



Generic Narconovela Jump 1.0 By LJGV

Welcome to a land of drugs, money, and powerful people seeking powerful pleasures. In this world you'll be involved, in some way or another, in the conflict between those who'll make and sell anything for a profit and the people determined to stop them. Whether you're in a place like South Asia's Golden Triangle, or in a country south of the border, or even a part of a good ole American drug trafficking ring, you ought to take these. You'll need them.

1000 Trafficking Points.

Locations:

1. Earth

The specifics of this choice are up to you. If you want you could end up on the front doorstep of a local gang leader on the verge of trying to embark down the bloody path to becoming a drug

kingpin. Alternatively, you could wake up on your first day as a DEA agent. Any options that ensure your involvement, in some capacity, in the drug world can be taken.

2. Portal World

By taking this option you will initiate your jump inside of a world filled with portals. These portals will take you to various worlds where the plotlines of narconovelas are canon historical events. You can use this to choose which narconovela you want to be a part of. You gain a key that you can use to go back to the world and select another narconovela, but it only works as long as you're in this jump.

Origins: There are no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Trafficking Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Legitimate Or Illegitimate Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future. This career could be criminal, such as being a professional trafficker or being a kidnapper who advertises on the dark web. It could also be a public-protecting job such as being a DEA agent or a forensic accountant.

We Need A Pilot: It turns out what they actually need is you. You are a skilled pilot of any and every earthly vehicle. You can pilot sophisticated jets with the same casual ease that a professional cyclist uses a bike. Vehicles sing with you behind their wheels. You find it prenatually easy to do even sick tricks with a vehicle. This skill allows you to become a professional driver or pilot, but it also allows you to use vehicles of all sorts offensively and defensively.

A Dark Education: You have a degree and you have found a way to twist whatever knowledge you gained while earning it. Select a college degree and from now on you will be recognized as having earned that degree and being able to use it as a part of getting a job appropriate to the subject matter of your education. You have also found some way to corrupt the knowledge you have related to the subject matter you learned while earning your degree. As

a communications major you are an expert at subtly communicating indirect but easily understandable messages to your companions. As a chemistry major you are a genius when it comes to making addictive drugs.

Smuggler: This is a nifty skill. You can touch an item and with a thought create a subtle pocket in it that is imperceptible to anyone but those you give permission to see it. This pocket can hold a disproportionate amount of items, with bigger objects such as cars or houses being able to hold hundreds of pounds of things but even a jacket can gain a space almost as big as the jacket itself to store extra goods. Somehow this does not increase the weight of the item or impede its functionality. Bigger objects can sustain more pockets. This ability could be terrifying in the wrong hands...

Permissive Partners: Your romantic partners will ignore your sins, especially as it relates to infidelity. They will not tolerate active abuse, at least not with this, but you could cheat on them and they would not be bothered by it.

Gentlemen, Gentlewomen, Gentlethemen: You have a dream and a plan to make that dream happen. You can almost see a world wherein your underlings don't need to fear getting gunned down by another kingpin's underlings. You are effective at communicating with and cooperating with your peers, and possess an unheard of charisma when it comes to getting other people of wealth and taste to see your point of view. With this you could form a malevolent alliance of gang bosses who work well together and are thus far more profitable and also far more hated by forces dedicated to purging corruption and ending lawlessness. Or you could form an incredibly effective inter-agency task force devoted to cracking down on drug trafficking. Up to you, really.

Propaganda: Like many cartel heads, you have an innate skill at propaganda. You understand how people are going to react to things from a range of angles and with various degrees of separation. You understand how far removed from a situation someone has to be to perceive your "acts of generosity" as genuine acts of selflessness, as opposed to just you trying to get rid of some excess money in a way that cynically hopes to inspire good will. You also understand how to strike fear into someone, be they a gun-toting gangster or a stone cold law enforcement agent. This also allows your reputation to build more easily once it starts to go a certain way. If you have a reputation as a skilled diplomat, all of your diplomatic successes feed into this reputation. If you are a ruthless killer, each kill subtly but surely adds to the weight of your reputation.

A Good High: You are immune to the negative effects of drug use. This immunity goes all the way to making you immune to overdosing. This does not impede your ability to have a fun, or even bizarre trip, it just makes it so that you cannot be hurt by drug use.

