROP IN

Umbrella Academy Merch 100 CP (free Drop In)

You receive a random collection of action figures, merchandise, comics, and recorded battle videos from the Umbrella Academy when it was active. Includes lunch boxes, masks, etc., in addition to every edition of their comic series, which detailed most of their battles.

Concert Ticket 200 CP (discount Drop In)

This ticket will get you into any concert you choose. Show it to a guard, and they'll let you in, though there's no guarantee that there will be a seat for you. Whether it's a rock concert or an orchestral performance, you can get admitted to any musical performance you want with this.

Military Transport Bus 400 CP (discount Drop In)

This armored vehicle can carry up to twenty people, plus a driver. It never runs out of gas, and can take small rounds without becoming damaged, though larger and more dangerous weapons like missile launchers or grenades could do damage to it. Any damage done to it is repaired overnight. It has plenty of storage room overhead and in a compartment underneath, though the seats are a little cramped.

House of Cats 600 CP (discount Drop In)

What it says on the tin. This is a one-story, one bedroom house, small but comfortable. However, it's filled to the brim with cats. Their litter boxes will be automatically cleaned, and their food and water dishes will fill themselves, so you won't have to worry about taking care of them, but expect to trip over them once in a while. The kitchen is always fully stocked, and the bathroom cleans itself. The bed is cozy, too.

CIVILIAN

Locked Up 100 CP (free Civilian)

A pair of handcuffs that cannot be unlocked or picked open by anyone except you. If you can get it on a person, it will change size to fit their wrists, and while they're not indestructible, if someone manages to break out of them using their super strength or other powers, they'll repair themselves over the next several hours.

Hardware 200 CP (discount Civilian)

Nails, wrenches, screws, everything you could possibly need for fixing machinery or finishing projects. This toolbox contains whatever tools you need to get the job done. Just think about what you need, and the next time you open the box, whatever you need will be inside of it. Can only be simple tools or parts, no circuit boards or power tools in here, besides a drill if you need it.

Cop Car 400 CP (discount Civilian)

A police vehicle with valid license plates. People might question why you have it if you're not qualified to be a police officer, but it comes with bars to separate the back seat from where you sit that can't be damaged by normal humans, and it never runs out of gas. Don't go turning on the siren to scare people.

Your Own Shop 600 CP (discount Civilian)

This can be whatever you want it to be, though it can only serve a single purpose. Whether you want a cafe or a restaurant, or a flower shop, a hardware store, or a bookstore, it will always be fully stocked, and can be a nice way of generating income, though someone will have to manage it, whether it's you or someone you employ. You won't have to worry about maintaining it, other than having someone to serve customers.

UMBRELLA ACADEMY

Peanut Butter & Marshmallow Sandwiches 100 CP (free Umbrella Academy)

You can eat these sandwiches on your own, or you can leave them out for a long lost sibling you're hoping will soon return home. You get a jar of peanut butter, a bag of marshmallows, and a loaf of pre-sliced bread, all of which automatically refill once they're empty. With these, you could make peanut butter and marshmallow sandwiches, or you could just eat them separately, though where's the fun in that?

Security System 200 CP (discount Umbrella Academy)

A set of twenty security cameras, all connected wirelessly to a control room. Footage recorded on them is recorded on tapes, or you can watch what's happening on them through a live feed. However, they must be in the same time period as you in order to function. Unbreakable, although the lens can be covered with paper or other opaque materials in order to hinder visibility.

Dad's Notebook 400 CP (discount Umbrella Academy)

A red notebook held in a box with pearl inlay. Within it contains all the secrets of Reginald Hargreeves, which includes his experiment notes on his children, but also the blueprints to many of his inventions. From instructions on how to create talking chimpanzees to the design plans for a teleporter, you might not be able to create his inventions yourself, but with the right perks or a brilliant enough engineer, there's nothing stopping you from bringing his ideas to life, even if the man himself is long dead.

Cult Compound 600 CP (discount Umbrella Academy)

A mansion of your very own. With dozens of bedrooms, a greenhouse, and plenty of sitting rooms and offices, this massive mansion maintains itself, so you won't have to worry about dusting or fixing the pipes. It can get confusing though, and it might take you a while to figure out where things are. Is several stories tall, with a basement, a large kitchen, and plenty of space for you to do what you want. It even has a pool, and large, sprawling gardens.

Containment Room 800 CP (discount Umbrella Academy)

Indestructible and inescapable, you can put one individual or monster inside of this room, ten square feet by ten square feet. Once inside, the room will change to become the ultimate containment vessel for whatever is inside. Only one creature can be trapped in here at a time, but they won't be able to get out unless you or someone else opens the door. No matter how powerful the being, the room will be fitted with all the necessary containment procedures to keep them from escaping. Of course, you'll have to get them inside first.

