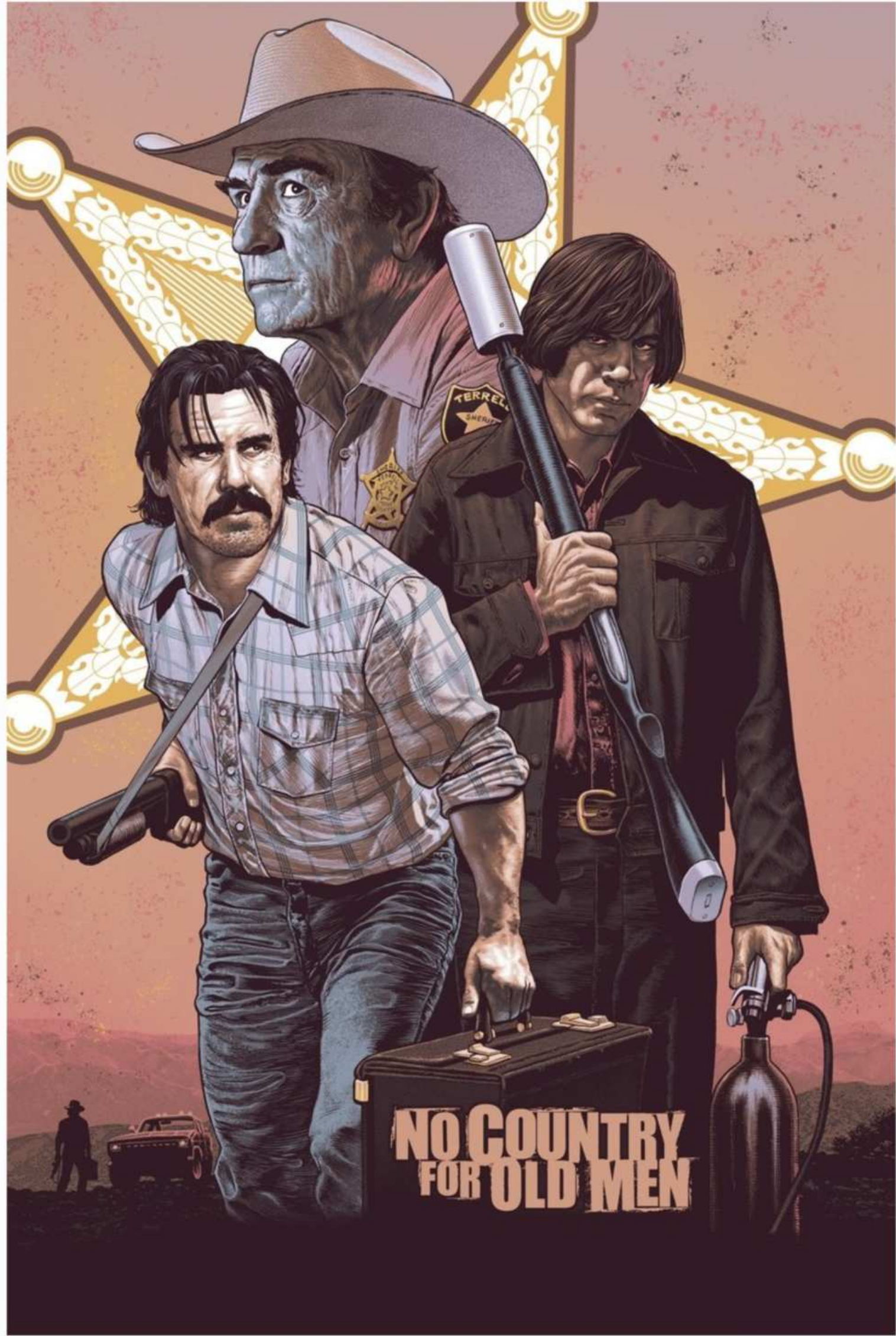




**NO COUNTRY
FOR OLD MEN**

Jumpchain: No Country for Old Men

A Jump By KaizeRorg

Introduction

Welcome to the harsh and unforgiving world of *No Country for Old Men* (2007), directed by the Coen Brothers and based on Cormac McCarthy's novel. This is a grim tale of greed, fate, and violence, set in the desolate landscapes of West Texas in 1980. There are no classic heroes or villains here — only people facing the consequences of their choices and a cold-blooded killer whose actions are like an unstoppable force of nature. You'll find yourself at the heart of this story, where one wrong move could cost you your life. Can you outsmart fate, claim the money, or simply survive?