Notorious Notary: You know what every cartel needs? An accountant, a chemist, and an HR department. With this you could feasibly do the heavy lifting of a Human Resources

Department. You are a bloodhound when it comes to paperwork and you innately know what forms need to be filled out for things to either actually be aboveboard or for things to merely LOOK aboveboard.

Secret Secrets: Many criminal organizations have surprisingly long and storied histories. In some cases those stories are almost funny now, as knowledge of them reveals how far a group has fallen from the ideals on which it was once formed. Now, when an organization you are in once prided itself on its secrecy, you will have the ability to nudge it back in that direction. You can subtly push an organization back into the shadows, all without causing them to lose their influence even if the form their influence takes changes in response to their new priorities.

Sicario: Cartels are not just drug-producing and drug-trafficking organizations, they are fully fledged criminal organizations. In many respects they are the *Walmart* of criminal groups, in that they are proud of their ability to do everything. Sicarios, or *Hitmen*, are their hired guns. By taking on this perk you gain the skills of the coldest and coolest killers in Latin-American history. Even as a normal human with a normal weapon you would be beyond peak human with this perk and a gun in your hands, your shots dealing extra damage and having additional range.

No More Office Politics: Despite the important work done by sincere law enforcement acting in good faith and desiring to legitimately protect people, office politics can be even more cutthroat and devastating to their jobs than they sometimes are among drug cartels and gangs. No more, you say. With this you are able to ensure that office politics will not alter the course of your career or inhibit your ability to protect people or make money depending on your intentions. No new supervisor is going to arbitrarily stop you from doing your job, and you will never suddenly get complaints about "The budget" unless it's actually your budget getting in the way. And in that case you will invariably be given ample time to prepare for whatever comes next.

A Symbol of Justice: Oftentimes cynicism is the first step to becoming corrupted. Somehow you've found a way to reverse cynicism and nihilism in people's hearts. This works through your words, but in truth your actions are where this is the most dramatic. With this you inspire people and motivate them to become their best selves. Those inspired by you become steel walls of justice and hope and both become stronger and more pure. This trickles down and those they inspire are affected as those they met you just to a lesser extent. With this you can motivate a small sheriff's department and watch as they noticeably improve in every respect.

A Number Person: You have an extraordinary skill with numbers. This manifests most strongly with numbers related to businesses, such as profits and expenses, but you are talented at any and all math, and you could utilize this skill in a number of ways if you felt like managing a business, or figuring out what numbers could be gently fudged for money laundering.

Corruption Detector: Money really is the root of all evil and from now on you can see that. You can scan someone with a thought and determine if they've accepted bribes and also if they would accept bribes. This does not improve someone's susceptibility to corruption, but it does

allow you to be certain who'd actually entertain your notions and could be talked into accepting a bribe or who'd play along for a moment only to hit you with "Are you trying to bribe an officer?" and send your ass packing.

Drug Assessment: This is a quirky skill. With this perk you can objectively analyze drugs and gain an intimate awareness of what they do and things like how addictive they are and how much it takes to make them. With this you can study drugs and eventually figure out how to alter them in a range of ways. If you possess supernatural abilities, you may eventually find a way to make drugs that can confer temporary versions of those powers. In the right hands this could change the world.

A Pretty Trophy: In these settings, men and women of great beauty are valued even more so than in pre-jump Earths. But sometimes they are valued as eye-candy and nothing else, even despite individual talents. You are a particularly special example of this property, as the prettier you are the more your looks are valued by those around you. And if someone has never heard of you but sees you as beautiful enough they may completely discount you. This is only beneficial to you, increasing the impact your intelligent remarks or complex actions have on your observers, or making your foes underestimate you.

Hey Kid Wanna Buy Some Drugs?: You possess an uncanny talent. You are an expert at persuading people to try something. You have an instinctual knowledge of how people work, and with even a few moments to study someone you begin to get a vague feeling of what it would take to convince them to try something new. This could be persuading them into bed with you, or it could be persuading them to try out a drug you generously give them. This ability could easily lead to you creating a whole new generation of addicts. Be warned, some people are walls of willpower and self-awareness and won't be amenable to your suggestions no matter how honeyed your words are.