COMMISSION AGENT

Expensive Suit 100 CP (free Commission Agent)

You own an expensive black luxury suit that will transform to fit you, always seeming perfectly fitted to whatever form you're in. It doesn't stain, won't wrinkle, and will always stay clean, no matter how long you've been wearing it for. It comes with a matching tie. This will make sure you stay looking sharp and professional.

Weapons of the Trade 200 CP (discount Commission Agent)

You have a gun of any common type you want, whether this be a semi-automatic weapon, a handgun, or a sniper rifle. It comes with a box of replenishing ammunition, though you'll still have to reload it when the cartridge is empty, and won't jam or break while you're using it.

Masked 200 CP (discount Commission Agent)

This animal mask is brightly colored and cartoonish, covering your entire head. When you wear it, people won't be able to recognize it's you unless you tell them, and while it's not bulletproof, it's highly durable, and all damage repairs itself over time. Don't commit too many crimes with this, please.

Today, Tomorrow, Yesterday 400 CP (discount Commission Agent)

For every world you visit, or have visited, you get a book the size of a college textbook detailing a comprehensive summary of that world's history. Though it won't contain everything, and will only contain what the general populace can know, it can give you some helpful context to the world's history.

Briefcase 600 CP (discount Commission Agent)

While as an agent of the Commission you would be assigned a briefcase for free, this ensures that it functions in other worlds. Without this, briefcases acquired here won't work once your time is up. To use, you have to set a time and a date and open it, and time traveling ten years into the future won't end your time early. It can only change when and where you spend your time, not how long you have to spend in a Jump. Try not to abuse this too much, and remember that you can still cause paradoxes and time loops if you're not careful.

Companions

You might be able to get by on your own in this world, but having friends and family to rely on will make it much easier. Having someone to watch your back in a fight or help you back up when you're knocked down can have a significant impact on your mental health, in addition to having other, more tangible benefits.

Companion Import 100 CP / 200 CP

For 100 CP, you can import a singular companion. If you spend 200 CP instead, that companion receives 600 CP of their own to spend on a background, perks, and items, with all the associated freebies and discounts, though they cannot purchase more companions of their own. Alternatively, you can use this to design a new companion.

Ghostly Companion 100 CP (free with the ***Séance*** perk)

While you might not be able to see the dead on your own, you can at least see this individual. They receive 600 CP to spend on a background and perks, though they cannot interact with the material realm, unless you somehow can bring them into it. They're prone to making derisive commentary on your life choices, though if you listen to them they might have some good advice for you. Only you and Klaus Hargreeves can see them.

Chimpanzee 200 CP (discount Umbrella Academy)

A talking chimpanzee who is rather fond of you. They come with the item ***Expensive Suit*** for free, but don't get points to spend on other perks or items. They're very intelligent, and can manage your finances for you, though don't expect them to do your chores. They're your friend, not a butler.

Robot Mom 300 CP (discount Umbrella Academy)

A fully functioning android, indiscernible from a real person, though their eyes do light up blue when they're charging. Capable of cooking, cleaning, and providing emotional support, in addition to having first aid training. Will be programmed to care for you like a mother, and may or may not develop real emotions over time. She knows that she's a robot, so you don't have to worry about that.

Police Officer 300 CP (discount Civilian)

With this, you're friends with a member of the local police force. They come with the perk ***Detective*** for free, and consider themselves your close friend, being willing to pull strings for you to get you access to evidence or clear your name of small charges, though they can't help with things like murder or arson. Alternatively, if you so choose, they're a former romantic interest, and you might be able to repair your relationship.

Canon Character 300 CP

With this option, you can take someone from this world with you once your Jump is over. After all, it's not like they haven't experienced weirder. This will ensure you have a favorable meeting that leaves a good first impression on them, though you'll have to convince them to go with you once the Jump is over yourself.

Work Partner 400 CP (free Commission Agent)

You can import a companion into this role, or design a new companion for it. This individual is either a former or current member of the Commission, though depending on who you are, they might have quit, or been fired. They receive the ***Commission Agent*** background mandatorily for free, with the freebies and discounts associated with it, and are given 600 CP to spend on items and perks. They'll be dedicated to keeping you safe.

The Cult 400 CP (discount Umbrella Academy)

These twenty individuals worship you as either a deity, or a prophet. Even if you tell them you're a lying hack, they'll just take it as some weird lesson in humility. They're perfectly average people, but there's strength in numbers. Just don't abuse their loyalty too much. Be warned, they get clingy, so you might want to have a backup plan in case you want some space. Count as one companion.

