# Hitman: The Series V1.0 – The Reddit Edition

By: Lots_Of_Mistakes_

*Good evening, Jumper.*

*Your destination is a seemingly mundane world, comparable to 21st Century Earth.*

*Your Jump is based on the stealth video game series developed by IO Interactive, with variations of the events of this world present in a film adaptation in 2007 and later in 2015 under the name Hitman: Agent 47, as well as comics produced by Dynamite Entertainment.*

*The games revolve around Agent 47, also known as Tobias Rieper, a cloned contract killer whose flawless record places him in high demand among the wealthy and elite, as he assassinates numerous high-profile criminals across the globe. His name is taken from being the 47th clone created from the DNA of five different men, intended to be the perfect assassin who could easily maintain peak physicality and intelligence while easily being guided by a handler.*

*This is not…usually…a setting with characters capable of wading through gunfire, carrying enough guns to equip an army, or being a typical action hero. Instead, the perfect assassin utilises disguises, aliases and silenced weaponry, as well as a variety of improvised weapons. Here, the best approach tends to involve imagination and subtlety.*

*Our client, Jump-Chan, wants you to act within this world. Navigate conspiracies, eliminate targets, avoid being assassinated and develop your own ways to manipulate the world to your advantage.*

*The choice is yours, so long as you are able to fulfil your ultimate objective: Survive here for 10 years. Should you use alternate parameters for your mission, you are welcome to use them.*

*At first glance, this is a potentially lethal task.*

*Then again, we do know how you love a challenge.*

*Take these 1000 Choice Points (CP) for your budget.*

*I will leave you to prepare.*

*Good luck, Jumper.*

[JUMP STATUS: **ACTIVE**]

**Starting Locations**

Or, more accurately, *timing*. The Hitman series covers events all over the world over a number of years, and the events of the games aren't in the same order that they were released in. You may not want to stick around waiting for the part you're interested in to take place. Barring any Perks, Drawbacks or Scenarios that would cause you to show up somewhere specific, you may roll a dice, pick at random for Free, or pay 100CP to choose. Whichever system works best for you.

1. ***Codename: 47*** *– The point where the games first begin, when 47 escapes from a sanatorium where he has seemingly been imprisoned, guided by a mysterious overseer. After a year, 47 is working for the covert International Contract Agency (ICA), a recruitment that takes place during the Prologue of Hitman (2016) where 47 first meets his Handler Diana. She aids him when training director Erich Soders, dissatisfied by the lack of leverage available to use to control their new recruit, rigs 47's final test so it would be impossible to complete on his own. While Soders is angered by Diana's actions he reluctantly makes 47 an agent, assigning Diana as his Handler. Eventually 47 is sent on a mission to eliminate four crime bosses across the world before returning to the sanatorium for his final target, with a number of secrets revealed about 47's origins in the process. Should you pick this time and location, you may appear at the same Sanatorium 47 began in just before he escapes.*

2. ***Silent Assassin*** *– Seeking peace in a Sicilian Monastery, 47 is forced out of retirement when his mentor and friend Father Vittorio is kidnapped, forcing 47 to get back in contact with the ICA to have any chance of tracing Father Vittorio. Should you pick this time and location, you may appear close to the Sicilian Monastery shortly before Father Vittorio is kidnapped.*

3. ***Contracts*** *– In the games this is mostly represented as a series of flashbacks experienced by 47 after a mission in Paris where 47 is nearly killed and passes out in his hotel room. This includes the assassination of two kidnappers of a client's relative, the assassination of a black marketer selling arms to terrorists in Kamchatka, the destruction of a weapons lab onboard a submarine, and the assassination of a corrupt nobleman and his son in the United Kingdom. Other events occur once 47 regains consciousness, such as needing to deal with officers from GIGN. Due to the unusual nature of events covered in this option, you can choose to appear suitably nearby the location and time period covered within the first flashback, or within the hotel where 47 has the flashbacks. It is arguable that some of the missions happened at all, and some of them are from Codename: 47, so you can assume to have covered them already.*

4. ***Blood Money*** *– 47 finds that the ICA is under attack from a rival agency called the Franchise, who are planting incriminating evidence against him through one of their agents. The agency is depleted to the point that only Diana and 47 are the only surviving members of the ICA, leaving them to take down the Franchise, which turns out to merely be a puppet organisation. Old associates return to lend aid, but in these*

*circumstances the loyalty of any ally seems questionable. If you pick this time and location, you may appear at an amusement park in Baltimore just as Agent 47 arrives to carry out his first assignment in the United States.*

5. ***Absolution*** *– Years after Blood Money, Diana seemingly betrays the revived ICA, exposing it to the public, leading the Agency to send operatives to eliminate her, forcing her to suddenly abandon 47 during a mission. 47 is nearly killed as a result and decides to cut contact with the ICA. When the Agency is eventually able to locate 47 once again, Benjamin Travis who acts as Diana's superior within the Agency contracts 47 to kill Diana and bring a girl she has in her care by the name of Victoria to the Agency. If you pick this time and location, you may appear near a mansion where an ice cream truck is approaching.*

6. ***HITMAN™ (2016)*** *– While the Prologue of this game occurs during the events of Codename 47, the main portion occurs 20 years later, placing it at this point in chronological order. 47 is sent to Paris to eliminate fashion mogul Viktor Novikov and his partner Dalia Margolis, who are secretly the ring leaders of the international spy ring IAGO, followed by missions in Italy, Morocco and Bangkok. 47's Handler discovers a "shadow client" was responsible for the seemingly unconnected missions, operating out of Colorado, where 47 discovers evidence that he has been used to hunt members of a group of global elites known as Providence, a group that includes someone familiar. If you pick this time and location, you may appear at the same Paris fashion show where 47 has just arrived.*

7. ***HITMAN™ 2*** *(2018) – Following directly from the events of HITMAN™ (2016), 47 continues to hunt down the Shadow Client's lieutenants, starting at Alma Reynard's house in New Zealand. 47 finds information connecting the CEO of Kronstadt Industries, Robert Knox, and his daughter, Sierra Knox, to the Shadow Client. Providence is impressed by 47 and his Handler's work, authorises them to eliminate the rest of the Shadow Client's militia as their attacks on CEO's are causing a global panic. This includes the Knox's as they have defected from Providence out of paranoia. The Shadow Client is revealed upon their elimination, and upon tracking them down 47 discovers they share a key feature of their past. This leads to the revelation of an unknown figure known only as "The Constant" and three families known as "The Partners", and the existence of secrets concealed by 47's amnesia. By the end of it all, one more feature of 47's past is discovered, with shocking revelations for those that learn it. If you pick this time and location, you may appear at Alma Reynard's home in New Zealand, which 47 is approaching.*

8. ***Free Choice*** *– Pick any of the locations above to start off in, at any of the above times.*

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

**Origins:**

Your background within this world. Any of them can count as a Drop In option, simply having no history or contacts within this world. For at least a short time, you will be a complete unknown, though it may be harder to acquire influence and resources from such a position if you have no additional form of backing and you're not on anyone's list of contacts. Then again, complete anonymity has its benefits in a world of conspiracies and assassins.

**Client** – You are not a killer, or at least nobody suspects you to be unless you prove otherwise. You'll be keeping your hands clean, obtaining the aid of others to do your dirty work. You're the one who has the need and knows just who to call, as well as having the resources to allow them to arrange it, and the anonymity that removes you entirely as a suspect when whoever you hired for the job pulls it off flawlessly.

**Handler** – While you might not be holding a gun or arranging accidents in the field, you are an invaluable asset to those who do. You can find clients, arrange jobs, sort out transportation and make all the preparations you need for your assets.

**Hitman** – You may or may not be Agent 47 himself, but you're certainly from the same stock. Again, this may or may not be literal considering the cloning. You're the one who knows how to kill, has the nerve to do so, the experience and fitness to carry it out, and the skill to get away with it one way or the other.

**Researcher** – With superhuman clones, specialised viruses, terrifying weapons and other technology existing in this world, someone has to be able to make and maintain all of it. That person is you. Though you may not have the know-how to organise assassinations or the ability to carry them out yourself, you can make tools that would be useful for such dark dealings. Perhaps your work could make even the latest generation of assassins obsolete?

**Target** – This origin doesn't immediately place a target for assassination on your back, but what you can do is certainly the sort of thing that would lead to it in this world. Fortunately, you also have capabilities and resources that would help protect you and your fellow conspirators from such a fate, and that's only if you don't consider them expendable. You have a knack for surviving, and while you might not have a set of skills that make you a nightmare for most, you're certainly capable of bringing down even the best organisations that might try to send such people after you.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

**Perks:**
Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

*General Undiscounted:*

Free/100 – **Anti-Squeamishness** – If your work or environment gets a bit bloody, it is possible you will not be able to cope with it. If that is the case, this Perk allows you to withhold disgust and shock from death, ensuring you will never be squeamish and could be said to have extreme levels of self-discipline. This is Free to have here, and 100CP to keep.

Free/100 – **End of Mission Score Sheet** – You might like to have a quantitative record of your achievements at the end of the day. Once a mission has been completed, you will be presented with relevant details of your achievements. For a Hitman, this would show things like Targets Eliminated, Non-Targets killed, events that occurred and other interesting or useful information. If you have a different career or have been performing other activities, this gives you information at the end of a workday such as reports filed, profit made, inventions patented, conversations had, or accidents occurred. You can use this to keep 'score' or note areas to improve, or just notice things you missed.

100 – **Costume Party?** – In a setting where dressing up is a major feature, it would a shame if you got odd looks or barred from wandering around dressed as a giant Flamingo or as Santa. With this Perk, nobody seems to mind if you are dressed oddly so long as whoever you seem to be isn't specifically barred from an area. You can walk into a high society gathering in a clown costume with no problems, but you'll be stopped going into the maintenance areas because you're clearly not a mechanic dressed like that.

100 – **Good Evening** – Want to spice up briefings and keep the attention of the audience? You are able to get across information to others by detailed and stylized presentations that can include any information you're aware of, complete with photographs and animations to give visual representations of how things work. This will appear on any computers or projectors you are using. Any audience will absorb the information presented quickly and easily.

200 – **Healthy Specimen** – You are not bulletproof, but you have enough durability to take more than one bullet without dying instantly, and assuming you are not crippled or harmed further you should be able to recover with no lasting damage. You will always be at least the minimum degree of fitness required for your job.

Free/100 – **Acceptable Targets** – You might feel bad about having to harm or inconvenience apparently innocent people or conflicted about being a killer. If you listen to random people in the Hitman setting, such feelings of being 'the bad guy' may quickly evacuate. This doesn't affect whatever conscience or morals you have, but anyone you really need to have an *excuse* to knock out steal the uniform of, or outright kill, will now give you one. Maybe the waiter you would *really* benefit from sedating has secretly been spitting in the drinks, maybe a security guard has been taking bribes from criminals, maybe that scientist has been experimenting on their neighbours pets, maybe the CEO had several nosy reporters killed. It

doesn't exactly make the world a worse place than it already is and certainly won't cause the targets to get in trouble due to the possibly literal skeletons in their closet. Not without your influence. Any sort of 'justice' involved will be up to you to decide. Using this Perk, you might find you'll have a justifiable way to claim moral high ground when you keep overhearing targets and those you'd benefit from inconveniencing have done something nasty enough to become an acceptable target for your use.