Items:

An Elegant Front: Every classy criminal organization has one or more fronts. These businesses shield your criminal enterprise from some scrutiny and provide a valuable service such as being the locales where money-laundering occurs. Alternatively if you select this and are an incorruptible law enforcement officer of some sort, including a private one, you can instead receive awareness of a nearby front, an awareness which you can use once every six months to discover a new front business. In either form this item follows you in future jumps, either importing your front business or providing you with knowledge of organizations that are criminal or clandestine front groups.

A Spy Ring: Maybe you have a network of young adults orphaned by the cartels, or you are secretly paying for a number of children of police officers to go to fancy schools, but either way you have a network of spies in place inside of at least one prominent enemy organization.

These individuals will never go all the way to the top, at least not in the beginning, but they will be surprisingly high placed, going as far as knowing about secret task forces and even overhearing whispers of emerging alliances. The information they can feed you will be impressively detailed stuff, and they are loyal to you, to the point that even if they face disgrace and shame so long as you continue to uphold your end of the bargain with them they'll uphold their end of the bargain.

No Longer Alone: Depending on your overall intentions this item either manifests as a criminal organization at your beck and call or a vigilante group (or local taskforce with the potential for expansion) that you lead. Either way this item is an organization of some sort. You begin with up to twenty people who have an assortment of skills related to your overall objectives, such as chemists who specialize in mass-producing drugs if you intend to be a kingpin, or skilled human traffickers ready to transport people if you want a broader criminal organization. With time and energy this organization can expand, but it'll never shrink below the base size offered by this item for long. Even if reduced to one other member, in time you'll be able to find suitable replacements for your fallen underlings.

Luxury: This is some status symbol. It could be a yacht, a private jet, or some other object that fuses utility with status and is now fiat-backed. What exactly this means depends on what you choose to make fiat-backed, as a fiat-backed jet has infinite fuel, follows you on your chain, is capable of self-piloting (and/or conferring the ability to pilot it to anyone who has or would have your permission, had you known they were piloting it), is self-repairing, etc. A mansion would follow you on your chain, is self-repairing, has infinite electrical energy, etc.

The Cutting Edge: In ten years the drug game is going to look different. No matter what decade it is when you enter this world, ten years is a long time in the drug game. By investing in this you get a drug lab or a forward operating base that is at the cutting edge of sophistication. Regardless of your alignment, this base will be essential for operating at the edge of or beyond any territory your particular gang, cartel, or agency, fully controls. It could be a mobile surveillance base, or a high-tech drug production plant, and either way it's sufficiently mobile that it can be disassembled in a matter of minutes and reassembled over the course of three hours.

Authority: This item is a symbol of your authority. With it you can easily reveal your identity to like-minded fellows, or if you are hiding your identity for whatever reason you could pose as an underling acting on your behalf. This can be used to subtly signal to law enforcement that you are on their side, or to cow lesser criminals into leaving you alone, even ones not aligned with you if they have heard of you and fear you.

A Gilded Cell: This is a rather unique item. Every kingpin suffers from the occasional fall from grace, and when you inevitably find the wrong law enforcement official or piss off the wrong politician, this is the item you want. With this, if you are captured you do suffer a minor setback but only a minor one as opposed to a potentially catastrophic one. You will be put into a special

prison that is designed to house you and members of your cartel, an oddity no one will question unless you personally put out how strange it is. In days, or weeks at the latest, your lawyers and any free henchmen or yours will begin to visit the prison and they will begin to enable you to do your business from inside of the prison. Even the strictest wardens placed here will find themselves needing to be in your good graces, most often because of genuine accidents that have befallen their families and your generous offers to pay them extra to help their families in exchange for benefits, and so long as you uphold your end of the bargain they will uphold theirs. In time all sorts of people, invariably friendly of course, will be seen going to and from the prison, and this place could become as decadent as any mansion in Hollywood or Las Vegas.

If you are on the side of the law, this is instead a prison where you can throw cartel heads in that they can't escape and that does permanently damage to their organizations. It would take a small army assaulting it directly for there to be any chance of a prison break. This prison also expands in size as more people are thrown in it, expanding to accommodate them.

A Neutral Meeting Spot: Sometimes talking is necessary. Whether it's you talking face to face to a rival boss, or your handler arranging a meeting between you and one of the bosses, sometimes talking is unavoidable. When the time to talk comes you will want this particular item. This is a meeting place that forces everyone to play nice. Whenever someone agrees to come to this meeting place, even if it's a last minute invite, they will find that for the duration of the meeting they are unable to make arrangements to have you or anyone else at the meeting disposed of while at the meeting place and for a week afterwards so long as you don't do something during this period that would meaningfully invite deadly reprisal such as hurt or kill one of their loved ones.

