HOTLINE MIAMI JUMPCHAIN

By Kanons

It is the 1980's, following a nuclear attack on San Francisco the United States agreed to treaty known as “The Russo-American Coalition”. Things are not well in the US, resentment over this treaty has resulted in the creation of a group known as “The 50 Blessings”, who seek to undermine Soviet influence in America through any means necessary, their presence is most keenly felt in Miami, where the Mafyia has cemented its control over the criminal underworld.

Background

Roll 19+1d8 for age or pay 50 cp to choose, gender is up to you.

Starting location is somewhere in the Miami area on April 1st, 1989. To win you must survive until December 21st, 1991.

Drop-In: No memories or connections in this world, I guess you don't get out much. Maybe you do what you do for entertainment, or maybe it’s those phone calls you keep getting…

Truthseeker: Massacres by people in latex masks, weird symbols, and these phone calls; is everyone here crazy? One way or another you'll get to the bottom of this, but don't expect things to be clean on the way down.

Soldier: Despite all the shit you saw in the war, you somehow made it out, at least physically. Whether you reign in your old instincts or not, it's hard to ignore what you lost with all these Russians running around.

Mafia: Miami is a paradise for crime right now, organized or otherwise, and you recently rose far enough in the ranks of your crime family to make some serious profit. Just try not to lose everything to all the rival gangs and enterprising vigilantes out there.

Skills

As always, discounts are 50% off, with 100cp skills being free for your background.

Adrenaline (Free): Maybe part of you does like it. For a few minutes at a time you can enter a relentless state, allowing you to ignore pain or fatigue and fight without hesitation. Keep in mind that those will return in full force once the effects wear off, and try not to think too hard if you did something particularly nasty…

On the house 100cp: There's this guy, he seems to work almost everywhere in Miami. No one else seems to notice him, but he's really friendly and always gives you good deals. Post-jump, he can join you as a companion, though this version of Beard will refuse to enter combat for any reason.

Broken Heroes 200cp per: Over the course of your jump you are guaranteed to come into semi-regular contact with one playable character from the games, barring extreme circumstances you will likely be on good terms with this person. If they survive to the end of your jump, they can become a companion.

Wingman 300cp per: Bringing someone else into this? How charitable. One companion gets a background and 800cp. Alternatively you can gain a generic enforcer with the same bonuses as a

companion

Tactical View 300cp: You now have access to a magical top-down view of your surroundings. The main perk of using this view is the ability to see both behind you and through walls, bear in mind that the view is locked to your elevation though, so you cannot see through floors or ceilings. By default this camera is centered on you though focusing allows you to move it in a direction, the potential range increasing with regular use, out to the limits of your natural vision. Finally you can switch between this and normal view at any time or even use both simultaneously, though doing so effectively will take either practice or some serious brain power.

Drop-In

Such a nice man 100cp: When you're not in the middle of a violent rampage, all that killing intent just seems to slide off. So long as you're not doing something compromising, you have an easy time passing yourself off as 'normal' much easier.

Killer Beast 200cp: No one cared who you were 'till you put on the mask. When wearing some type of costume or disguise, you gain a bonus based on its appearance. Wear an elephant mask to become tougher, or a ninja disguise to avoid detection.

In the Zone 400cp: Violence as performance art. When using Adrenaline your speed, accuracy, and reflexes increase dramatically so long as you maintain an all-out offensive.

Truthseeker

Controlled Rage 100cp: Even with Adrenaline, you intuitively know how to hold back just enough that enemies are incapacitated but not dead. For this to work you still need to be able to express that restraint, and it won't work with weapons that, say, atomize your enemies.

Bloodhound 200cp: You know something is going on even if most people refuse to admit it. You have all the skills of a police investigator and the willpower to chase a lead even after it seems to have gone cold. Just remember what your priorities are...

Edgy 400cp: There's something about you and blades. Any bladed weapon will be perfectly balanced for throwing, you'll be pinpoint accurate as far as you can throw them, and all throwing weapons have the same power on impact as a full stab.. When you activate Adrenaline, you'll always find several master quality blades on your person, even if you have nowhere to store them.

Soldier

What you really are 100cp: Unlike most of the yahoos rampaging across Miami right now, you know how to kill right. You have proficiency and technique in most weapons available around here, melee or ranged.

In and Out 200cp: Sometimes guns blazing isn't the best strategy. You are fairly skilled in remaining unseen and you know how to conduct hit-and-run attacks provided you plans things out properly.

Snap Shot 400cp: When using guns, you can fire accurately with less than a second to aim. With

Adrenaline, you could effectively hip-fire a sniper rifle at its maximum effective range.

Mafia

Brass Hands 100cp: You hit with enough force to kill most people, even with an unarmed jab. This might not be as helpful against automatic weapons, but you'll never have to worry about being caught unarmed.

Expansionist 200cp: You're a master at hostile takeovers. In many cases you can take over an illegal or unofficial enterprise just by booting out the old employees (or, you know, killing them). You still need people to actually run and defend the place afterwards though, and you'll need a bit more effort if the current owners are well entrenched or have a legitimate right to operate there. Still things tend to transition into your control faster and smoother than they would otherwise.