300 – **Easter Eggs** – This could be an amusing way to accomplish something, though it will not be obvious. With this Perk active, there are hidden opportunities to achieve goals with unusual approaches. This means things like 'ring the bell and the crows will kill the target if you set it up right' and 'performing a jumping puzzle to allow escaping by standing on the back of a dolphin' are now available if you can figure out how to trigger them. You will not automatically know where the triggers for this are or what the result will be, but you will be able to pick up clues and be able to potentially trigger these outcomes. Anyone else witnessing them will either not find them unusual or they will be particularly shocked, depending on your preference.

Free – **Soundtracks To Kill For** – But you can have them without any bloodshed. You have every bit of music and every soundtrack featured in the Hitman games and films, available whenever you want to listen to them. This can provide no advantage or disadvantage to anyone, but you'll have a lot to listen to and could potentially find music to suit a lot of situations. Should you want anyone else to hear this, they will not find it odd unless you point it out.

300 – **You Were Always The Best** – Nobody ever came close. You defined the art, and it defines you. Your actions could change this world. Powerful people could fall by your hand, but by the same token others could rise. Do you realise what kind of world you could be shaping? Whether the name you use is a number or not, you are now a genetically modified superhuman in the same manner that 47 is. You can easily maintain peak physicality and intelligence, possessing levels of strength, speed, stamina, and intelligence significantly above the human norm. Your memories and personality are unaffected by this, and you have not been programmed with any sort of obedience conditioning. Perhaps you escaped before that was applied? This acts as a Capstone Booster, enhancing the effects of some of the Perks available.

*Drop In*

100 – **New Perspective** – That's what you have with this Perk. Literally. You can now switch the perspective you 'see' from to a third-person perspective and back. You can swing this around at will, so long as it remains centred on you, and all of your perspective or sense-based abilities are completely compatible with this. It feels entirely natural and will not disorient you in any way. Useful to check how you look without a mirror, and it might give you a heads-up if somebody is sneaking up behind you.

100 – **Whenever I Get Anxious Or Can't Sleep** – You do…something. Whatever it is, it will be simple for you, menial, and won't provide any advantages or create disadvantages, other than helping you to relax. A minor skill or quirk, really, but in a world where you might need some form of relief from stress this might help. Maybe you read, maybe you juggle, maybe you whistle show tunes, maybe you take things apart. If it is the latter, be aware you might need to reassemble whatever it is, but that should be easy if you took it apart in the first place.

200 – **You Missed** – No, you didn't. Either this was deliberate on your part or *really* lucky, whatever the case you'll be able to take a shot or throw something that misses what seems to be the *intended* target, it will end up having a much greater effect. This could manifest in the form of 'missing' someone wearing body armour only for the ricochet to bounce through a gap in it, or hitting glass behind the target that shatters and causes an explosion big enough to knock out the target and their allies. This does not instantly *kill* whatever the target is, but it could put you in a position to do so if you are willing to exploit it. Or it could be a way of avoiding killing anyone, potentially. This will only work *once* for a single target per mission and be certain to affect them on *one* occasion, so if you do not take advantage of the situation maybe you really did make a mistake.

200 – **Complete Stranger** – Being a witness to something that others would kill to cover up their involvement is bad enough without being killed because you're *supposedly* a witness when the truth of the matter is that you have never seen anyone involved before and it's entirely possible the hit on you is just to put your assassin in the right position to be removed. With this Perk, you will no longer be picked at random for such assassin pyramid schemes, and should you be picked specifically because you're a problem for other reasons your assassin will realise they've been deceived before they kill you. It's entirely possible that you were in the right place to *act* as a witness, but in fact did not witness anything, and this will be determined by the one who has decided *not* to kill you. Maybe they're a professional, maybe being set up like this is enough to encourage them to spare you out of sheer spite. Whatever it is, the reason to have you killed would need to be genuine and not something like a case of mistaken identity or cleaning up *potential* loose ends.

400 – **Are You Interested In Dying?** – Not exactly 'come with me if you want to live', because this doesn't specifically cover genuine desire to help. What it *does* let you do is show up, seem convincing, tell someone a story that makes sense, and take advantage of something that can be interpreted as evidence for this…like being shot at or chased by someone who you quickly tell whoever you're 'helping' is after *them*. In a panic, whoever it is you're 'helping' will instantly go along with your claims. At least at first. If it becomes

specifically revealed by others who know what your true goals are, or if you're so blatantly obvious with your own actions that you were lying then the deception will be discovered, but it would be relatively simple for you to take advantage of stress and desperation to convince someone you're on their side. As an example, you can make it seem like you want to 'help' a stranger track down a father figure to help stop something terrible happening, when in reality you're using them to track down that father figure because they could be used for something you or those you work with are planning. If those intending to *actually* help whoever you're deceiving doesn't get the message across clearly before you get to their target, and if there's chaos like a gunfight that makes the one you're helping feel like they're in real danger, it's easy enough for you to convince them to do everything you say. After all, if they don't, it's clear to them that the one chasing both of you will kill them. This is enough to make you look like a protagonist to anyone watching, at least at first. If things die down and those you're 'helping' notices something suspicious about your 'help' or you're reluctant to share suitable details as to *why* you're 'helping' them, then they may catch on that you're less trustworthy than you appear. You don't need to share *everything*, but you'll need to be able to share what is true from a certain point of view or by omitting certain details from your narrative to keep them following you to keep this Perk working as effectively as it can. If the one you're 'helping' gets to communicate with anyone who *genuinely* wants to help and know what you're up to, this charade could fall apart, so it's up to you to keep them from *all* of the truth. If you show up again once someone has told them the truth and openly threaten them, that will count as sufficiently blatant to make this Perk stop working on them. Hopefully, you have got all the information you need from them by that point, because this Perk by itself will not be enough to get them to willingly help you again. Maybe they left notes?

400 – **You Should Really Let Me Go** – Last time they checked, you were locked in there with them, and they were the one with the gun. Really, they were locked in there with you, and they just *brought* you yours. Clever plan? Convenience? Fiat? Up to you how to explain it, but you will be able to flawlessly arrange a series of circumstances that would seem somewhat implausible to anyone watching. Need to get into an embassy, no time to research it, no backup plans? Then you can trigger this Perk, and your hastily-formed plan to simply…walk in as an obvious and known killer, turn over your weapons, have the person interrogating you into bringing a powerful rifle you used into the room and putting it on the table you're chained to. Then once you manipulate them into loading the rifle, you hit the table with your knee, causing the rifle to go off as it bounces, adjusting your restraints so they get hit by the bullet and broken so you're free to take out the guards and get on with your mission. This is an example of the sort of extremely fortunate coincidences, poor decisions, and excellent timing you can trigger with this Perk. Once per day, you can trigger this Perk to allow such a plan to work out to get into or out of a location. As long as you have some idea of the features, can actually perform as required, the features of it are *plausible* even if unlikely, and you/its features are actually in the vicinity of where this has to be carried out, circumstances and the actions of others will allow it. If your plan is completely impossible, such as hinging on far too many coincidences or you're massively overestimating your abilities for the plan, you can try triggering this Perk anyway. This 'fail state' will let you get a sort of premonition instant of the plan up to where it goes wrong for you, and the immediate consequences of that. At worst, you will know when something

turns out to be a bad idea in theory before you try putting it into practice. At best, you will end up looking impressive because you really are that capable and fortunate.

600 – **John Smith** – Well the thing is, you're special. Besides the other Jumper stuff. This doesn't really fit in with most of the setting, but you're paying for it, so it seems to work for you. Apparently, you have surgically implanted 'subdermal titanium body armour, injected in liquid form, flexible and extremely strong', as well as having your nervous system 'heightened and wired for speed'…really, they actually got that to work? Yep. Despite the name and any concerns, the given description might raise, this Perk does not cause any problems that could logically occur, with these modifications being absent when it's more convenient for you. Perhaps you were part of a secret experiment? Perhaps it's Fiat-Backed? Whatever the case might be, this makes you fast enough to keep up with an experienced assassin while making you completely impervious to gunshots. They might draw blood and potentially expose the titanium, but most things will not penetrate enough to do real harm. It would need to count more as light artillery or actual explosions to at least knock you out for a bit. You will be *slightly* less invulnerable to other forms of kinetic impact like being punched in the face, but you are clearly inhumanly durable, with knives barely able to penetrate your skin. You could take several pistol shots to the torso and jump right back up again no worse for wear. This might not make you any more skilled by itself, experience is still important after all, you will still be sent flying by sufficient impacts. Still, you might be able to wear down your opponents since it is so difficult to noticeably damage you, and you can punch through bricks with a bit of effort. Somebody would need to bypass your 'armour' using means that ignore it entirely or incapacitate you in other manners to take you out. Electrocution would be effective, but other means like toxins are not implausible. Blocking a bullet with your hand is a neat trick, just try not to get careless trying to prove that you're better than someone.

> Capstone Boosted – If you get killed despite the advantage, you may be do the equivalent of reviving during the middle of the credits because you *need to prove that you're better than them*. Should you be 'killed', so long as you are intact enough to plausibly be alive, your killer will believe you dead and continue with whatever else they are up to. Once they and any allies are gone, leaving you for dead, you will jolt awake. Your condition might not be great, you may be surrounded by corpses of your allies, you may have failed your mission and you may be deformed … but you are *alive*, and that is something. This protection only applies *once* per Jump. Up to you if you want to return for the sequel, should there ever be one.

600 – **Non-Target** – You are not in the game. You are not involved. You might not even be aware of what is going on. But you might be in the wrong place at the wrong time…at least, without this Perk. So long as you are not *actually* a Target and take *some* effort to not get killed or hurt by some deliberately arranged action, you will not become a statistic either. A combination of luck and professionalism of assassins involved seems to be protecting you. Now, so long as you don't do anything to interfere, you don't need to worry about something like being killed as collateral damage in something you weren't involved in, or because you have equipment or a uniform that would be useful to someone on a mission. You might still wake up slightly sore in a box with your racing uniform absent, find that your party invitation was stolen, or discover you were used to get past some sort of security that needs your hand print, but you won't be dead or have parts chopped off because it would

be more convenient. As long as you don't interfere, you won't be considered a witness to be silenced, and at worst you'll have to stretch a bit to work out stiffness from being dragged around and shoved in a wardrobe, maybe a glass of water to get rid of the aftertaste of the sedative they used. Being choked unconscious might have even fixed that crick in your neck.

Capstone Boosted – If a Target is something for a hitman to kill and a Non-Target is something they should avoid killing, you are one step beyond that. So long as you seem to be genuinely innocent and uninvolved in that specific mission, even supposedly emotionless hitmen with red-drenched ledgers will actually go out of their way to protect you from that specific conspiracy, even once you're out of the picture. For example, if you got involved in their mission, targeted by a body-double of someone you were close to so the body-double could take the original's place in a complicated scheme that involved your death as a *precaution* despite you having nothing to do with any of the rest of it, and the assassin in question realised your (relative) innocence (possibly just in this case) and decided to spare you for whatever reason, they will go above and beyond the call of duty to protect you. You would be safe from that *particular* conspiracy as long as they were alive. As long as you take some sort of effort to get out of that particular picture, you don't have to watch your back for the rest of your life once the adventure is over or expect a bloodier alternative to the end you were hoping for. Your unexpected guardian has got that covered.

