

ROD

Read or Die - Read or Dream

Books have power. The power to transport our minds to other worlds. The power to disseminate information from one to many. The power to change the way we think, feel, and act towards our fellow man, sometimes through plugging them into giant machines that also spawn pterodactyls and and martian tripods that eat jet aircraft in a bid to sink the planet into total obedience to the British Empire.

Welcome Jumper, to Read Or Die, a world where superpowered secret agents working for the British Library, the Dokusensha book store chain, or free agents working for either compete to gather books and other artifacts of great power or to gain supremacy over each other and over the world. High espionage, high adventure, high danger all await you here.

Since this jump is composed of multiple continuities, allow me to explain. You will be arriving in 1998, shortly before Yomiko and Nenene first meet. Short of Jumper intervention events will follow roughly to the Read or Die Manga until 2001 where the Read Or Die OVA will kick in, with the early 2000's having Read or Dream, and finally, in 2006 the events of ROD the TV. Short of directly attempting to alter the plot, things will proceed on course, however, if you attempt to alter ROD history or do anything world shaking, you can knock events off the rails sooner.

To collect your perks and powers, you have **1000 Clandestine Points** to spend on your choice of abilities presented in this document to save the world, rule it, or destroy it. What will you do, Jumper, read or die?

Roll Location

- 1 London, UK - The heart of Britain and the seat of power for the British Library, you start about a block away from said library.
- 2 Hong Kong, China - Home of the Paper Sisters and Dokusensha's largest branch office, you start downtown.
- 3 Jinbocho, Japan - Near the home of Nenene Tsumiregawa, an up and coming author of great talent, you start a block away.
- 4 Washington DC, US - Capitol of the United States of America and the site of the first I-Jin attack, you start at the Washington Monument.
- 5 Saitama, Japan - The location of Yomiko's secret cabin, you start in the foothills of the mountains.
- 6 Bharuch, India - The location of a book with some power, you start downtown.
- 7 Manshu Academy, Japan - A school for the rich, famous, and well connected, at first glance this seems like an ordinary school. You start in the surrounding woods.
- 8 Free Pick

Age 20+1d10.

Gender: Whatever

Origin:

Free Agent: You enter the world with no memories and no connections tying you to it beyond the perks

you bring with you. Soon after your arrival, events will conspire to give you the option to join the plot, whether being scouted by Dokusensha or the British Library or just a superpowered battle in your general vicinity or something else entirely.

British Library: You start as an agent (or former agent, if you prefer) with the British Library's Special Operations Division. The goals of your employer are threefold. First, recover rare and important books and artifacts for the Library's collection. Second, restore the British Empire to power. Third, complete the Gentleman Restoration Project triggering what some might consider a dystopia of being dominated under Mr. Gentleman's absolute will.

Dokusensha: Based out of China and the chief rival of the British Library, Dokusensha is the other big name in the espionage game. With facilities and agents all over the world, they too seek power and control, their weapon of choice being to create a perfect language, a method of using words to dominate the minds of those who perceive them and in so doing unite the world behind their banner. You may start as a current or former direct employee, or one of their contractors.

I-Jin: Originally a project begun by the British Library to create a body that could house Mr. Gentleman's mind, the research was stolen by Dokusensha and the resulting clones formed their own independent faction. Many of them united to play the suicide symphony for the world, a song that would cause all those lesser to take their own lives, leaving behind only the greatest of humanity. However, many more samples were stolen than just the ones tied to that scheme and others may be out there. You decide if you start affiliated with Ikkyu's group or if you are independent.

Perks: 100s are free to origins, others are discounted 50% to origins.

Free: The Script: You can choose to maintain the order and outcome of events that happen here to be roughly the same as in canon. If at any time you take action to deliberately alter the outcome of important events, this perk will be disabled for the rest of the jump. For 200 you may choose to keep this perk permanently, otherwise its effects will end when this jump does.