The Swedes 600 CP (discount Commission Agent)

Axel, Otto, and Oscar, triplets who are agents of the Commission, are now your companions. They come with the ***Commission Agent*** background for free, have the three perks ***A Way with Weapons***, ***Deadly Aim***, and ***Martial Arts Training***, and come with a singular ***Briefcase***, in addition to having a handgun and a semi-automatic rifle each. They're stoic, work together well as a team, and are good at following the plan, unlike a certain set of siblings. They do prefer to speak in Swedish, though. Count as one companion.

Sir Reginald Hargreeves 2000 CP

If you take this, the man is no longer dead, and instead becomes your traveling companion. A genius inventor, adventurer, and abusive father. He hates children, and has a crotchety personality. However, this also is the man who invented the televator and genetically engineered talking chimpanzees, and by taking him, you also get his genius, though it's for a steep price. The technology he can create knows no bounds. Not to mention that he's an alien, and maybe can explain why the Commission is so dedicated to ending the world. Comes with ***The Monocle*** for free.

Drawbacks

Select as many drawbacks as you want, with a benefit of up to +1000 CP. You can take additional drawbacks for flavor, but they won't count for any points. Be careful about which combinations you take, or you could end up digging your own grave and having to bury yourself in it.

The Apocalypse Suite +0 CP

Instead of the world of the Netflix adaptation, you end up in the world of the comics. Here, the world is a lot stranger, with frequent attacks by cartoonish villains, chimpanzees that work in normal jobs, and advanced technology, but still no smart phones. The characters seem different, Luther is much larger, while Klaus has red hair and Allison has purple. Five is significantly more sociopathic.

Schoolchildren +0 CP (can only take with the Umbrella Academy background)

The date is now March 24th, 2001, and you're eleven years old. Soon, you'll be making your debut as a superhero, stopping a bank robbery with your seven siblings, who are all currently alive. While you all have some trauma, this could be your opportunity to stop the apocalypse before it even starts. Will you save Ben, stop Five from traveling into the future, or make Vanya feel more included? With this option, you have time.

Zombie-Robot Gustave Eiffel +100 CP

You're still in the setting of the television show, but now things are slightly... weirder. Vietnam has vampires and giant mummies, the enemies you face are much more gimmicky, and the world as a whole has a much stranger vibe. This won't affect the plot in any major way, but expect unexpected complications from this. If you're a member of the Umbrella Academy, your costumes also look like you're wearing underwear on the outside, and the others will insist you wear them. If you're a Commission Agent, you have to wear a bright yellow hazmat suit when working.

Mute +100 CP

Whether you were born without a voice, or lost it in an accident, you no longer can speak. Expect to rely on either sign language or notepads to get your point across, and good luck talking someone down from ending the world when you can't speak a word to them. Alternatively, you now can only speak Swedish.

You've Gotten Big +100 CP

Due to an experimental treatment given to you in an effort to save your life, you now have the torso and arms of a gorilla. Besides the obvious downside of getting weird stares whenever you take your shirt off, you'll also be much clumsier, your increased size and mass being hard to maneuver. On the bright side, you get a slight increase to your strength and durability. Maybe the furries will take a liking to it?

Little Number Five +100 CP (can only take with Umbrella Academy background)

Instead of a name, you go by Number Eight. While you might be fine with this at first, it can get dehumanizing after a while, and nobody will call you anything else but the number you were assigned arbitrarily by your abusive adoptive father when you were a newborn. Even if you convince them to call you something else, they'll always revert back to using your number after a few minutes.

Disorganized +100 CP

Those around you seem like they can barely keep their shit together. Between missing meeting times and electing to ignore your commands, whatever group you're working with is bad with time management and following the plan. It won't ever outright make you fail, but without planning ahead on your part and constant vigilance, things will fall apart often. Will be a pain to manage, though it's only an inconvenience.

Quantum State Version +200 CP

Whether because of a time travel accident or some other experimentation, you're permanently trapped in the body of a thirteen year old. Not only is driving now illegal for you, but also drinking. Adults won't treat you seriously, even sometimes those who know your real mental age. Be prepared to be asked by well-intentioned waitresses if you want chocolate milk instead of that coffee you ordered. The ***Child Soldier*** perk can help with this, but expect to still be annoyed by all the concerned adults who think you're a young teenager.

Broken Briefcases +200 CP (cannot take with Commission Agent background)

No matter what, every briefcase you acquire seems to be destroyed. This could be because it had a defect in the manufacturing process, getting bashed around a little, or because of the numerous bullet holes always seeming to be put into them. If you somehow manage to open it, it won't work, and if you try to have someone else hold onto it for you, they'll always seem to lose track of it. Let's hope you have some other way to avoid the end of the world.