*Client*

100 – **Contract Details** – You might as well have them. Whenever you have a job in mind, whether or not you can do it yourself, you know who to contact that could arrange it, as well as how to contact the Handler in question and have a rough estimate of the prices involved. Nobody will find it odd that you were able to do any of this, and while they might potentially refuse to do the job for whatever reason at least they'll explain why … even if they are vague about the details should being more precise negatively affect them.

100 – **Shadow Client** – Sometimes you might want to conceal who you really are, or why you really want a job to be carried out. This Perk allows you to do this, concealing your identity from those you contact for less-than-entirely-legal or socially acceptable forms of employment. Maybe you used actually-anonymous dead drops, a completely distorted voice to talk on the phone, or a stunningly effective disguise and/or patsy – this only works for the *hiring* side of things, actually trying to *do* anything yourself will cause this Perk to fail. Given a little time and sufficient resources, you can convincingly set up someone else as the supposed Client or provide such anonymity to sub-contractors while your identity remains firmly in the shadows.

200 – **Reputation Research** – You might know who would be best for a job and how to get in touch, but it would be unfortunate if they weren't actually trustworthy. Now you will be able to determine exactly how effective and trustworthy whoever you employ for any task is, even if they've taken measures to conceal this. This can range from choosing a babysitter you can rely on to look after the kids, or an assassination agency that won't consider you a loose end to be dealt with.

200 – **It's My First Day!** – Sometimes you just panic and make mistakes. Sometimes that could involve wandering into an area that is supposed to be off limits, sometimes it could be working at a computer you are not authorised for. You are now excused for clearly 'harmless' trespassing or suspicious activity if there is no proof you caused problems, and nobody has been killed. You will not necessarily be allowed to stay where you are not permitted, but you will be politely escorted out or given a verbal warning. This works, at first, even for places where other trespassers are shot on sight. You might even be able to be excused for 'accidentally' throwing a wrench at someone and knocking them out so long as nobody has been killed, and you can sufficiently apologise to anyone who was aware of it. Of course, your excuses will quickly run out and presence will wear on others if you keep causing problems to the same people, repeatedly trespass or refuse to be escorted away. Consider this a bit of a safety net for the smaller mistakes.

400 – **Beyond Suspicion** – Even if you know who to talk to, and can conceal exactly who you are from whoever you contracted, it's going to be a problem if the death of some rival of yours looks too convenient for you. Or if you'd be a suspect in the death of a politician because they kicked your dog. Now, even if an assassination you arranged clearly benefits or avenges you or your allies, nobody will ever think it was you who arranged it unless there is clear evidence. Payments, witnesses, that sort of thing will allow suspicion to develop and proof of your involvement could potentially be found, but if there's a complete lack of solid

evidence…clearly you're completely innocent. Perhaps if there *were* witnesses, you could exploit the effects of this Perk to get rid of that evidence too?

400 – **Non-Target Not-Killed** – Deaths you order are *bespoke*. Any jobs involving murder that you are paying for or arranging won't have collateral damage that includes anyone you don't *want* to get killed. This is a combination of good fortune, your own skill, and the professionalism of those that you decide to hire. It might be loud and obvious, but nobody you deem innocent is going to be getting caught in it if it's up to you in any way. Maybe you're paying per-target and want to save money?

600 – **Non-Existent Paper Trail** – That pesky evidence that *can't* be silenced or killed…is no longer a problem for you. This Perk erases all traces of information that it was *you* that wanted a specific mission to be completed, even from the files of those who hired you. No payment, no notes, no maps showing drop-points for messages, no schedules, pictures, *nothing.* Any non-living source of information is going to be useless in proving that you were involved once the task is done. Those you hire for the job won't think this is odd and will perhaps claim they did it themselves since they take client privacy so seriously. You won't be expected to pay extra for that little service. This doesn't stop *living* loose ends, but that certainly won't give solid evidence against you…and there are other solutions to that.

> Capstone Boosted – Sometimes having yourself look perfectly innocent isn't enough. You can arrange matters to make someone *else* look guilty. You can alter records and recollections to make it look like somebody else arranged the job that you contacted the Handlers and paid for. Even if they'd normally have nothing to gain or have an alibi, you can make them look like the guilty party regardless of their protests. They might be able to avoid being sentenced, but at a bare minimum they'll *never* look innocent in the public eye. And the whole time, while everybody thinks it was them…it was really you, Jumper.

600 – **Get Your Money's Worth** – It would be unfortunate if you shelled out for an expensive assassination and the asset had an off day. Now, whenever you are paying for a service, you are guaranteed to receive their average quality of work at the very least. As a bonus, you can actually *increase* the chance of success at the job by *paying* them a bonus. This will work so specified unless your actions deliberately make the job more difficult, or you conceal details involved. This effect will scale to a degree based on the employees skill and value within their field, so increasing the likelihood of a random ordered pizza arriving on time and in good condition would be significantly less expensive than increasing the likelihood of an international hitman succeeding at eliminating a target exactly as specified. No matter how much you pay, this caps out at 99% certainty - it'll still be *possible* for things to go wrong even if you paid enough to buy a country, just *really* unlikely so long as you didn't set them up to fail or interfere yourself. They still have to accept the job in the first place though, have skills allowing them to complete it as specified, and reasonably assume they are capable of pulling off the job – even if they agree to it, you can't expect that random pizza guy is going to successfully pull off a high-profile assassination of a head of state in a different country. You might be able to get him to *try,* but it's probably outside his skillset.

> Capstone Boosted – Sometimes you need to be *certain* that you hired the best for the job. Sadly, in some locations such people just aren't available. Now they are.

Somehow, once per Jump you will be able to contact Agent 47, or an equivalent for whatever setting you are in. They and their team – though you'll never meet the latter and may not meet the former, since your contract managed by their Handler – will succeed on a given mission that could plausibly be completed by the world's best assassin. Once activated, Agent 47's equivalent will aim to complete the mission within 24 hours by *any* means to the specifications given. They will succeed unless the target has out-of-context capabilities for the setting such as those that make them Jump Fiat-level impossible to kill, and will use whatever means they have at their disposal, or their organisations functionally unlimited resources can acquire. If it is remotely possible and plausible, they can make the death look like a complete accident if you prefer, though you may need other Perks or measures to ensure you remain looking innocent if you care about that. Anyone or anything that can be killed by one almost impossibly skilled operative within 24 hours using transportation available within the setting can be targeted. Should they succeed, the target will *stay* dead regardless of other capabilities, because that's the sort of professionalism you're paying for here. This operative may or may not actually be Agent 47 in a costume that fits in with whatever setting you're in, but they will be as effective in other Jumps as 47 canonically is in this one, with the same degree of professionalism applied to all aspects of their job. Once the mission is completed, or in highly unlikely cases failed, 47 and any trace of his organisation will entirely vanish, leaving no proof *anywhere* that they were ever there. You will receive a message upon the completion or failure of said mission using whatever means you prefer.

*Handler*

100 – **Client Acquisition** – Having a service to provide is good. Having people be able to *use* your service is necessary for any organisation to survive and thrive. Now, when you are in the position to facilitate a service of some sort, regardless of legality or morality, you *know* who would want to use your service. You know how best to contact such potential clients or arrange matters so they can contact you. Depending on what sort of service you are handling, this could be a publicly accepted family friendly advertising campaign, or a letter slipped under their door promising bloody vengeance. Or quite possibly an advertising campaign with a hidden code to contact your *actual* services for those in the know, since you can calibrate your advertisements to attract the attention you want while being overlooked by anyone else you *don't* want to be aware of the services you provide.

100 – **Assassins Anonymous** – Once you have obtained the client, keeping them unaffected by your possibly-illegal organisation's presence is a good talent for repeat customers and maintaining a good reputation. You are able to communicate with clients and others without notice from government agencies that might be concerned by the services you offer, or being noticed by targets that might use that connection as a warning, or rival organisations that might seek to poach your clients or remove you as a competitor.

200 – **Client Insurance** – You might find a client, communicate to organise what they want unobserved…but the service you provide might plant suspicion on them if they should be benefiting from an 'unfortunate accident' or something befalls someone they'd have a motive against. This could lead to being considered guilty in the eyes of the judgemental public even if there is no other evidence, or at risk of others retaliating. That is no longer a problem, as you can protect your clients from any suspicion or retaliation resulting from any service you provide them. They could still be suspected or targeted because of something you had no hand in, but you were not hired to protect them from *everything*.

200 – **Smuggling Items** – Even the best assets might need specialised tools to carry out a specialised job, and not everything can openly be carried everywhere. You can arrange for weapons and tools to be hidden where any assets you are managing will need them, ready for them to use before they arrive at any given mission location. You can choose the items yourself, or according to the asset's requests, based on the requirements of the service you are providing. These smuggled items will not be found by any security sweeps or scans, even going over every inch of a building will fail to turn up the grenade you arranged to have hidden in the bathroom. These smuggled items are limited to those that an asset could use in the field safely, can actually carry with some degree of discretion, and can be set off *while* the asset is in the area *by* the asset without *affecting* the asset. Do not expect to use this Perk to 'smuggle in' a nuclear weapon and set it off when your asset arrives in the vicinity, or somehow conceal a whole armoured tank in the middle of a hotel. If the location is large enough that the entire place will not be affected by what you have smuggled in, the asset is the only one with the capability to trigger it and needs to find the smuggled bomb from where you had it arranged to another specific place within the location before moving to a safe distance still within the location and setting it off without themselves being harmed, then the Perk *would* work. Any assets you are managing will know exactly where to find the hidden stashes you prepared are regardless of their concealment and will have a good idea

of how to get to it. Curiously, they may need to work around various forms of security to reach the item while your smugglers clearly had no such difficulties. The more you know about a location and the more time and resources you have available to prepare, the more items you can have stashed within it and the greater the security you can apparently penetrate to do so. Given enough preparation, you could have a gun concealed within a conspiracy's top-secret meeting room for the infiltrating asset who was frisked before entry, allowing them to take out the Target and their bodyguards. You must be able to provide the smuggled item yourself though, as if you, your organisation, or your other assets were able to hand it over. Do not expect unique items like 'a criminal's personalised handgun' to be covered by this unless you or one of your assets was able to acquire it on a prior mission.

400 – **Intelligence Gathering** – Not every Target your Clients want you to deal with has their location and assets known to the public, and even if they do then you might need to know more to come up with a good plan. Now you can acquire comprehensive intel to use in your work in a discrete manner. Any Targets are not tipped off by such research and given enough time and resources you are guaranteed to uncover even insider-only secrets, like a personal escape route, hidden passages, or passwords. Given enough time and resources, nothing can hide from you forever, though bear in mind you may need to complete the mission within a time limit from when the Client alerts you to it. Perhaps it would be best to find out a lot in general so you can focus on more specific cases in a time crunch? Once you know something, or the information is available on any database you have access to, any assets you're directing have a sort of mental HUD that shows important details from this knowledge that pertain to the mission objectives. This includes things like target names, the mission objectives, mini maps of the facility that are as accurate as the best information you have and instantly update as soon as you or your assets find out more. Since your databases update with anything accurate that your assets learn, you can rely on such figures for specific intelligence gathering as well as performing whatever task they might be trained to do. You can also perceive this HUD if you like, either within your vision, just 'knowing' what the pertinent information is off the top of your head or shown on whatever computers you are using. Nobody thinks this is odd or reveals this to anyone else unless you want them to. Operational security and all that.