Family Doctor: This doctor is an absolute professional. They are impeccably skilled and completely amoral. This amorality does not affect their bedside manner, but rather makes them totally willing to help you out, and you have them on speed dial so with just a call they'll be on their way to you with medical supplies ready.

Devil's Advocate: This sleazy person is your personal attorney and thanks to purchasing this with TP you don't actually pay them a dime. Now, normally you might think this would be a problem given the adage that states that you get what you pay for, but somehow this attorney is one of the most ruthless, one of the fiercest, and one of the smartest lawyers you've ever seen. This person is a terrifying force of nature and could find a way to sue nature and win. They will tirelessly, ceaselessly fight for you.

A Platinum Card: This is the ultimate banking card. It perfectly and securely links all of your bank accounts from across all of your jumps and allows you to convert any amount of any currency into any other. When used, banks will always have enough money to give you the amount you are requesting from your accounts and it also guarantees you'll be approved for any loans you want so long as the bank can afford it on their end.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

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

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Fierce Rivalry: Your competitors understand how much of a threat you pose to their hegemonies. They will be opposed to your ascension and will fight you tooth and nail to slow or even prevent your dominance.

Poverty: It doesn't actually make sense. You know you are a billionaire, you have a bank account, you can physically examine any device linked to money and determine that you HAVE money, but you can't use it to provide yourself a life more luxurious than a life lived in a tiny one-story house with no working air conditioning would grant you. This also works on items which have fiat-backing and are more luxurious than a tiny house.

Idealism: This is strange... The cops here are actually skilled and effective, and the gangsters are commensurately more dangerous to account for the experience they've accrued fighting and surviving against these officers. Everyone involved in the battles here is far fiercer, far smarter, and decidedly more accurate than they'd otherwise be. In this version of the jump, even the military may get involved in clashes against cartels and governments rightfully recognize individual cartels as terrorist organizations once they've attempted to threaten sitting elected officials. EVERYONE is smarter, more bloodthirsty, and better at endangering those they oppose.

Endless Red Tape: In order to act you need to get a signed permission slip from your supervisor or be ready to face disciplinary action. This drawback will adjust itself to fit your circumstances, be you an innocent bystander dragged into drug trafficking, an up and coming trafficker, or an agent of justice devoted to stopping drug traffickers.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

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

Be The Main Bad guy: You're the bad guy and have to deal with that.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that.

Snitches: Looks like someone in your cartel or government organization is incapable of respecting America's national no snitching policy. You will always have to deal with your actions being seen and reported on by snitches whenever your enemy would benefit from advance notice of what you are up to.

Addictive Personality: For the duration of this jump you are especially susceptible to addictions. If you have perks that keep you from dying due to overdosing this does not override them (though if you want an extra challenge, you could take a version of this that gives 300 TP that does override such perks), but you will have to deal with an increased likelihood that you could become addicted to any addictive substance.

Dossiers (+300 TP): If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival (+300 TP): You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Nasty Side Effects (+300 TP): I know that pharmacies are called drugstores but this is ridiculous. All medicines (which are also known as drugs) have nasty side effects like nausea and the like. On top of that any other drugs have way more obvious and nasty side effects which are even worse than the new 'medicine' standard. I hope you have some good ways of hiding because even just a few of the illegal drugs are like a beacon saying 'drug seller in this area'.

Notes:

- Special thanks to Burkess for the template that allowed me to make this jump so quickly.
 - This jump is inspired by things like *Narcos*, *The Queen of the South*, & *El Dandy*.
 - Any perk here is intended to be usable for good or evil ends, it just depends on the creativity of the jumper in question. If the text of a perk is focused on one alignment, just ignore that part of the description and know that the perk can have as much of an effect on a baddie as on a good guy.
 - This is a WIP that is linked to [my Patreon](#). It is publicly readable, and commentable, but it is part of a poll that I am doing. The other jumps are the Riverdale Jump and the Generic Noble Court Jump. (Update as of 9/26/23: This jumpdoc was tied for second place with Riverdale, and the jump that won was the Generic Noble Court Jump)
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Ending Options:

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