You start with 1000 CP (Choice Points) to prepare for ten years in this world. Use them wisely — there's no room for the weak here.

Setting

The story unfolds in 1980 in the borderlands of

West Texas, where drug trafficking, violence, and moral decay permeate everything. Vietnam veteran Llewelyn Moss stumbles upon a suitcase containing two million dollars at the site of a failed drug deal. His decision to take the money sets off a chain of events, drawing the relentless hitman Anton Chigur, Sheriff Ed Tom Bell, and other players, each pursuing their own goals. This is a world where luck, choice, and chance dictate everything, and death can come from the flip of a coin or the sound of a silencer.

You arrive at the moment Moss finds the money and must decide how to act in this brutal world.

Location

You begin in one of the following locations. Roll a 1d6 or spend 50 CP to choose:

1. Terlingua, Texas: A dusty desert town near the deal site. This is where the hunt for the money begins.

2. El Paso, Texas: A major border city where Moss tries to hide. Full of motels, bars, and cartel eyes.

3. Del Rio, Texas: A quiet border town where Moss and Chigur's trails lead.
4. Odessa, Texas: Sheriff Bell's hometown, where he reflects on the past and present.
5. Mexican Border: A dangerous zone where cartels, police, and hitmen clash directly.
6. Free Choice: Pick any location in West Texas or the Mexican borderlands.

Age and Gender

- Age: Roll 2d8+20 (22–36 years) or choose for 50 CP.
- Gender: Remains your own or changes for 50 CP.

Origins

Choose one role to define your place in this world. All origins can be Drop-In (no local memories) or include memories and connections.

- Drifter: You're a rootless wanderer, living on the edge of the law. A hunter, veteran, or fortune-seeker

like Llewelyn Moss. You have survival skills but no attachments.

- Lawman: You're a representative of the law, like Sheriff Ed Tom Bell. Perhaps a sheriff, DEA agent, or border patrol officer, trying to maintain order in chaos.

- Hired Gun: You're a professional killer or bounty hunter, like Anton Chigur. Your job is to fulfill contracts, and morality is irrelevant to you.

- Bystander: You're an ordinary person caught up in this story, like Carla Jean or a random passerby. Your goal is to survive or perhaps find profit.

Perks

Perks costing 100 CP are free for the corresponding origin; others are discounted by 50%.

General Perks

- Coin Toss (100 CP): Luck is occasionally on your side. In critical moments (once a month), chance may tilt in your favor: a bullet misses, an enemy is distracted, or you find an unexpected escape. Don't rely on it too much — fate is fickle.

- Desert Instinct (200 CP): You're a master of survival in harsh conditions. You know how to find water, shelter, or tracks in the desert. Your senses are sharpened, letting you spot hidden threats, like an ambush or tire tracks.
- No Words Wasted (200 CP): Your speech is concise and impactful, like a true Texan. You speak in a way that commands attention, avoiding unnecessary words. People tend to trust your words, even when they shouldn't.
- Cold Read (400 CP): You read people like an open book. From a glance, gesture, or tone, you discern their intentions, fears, and lies. This gives you an edge in negotiations, interrogations, or avoiding traps.

Drifter

- Hunter's Eye (100 CP): Your hunting and tracking skills rival Moss's. You're a crack shot with a rifle, can read tracks, and can pursue prey in the desert or city.
- Quick Draw (200 CP): Your reflexes are lightning-fast. You can draw a weapon or dodge an attack faster than most can blink. In a shootout, you're always a step ahead.