400 – **Human Resources** – Clients, confidentiality, contacts, concealed contraband … ah, you will probably need competent employees as well unless you are doing everything yourself. You will be able to easily find skilled and trustworthy people to employ for whatever service you are providing to someone else. Should they not be up to your standards, you know how to organise any manner of realistic training that can be used to improve their skills and capabilities. This is much more effective and faster than training organised by anyone else, retaining information gained and fitness improved, and your assets never degrade in skill over time so long as they remain alive and physically capable. Comparing yourself with only this Perk and an ICA Specialist Trainer, your recruits would show noticeably faster improvements than any comparable counterparts and have a higher 'cap' on their abilities than those training under the other Specialist. If required, your approaches can be kept secret by those who take part. Clearly, they do not want to disappoint you by doing otherwise without your permission.

600 – **Triple Crossing** – Certain professions in this world need you to retain a certain degree of awareness to remain successful and alive. You are now aware when you or your allies have been set up by anyone who intends for you to trust them to any extent. This triggers the moment they start to actively work against you and allows you to adapt quickly to a rapidly changing situation or sudden revelations. You can plan accordingly in the *potential* event of betrayal, with greater accuracy and effectiveness depending on how well you are able to determine the specific details of the betrayal. If you knew *exactly* how a client intended to betray you, you would be able to plan *precisely* enough to render such a stab in the back completely ineffective. If you can predict what they might do, even theoretically, you can plan accordingly. Such precautions require the betrayer to take the first move, but there is a good chance you will either be ready for them or alter existing plans fast enough that you will be able to accommodate the unexpected.

> Capstone Boosted – You have been in the game for a long time and put in a lot of thought into the potential of being manipulated and betrayed. It is possible for you to arrange contingencies for practically every conceivable scenario, and your ability to deceive others to get such plans to work is potent enough to be effective even against those you know best and who are fully aware of what you're capable of doing. You could potentially use this sort of talent to help those you seem to 'betray', such as convincingly 'poisoning' a long-term ally without prior warning in order to stage a funeral that attracts their enemies to ensure they're dead, you can arrange for the one you 'poisoned to death' to be revived during it with access to some way to dispose of the now-present enemies. Your revived ally will instinctually grasp the plan and will not blame you for any indignities suffered if it was clearly the best way to solve your mutual problem. You and your allies are the worst sort of people to betray thanks to such talents, though those that know you may catch on to repeated use of such plans eventually in the event you allowed records or witnesses to remain. Those less familiar with the capabilities and achievements of you and those closely allied to you won't be prepared for when you 'turning on your allies' is actually part of your plan to aid them. Everyone is guaranteed to fall for it the first time, which is perfect for you to appropriately 'handle' the situation.

600 – **Competitive Market** – Detecting betrayal from your supposed allies or arranging contingencies for potential threats you are already aware of is a useful set of skills, but dangers can come from outside your circle of influence. Perhaps even another similar circle, rival organisations and attempts by strangers to have what you have worked for shut down or replaced. Now you can detect and counter such attempts, from corporations to governments, able to take measures to secure your place in a competitive market with practised ease and shoot down takeover bids or attempts to more literally eliminate your assets. Even countering smear campaigns and exposure is within your skillset, though those against you might have solid evidence you would have to bury one way or the other. Should you instead be the one intending for aggressive expansion, you will know how to leverage what you must accomplish that and what is plausibly possible with the resources you have available. If you have the resources, you will have the capability to leverage them to defend what you have built and those you work for, as well as tear apart or absorb the efforts of other groups. If you're vastly outgunned and outmanned, you might not be able to protect everything you have, but at least you could rebuild everything again fairly easily from the remnants of something once things have calmed down…or you exploited your reduced

numbers and your newfound enemies overconfidence to rebuild everything from *their* ashes instead. Based on your exact goals in this situation and what you have available, you will know what the best approach is to try, you will just need the right sort of assets to pull it off. Bear in mind this sort of thing only works for *groups and organisations as a whole*, you're going to need to have other specialities available to deal with the individual members of those opposing you, but you probably manage people with *just* the right skills for the job.

Capstone Boosted – Being cutthroat in this sort of industry and protecting your own throat might be important, but if your efforts attract the wrong sort of attention you may have bitten off more than you can chew. Now, any efforts you make to counter attempts to damage your organisation and it's ability to operate, as well as your own efforts to shut down the competition, will not invite suspicion or retaliation from others as long as you have some manner of plausible deniability or ability to cover up your actions. Your ability to develop your franchise have also increased, allowing you to manage your own provision of a certain service into being the most popular, prestigious, and well regarded while somehow still being discrete. Keeping your international contract agency completely covert, while still being so well regarded for effectiveness because you are the best source of that service in the world, is easy for you to accomplish.

*Hitman*

100 – **Codename Jumper** – Tobias Rieper? How about Yuri Deadmann? Fate Ality? You might wonder if your choice of alias is a bit of a giveaway, but with this Perk that is no longer the case. As long as it's not quite as blatant as introducing yourself to the Target as something like 'Iwas Hiredto-Killyou' you should be able to get away with it, and even something like that could be taken as a joke or mistake unless there's something else suspicious going on. In most cases, whatever you choose will be seem as entirely normal, natural, and believable, even if you cannot believably claim to be someone who already exists, not with this Perk alone. If you use the same alias in multiple places, nobody will ever draw a connection so long as you take the bare minimum steps to differentiate them, so feel free to keep introducing yourself using a somewhat famous name for a spy. Clearly, you are just someone else with a different name, they wear a *white* tuxedo with *blue* tie, and you are clearly wearing a *black* one with a *red* tie. You might just have one of those names and faces. If you'd also like to be known only by a certain codename in the circles you navigate, like 'Agent Jumper', that is also possible by using this Perk, and won't be connected to an Alias unless you make it obvious. Any occasions where you want the identity of an alias to be acknowledged as being active where you were, it will be recognised, and you can limit this to certain groups. Even better, as long as you're the same species, or one that could believably be in whatever position/location you're in/pretending to be in, you will never be considered out of place due to race, age, gender or accent. Even if every other member of a personal guard of some Columbian Drug Cartel leader is clearly from a different region than the one 'new guy', you will not *instantly* be considered out of place. It does not protect against them not recognising you if they get a good look at you though, or if you are clearly not wearing the right uniform.

100 – **Blood Money** – Possessing a particular set of skills that makes you a nightmare for some isn't particularly useful if you can't find some manner of employment to actually apply it for profit or other means. Now, you are certain to be able to find suitable work for whatever skills you may have, and you will get paid depending on the difficulty. Acting as a janitor, something that most people could plausibly learn how to do and be able to perform without a lot of complications, will earn you less than a job few could perform even with specialised training…such as being a legendary international assassin. You can get additional 'hazard pay' depending on how difficult and/or dangerous the job as stated and explained is to you personally, though you do still need to be able to do the job to get paid. Since all the money in the world is no good to you if you're too dead to spend it, you'll find that jobs with concealed dangers, specifically ones the clients know but are hiding from you, will have a disproportionate additional 'bonus' offered, giving you some idea of the real difficulty. Whoever is paying will not realise they are giving this warning, to them it could seem like a way to encourage you to take the job. Feel free to take or refuse any job regardless as they won't suspect that you've figured out what they're up to, but you may want to take some additional precautions and do more research if your client is encouraging you with a million-dollar bonus for what seems to be a simple job.

200 – **Silent Assassin** – Your speciality is not pitched gun battles or thrilling martial combat. You use a more subtle approach. You have considerable skills involving stealth, you are a master at using poisons and artist of injections. Should you need to eliminate anyone, such

acts will be surprisingly quiet and rapid, poisons and sedatives you use kicking in instantly so long as they would work on the target. If you're going for a less lethal approach, you can easily, quickly and harmlessly sedate, choke out or knock out anyone with less skill than you, which will be most people, and the time and the ease and speed will decrease the closer they are to how good *you* are. Oddly enough, you have a knack for 'harmlessly' knocking people out by hitting them in the head with items that could plausibly be thrown non-lethally, as long as they are equal to or less durable than you. Random civilians with no training will go down practically instantly, while special operatives might take a little longer. If course, you can still improve your own skills and techniques if you find yourself going up against a higher class of target. You are also keenly and automatically aware when you are being viewed by others, when you are considered trespassing, and aware the moment that trespassing is known to others. Curiously enough, everyone around you seems to have less awareness of their surroundings when it's convenient and are slower to notice things that are out of place, so they might not notice you darting behind them and it would take longer to realise their key card is missing or that their drink changed colour slightly after they were distracted by someone dropping a coin. The less experienced or well trained they are with this sort of thing, the more disproportionately effective your tactics will be, so a CEO could be near oblivious while their guards may begin to suspect something eventually.

200 – **Absolution** – Getting away with your job is just as important as the skills to carry it out. You are now easily able to hide corpses and safely stash away living-but-unconscious people so long as you can find a plausible place to put them. Bloodstains and finger prints from such struggles seem to disappear, and the living will be too confused as to what happened to be able to give anyone much help tracking you down, maybe only able to give a description of what you were wearing. You can get away with crimes so long as there are no witnesses, and if there are and you don't want to eliminate them, and are able to change your appearance, they'll think it was someone else. Even if you walk right up to a witness who saw you shoot someone while dressed as a janitor, so long as you're in something else like a waiters uniform and not still openly carrying the pistol used, as far as they're concerned you must be two entirely different people. This Perk doesn't cover someone framing you for something you *didn't* do, but it does mean that if you're publicly identified as a criminal, someone has probably framed you for something you're actually innocent of.

400 – **Unfortunate Accident** – Does this world even have accident prevention guidelines? You would not think so, considering the amount of accidental and 'accidental' deaths that occur. Now, you can easily find ways to make deaths look entirely accidental or natural. Your skills and circumstances line up to make it possible, with things like faulty wiring near sinks you could easily overflow and give someone investigating quite a shock, or the complete coincidence of the target's speech taking place beneath a precariously balanced statue. You still might need to find specific tools or equipment to take advantage of these opportunities, but the opportunities will be available everywhere that you need to ply your trade. If you set something up that would require your target to walk into *just* the right place, they will unless they can tell something is wrong. If you can pull it off, even the most advanced forensics can be fooled if it looked sufficiently accidental, not leaving any evidence like fingerprints, foot prints or tool marks so long as you succeed and nobody saw you do it. You'll immediately become aware if an 'accident' you arranged was successful in

killing the target, if it fulfilled the parameters to genuinely be considered an accident, or if you were witnessed pulling it off and need to arrange another 'unfortunate accident'.