Lead Curtain 400cp: You can dual wield weapons with no loss in performance, provided you have the necessary strength to use them one-handed, this includes mixing ranged and melee weapons. When using Adrenaline your weapons are practically weightless in your hands, and either don't lose their edge or don't need reloading (though you still need to have the ammo on your person).

Items

Safehouse (Free all): A reasonable apartment in the Miami area, provided you don't bring trouble here your enemies will never trace you back to this address. Has a hardline in every room, at least one phone will always be functioning but thankfully only the nearest phone will ring.

Score 50cp per: Equivalent to $10,000 in modern money.

Mask (1 Free Drop-In) 50cp per: One mask in the image of a real-life animal, great for hiding your identity when you do things society doesn't approve of. These don't seem to obstruct your vision any, and each one naturally seems to get a nickname. Just be weary of them showing up on other people.

The Outfit (Free Truthseeker) 100cp: This outfit fits your style, never seems to get damaged by injury, gets blood out easily, and always seems to have room for concealing a weapon.

Double-Barrel Shotgun (Free Soldier) 100cp: 2 Barrels of fun. This thing never needs maintenance and has enough stopping power to kill anything short of a Bear.

Machine Pistol (Free Mafia) 100cp: Your rocket in a pocket. This thing isn't the most accurate weapon, but it's compact and has a blistering rate of fire.

Cellphone 100cp: Well isn't this just space-age technology. This portable phone always seems to have good service and voice quality, plus massive voicemail storage. During the day you will get messages on this about local work, which will always be well-paying, legal, and short-term. At night you'll also get job offers, and they pay even better, however these tend to be highly illegal and often dangerous.

Drill (Discount Drop-in) 200cp: This will pierce many skulls, I'm sure. On top of being highly reliable and doing its stated job brilliantly; it only makes noise when you want it to, can drill through a head in 1 second, and any corpses it leaves behind will strike fear into even the most jaded people.

The Vest (Discount Truthseeker) 200cp: Your lifeline. This vest is easy to conceal, weighs almost nothing, regenerates every day, and protects equally against bullets, bombs, or blades. Just remember that it doesn't help against headshots.

Big Betty (Discount Soldier) 200cp: In case the shotgun was too subtle. This light machine gun is surprisingly easy to tote around (though nigh impossible to conceal), the ammo belt ensures you'll have enough ammo for anything short of a war.

Léon (Discount Mafia) 200cp: In case a knife isn't subtle enough. This pistol can be hidden in damn near anything, and has all the noise of an airsoft gun. Just try not to hit body armor with it.

Drugs 400cp: An infinite supply of special hallucinogenic. On the upside, each dose of these pills boosts the positive effects of Adrenaline and similar perks noticeably, and overdosing will never directly kill you. On the downside, even one pill will loosen your grasp on reality for its duration regardless of perks or biology, and if you do OD (5 pills in under 4 hours) any hallucinations that appear will be both hostile and capable of causing direct harm to you.

Drawbacks

No drawback limit.

Disposable 100cp: For some reason, you can't work a magazine to save your life, you can't even reload single-shot weapons during combat in this jump. Unfortunately enemies don't seem to have this problem.

Not so subtle 100cp: Do the enemies have ESP or are you just that loud? Unlike most of the killers in this setting, the element of surprise always seems lost to you. This doesn’t mean you’ll alert an entire apartment complex the moment you enter, but good luck getting the drop on a lone thug, much less a room full of gunmen.

Close Quartered 200cp: First off, any sensory powers you have are disabled. Second, while your senses technically work just fine, for some reason your awareness goes to crap past a short distance. It becomes especially bad in combat, where you have to focus just to notice an enemy past 30 feet or so.

Remember Discretion 200cp: You'll get a mission from the 50 Blessings every few weeks, they will almost always involve violence, and you must complete them ASAP.

Richard 200cp: From time to time (at least twice in the jump, more if you're particularly active in events) a vision of a man in a rooster mask will appear, usually to admonish you in some way. Beware when this happens because misfortune will always follow.

Get a Grip 300cp: You are steadily losing your grip on reality, by the last month of the jump you will be having severe hallucinations 24/7.

Aloha 300cp (cannot be taken with 20XX): You begin as a US soldier in Hawaii in 1985, get ready because the Russians are coming. End date for jump is unchanged.

I don't know you 300cp: No memories save for what you'd get from your background.

Inner Warrior 300cp: You cannot use any weapons during this jump. Innate powers will generally work fine, but you cannot even summon weapons.

We are the Blood 400cp (cannot be taken with 20XX): Avert nuclear war or lose the chain. The end of Hotline Miami 2 will happen on Christmas Day of 1991 and your jump will now end on New Year's Day.

20XX 600cp: Welp, looks like things didn't go well, Miami is now a post-apocalyptic nightmare. Thankfully the whole nuclear radiation seems to be less of an issue than you'd expect, but the denizens of Miami seem to be even more psychotic than usual. For two years you must survive against roving gangs, cannibal mutants, and the ravages of life after the end of civilization.

Continue? 600cp: You go down super easy, one solid hit from basically any weapon will leave you down for the count.

Who Are You? 600Cp: No powers for you or companions, no warehouse.

Ending

Stay Here (would not recommend)

Go Home

Move On

Should you choose, Don Juan, Rasmus, and/or Richard can continue to provide commentary on you post-jump.