Free Agent (Drop In)

100 **It wouldn't be my book** - By exploring your mind through writing, you know who you are and nobody can take that away from you. If it would go against your essence, the nature of who you are, even under torture or mind altering effects you will remain unbreakable and resolute. You're also a terrific writer.

200 **Flexible Mind** - A truly prodigious mind, you can multitask in ways most people would consider impossible, even writing two wholly separate novels on two separate computers at the same time without missing a beat. You function almost like two distinct brains in the same body, each able to pay full attention to whatever task is posed to it.

400 **Countermeasures** - You've done your time as an average person in a world of freaks and you've had to adapt to survive. You are able to devise uncannily effective mundane counters even against powers you've never seen before on the fly. You can be overpowered or outmatched, but you'll almost

always be able to get at least one good edge in a fight.

600 We are to serve as your bodyguards - Through a brief series of wacky shenanigans and misunderstandings, you and your companions can insert yourselves at the “bodyguards” of any non-villain character, allowing you free access to them, their residence, and their places of business. Only one person may be the subject of this power from your group at any given time.

British Library

100 Gentleman’s Talents - Espionage is a dangerous business and it requires dangerous people. You have been trained as an elite in sharpshooting and martial arts.

200 Gentleman’s Resolve - Sometimes hard decisions have to be made. This can mean innocent deaths, killing friends, and all other manner of unpleasantness. So long as you can convince yourself your actions are the best course to achieve your cause, you can eliminate any doubt or fear or guilt or remorse or hesitation for taking the actions.

400 Gentleman’s Resources - Your business is one of information and yours is first rate. If information is out there, your connections will almost certainly have a lead on where to get it. Missing people and items will be quickly located, more esoteric or protected ones may still require someone to go and retrieve it.

600 Gentleman’s Influence - Everyone knows who you are. Your name commands respect. Your name commands obedience. By invoking your name, you can call on the resources of any non-hostile organization to aid you in your cause. The manner of aid may not be what you want, say, destroying a floating fortress in the pacific won’t cause the US to hand over all their nuclear codes to you, but would cause them to dispatch a carrier group on your behalf. Be warned, however, this places you under scrutiny and if other groups see you mismanaging or squandering the benefits, its effects will be diluted in the future.

Dokusensha

100 Perfect Friend - You understand that the best way to get people to go along with what you want is to make them want to. You are a tremendously skilled social manipulator, able to twist people around to you. Maybe you just want a new drinking buddy, maybe you want their deepest secrets, either way, with this perk and some time and access you can have what you seek.

200 Perfect Tools - You understand there is a right tool for the job and you know how to get it. You are capable of locating the greatest talents and the best equipment and getting them working towards your cause.

400 Perfect Secrecy - You understand that information is power and that a lack of information about you is a lack of power over you. You have mastered subtlety and are capable of keeping globe spanning conspiracies below radar just as easily as small scale operations. Really, you could just walk

off with the most famous author in your country in full view of their bodyguards and not have a single cop bat an eyelid because you know how to keep things quiet and who need to be paid or eliminated for their silence.

600 Perfect Judgement - You understand two heads are better than one and a billion are better than two. At the heart of Dokusensha lies the Billion People Committee, a massive computer with the combined processing power of a billion minds wired together. Your own decision making capacities will be likewise augmented. Anything you deliberate upon will be decided as though a billion of you had gone over it from every angle for a considerable amount of time and thought. Note this only applies to deliberative actions, deciding what action to take. It does not augment your actually taking the action.

I-Jin

100 Legendary Skill- Your speed and reflexes are nearly mythic. You can dodge a bullet fired from a gun or swat it out of the sky.

200 Legendary Figure - You are of a sturdier stock, able to shrug off wounds that would leave a lesser writhing in agony. While not bulletproof, they will not inflict nearly the injury on you they once did and even close range explosives only leave you battered.

400 Legendary Mind - There is no need to search for great minds, you can forget them. From the I-Jin project you have been able to learn how to clone individuals, instill them with superpowers, and bend their way of thinking to yours. With this you could build an army, or at least an elite strike force composed of the greatest in history.