400 – **Experienced Vision** – I guess everyone should have gone to the eye specialists you go to, Jumper. Your eyesight, not to mention your other senses, are as good as a human could realistically be, with no health problems reducing it or making overstimulation of a sense a problem for you. This lets you take in everything around you, instantly identifying visible or audible Targets, Threats, anyone suspicious of you and any useful items. You have a sort of 'instinct' you can slip into, where these sorts of things seem to glow as unimportant features of rest of the world dulls around you, though that sort of effect is entirely optional and if used doesn't reduce your awareness – the important stuff just stands out far more in comparison. This 'instinct' should you choose to use it lets you see any guards or other security that would potentially cause problems through solid surfaces for a distance as far as you can see with any degree of accuracy. Your 'instinct' highlighting them in a colour of your choice, and your Targets are affected in a similar manner if you have some way of determining where they are. This 'instinct' also informs you of when anyone you can see is alert to your actions, distracted by something, or are in active combat with you. These indicators and what you pick up with your 'instinct' can be shared with any allies, such as being relayed to Handlers if they aren't aware with it, and they can update you with findings from your end. If you prefer a more old-fashioned approach or want to have some features of this available while others are not, you can toggle every aspect of this Perk at will.

600 – **Convenient Disguise** – Calling you a Master of Disguise would both be a massive understatement and slightly inaccurate, as you do not exactly have to put in a huge amount of effort for it to work for you. You are able to create or find convincing disguises, fashioning something quickly from what you have or using an unattended set…or taking the outfit from someone who doesn't need it as much as you do anymore. Discarded outfits are easily overlooked or left alone so long as there is not a body obviously involved. Somehow, you're able to swap clothes that aren't being used by some conscious objector, dressing and undressing yourself or something capable of resisting or willing to do so within a second as easily as putting your hands on the new outfit. Nobody will find the speed or switching peculiar, though they might raise objections if you are not supposed to be doing it. Even if you have a notable appearance, it seems to easily slip the minds of witnesses and will appear unclear on any recording systems that didn't get a very good look, any details focusing more on what you wear than your own features. You disguise is so effective you can fool anyone who wouldn't have a specific familiarity with whoever would be using that sort of outfit where you are, and you may even be allowed to be visibly armed so long as someone in your position would be, even if the choice of weapon is an odd one. While an actual cook would never notice anything's wrong when you walk up to them dressed as a security guard, the actual head of security won't recognise you and may realise something suspicious is going on, though it might take them a few seconds and if they lose direct sight of you they'll excuse it as a trick of the mind until they spot you again and the 'timer' for the realisation restarts. Since you tend to need to blend in, something that can reduce suspicions while you're doing it, you'll find yourself possessing the bare minimum of skill in any somewhat generic role to do so. You might not be able to do the job properly just with this, but you'll look like you're working.

Capstone Boosted – You are quite fortunate. Wherever you end up working, for whatever reason and whatever your specific job or task might be, you will find a surprising number of people that you could impersonate. As an example, if you were a tall bald Caucasian like a certain other hitman, you would find key members of the staff of a location are also tall, bald, and Caucasian. You just have one of those faces…and bodies…and apparently voice and accent too. But you're not relegated to being painfully generic for whatever reason, as where it's convenient but not implausible you'll find that even famous people look and sound sufficiently like you that it would be possible to convincingly replace them if you had the outfit they were last seen wearing. Nobody else will really notice this or think it's odd unless you point it out, to the extent you could joke with a 'fellow plastic surgery patient' about picking the same role model, yet nobody else would think this is unusual or a concern. You will also be exactly as good as the specific person you are impersonating at any skill required to blend in, even if you have no knowledge or training in that subject whatsoever. As an example, if you need to replace a famous drummer and actually play with the rest of the band in front of a packed audience of fans before there's the opportunity to speak to the manager who's your real target in private, you will be able to put on a performance just as good as the real drummer usually does. Or you could perform open heart surgery on a string of patients while you are posing as a world-famous surgeon, just so you can fail to save a specific patient that happens to be your target. You cannot do *better* than the one you are impersonating, but you will never be sufficiently worse that anybody would consider questioning whether you really are who you seem to be. You cannot retain any of these specialities outside of the cover identities unless you train yourself that much though.

600 – **Cause of Death** – Is usually 47, but you could quickly become just as common if not more-so. While you are no more durable or any stronger with just this Perk, you are amongst the best with whatever weapons you can get hold of, including improvised ones. In the case of the latter you probably are the best. If it can plausibly be used to kill someone or something, you know how to do it and certainly have the skill and opportunity to do so. You will be finding plenty of opportunities to be inventive, finding a disproportionate number of things like screwdrivers, poisons, ornamental-but-functional weapons, loaded guns and explosives left out in the open. This will never be considered odd. If you like, you can have an 'instinct' showing you things like a throwing arc, blast radius, and expected impact points of what you intend to manipulate. These will be accurate so long as nothing you could not possibly have known about changes things. If you knew that the windows to a building were bullet proof you'd see that the penetration of the rifle you found might not be enough, but if you don't do your research you might be taken by surprise as your 'calculations' are off. Entirely unpredictable things like someone stepping in the way, or a random gust of wind, that were not consciously done to counter your efforts are vastly far less likely to occur in such a way to interfere with your work. If you got the timing right based on what you knew, picked the right rifle and got in the right position, it would be entirely possible to shoot a car tyre through a wall from across the track to cause it to spin wildly out of control and kill the driver…though if you only have this Perk, you might have to accept collateral damage as it flips into the audience. If you're going for lethal approach, you can disarm and kill anyone less skilled and durable than you with the same ease of hitting a few button prompts, even

snapping the neck of someone who's already incapacitated with all the ease of adjusting a collar.

Capstone Boosted – They can't stop destiny, halt what's meant to be. You may as well be the Reaper yourself. If there is someone you need to kill, you will eventually be able to track them down no matter where they hide. If there is even the slightest window of opportunity, you will be aware of it and be there to exploit it. Things like body doubles, attempts to fake a death or miraculous medicine are not enough to stop your targets from being killed. You'd manage to pick the one day the Target decided not to use a body double, your chosen means of murder will completely ignore that fake blood spray and bulletproof body armour because you shot them in the eye, and whatever you did to put them down is too severe for even the best surgeons to bring them back up. They still need to be 'dead' for all intents and purposes for this to stick, and you still need to be capable of killing them somehow, but it seems that all are ultimately mortal before you if you can put in enough effort.

*Researcher*

100 – **Cost/Benefit Presentation** – It's not *your* fault that you and your team aren't able to convince your investors exactly how useful and profitable what you're proposing is, or failing to convince reporters that the new weather satellite you're working on isn't a waste of taxpayers money, or that you keep getting blank expressions whenever you launch into detailed explanations of what your genius has come up with this time. Now that will not be a problem for you or your audience. You are able to consistently and accurately explain any potential or current project or development to any audience in a way that they will be able to understand it and are likely to support it, so long as it could feasibly benefit them or those they care about. You can also leave details out if you really need to, so if that weather satellite also doubles as a surveillance system and this Perk makes you aware the audience really wouldn't like to hear that you don't need to mention it. Since this doesn't just apply to your own work, you may find yourself being elected as the spokesman for your entire department even if you're not in charge of it, since you have a good record of getting the investors to approve things. If you can understand how something works and what advantages it could bring, you can translate that to even the apathetic and uninformed in a way they might appreciate.

100 – **Hazard/Risk Analysis** – Knowing the positives of something and being able to share that is all well and…good…but sometimes you need to know the downsides. With this Perk, you are aware of the potential dangers any given or active project could create as well as the estimated probabilities of those unwanted events occurring without direct interference. Like the previous Perk, you are also able to get other people to listen to you when you are warning them, and they will understand the risk. They might still brush it off if they still decide to ignore that, meaning they're likely either stupid enough to kill themselves with something intended to be safe, or they're suicidal and want things to go wrong, but they'll never be able to honestly claim they didn't understand the risks and they won't be able to destroy records or silence witnesses who can testify against such a claim. You just explained them that well.

200 – **ICA Tech** – Whether or not you work for this organisation, you have a comprehensive understanding of their equipment, that of their assets. Even with things they have recently developed or created for a specific purpose, you will have at the very least the beginnings of familiarity with their sort of equipment, concealed or otherwise obvious. You know how this sort of thing intended to be used and can plan accordingly. You can design and re-design weapons to be discrete, compact, and easy to conceal, without reducing the effectiveness. Figuring out how to make a silenced sniper rifle that can fold away into a suitcase and still pierce reinforced glass is entirely possible for you, as well as tools like otherwise indistinguishably normal mobile phones that detonate when a number is called, or briefcases that can smuggle things through scanners, or easy-injection near-instant sedatives/poisons. Even more whimsical options like rubber duck grenades are entirely within your field of expertise. Just…do make sure whoever you are arming is paying attention and does not mistake your lunch for one of your devices. It is entirely possible you created an edible anti-tank sandwich bomb once, just to prove you could.

200 – **Tamper Proof** – It would be nice if you and your fellow researchers could tinker away in your labs without worrying that the new maintenance guy nobody is ever seen before replaced the sweeteners in the coffee machine with ricin. Now you will know something is wrong long before you are choking to death in the middle of your lunch break. Same goes for that viral superweapon you were making, or if the new jet has been tampered with. If something you or your allies extensively use or happen to be working on has been tampered with, you will immediately know the moment you look at it even if there really should not be anything visible. Maybe there is a wire out of place, or scuff marks where there should not be, or a new line of code, or just a *feeling* something is *off* about it. You are just that familiar with it, I guess. If it has been tampered with by an unauthorised party, you'll not only absolutely know that's the case, but you can even install countermeasures and security precautions that prevent this sort of unauthorised tampering. You can also identify flaws in such systems for exploitation, should you want to approach this from the other end of things.

400 – **Problem Shooting** – Some solve issues by shooting them, you know other ways of getting rid of a problem without necessarily resorting to firearms. If you are faced with a problem, generally technical but extending into legal, social, or economic, you have a knack for quickly coming up with possible solutions to it, based on what knowledge you have. Curiously enough, you will know exactly how likely these solutions are to be effective, and you will also know how to implement them if your knowledge base is wide and/or deep enough. If there is a low chance of the problem being resolved, clearly you need to find out more. The more specialised the problem is, the greater knowledge you will need to come up with something viable. If you know a reasonable amount about mechanics, you'll know how to fix practically any fault that could occur in a car, but you'd need to be a bit of a genius in other fields to be certain about how to weaponize a virus so it didn't show any symptoms via transmission until it got to the right person…or coming up with a countermeasure to that sort of thing. At least you will have a chance and being able to solve a problem, and know what chance there is of your solution working. Risking it or more research is up to you.

400 – **Lab Safety** – Countering deliberate assassinations is one thing, but dealing with *accidental* accidents? Even small ones can be just as deadly in the wrong sort of lab, and at the very least you do not want to make it that easy for your competitors. Now, your places of work simply will not be subject to any kind of *actual* accident that was not deliberately arranged. Something set up with lethal intent to kill you all won't be stopped by this Perk alone, but you don't have to worry about a frayed wire causing an explosion or somebody tripping and dropping a vial of deadly neurotoxin. Even relatively harmless things like work getting deleted simply do not happen in your workspace. That is the catch though, you must regularly work in or visit the location/s under this protection, as your prolonged physical absence will cause this protection to degrade over time. Nothing will occur whenever you show up and reset this so you don't need to worry about explosions the second you open the door, but if you're absent for a month this protection won't be around until you check in on things. Maybe everyone else is just less sloppy about this sort of thing in your presence?