Not in the Right State of Mind +200 CP

You have an addiction to either alcohol or some other hard drug. It won't necessarily be crippling, but it will certainly affect both your personal and professional lives, and when you're under the influence, use of your powers will be greatly hindered. Your friends and family will see you as unreliable, while you'll have a hard time spending money on anything but getting your fix. It can be resisted with time, effort, and a lot of rehab, and your reputation can eventually be repaired, but relapses will always be a risk, and you'll have to watch your behavior to avoid slipping back into old habits. Once an addict, always an addict.

Some Wounds are Mental +200 CP

Whether it's from being abused as a child, time spent serving in the military, or a traumatic event sometime during your life, you suffer from PTSD. Things that remind you of your trauma will cause flashbacks that can cause you to dissociate or have a panic attack, and you'll frequently have nightmares about it. Therapy could potentially help, though it won't ever get rid of these symptoms completely.

This Year's Love +200 CP

Everyone you ever have a long term romantic relationship with will eventually either die, or become your enemy. It could be soon after you start dating, or years after you've broken up, but anyone you share a romantic attraction with is likely to die a gruesome death, oftentimes in your arms. It could be cancer, a car accident, or a gunshot wound to the chest, but regardless of the circumstances, you're extremely unlucky with romance.

Humanity's Survival +400 CP

Incompatible with the ***Beginning of Something*** drawback. Now, instead of your win condition being surviving, you have to prevent the apocalypse from happening. If you land before the apocalypse happens, you have to prevent it, though this could take a few trips back in time. If you land after humanity has already been destroyed, you have to find a way to go back and prevent the damage it caused. Your lose condition is now that if an apocalypse has happened in the current timeline by the end of your time here, you fail the Jump and are sent home.

Time Paradox Sickness +400 CP

You aren't the only Jumper. There's another version of yourself with your same powers and gear. Or maybe you're the alternate timeline version? Either way, when you're near this individual, you start suffering the seven stages of paradox sickness, including the final, which is homicidal rage. You better avoid them, because if you don't, it's likely to devolve into a battle to the death, and you're both on equal footing. They might even come to view you as a threat to their ability to complete their Jump. Fortunately, they won't actively seek you out.

Extra Ordinary +600 CP

For the duration of this Jump, all of your perks will be locked away, and you'll be stripped down to your body mod, though you can keep your items. Even if you come from an ordinary background, such as Drop In or Civilian, those around you will automatically recognize you as someone exceedingly average, and will constantly remind you of this fact. Whether it's your boss, or your own siblings, the people around you will always treat you as less, even if it's unintentional, or just to 'protect you.' Get ready for a lot of condescension.

You Patrick Swayze'd Me +600

While normally death would mean the end of your chain, in this case, you're stuck between the land of the living and whatever afterlife comes beyond death. To put it simply, you're a ghost. Immaterial and invisible to most, with the exception of a certain Number Four, there's not much you can do to prevent the coming apocalypse on your own. Well, unless you enlist the help of a certain medium, though there's no guarantee he'll feel helpful. If Klaus Hargreeves is dead at the end of your Jump, or is otherwise rendered permanently incapable of communicating with the dead, your chain ends. Don't be too annoying, or he'll ignore your orders and requests purely out of spite.

The Beginning of Something +800 cp (cannot take with Commission Agent background)

Incompatible with the ***Humanity's Survival*** drawback. The apocalypse is now inevitable and unavoidable. Just as the seven siblings of the Umbrella Academy seem unable to prevent the apocalypse from occurring, you now find yourself unable to prevent it. Not to mention that, no matter where or when you go, it will always seem to follow you, occurring no more than two weeks after whatever date you arrive at. Try to cheat the system by going *after* the apocalypse? Another will happen anyways. If you try hiding at the Commission Headquarters? Five arrives, invulnerable to any damage, and kills everyone before then trying to murder you.

The Concert's Conclusion

Well, congrats. Your five years are up, you haven't died, and you've fulfilled all of your victory conditions. Now, it's time for you to decide what you do next. Will you stay, or will you move on to whatever world awaits you next?

Hotel Oblivion

You've decided that this is the place for you. For better or worse, you'll spend the rest of your life here. Just hope there won't be another apocalypse for you to prevent.

What about my family?

Seeing the Hargreeves siblings has made you miss your family, and you want to go home. You get to keep all of your perks, items, and companions, and go back home to the people you love most.

Encore

Your adventure still has several more movements to go through. You'll continue onto your next Jump, leaving the people here behind, at least for now. It's only the end of the beginning.

Edit History

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