600 Legendary Capacity - The purpose of the I-Jin Project originally was simply that no ordinary person, no mere commoner, could possibly contain the awesome intellect of Mr. Gentleman and so a greater class of person would need to be created. You are one of these. If you have limits to how far you can push yourself, you haven't found them. When you train your mind, it continues to sharpen. When you train your body, it continues to strengthen. When you train your skills, they continue to hone. Your training will not be easier, but as long as you continue to push your limits, they will continue to give.

Powers

Papermastery

200 Basic Mastery (discount Free Agent, British Library, and Dokusensha) - Able to harden paper enough to use it as knives for slicing or throwing, paper can be bonded together to form long chains, a mid sized paperback can be hardened enough to block a bullet. You can alter the color of paper at will, rudimentary clothes can be formed out of paper as well, though close inspection will reveal it is paper. Can animate a single mid sized stack at a time.

200 Intermediate Mastery (discount Free Agent, British Library, and Dokusensha) - Requires Basic

Mastery - Your papermastery has improved, you can remotely summon nearby paper to you and form more advanced items with it such as bindings, weapons, shields, small structures, and so on. You can harden thin books to block bullets. You can also alter the written or imaged contents of a document in your possession. You can animate an entire palette of books or paper at a time. You can use to pieces of paper from the same grouping as a compass and magnetic pole. You may also choose any of the intermediate specialties.

100 Puppetry (Free Free Agent) - Requires Intermediate Mastery - You can create animals or stranger forms of animate paper which you can control. Without Projection you will need a string of papers running from your body to the puppet to control it. These forms can be used to attack enemies, fly you from place to place, or even just move furniture.

100 Paperlike Mastery (Free British Library) - Requires Intermediate Mastery - You can manipulate more than just pure paper, instead being able to control things like money, parchment, papyrus, and other paper-like substances as easily as paper.

100 Projection (Free Dokusensha) - Requires Intermediate Mastery - Normally you can only animate a single sheet of paper remotely and even then only as a rigid object. Now you can remotely manipulate as much paper as you can normally control without being in contact with it allowing you to do things like maintain puppets or arrows at distance, throw paper grenades that divide into fast moving sharp edges or nonlethal bindings, or just grab a book off the shelf you can't reach.

200 Advanced Mastery (discount Free Agent, British Library, and Dokusensha) Requires Intermediate Mastery - Your power over paper is rivaled only by the best. The amount of paper you can control is less limited by volume than range, anything within a few hundred meters. You can harden a single sheet to block bullets. You do not have to move to animate paper. Your color manipulations approach lifelike realism. You may select advanced mastery specialties.

200 Fortification (Discount Free Agent) Requires Advanced Mastery - Normally paper and paper constructs are vulnerable to fire, water, or sound attacks. Your paper, however, is unwilling to let itself be burned, saturated, or shattered, regardless of any hardships you may undergo. As such your paper does not suffer the traditional weaknesses that most paper masters do.

200 Paper Clone (Discount British Library) Requires Advanced Mastery - You are able to create lifelike doubles of yourself out of paper for decoys, offense, or distractions. They are capable of quasi-independent action, but do not have any powers or any true thought process of their own.

200 Paper Skin (Discount Dokusensha) Requires Advanced Mastery - You can apply your paper mastery as a thin skin over your real body which allows you to look like anyone, within limits. Compression and paper inserts can be used to reshape your own body to a large degree and even paper on or in the voicebox can alter your voice to match someone else or to be wholly unique.

Other Powers

400 Pyromancy (discount Free Agent) - While lacking the permanence of paper, fire is not without its

virtues. Once a fire is set, you can alter the speed of its burn and the trajectory and rate of its spread by altering its temperature lower or higher. To a limited degree you can even cause flaming objects to move as you will them to as the differential temperature control you have is precise enough to induce thrust and lift in certain objects. Additionally you gain a resistance to the effects of heat, though not outright immunity. These powers are particularly effective against flammable items, like paper.