600 – **You're A Mediocre Assassin** – But a brilliant scientist! Probably. Just with this Perk at least. You're skilled enough in your field to safely be considered the best in the world at it, whether that's genetic manipulation good enough to make enhanced clones, creating

weaponised drones that use AI for smart target selection, designing devastating stealth bombers or coming up with psychological conditioning programs that border on brainwashing. You could make drugs that cause any degree of amnesia that would need an antidote to counter, as a further example.

Capstone Boosted – Research and *Development.* Being able to look at what already exists and through trials, time and effort be able to improve upon it. You are particularly good at this. So long as you can understand how something works, you will be able to figure out how that thing can be improved. Depending on how advanced it is this might take more time and resources, but you will manage it even if it takes decades and another 47 more test subjects. Your improved versions will prove themselves to be better than the original, even if the example your work is based on happens to have a lot more personal experience, or everybody is so used to the outdated option it seems like the only option. Once your new version is perfected, the old one will clearly look obsolete in comparison.

600 – **Imagine A Bullet** – … precisely hitting the right target and nobody else because you were the one who made it work like that. Anything you design for use against a specific target will only work on that target for that specific purpose. Anything intended to be used on or used by someone or something specific will only work on or for them. It cannot be bypassed or tricked, the system will work precisely as you designed it and no other way. It is simply not possible fake being the correct user of security measures *you* designed to *only* allow permission to a *specific* person, be it only yourself or a client. Weaponised viruses keyed to a specific target for lethal effect won't mutate to affect anyone else in any way, smart-bombs won't cause unallocated collateral damage, that poison drink you concocted will only be drunk by the intended victim if left in a busy bar at happy hour, and the optic-scanning door you designed will only admit the authorised person…even if someone else is trying to use the eye they ripped out to get in. Whatever the reason, a combination of luck and your own careful work will make it function *precisely* and no further. If there is a payload of some sort, it still needs to reach the target by other means…like a hired assassin…but what you've developed won't be getting any Non-Targets killed so long as you wanted to be *just that precise*. The hitman might miss the shot, but the bullet you designed and all but engraved the target's name onto…or perhaps did literally, up to you…will not ricochet and hit someone else. It was not *intended* for them, so it will not *affect* them. More than a single intended target or user will reduce this protection based on how widely you allow things, any more than ten targets/users will reduce this effect of this Perk's Fiat-Backed safety and security as the wider range introduced loopholes, flaws and vulnerabilities to an otherwise perfect and precise system. While you can still theoretically make something designed to use on far more targets or used by far more people safe and secure, it will take progressively more time and effort. At a certain point it may not be worth it, not with this Perk alone. Best to consider your professional touch extremely personalised and take solace in the knowledge that the deaths you design will be bespoke.

Capstone Boosted – Considering the potential dangers in your work, you put in place a series of safety measures to protect yourself from it. Or at least that seems to be the case, as it could also be absurd luck. Regardless, it still works. Anything you have worked on still has the same limitation as above, but it specifically *cannot* be used against you or your immediate allies i.e. yourself and nine other people. A gun you fixed will jam when someone tries shooting you with it, you actually made yourself

immune to the type of weaponised virus you pioneered, the bomb you designed won't blow up your best friend, and the genetically modified super soldiers you created and raised can't be turned against you. The less of a personal touch you had in the final form of whatever the system or item is the less effective this will be, but anything clearly based on your own work or involving parts of it isn't going to have any chance of being used against you successfully. You are armoured against that irony.

*Target*

100 – **In The Shadows** – Shadowy conspiracies tend to have a knack for lighting, or strategic lack thereof. You seem to share the ability to conceal specific details about your appearance during things like video conferences and even face-to-face meetings, with convenient shadows and lighting being present wherever you need it to hide things or just look imposing. You also seem to be able to automatically cause glitches in night-vision cameras and facial recognition software, and at best even those familiar with you can only be 75% sure about any given identity you're using without arranging seeing you directly and in person. This isn't going to hide where you are and you're not going to be invisible with this Perk along, you can still be shot in the chest even if they can't make out your face, but it's possible they'll be mistaking you for someone else or not be certain enough of striking a Non-Target to take the shot. In a brightly lit board room, you will be in the one seat where the lights have failed, and the spy cameras will end up getting something partly obscuring your features. Oddly enough this does not affect those you want to see you or your own perception.

100 – **Backstab Vest** – If you are in a group where nobody quite trusts each other or some might have to gain from your failures, ordinary armour is not enough. With this Perk, you are aware when your peers are plotting against you, as well as the severity of their plans. This does not necessarily tell you what is going on, but you know *when* is and how serious it would be for your wellbeing. You will be able to clearly distinguish between someone wanting to steal your lunch, or swiping your promotion out from under you, or if someone is plotting to murder you. While by default you will get a vague idea of who and what their goal is even if the severity is obvious, the precision of this warning scales with how well you know the plotter personally. This will not work very well on complete strangers, but you could practically read the mind of your best friend. It would be a shame if someone who you've known for years wants to destroy everything you love, but at least you'll know exactly how they intend to do it, who they hired and when it will start.

200 – **Leader** – Some follow. You *lead.* You have the skills, knowledge, charisma, and willpower to start off a conspiracy for whatever ultimate goals you might have. This could start off small but rapidly grow to become international in scale, the speed of growth, ultimate size and reach of such groups scaling to available resources and your ability to develop such groups. Starting from nothing as a nobody could take decades, while an influential billionaire might only need a few years to achieve the same. You can identify who to recruit, how to obtain their services in such a task and whether they'd willingly be involved. This doesn't mean you'll be able to keep it secret with just the effect of this Perk, and you may be taken out by more entrenched competition who have opposing goals or just don't want anyone muscling in on what they do. You have a flawless memory when it comes to names and faces too, not to mention when things are out of place. That could come in useful.

200 – **Cover Up** – A key feature of a secret international conspiracy is that it stays *secret*, and there are a lot of nosy people in the world as well as those who might want to expose the competition. You can disprove even entirely truthful claims of your wrongdoings if there's any degree of doubt or leeway. You can make attempts to expose you or your goals

look like an unjustified attack on your character, or motivated by a grudge, or a smear campaign for their own goals. You will easily be swinging public and political opinion around and (likely back into) your favour, so long as the evidence isn't absolutely damning. Even then, there will be those who consider this news to be faked. You can either do this sort of public relations manipulation directly or elect a more public spokesman and provide a script. You could even arrange providing this service for other people or groups.

400 – **ICA Compliance** – No, not OSHA Compliance, that would apply to *accidental* accidents. Now, wherever you live, work, or choose to visit will not have any easy opportunities for 'accidents', not unless someone can bring something new in that clearly isn't normally there. Your shower won't end up hooked up to the power supply, and your favourite coffee mug won't be laced with toxins, but the unfamiliar car parked in your spot might have an explosive set to go off as you approach it to complain and you could still accidentally burn down your house with candles as you sleep or be stabbed with a screwdriver by one of your technicians when they trip over. It is not complete immunity to the avenue of 'accident'-based assassination, but assuming you and your people are not careless you can at least trust your own stuff.

400 – **Competent Security** – You don't want the hard work of yourself and your allies to go to waste because one of your guards left a door open for a smoke break, took a nap, or somehow thought that the 'new guy' was legitimate despite clearly not fitting in with any other member of the organisation. Now, your guards are always alert, take their jobs seriously, do not reveal important information in conversations, will react quickly instead of being confused, can recognise each other on sight, and will not leave passwords and keys lying about. While it is still possible to trick or distract them, this will now be less effective than it would otherwise be, and they will quickly catch onto these sorts of deceptions if they are used too often or too obviously. You can consider them at least 10% as competent as you when it comes to spotting assassination attempts, security issues or infiltrators. They will acknowledge and learn from mistakes, and they will adapt as best they can to do their jobs to the best of their ability. They might not stop the best assassin in the world with a perfect record, but they are always at least several steps above the guards usually found in films and video games. Even if they are not elites, you will not be justified in hating them or claiming they are not doing their job properly.

600 – **Providence** – Secret societies certainly seem to be a staple of this setting. You can contribute to that, here and in future Jumps. You have the knowledge, skill, and charisma to organise promotions in a way that benefit you as well as quickly rising to the head of your own secret societies or those you join, easily able to conceal such organisations even from international agencies and other competing conspiracies. Should it be discovered, the higher up in the ranks you are the more difficult it is for anyone to threaten the conspiracy and its goals. This could get you more than a few promotions just on its own merits, and you certainly find it much easier to join conspiracies as a valued and trusted member even when membership had been exclusive. It wouldn't be unbelievable to be approached to join a group that has historically been limited to a specific group of families, or people from a specific location, and it wouldn't be impossible for someone of your qualities to end up running it should you prove capable…or arrange for positions to become available.

Capstone Boosted – Regardless of how a conspiracy withers, grows or evolves over time, you seem to be its Constant. If the high-ranking members are being tracked down and eliminated, you will be one of the last, if not *the* last to face this fate if it is truly unavoidable. But you will not be making that easy, as not only are you almost impossible to identify being part of a conspiracy should you be in that position, you have gained undying loyalty from others within it. Your subordinates are willing to go along with your plans even if it puts them at risk, thanks to their dedication to the cause. *Your* cause. You could even arrange perfectly effective decoys acting as the head of your conspiracy while you hide in the shadows. You could even pull off slightly implausible double bluffs by creating a secret organisation that is merely a puppet to another *even more secret* organisation that you secretly run. This level of operational smokescreen entirely within the realm of possibility for you. Finally, you have an innate awareness of when someone is aware of your existence, and with some effort you should be able to find out who that is and how.

600 – **Elusive Target** – You did not last this long by being easy to track down or taken out. Whoever intends to harm you will find your schedules appear to be erratic, your movements difficult to predict. Your location is hard to pin down even by agencies with global intelligence networks, and should they manage that they will find they have an extremely limited timeframe to target you before you vanish again. Oddly enough this causes you no problems, either due to your arrangements conveniently aligning so you can get everything done wherever you want to be, or Fiat-Backing making everyone *believe* that you could only possibly be taken out during an hour on a beach holiday you spent at a crowded bar….despite choosing to spend the rest of the day sunbathing and snorkelling with no witnesses. Up to you exactly how this works, but this just allows only limited windows rather than letting you pick and choose the best times to be assassinated, so it's entirely possible that window will show up while you're asleep in your beach hammock. On top of that, should something happen during the 'available' parts of your schedule, you have unnerving skill at faking your own death or those of others. You also tend to have small strokes of luck on your part or misfortune on that of assassins that gives you a chance when death is all but certain, like tripping and avoiding the perfect headshot or someone wandering in at exactly the wrong moment. You have a chance, but the rest is up to you. You are so frustrating to properly kill that it is entirely possible that the less dedicated and determined will give up entirely after a few tries. You are still mortal, though, with just this Perk.

Capstone Boosted – Or you might just be undying, as far as anyone here can tell. You now have a veering-on-supernatural ability to fake your own death, somehow able to avoid experts on the matter. It is safe to say that if you are not confirmed *absolutely and most sincerely dead,* then you will have a chance to avert your fate and recover. If they take your head and put it on a pike to show to your friends, that might be enough…if you weren't able to switch with a body double in the brief window of no observation, or have means of preserving your life that some may deem unnatural.