- Slippery Bastard (400 CP): You're a master at evading pursuit. Whether it's the police, cartel, or Chigur, you find ways to vanish — through deserts, motels, or crowds. Even when cornered, there's always a chance to slip away.
- Never Look Back (600 CP): Your determination is unmatched. Once you set a goal (money, survival, revenge), you pursue it relentlessly, ignoring fear or doubt. This makes you more persistent and resourceful, but doesn't shield you from consequences.

Lawman

- Badge of Authority (100 CP): Your status as a lawman commands respect. People obey your orders, and petty criminals avoid conflict. Even in unfamiliar places, you're seen as an authority figure.
- Old School Grit (200 CP): Like Bell, you have iron resolve and a moral core. You don't break under pressure and keep a clear mind, even as the world crumbles.
- Sheriff's Intuition (400 CP): Your instincts for catching criminals are flawless. You predict their moves, find clues where others see nothing, and can

piece together a crime from scraps.

- The Weight of the Star (600 CP): Your duty to uphold the law empowers you. When acting in the name of justice, your endurance, resilience, and accuracy increase. You can survive wounds that would fell others and see your mission through.

Hired Gun

- Killer's Calm (100 CP): Like Chigur, you remain ice-cold in any situation. Fear, panic, or anger don't sway your actions, allowing surgical precision.

- Silent Approach (200 CP): You're a master of stealth. Your steps are silent, and your presence goes unnoticed until you choose otherwise. Even in lit rooms, you're hard to spot if you don't want to be.

- Tools of the Trade (400 CP): You're an expert with a hitman's weapons, from captive bolt pistols to silenced rifles. You know how to eliminate targets quickly, cleanly, and without a trace, adapting to any tool.

- Fate's Agent (600 CP): You embody an unstoppable force, like Chigur. Your actions feel predestined, striking fear into enemies. You can manipulate minor coincidences (e.g., an enemy's car breaking down) to aid your mission, though this

doesn't make you invulnerable.

Bystander

- Just a Passerby (100 CP): You blend into the crowd effortlessly. People ignore you unless you draw attention, perfect for avoiding trouble.
- Talk Your Way Out (200 CP): Like Carla Jean, you can defuse tension with words. Even a threatening thug might give you a chance if you choose the right words.
- Survivor's Luck (400 CP): Luck protects you. Bullets miss, killers pass by, and traps fail to spring. This doesn't make you invincible, but it gives you a shot to escape deadly situations.
- Moral Anchor (600 CP): Your humanity is your strength. You maintain moral purity in this cruel world, inspiring others. This grants inner resilience and the ability to find allies who believe in your cause.

Items

Items costing 100 CP are free for the corresponding origin; others are discounted by 50%.

General Items

- Pickup Truck (100 CP): A reliable 1980s pickup truck, perfect for desert roads. Never breaks down and always has a full tank.
- Road Map (100 CP): A map of West Texas and the Mexican border, updating with current routes and hideouts.
- Briefcase of Cash (400 CP): A suitcase with 2 million dollars, identical to Moss's find. Clean, untraceable money, but owning it attracts attention. Refills yearly.
- Safehouse Network (600 CP): A network of secret hideouts across the region — motels, abandoned houses, warehouses. Each is stocked with supplies, weapons, and communication gear.

Drifter

- Hunting Rifle (100 CP): A scoped rifle like Moss's. Accurate, reliable, with unlimited ammo.
- Survival Kit (200 CP): A backpack with a medkit, water, food, and survival tools for the desert. Refills daily.
- Stolen Stash (400 CP): A cache of weapons, money, and fake IDs hidden in the desert. Always

accessible, but finding it takes time.

- Desert Camouflage (600 CP): A suit that makes you nearly invisible in the desert. Adapts to any terrain in future jumps.

Lawman

- Sheriff's Badge (100 CP): A badge affirming your authority. Enhances trust in you as a law enforcement officer.
- Police Radio (200 CP): A radio connecting to local law enforcement channels. Never breaks and works anywhere.
- Armored Cruiser (400 CP): A bulletproof police car resistant to bullets and explosions. Refuels and repairs itself.
- Case Files (600 CP): An archive of all regional crimes, updating in real-time. Provides clues about enemies' actions.

