



*Jumpchain CROA*

*Version 1.0*

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# Introduction

*A story of love, hate and betrayal. A prison break, and of course, the quintessential story of vengeance. Welcome to 19th century France, where Napoleon is barely defeated and a specter that ever hangs in the nightmares of royalists, Britain is supreme in the world, and the days of colonies and empires are yet ascendant.*

*This is a world practically exactly the same as the one you left behind, with only a few things marking the crucial differences, all of them revolving around the story of Edmond Dantes, the man who was betrayed and jailed for a crime he kind of did commit.*

*What will you do in this world, Jumper? Will you be a man of power, invested in making of breaking the fate of nations, or will you be a man of commerce, set to building fortunes capable of matching any king? It remains to be seen.*

*Whatever you decide, you spend ten years in this jump, arriving at any place in Europe of your choice just as Edmond Dantes returns to Marseilles. You'll need these **1000 CP**.*

## Origins

### **Drop-in**

*Well, you know what this is. You have no history in this world at all, arriving as you are.*

### **Man of Power**

*You prefer power over money, though a balance is of course needed. You have some kind of governmental position, perhaps as a diplomat, or maybe you're in the army?*

### **Man of Commerce**

*Or you're a banker, perhaps, or some other form of businessman. Your preference in the question of Money or Power is Money, and you are really good at accumulating it.*

## *Man of Mystery*

*But perhaps you're after something else altogether. Perhaps Vengeance, maybe Love, or it could be something else. Who even knows?*

## *Age and Gender*

*Your age is set to 1d15+25, and your gender remains as it is. You may choose them for 50 CP each if you want.*

## *Perks*

*Each origin gets their 100 CP perk for free and the others at a discount.*

## *Drop-in*

### *That Brash Charm - 100 CP*

*Everything can't be all serious plans and revenge, can it? You have a certain air about you, an innocence and charisma that acts as a breath of fresh air to all around you. While it might be exacerbating for people every now and then when you get a bit too reckless, people tend to just like you for little to no reason. You can make friends wherever you go, and good ones!*

### *Some Necessary Violence - 200 CP*

*Is necessary, even in these civilized times. It serves a man to know how to handle himself, with swords or guns or whatever else you may care to you. And thankfully, you're excellent at just about everything that counts as 'fighting'.*

*Not only are you an exceptional fighter both with your bare hands and practically every form of weapon found in europe, you're also a peerless marksman with just about all forms of guns, and exceptionally effective even with unconventional weapons like the garrotte.*

### ***Education of the Age - 400 CP***

*Being a proper, high society gentleman of this day and age has certain requirements, particularly when it comes to what you have in your head. Languages, sciences, philosophies and the arts, all have their own place and it's only the man who knows it all that can be considered really worthy of the courts and chancelleries from where the world is ruled.*

*And you are certainly one such man. You speak not only English, French, Spanish, German and all other European languages, but also Arabic and Farsi and other tongues, practically every language spoken in any kind of big cities and societies. In addition to all that, you have a vast and deep knowledge of history, geography, philosophy, mathematics and the sciences, as well as all the other things the most well-learned priest or monk might be expected to know.*

*In future worlds too, you gain a depth and breadth of knowledge according to the setting, which, while certainly not all there is to know in the world, would easily make you a peer to half a dozen top scholars in a variety of fields.*

## ***Man of Power***

### ***An Impressive Visage - 100 CP***

*Men who wield power, real power, find themselves changed by it. You have too, by all appearances. There is a dominance to the way you act, the way you talk, everything. You know how to carry yourself in ways that practically radiate power, so that you always make an impression on everyone looking at you and come across as someone it would be a really bad idea to go against.*

### ***Uniquely Connected - 200 CP***

*Usually, it's not the fence-straddlers that rise in administrations. You need to pick a side, throw in your lot with someone or the other, and tie your fate to them to really be trusted by them, to be able to get whatever patrons you might have to pull strings for you.*

*None of that... really applies on you. Whenever you find yourself in any kind of conflict, you always find yourself possessing strong, major-league connections and influence on just about all sides of it. Be it factions in a government or warring nations, you always have powerful people on both sides of the line to look out for you and clear your way to the top.*

*Things might need to be hidden or delayed, but you can be assured that the people around in various factions will pretty much always come through.*