**Items**

*General Undiscounted*

Free – **Your Death Will Be Bespoke** – It would not be Hitman without the classic outfit. You have one that includes a black suit, white shirt, red tie, leather gloves. You also have a variant white suit with white gloves. These are perfectly comfortable regardless of the environment, perfectly tailored to you however your body changes, seems to have space for a concealed holster. Wearing this suit, or at least touching it, allows you to keep, remove, or regain any hair you would have in an instant. These suits self-clean practically as soon as it is dirtied if that is convenient for you. Keep those red specks off your impeccable attire.

Free – **Code 39 Bar Code** – A highly obvious tattoo might be a problem for some, but not for Agent 47 and not for you anymore. This Item manifests as a tattoo or similar marking of you preferred design somewhere on your body, by default a bar code on the back of your head. Despite being obvious, such a decoration is somehow never noticed by anyone you do not want to notice it while being clearly visible for those that you do. It is possible to use this marking for an undeniable indicator that you are who you claim to be, and this cannot be impersonated or replicated. You could potentially arrange for it to act as a security key if you wanted.

100 – **Fibre Wire Black Garrote** – This is one of Agent 47's signature weapons that appears in every game of the series. It is a handheld wire used to strangle a person. This one will not break while it is being used as intended. It is overlooked surprisingly easily even by a security sweep, possibly because the one you have seemed to double as a coat hanger.

100 – **The Complete Collection** – Be cautious with who you show this to, as some of the details it includes might be classified. This is a complete copy of the entire Hitman series of games, books, comics, and films, complete with posters.

*Drop In*

100 – **Tracking Bullet** – This is not a bullet intended to kill anyone or anything. In fact, it cannot. It will not strike centre mass, cut an artery, deliver any sort of payload, or cause serious wounds, intentionally or otherwise. Instead, while it will successfully hit any target the shooter could conceivably hit with their skill and available equipment, however implausible that may be, causing a painful but ultimately harmless graze. This will almost certainly alert them to the fact somebody just shot at them, but you will then be able to track the target anywhere regardless of what measures they use to conceal their presence. Whoever took the shot will know exactly where whoever they marked in such a way are but depending on their skills, they may be unable to reach them. The marked figure may take precautions such as bodyguards, or perhaps do something like hide inside an embassy or hotel. Regardless, the shooter will know precisely where they are, even which room they are in, so they will have the opportunity to catch up with them eventually. They might need to come up with some plan to get to the target, however. Knowing where they are is not a lot of use if they cannot be reached.

100 – **Gut Bomb** – Something they ate? While you may be able to find or create something like this yourself, this version comes with Fiat-Backed advantages. It is a set of white spheres slightly smaller than a golf ball, each of which are somewhat uncomfortable but entirely possible to swallow…or force someone else to swallow. These spheres contain small but powerful bombs, potent enough to kill an average-sized room full of people. These explosives are perfectly safe to handle, in face they can only gain the explosive property and be set to trigger upon being ingested by, or otherwise surgically implanted within, something like a person. They do not necessarily have to be living. You have a detonator keyed to the activated spheres, the design and look of the detonator up to you so long as it does not affect its range, which is approximately that of a mid-sized city. Once 'primed' by being within someone, the signal between the bombs and the detonator cannot be detected or interfered with, and only the detonator can trigger the bombs. This is fortunate, because the detonator you have is capable of picking up surprisingly clear sound from the bomb, allowing you to hear conversations and possibly determine if a target is within the blast radius of your unwittingly explosive Trojan Horse. You might want to take some measure to ensure that your smuggler is not able to warn anyone about what you have done, though the specifics of that are up to you.

200 – **Subway Subverting Station** – Not *necessarily* a subway station, but will need to be a public, easily accessible location. You do not have to own it, but you need to identify an existing location and 'mark' it as such at least 1 hour before your target arrives there. This location, once this 'timer' has run down gains a series of unusual properties that can make convincing somebody that you are really on their side more effective. Not only will the one you intent to trick actually stop to listen to your claim, however briefly, they will quickly find themselves far more trusting of you even if they are usually paranoid and untrusting of anyone at all. While the effect is relatively minor on whoever you're deceiving, the true strength of this item is the effect of those that *genuinely* want to help them, making them seem significantly *less* trustworthy and pick options that don't endear them to the one they're actually trying to help. They certainly will not start off by calling you out even if they know what you are up to or do anything that would have any chance of *immediately* earn

the target's trust. Even trying to shoot you will seem to be attacking the one they are really trying to protect. This won't make things *certain* to keep going in your favour if you have no way to keep up your act convincingly, and this doesn't protect your own life, but there's a good chance you'll be off to a good start while your opponents are off to a bad one.

200 – **Hotel Room** – Not much, but it might be useful when you cannot make other arrangements. Anywhere you go, there will be a hotel room of at least average quality for the location available in a name you can choose that will not immediately be tied to you. It's only for one night, doesn't come with additional security, and won't have any special features you wouldn't find in another comparable hotel room, but it'll be there when you need it and didn't have time to organise anything. It is already paid for, so you will not make it any easier to track you down and will not have any direct surveillance on it during that one occasion. You'll have to arrange your own accommodation if you want anything more than one night in a single location, and staying longer than this covers will allow any general surveillance to work on the room again, and further payment could be used to track you down if you're not careful. Useful in a pinch though, and curiously enough if the 'one night' timer hasn't expired, anyone deliberately hunting you down but under false pretences like supposedly being a witness to an assassination are much more likely to realise you don't recognise them. Might even make them pause and reconsider killing you or wonder if they have been set up. The rest is up to any other skills, Perks, Items, and abilities either of you possess.

400 – **Crash Test Vehicle** – This is not a Crash Test Dummy, and it is not something that *will not* crash. It is in fact *intended* to crash. The key point is that doing so will not harm whoever happens to be inside even when there is a high chance that it would kill them, so long as the crash was deliberate by whoever is driving. This will manifest as a vehicle nearby you that you could use, perhaps in the form of a car or a helicopter. Even if you are unfamiliar with the specifics, you will very quickly learn to pilot it at least enough to *not* crash before you reach your *intended* crash site. You could use the vehicle to collide into one of the top floors of a tower and get inside perfectly unharmed, unaffected by the crash and not even need to tie back your hair to keep it out of your eyes during the impact. Instead of bouncing off a building the second the blades hit, being thrown around and badly injured by the impact, getting your skull smashed open on the steering wheel, or exploding on impact like any other vehicle might experience in the same situation, your entry will just be suitably dynamic and let you keep on going. Won't *guarantee* you can get somewhere, but at least *trying* that using this won't get you killed, and everyone that *would* cause you problems are guaranteed to be stunned by your unconventional tactic long enough to take advantage of the surprise.

400 – **A Favour** – You've done something useful for someone, which may just be paying the CP for this item if you can't think of a good reason, that will cause any one person or organisation you are not actively or known to be working against to return the 'Favour' they owe you. They won't do anything obviously and openly illegal or that would cause them serious problems, but as an example you could have this function as a 'deal with the CIA' that would cause them to intercept an Interpol convoy that is transporting you, causing enough of a distraction for you to escape…if you happen to be skilled enough and have any idea of how to *use* this opportunity. Once you have used this Item for the Jump, you will

need to actually earn any future favours yourself, but this could be a good start and earning a sufficient favour yourself will allow it to 'recharge' within the same Jump. As long as you set it to trigger a reasonable time before it comes into play, the 'Favour' will work as if you actually contacted whoever owes you the 'Favour' ahead of time and arranged matters. If it turns out you do not need the 'Favour' when you thought you would, it will not trigger as clearly whoever owes you the 'Favour' was not contacted. Consider this a useful backup if anything, but you will need to have some idea of how it could be applied.

600 – **Retirement Spot** – In one or more worlds full of all manners of danger, conspiracies, assassins, terrible accidents and kidnapped scientists forced to work on weapons projects, it might be nice to have somewhere to go once you're done with it all and don't want to play the game anymore. This Item covers that. It could be a greenhouse in Singapore filled with your favourite plants, a Vineyard you have always dreamed of somewhere in Italy, or an isolated cabin somewhere in the Swiss Alps. Wherever it is, it belongs to you and is perfectly suited for a low-key retirement. Anyone searching for you won't find you by accident while you're here, and as long as you aren't doing anything to interfere with events in the rest of the setting, anyone actively searching for you will have a great deal of difficulty tracking you down regardless of their resources and capabilities. Should you use this building for other purposes, such as trying to use this as a base of operations or a safehouse you periodically visit to wait for things to cool down, this protection will be lost as you clearly have not really retired. It's the perfect place to retreat to once you're properly 'out of the game', sufficiently suited to your needs involving living a quiet, dull and reclusive life in isolation, perhaps not luxurious but comfortable enough for you to cope. In the event that your proper retirement is interrupted by others, there is a fast but commonly available vehicle available suited to the location you could potentially use to make your escape, but you can consider your 'retirement' over if you have to do that.

600 – **Office Headquarters** – It is possible you run some international group, head a syndicate, or just happen to own this. Maybe you can rent it out to interested parties if you do not have a use for it. This is not a subtle possession, being a skyscraper *slightly* taller than any other building around it, fitting in with general architectural styles but looking quite modern, found within a major city of your choice. Amongst other features such as offices, conference rooms and other business-related accommodations, there is a safe room/office for your own or the owner's personal use. This has a computer system capable of contacting any assets under the user's employment, by default set into a desk with video-conference capability and a bulletproof window that can be used to project information from anyone outside, allowing you to see your employees and provide instructions without ever leaving the room. This level of security, assuming you do not augment it further, could potentially defeat up to 14 attempts at assassination, a reputation you can allow if you believe it would deter future attempts. There is also a security system capable of monitoring from any camera system you or your assets have been able to patch into on a global scale – this has to be done by your efforts or by incorporating any network you own, as it will start off limited to the Office Headquarters and its immediate surroundings. Should your security measures fail and force you to retreat, there is a functional helicopter pad on top of the building as a last-ditch escape option. Just be sure nobody smuggles anything explosive onboard during such a retreat.

*Client*

100 – **Innocent Accounts** – For those occasions where you do not want anyone to know exactly how much money you really have, or do not want to get in trouble for what you are using it for. This is an account only you can access, and paying anyone for anything using it will not allow these payments to be tracked back to you or used as evidence you were involved in something less than perfectly legal. Strangely, the existence of this account is perfectly legal should you want it to be known, yet even showing it to authorities will not cause them to be suspicious about all the 'Contractors' you might be hiring using it.

100 – **Dressed To Not Kill** – A wardrobe of clothes that will let you attend the various sorts of events and parties that occur here, from casual parties to glamorous fashion shows to attending a race, this will let you blend in perfectly as a totally innocent bystander who's supposed to be there.

200 – **Ledger** – What is this red…are these stains? This is a monument to all your sins, Jumper. At least the ones anyone could prove. It could be handy for keeping track of anything you need to have covered up, or if evidence remains that needs to disappear. Any crimes you've committed or are responsible for legally will be recorded in red ink on the pages within, not providing a huge amount of detail or indicating exactly *what* needs to be wiped out so this personal record can be…wiped out. Anything successfully concealed to the point nobody can discover it will simply vanish from the pages if it was ever written there at all. Only you and those you authorise can see what *is* written in this thing, otherwise appearing as a tattered, red leather bound, slightly stained notebook.