Hired Gun

- Captive Bolt Pistol (100 CP): Chigur's bolt pistol, powerful and silent. Unlimited charges.
- Silenced Shotgun (200 CP): A shotgun with a suppressor, ideal for stealth kills. Unlimited ammo.
- Killer's Cache (400 CP): A set of weapons,

explosives, and hitman tools hidden in a secure location. Refills weekly.

- Black Bag (600 CP): A bag that conceals its contents from detection. Perfect for smuggling.

Bystander

- Motel Key (100 CP): A key opening any motel in the region. Always leads to a safe room.

- First Aid Kit (200 CP): A medkit healing any non-lethal injuries. Refills daily.

- Lucky Coin (400 CP): A coin increasing the chance of favorable coincidences (e.g., evading pursuit).

Works once daily.

- Family Photo (600 CP): A photo bolstering your resolve and shielding you from fear or manipulation.

Companions

- Companion Import (100+ CP): Import up to 8 companions (100 CP for 1, 200 CP for 3, 400 CP for 8). Each gets an origin and 600 CP for perks and items (except companions).

- Local Ally (100 CP): A loyal local — a bartender, mechanic, or driver — with basic survival skills and

regional knowledge.

- Carla Jean Moss (200 CP): Llewelyn's resilient, morally strong wife. Skilled at persuasion and finding solutions.
- Ed Tom Bell (200 CP): A seasoned sheriff with sharp intuition. A reliable ally, but his morals may clash with your goals.
- Carson Wells (200 CP): A cunning hitman who knows Chigur. Useful but overconfident.
- Anton Chigur (400 CP): A cold-blooded killer agreeing to work with you. His loyalty is fragile, but his skills are unmatched.

Drawbacks

Maximum +600 CP.

- Coin Flip (+0 CP): You're in the world of McCarthy's novel instead of the film. Darker tone, fewer dialogues, same plot.
- Wrong Place, Wrong Time (+100 CP): You constantly end up in trouble — shootouts, ambushes, or run-ins with Chigur.
- Small-Town Gossip (+100 CP): Your actions quickly

become public knowledge. Rumors spread, attracting cartel or police attention.

- Wounded Pride (+100 CP): You're impulsive and can't tolerate insults. Any provocation may push you into risky actions.
- Hunted by the Cartel (+200 CP): The cartel believes you stole their money. Hitmen and thugs are on your trail.
- Chigur's Coin (+200 CP): Anton Chigur personally hunts you. He's nearly unkillable and always finds your trail.
- No Country for Dreamers (+200 CP): The world feels hopeless. Your motivation wanes, and depression clouds your decisions.
- Marked Man (+300 CP): Everyone — police, cartel, Chigur, and random thugs — sees you as the prime target. Hiding is nearly impossible.
- Fate's Plaything (+300 CP): Chance works against you. Plans fail, weapons jam, and luck favors your enemies.
- No Way Out (+600 CP): You can't leave the region. Borders, roads, and airports are sealed, and escape attempts lead to traps. Chigur and the cartel are always near.

Scenarios

- The Money's Curse:

Goal: Seize the 2 million dollar briefcase and hold onto it until the jump ends, avoiding death by Chigur, the cartel, or police.

Conditions: The money attracts enemies like a magnet. You must outsmart everyone, including Chigur, who knows your plan. Handing the money to authorities or the cartel doesn't count as victory.

Reward: 400 CP and the perk Blood Money (ability to find large sums of money in any world, but acquiring them always carries risk).

- The Sheriff's Last Stand:

Goal: Help Sheriff Bell capture Chigur and recover the money, saving as many lives as possible.

Conditions: Chigur is an elusive target, and the cartel hinders the investigation. You must convince Bell not to give up and coordinate efforts despite his doubts.

Reward: 400 CP and the perk Justice Prevails (actions for justice boost your charisma and luck, attracting allies).

Final Choice

After 10 years, choose:

- Stay: Remain in the world, ending your chain. Gain +1000 CP for purchases.
- Go Home: Return to your home world with +1000 CP for purchases.
- Move On: Continue jumping to a new world.