### **Career Driven - 400 CP**

*It's not always easy to keep your future and your career on track in the face of the vagaries of life, such as, perhaps, your father being set on bringing it all down. But somehow you manage, no matter what. You have a bloodhound's instincts when it comes to seeking out advantages and opportunities to progress in whatever career track you might have chosen.*

*Promotions might not rain on your head, but you always know what secrets to bury and what to use, who to talk to and who to shun, all so you can advance as far ahead in life as possible. What things you morally allow yourself to do is up to you, but figuring out the actual mechanics of how to go about actually doing even the most strange or questionable things always remain easy to you.*

## **Man of Commerce**

### **Basic Wholesomeness - 100 CP**

*Despite popular belief not all people involved with business or money are cold blooded like a shark. Quite a lot are genuinely good and generous people, with healthy families and lives. You're one such person, now.*

*You have the incredible power of just being utterly well adjusted and balanced. You never lose sight of the right thing to do, and while extreme temptation or influence can sway you temporarily, it never lasts for any length.*

### **Made of Money - 200 CP**

*Being a man handling money in vast sums does require one thing, that you actually know what you're doing. Good thing you do, now. You have an unmatched ability when it comes to money and all ways to manage and increase it. The merit and value of any investment or business is always utterly obvious to you, as is the bargaining potential in any deal.*

*You can just tell what any given item or opportunity is really worth, and markets and trades of every type in the world are equally simple and obvious for you to understand. In this world this only allows you to master the relatively simple markets and trades, but in future worlds it covers everything from commodities or derivatives to basic barter trading in the village, and everything in between.*

*You could go from pauper to mega-millionaire in a matter of months, and that's in this world.*

### ***Crafter of Conspiracies - 400 CP***

*Well, not quite everything a rich man does is related to money, is it? You have a gift for conspiracies and betrayal, both at perpetrating them and getting other people to follow you in them. When it comes to bringing people together to pull any kind of shady or tricky plan, you have a talent for speaking to people's weaknesses and needs, and how to exploit them.*

*This doesn't provide any significant ability to actually make very intricate or detailed plans, mind. But when it comes to finding people who will be likely to join up with you, and then actually getting them to do it... hardly anyone can ever equal you.*

## ***Man of Mystery***

### ***Sinbad the Sailor - 100 CP***

*Mystery isn't just something you can pretend to have around you. Any idiot can try to go under a false name or don a mask, but few have real chance at pulling either idea off decently. You do, though. You have an aura of mystery around you, something that makes people wonder and imagine just what's going on about you.*

*Even without effort, your doings have a natural flair, a sort of draw that hints at things unseen and makes the imagination of anyone looking at them wander. When you're actually trying you find you can take and discard identities and names at will, and drop hints and suggestions that are always just enough to get people intrigued and fascinating.*

### ***Diabolical Vengeance - 200 CP***

*Well, maybe it's not vengeance. But whatever it may be, you're a schemer and planner without peer. You always know how people work, how they act and react to stimuli, and how to go about getting them to do the actions you want them to do, however questionable or strange they might be.*

*You can plan not just two or three, but dozens of steps ahead of everyone, weaving plans within plans and tricks and deceptions of any and all kinds, all with a moment's thought.*

### ***Quick Learner - 400 CP***

*You're pretty great at learning things quickly, man. No matter if it's something physical like sailing or so, or scholarly ideas like languages and history, you find you can just absorb knowledge and skills like a sponge. Be it developing in mind or body, you can gain in days and weeks what others can in months or years, and keep at it no matter how much you've already learned.*

## ***Items***

*Each origin gets their 100 CP item for free and the others at a discount.  
Wherever applicable, you may import an existing item at no additional cost.*

## ***Drop-in***

### ***Reservations - 100 CP***

*Having fun requires preparations, y'know. It's not always possible to get the room or the window you want, or the carriages or horses you need to get to them, and all that, even if you can pay the premium.*

*But this changes all that, now.*

*No matter how rare or impossible it might be to get them in normal conditions, but so long as it's any kind of reservations to things like entertainment of any kind, or dining places or eateries, you find you always have them already ready and done. Tickets to executions or to sports events, boxes at plays and the opera, the whole nine yards.*

### ***Bandit Gang - 200 CP***

*Well, it depends on you how useful this might be to you, but this is your very own gang of ruffians, ready to do whatever you may care to ask them to. There are several dozen people in this group, all ruthlessly violent and all utterly devoted to you.*