400 Quintessence of Sound (discount British Library) - Your understanding of sound is a power unto itself. You know how to manipulate ultrasound and infrasound, through specialized equipment, to produce anxiety, irritation, even pain, disorientation, and paralysis in opponents. Further, you can manipulate, to a degree, animals who hear in those bands and can even cause narrow areas of air to be excited with such extreme vibration that they become a sonic shield or blast.

400 Fabric Mastery (Discount Dokusensha) - A highly specialized mastery that allows the user to manipulate a piece of fabric just as easily as a paper master manipulates paper. It is however a relatively limited power as the user can only manipulate a single fabric-based object. By engaging in manual stitching and weaving the user may expand the object in question but cannot control any other fabric beyond that. You may choose any piece of fabric or article of clothing that you own or may instead choose a simple ribbon that you may add more to later.

600 Deep Phasing (discount Free Agent) - Ability for you and things in contact with you to pass through solid objects. Can use this power selectively to reach in and crush someone's heart or to create drag as you fall through an object to slow momentum.

600 Mirror Man (discount British Library) - Ability to filter light that strikes you to render yourself invisible or to look like someone else.

600 Absolute Mathematic (Discount Dokusensha) - Ability to process the mathematics of anything you can perceive allowing you to determine the optimal angle to move to dodge with the least effort, strike an opponent, determine where they will be for aiming, how much force to apply to break things, etc.

200 Fire Breath (Discount I-Jin)- You are able to breathe gouts of flame large enough to fill a street for about the distance of a city block

200 Flight (Discount I-Jin) You are able to hover or fly at your running speed on a cloud of steam, though lengthy use of this will require recharge.

200 Super Strength (Discount I-Jin) - You are able to exert enormous physical power, enough to bounce a mid sized submarine with a solid hit.

Bonus: Water Parting - (Free) Requires Fire Breath, Flight, Super Strength, and Nyo-i-Bo - Through reciting a brief incantation, you can cause bodies of water to split apart and form a few hundred meter wide path to an opposite shore within eyesight.

400 Painted Illusion (Discount I-Jin) - Any image you paint can, at your command, spring to life as a

lifelike version of what you painted. These are not solid and cannot directly cause injury, but may be used to conceal or distract. You may maintain one of these illusions at a time.

600 Legendary Insight (Discount I-Jin) - Any technology you understand you can advance hundreds of years. Using this power, Stephen Franklin was able to advance 90s laser technology to an impenetrable laser point defense system and weapons capable of carving up an entire US navy carrier group in seconds. This cannot be applied multiple times to the same technology.

800 Electrokinetics (Discount I-Jin) - You can absorb and control electricity. You can drain at one time an area up to the size of New York City. This energy can then be channeled back out as electrical blasts capable of destroying buildings or as a series of smaller strikes. These electrical fields can also be used to prevent the passage of metal objects, such as bullets. Be aware close proximity to metal may cause arcing and reduce your effectiveness. If you prefer, you can focus the electrical energy into twin lightsaber like electrical energy swords capable of slicing through thick steel piping like butter.

800 Arthrokinetics - (Discount I-Jin) - You gain some mild insect features. One of these features allows you to, once per jump, when dealt a fatal wound, molt your skin into a much younger form and emerge unharmed. You further can command insects and make alterations to them, allowing them to spy for you and pass information back over long distances, harden and strengthen themselves to the force of an anti-aircraft gun, and come to you when called. You also gain eyeballs in your hands which can be used for magnified vision. Compulsion to build giant robot insects optional.

Items:

Free Books - Gain a stack of books on a subject of your choice. Each additional purchase for 25

Free R.O.D OST. Can be turned on or off at will. You choose if others can hear it too, nobody will find it odd, however.

50 ROD the Printed series. Copy of all ROD novels and Manga, also the TV only material has been turned into excellent quality Manga.

100 Combat Dispensers (Free Free Agent) There are two versions of this particular holster. One is a belt or leg clip that holds roughly 300 sheets of paper. It allows the person to extract a few sheets of paper at a time or to send them flying out enmass, emptying the clip in but a few seconds.