*They can blend in anywhere, and they all know all kinds of skills relevant to hiding and operating in any given city in the world, under any circumstances you might care to throw them in. While they*

*don't exactly have the perk itself, all enjoy half-powers effects of it, being some very fit athletes and capable fighters with all forms of weaponry and styles existing in the civilization.*

*Could be useful, eh?*

### ***Treasure of Jumper - 400 CP***

*Huh. Turns out Spada's wasn't the only fantastic treasure buried somewhere. This is a huge, obscenely valuable collection of precious metals, artwork, gems and jewellery, worth almost fantastic amounts in the markets of the world.*

*While the original value of this treasure might be considered to be somewhere in the vicinity of fifty to eighty million francs, you might as well consider it unlimited, for all intents and purposes. It's certainly huge enough for you to live in absolute, obscene luxury enough to arouse the eternal jealousy of all but the absolute richest people in the world.*

*In future worlds too, this adapts to the local setting to remain a fortune big enough to let you rival the very wealthiest people around, also changing forms and currencies as required. It can be in any form you need it to be, from an electronically accessed bank account to a mountain of salt to... souls? Whatever.*

## ***Man of Power***

### ***A Fitting Residence - 100 CP***

*A huge, imposing Town house in some huge, major city of the world. This can be in Rome or Paris or London, or perhaps some other city altogether. This is a vast home with dozens of rooms, appointed with the very finest in furniture and decorations possible.*

*In future worlds this home adapts to the levels of the setting in all things, though it never degrades unless you need it to, and it can be found in any one major city of your choice.*

### ***Company of Soldiers - 200 CP***

*Well, more of a regiment. You have command over a crack regiment of one of an army from one of the great powers of this age. It might be british redcoats, it might be a regiment of the french legion, or some other regiment of some other army.*



*These are about a thousand people, all loyal to you as their officer, all crack troops already bloodied and experienced. You can't exactly expect to take over France with these, but still, there's a lot of things that become possible with help like this, yes?*

### ***Position - 400 CP***

*A position of some considerable power and influence in the government, with the appropriate powers and privileges. It might be a Ministership, or the position of Royal Prosecutor and King's Attorney, or maybe just a very powerful Deputy, the exact details are yours to determine.*

*But this is a position of considerable influence and power, easily enough to let you play a major role in the fate of the nation, the equivalent of what you would call a Cabinet membership in one of your old world's governments.*

## ***Man of Commerce***

### ***The Ledger - 100 CP***

*Something to help you keep track of your profits. This is a record that mentions any and all transactions you might be engaged in, except the ones you don't want it to. It can track any and all money you get and spend, through CP backed purchases, mundane business, treasure hunting or whatever.*

*If you want you can expand its purview beyond your personal finances to cover your businesses too, maybe even national budgets if you come to rule a country.*

### ***Associates of Influence - 200 CP***

*There has never existed a world in which a man of wealth could not buy influence whatever governments exist. This time is no exception. You seem to have cultivated, with your wealth, quite the collection of influential people around you.*

*They're secretaries to Ministers and nobles and deputies in the chamber, they might be businessmen like you or some other shade of 'powerful person', but they're there and they're Big, one way or another. Depending on what you prefer they might be your friends, people who owe you debts of some kind or another, or some other kind of associates, though the overall effect largely tends to be the same.*

### ***Great Firm - 400 CP***

*Thomson and French of Rome, or Arnstein and Eskeles of Vienna, this is the age of the great Banking Houses, and yours certainly is one of them. You are now the proud owner of a great and powerful business, famous throughout Europe for its success and practices.*

*This is an almost ridiculously successful business, yielding frankly ridiculous profits for you every month. It runs itself for the most part, requiring little to no influence to you though the way is certainly always clear if you want to take an active role.*

*In future worlds too, it becomes a great and powerful business, such as a Megacorp or a great interstellar cartel, depending on the setting.*

## ***Man of Mystery***

### ***Oriental Retinue - 100 CP***

*Any decent nobleman needs their own household to really be a noble, y'know. This is yours. A fairly eclectic collection of mutes, ex-ruffians and so on, these people are all nonetheless beyond excellent at anything you entrust to them, performing above and beyond anything any other servants could ever come close.*

*If it needs to be said, each every one of them is utterly loyal to you, obeying you in all things and anticipating your moods and needs almost before you yourself can.*

### ***Hollow Emerald - 200 CP***

*Ehh... this is not a very nice thing to do. But, well, in this time it's well in fashion, so who even cares, right? You have a nice, big emerald, hollowed out into a casket. It's closed with a golden cap, and inside it are... drugs.*

*Yeah, drugs. And as to which ones... well, whichever you want. So long as an item is recognized as a recreational narcotic, you can find it inside, ready to be taken in the form of nice small pellets. Regardless of however they're supposed to normally be taken, these pills give you the best high that drug can possibly provide, and they do one thing else.*

*By the power of the emerald, any harmful effects to the drugs are removed entirely, so you can pop as much as you want and all you ever suffer are some headaches.*

### ***Island and Title - 400 CP***

*Not quite Isla de Monte Cristo, but this is something pretty similar. This is an island of your very own, located somewhere in the mediterranean between Italy and France, or somewhere else entirely if that's what you want.*

*Either way you own the title free and clear, and in fact have a noble title that makes you not just owner but ruler of it, recognized without question by not one but all the courts in Europe and beyond. Depending on whether or not you want them you might even have all the papers needed, such as letters patent or whatnot.*

*The island has very little in terms of development, but it's fair sized, easily big enough for a small town or even a city, if you keep it small. It has good farmland and some decent mineral wealth, as well as being located near at least one major trade route, but whether it is a legal one or a smuggling route remains to you to decide.*

*In future worlds too the island evolves to be a corresponding property in the local setting, always big enough and rich enough to justify a title equal to a Count's. Recognition of your title and ownership of this island always remain unquestionable, even by your worst enemies.*

## ***Companions***

### ***Import/Create - 50 CP***

*You may import an existing companion, or create a new one. They get 600 CP to spend, along with all the applicable discounts and freebies.*

### ***Canon Companion - 100 CP***

*You may take anyone from this world along with you, if you can convince them to come.*

# Drawbacks

## ***Ambition without End +100 CP***

*Can be a good thing, but not at these levels. You are possessed with a desire to advance, no matter the cost. This leads you to turn on literally anyone and everyone, no matter how close they may be. You find it hard to care about anyone, only ever seeing them as either useful or obstructions in your way up.*

## ***Greedy and Petty +100 CP***

*No matter how rich they may get, certain types of people never change. You're one of them. You have and continue to have the mentality of a small-level thief, no matter how far you get in life. You're not just greedy and desperate, you're obvious and petty about it.*

## ***Edge of Ruin +200 CP***

*You owe people. A lot of them, and a lot of money. This won't kill you, to be certain, not even imprison you, but it will humiliate you for your life. Wherever you go people point and comment, and society deems you unworthy of association.*

*It might be able to escape the shame if you move somewhere far, far away, but never for very long.*

## ***The Angry Count +200 CP***

*Whoa, now why did you do that? For some reason you seem to have gravely offended the Count of Monte Cristo, and now he's set to avenge himself on you. Somehow he seems to have found out all about your powers and abilities, and is prepared for them as well as possible.*

*He will seek to get close to you, to ruin and destroy you in all ways. He has the whole Man of Mystery tree, so he could probably do it, too! You might have fought back, if not for the fact that you lose all memory of this drawback as soon as you start the jump. If you somehow manage to get across to him and either earn his forgiveness or make him understand it wasn't you who did whatever happened, you can take him along as a companion.*

### ***Prisoner Jumper +400 CP***

*Chateau D'if has taken many malcontents. It'll take one more. None of your powers work on the prison or on it's personnel, everyone is warned that you're highly tricky and dangerous. Good luck. You'll need it.*

### ***Dantes Luck +400 CP***

*You have it. Your friends betray you, people who could have saved you turn out to have vested interests in doing otherwise, and your girlfriends can never wait. Your companions are immune to it, but, well, what else is there to even say?*

## ***Ending Choices***

### ***Go On***

*Because really, are you going to do either of the others? You can if you want to. Stay here, go home, whatever. It's not like there's much of a difference anyway, a couple centuries aside.*

## ***Notes***

*This jump is designed with the original book in mind, but if you wish you can use it to go to any world featuring the count and his story. All CP backed purchases adapt accordingly.*

*For any issues, contact me at SB.*

*If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.*

*I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.*

*More later.*