Alternatively there is also a briefcase version that hold six of the aforementioned clips, a roll of paper on the outside, as well as as space for loose paper on the inside. Ideal for paper masters who need paper at the ready but don't want to waste ammo.

300 Safehouse (Discount Free Agent) A comfortable cabin out in the mountains, nobody knows where it is. Has its own generator and a reasonable book supply.

600 Book Of Truth (Discount Free Agent) - A detailed account of everything important that has happened in the world in the last 500,000 years. Updates for each new jump.

100 Combat headset (Free British Library) A headband with a fold down projector, provides an easy way to load information to agents in the field such as maps, mission data, surveillance uplinks, and anything else one might need a hands free computer for.

300 Amnestics (Discount British Library) Potent drugs that cause amnesia and susceptibility to suggestion, you get enough to cause a small town to forget they ever saw you and swear nothing bad happened even with the town burned around them. Refreshes weekly.

600 Gentleman's Books (Discount British Library) A series of seven volumes which, with your memories downloaded into them, will (with expensive machinery) allow you to project your inner world around you at a city scale. With this technology, Mr. Gentleman was able to regress London to a 19th century version of itself complete with fighter eating pterodactyls and martian tripods. Wait...

100 Sedatives (Free Dokusensha) - Risk free injectable anesthetics with applicator, allows you to put anyone to sleep and wake them up again as long as you can get close enough to pump them in.,

300 Attack robots (Discount Dokusensha) - Two blueprints and a half dozen examples for autonomous laser and machine gun armed robots. Not terribly fast but reasonably durable. Best used for defensive actions.

600 Perfect Language (Discount Dokusensha) A designer language program designed to control the reader. Anything you personally write down with it will implant suggestions within the reader. This will manifest as an overwhelming compulsion to obey. The strength of this compulsion will be dependant on the quality of the writing. A weak writer could reliably generate a cult with reasonable exposure but for a top notch writer, world domination is a strong possibility. Note, readers must be able to actually read your language program and so good translators may be required.

200 Robot Insect (Discount I-Jin) A giant robot insect. You can pick a back mounted dragonfly which is a fast flier for light hauls. A giant grasshopper which you can ride, is moderately fast, but has a greater carrying capacity. Or the beetle, which is slower and heavier, but has better durability and limited offensive measures.

300 Otto's Glider (Discount I-Jin) A heavily modified hang glider with a jet engine, this can fly at supersonic speeds, fold its wings in to fly through an office window, wrap its wings around targets to grapple air to air, release a smokescreen, and, with a skilled pilot, even take on attack helicopters in combat.

600 Nyoï-Bo (Discount I-Jin) A staff of unlimited length and equally unlimited durability, at the user's command it can contract to an ordinary staff or expand to swat satellites out of orbit. It is durable enough to withstand gunfire and even a point blank torpedo detonation. It also can, at the user's command, open its endcaps to cover them in fire with which to burn enemies.

600 Suicide Symphony (No Discount) A song of terrible power, allegedly created by Beethoven. When

performed properly by a master musician, it will trigger a subliminal response in anyone who heard the performance to its completion. Should the listener be too weak willed or lead an unfulfilled existence then they will be compelled to take their own life immediately.

600 Special Education Approach (No Discount) You have in your possession a copy of the curriculum and the approaches of the Special Education Approach, a means of drawing out the latent powers hidden within everyone. If it were easy, everyone would be doing it, however, and so be aware that when you subject your armies, your companions, your lovers to this it will be long. It will be brutal. It may be fatal. However, should they make it through, they will have unlocked a power uniquely suited to them, most commonly an elemental mastery with which they share a close connection, a mental or perception boost, or a means to bolster their physical abilities.

Companions:

400 Special Jumper Division: You may import 8 companions with 800 points each.

100 Wendy Earheart: A secretary and agent of the British Library's Special Operations Division, Wendy is a very skilled researcher and organizer. In the field she doesn't possess advanced skills, but she has an iron will and a willingness to do what it takes for her cause. Tragedy has transformed her from a bubbly, happy person into a more quiet and grimly determined one. Makes excellent tea.

200 Drake Anderson: Former US special forces, Drake knows his way around a war zone. Skilled in close combat, demolitions, gunfights, and anti-superpower techniques, he has managed to find his way into some of the worst fights imaginable on a regular basis and come out again with no powers of his own. While a bit rough around the edges, he is a gentleman at heart who would rather be at home with his daughter than on the battlefield.

400 The Paper Sisters: Three papermasters who run the Three Sisters Detective Agency, these three have seen their share of combat. Michelle, cheerful and upbeat, the oldest, specializes in transforming paper into a bow and arrow but also uses paper grenades. Maggie, quiet and subdued, uses paper puppets of many different varieties to fight from the back, and to protect her sisters. Anita, the youngest, bratty and wild, can only perform basic papermastery feats, but is a solid hand to hand fighter. Together they can be a handful but they are unrelentingly loyal and exceedingly dependable. They take up a single companion slot.

400 Nancy Makuhari: An I-Jin and former agent of the British Library, Nancy has deep phasing at her disposal and she is very practiced at using it in combat, allowing bullets to pass harmlessly through, blindsiding enemies through floors and ceilings, and even crushing hearts - literally - without leaving a mark on her target. She is also extremely skilled in hand to hand combat.

400 Yomiko Readman: You may take Yomiko Readman as a companion. Somewhat oblivious, somewhat clumsy - she is, or was, The Paper, the most powerful Papermaster under the British Library. While she may spend every moment she can with her nose in a book, she is good hearted and exceptionally skilled in a fight.

Drawbacks: Limit 2, max 600 points.

+100 Pants wetter: You pee yourself when startled. You are easily startled.

+100 Bibliophile: You will spend every cent you make on acquiring new books. If you make more money than you can possibly spend on books, you will spend every cent on sending expeditions to find rare or lost books or commissioning new ones.

+100 You have a weird name: It will take at least a year of constant contact before people will get your name right. People getting your name wrong will invariably irritate you.

+200 Gentleman Renewal Project: The British Library is aware of you and believe you hold the key to bringing Mr. Gentleman back, which may or may not be accurate. They will attempt to hunt you down and compel you to complete the project. You could volunteer, bring him back, but keep in mind the first thing he is going to do is dominate the Earth under his iron will, so resistance may be the better answer.

+200 Mute: You fully understand language, you simply are unable to communicate beyond grunting. This includes writing, telepathy, morse code, or anything other communication option. Hope your companions can decipher your grunts.

+200 The Recycler: Sonny Wong, one of the most powerful and brutally effective papermasters in the world has determined you are a threat to Dokusensha's plans for world domination and is set upon hunting you down. He will gather intel carefully, wait for a moment of vulnerability, and come out you sideways. You're going to find out first hand just how much a papercut can sting.

+300 Terminal Bibliophile: You love books. Love books. You will jump off a building after a book without regard to surviving the fall. You will halt a mission to read a book if you have one available. You will always bring books with you to have one available. If you think there might be new or interesting books in the area, you will go check them out instead of whatever you were doing before. You are so enraptured while reading you wouldn't even notice a car overturning in front of you. You love books.

+300 Asphyxiated: You were underwater a bit too long and not as good at holding your breath as you needed to be. As such you took some serious mental trauma. Your IQ is diminished to about 80, your skills adjusted accordingly, your powers are inaccessible, and you've forgotten most everything. On the bright side, you start in a hospital not on anyone's radar, but you're going to be a burden for the next five years.

+600 I-Jumper: When the I-Jin Project was started and the great people of history were being cloned, an extra sample was added to the batch - yours. Like the rest of the I-Jin they have everything their originals have with added power behind it and the will to wipe out lesser people from the face of the

Earth. Better hope you have what it takes to stop a stronger you - or at least convince them you are worth keeping around.

Twilight of the Papers - Go Home
Let's meet in Jinbocho - Stay Here
Goodbye Japan - Next Jump