200 – **Contact List** – This could be useful for your business, though perhaps best to keep it away from prying eyes. This black notebook, which can alternatively be a file on any computer system you have if you prefer, updates with any 'contractors' that you know of, and will continue to update should you discover more. It will list how to contact them, your prior methods of contacting them if any, any previously known employers, note any previous uses of them on your part if there are any, and their reputation. It also indicates how any given 'contractor' regards you or your organisation, so you can avoid accidentally trying to hire someone who hates you or is considered unreliable by other employers.

400 – **Acceptable Alibi** – Need an alibi? Here. This is some unquestionable way you can be verified of not being guilty of committing a specific crime and a specific time or location, as this is clear evidence you were at a *different* location doing something else at the same time. It could be a video recording, a photograph or a witness statement, but it will be sufficient if anyone is following standard law and practice. You can lend this Item out if you need to. As long as the user cannot be proved that they were *not* at the place that this alibi places them at, such as being caught on camera elsewhere at the same time, this should work.

400 – **Killing Floor** – Sometimes you just need to create your own opportunities or provide them for others. This Item has two components - a building the size of a large mansion, and a blank invitation. When triggered, the Item fully manifests as a single event of your choice that the person or persons you want dead will be inclined to attend and do so without

suspicion. This could be any major public event of the same theme as the target's own interests, from a glamorous gallery opening to a high-society dinner, to a famous fashion show, or an exclusive film viewing. The invitation will shift to show the details of the 'theme' and the names of the attendants as you mentally 'plan' the event – if it shows all the names you want as 'special guests', just add your own at the end of your hit list as the 'host' and that will 'finalize planning'. You would need the resources to pull it off, and the more targets, the more reclusive the Targets are, and the more security they generally have, the greater the amount of resources required to trigger this. Essentially, you are the one paying for the targets to show up. Those you want to attend and are within your 'budget' will do so without suspicion despite you funding everything. They will have far less security than they would usually have on such outings. The event will be set up regardless of any safety concerns by authorities, fortunately for you. Any deaths that occur during the event that can plausibly be passed off as accidents will be considered unfortunate acts of random chance and you will not be blamed for them nor have your reputation negatively affected. You set the stage with this Item, now all you'd need is to arrange someone to ensure that your 'special guests' gave their final performance or get your own hands dirty.

600 – **Major Legitimate Business** – You do not run a secret organisation or head an international syndicate of criminals; you are a legitimate businessperson! Or at least you are as far as the public might be able to tell since this Item is effectively the ownership of a major important but totally legitimate business. It could be a global chain of restaurants, or a pharmaceutical giant, or a major international airline, but it really does not do anything illegal and will be perfectly above board. This Fiat-Backed good reputation fails away if you actually start using those restaurants for drug dealing, the pharma labs for creating chemical weapons or the airline for weapon trafficking, or turning it into an illegal monopoly, but it will *start off* completely legitimate in each Jump and remain that way unless you start deciding otherwise. Still, this does not cover the not-insubstantial amount of money you get for ownership of the company and 100% of its stock. Perhaps you can use that for some reasonable security, luxury, and being able to afford hiring the worlds best assassins. They are not a business expense, after all, and there is nothing stopping you having *other* businesses on the side with less-than-legal activities going on. Bear in mind you may need other means outside of this Item to cover that sort of thing up.

600 – **Solid Evidence** – In a world with conspiracies and organisations that would be threatened if their secrets got out, it is useful to have an ace up your sleeve. What you have here is the *potential* for that, something that contains information in a form of your choice, defaulting to a paper folder. It is empty until you open it, at which point it will be found to contain all the sufficient believable and undeniable evidence of any one conspiracy or secret you are aware of. If you are not aware of something suitable for your purposes, it would be advisable to continue investigating until you discover something you think you can use. When this Item is triggered, if the evidence is revealed to anyone else it will produce a response that scales with how large and how dangerous it is to those you reveal it to. If the threat of a conspiracy is great enough to the stability and freedom of the world it might invoke international action. If rather than presumably-benevolent whistleblowing you preferred to use blackmail, a secret severe enough that if exposed would ruin someone's life, it could prove to be *immensely* persuasive in getting them to do what you want in exchange for handing over the damning evidence. Feel free to use it as leverage, or to ruin

the efforts of something you oppose, but be aware once the secret is out, you will lose that leverage. This Schrodinger's file only works once per Jump, but it is guaranteed to make those you show it to take its contents seriously and act accordingly. If someone aware of the events of a world from the point of view of an omniscient audience were to have access to this Item, this could be quite potent.

*Handler*

100 – **Off-The-Record Accounts** – This Item is another form of account, one that allows traceless transfers of payment into it. This is for when you are being *paid* to do something questionably legal, not when you are the one making the payment. This can store funds off of any monitored system, and those who want to pay you and you want to be paid by will be able to transfer exactly as much as agreed without any difficulty or anyone you don't want to be aware of this ever noticing or being able to find out.

100 – **Deadly Poison Injector** – That is certainly what it looks like to anyone who sees it or who you might use it on. Inject someone with this and they will seem to cease all signs of life … seem, that is. What this actually does is place someone that you do not want to kill into a harmless but utterly convincing coma. This comes with the counteragent, so you or others can wake the "victim" up with no harm done, fully able to do whatever they could normally do with no reduction in their physical or mental abilities. Great for faking deaths.

200 – **Research Network** – If you are the one in the chair talking over an earpiece, you will need to have useful information to actually help. This computer system links into a network full of details you can use to help plan your operations. This is not guaranteed to start off as a lot, but it will be accurate with what information it does provide. It also makes it far easier for you to acquire more information and automatically adds any accurate information you or your assets acquire into it. This will let you give details on Targets, security, ways into a location and extraction points for your assets. Even when you do not have the full picture, it will give you a vague indication of something you are missing, giving at least some sign that you something is being concealed if there is actually a major secret being hidden from you.

200 – **Concealed Coms System** – Once you have the information, you need to be able to provide it. This is a way of contacting active clients or your assets regardless of their location, even if they are in the field. This could take the form of hidden earpieces, text messages, or some other method of providing the communication you need. This cannot be traced, blocked, or intercepted.

400 – **Training Facility** – Your assets may not be up to your standards, you think they could improve, or you want them to be able to practice for something specific. This should help. This facility, set either in a property you already have or in a remote location, can be set up for scenarios, train and test assets, and experiment with approaches. No permanent deaths that were not deliberately intended by you to be final can occur here, even those with snapped necks simply wake up or more significant damage is revealed to have been done to a realistic dummy. This facility can easily be equipped and modified for anything from cyber-attacks to guerrilla warfare or assassination practice.

400 – **Inside Men** – Getting people to do things for you in a location you are not supposed to have any influence over can be difficult. Now you can just pay for it. This Item ensures there will be people within any given group or organisation you can use to smuggle things in or arrange things like leading someone to a meeting or providing an ID for your assets to use. These people will not put their lives on the line, and the action has to be discrete. In the event they are killed or exposed you will be able to find replacements relatively quickly, but

you may find it progressively more difficult to get much leeway in organisations you keep losing your inside men in, since they will take measures to try countering their effectiveness.

600 – **Agency** – Why bother making an Agency from the ground up when you can just buy the whole thing? This is an organisation for international assassination, not the biggest or best around to start off with but it is something. You can either run this or be part of it. Surprisingly, this organisation is ignored or conveniently overlooked by governments who may become aware of it, so long as they can get some use out of it. You could have this start off as a department or subsidiary to an existing organisation offering the appropriate services if you would prefer that to standing alone entirely.

600 – **Backup Base** – You might need somewhere to retreat to or use as a foundation as you rebuild something that was destroyed, and all your identities have been burned. This is a hidden base, not necessarily particularly big or impressive, but if the rest of your organisations are destroyed, the members exposed or killed, and those hunting you as you go to ground intend to leave no ground to go to, this is invaluable. It has backups of core non-fiat equipment and databases, concealed weapons, enough room for a small team and perhaps even a useful vehicle. Most importantly this place is utterly undetectable and unreachable by anyone else until you show up, at which point the longer you are there and the more you do this fiat-concealment will slowly drain away. This might not seem a lot, but it is something you can use to hide in the ashes of your achievements, and either fading away or flaring up once again later on is up to you and your efforts.

*Hitman*

100 – **Coin** – This looks like a perfectly ordinary coin, of a currency that seems appropriate. It could be a single silver dollar, or a £2 coin, or something of approximately the same size and value. While it seems to be entirely mundane to you, it has an uncanny ability to attract attention when it is thrown, making noise upon impact that will prompt investigation by anyone that hears it. Unless something else is clearly going on, this will get their full attention.

100 – **Hitman GO** – No, not the game, this is the Hitman General Organiser. This could be an app on something you have or a unique device, but this establishes untraceable instant communication with any network or handler you might have, with no form of interference. It allows you to view any pertinent information you should have access to you via some means easily, and it will appear to be a generic game or messaging system should anyone you do not authorise see it. It comes with an equally effective and entirely unnoticeable earpiece, camera, and microphone.

200 – **Universal Lockpick** – You may not be able to have access to all the keys, so this should help a little. This small device works on any form of lock that is possible to unlock by relatively mundane means and does not require a specifically unique key.

200 – **Gun** – Sometimes shooting might be the best solution, and this makes that solution slightly better. This manifests as a specific weapon you are comfortable with using and can easily carry yourself, such as a pistol. This is even more silent than the mundane silenced equivalent, comes with full magazines that refill automatically at the end of each mission they are used on, and produces no shells when used. The bullets are untraceable, and the gun or pair of guns are easily concealed and will never malfunction. If you like, this may be a copy of Agent 47's own pistols.

400 – **Retroactively Handy Tool** – You will never need to spend ages wandering around looking for a screwdriver with this. When you come across something that you need a specific but widely available tool that you could plausibly find within that location and you could easily carry, this tool becomes that tool. Even if it has taken the form of another tool previously, it will change to become the new required tool.

400 – **Briefcase** – What seems to be an entirely mundane briefcase, but far more useful to you. You can safely and conveniently conceal even illegal items in this briefcase, which seems to be able to hold somewhat more than it should be able to. It is durable, bulletproof, and oddly enough seems to be unnaturally accurate and effective when used as a thrown weapon, should you need to use it as one.

600 – **Corpse/Comatose Concealment Container** – Tired of getting caught lugging bodies through patrolled hallways, or not being able to find a convenient wardrobe? This container, which will be nearby whenever you need it, will blend in perfectly with the environment and will not be checked by anyone until it is convenient to you. It could manifest as a wardrobe, a wash bin, a dumpster, or an empty crate, changing to fit the location but clearly identifiable to you. It will conceal its contents from any sort of detection. Anyone

unconscious inside it will stay unconscious but remain perfectly healthy and only awaken when it is convenient to you. It never seems to get crowded either, as it does not appear to have a limit for storing people regardless of their state.

600 – **Monastery Hideout/Temporary Retirement Home** – You might want a break from a high-stress career, but not necessarily want to drop out of it forever. This is a discrete and somewhat luxurious place well suited for any cultured assassin to retreat to for a time. It defaults to a monastery, but you can specify something else if it does not give any significant advantages. You will not be bothered by anyone while here, unless you caught their attention first, and neither will anyone staying with you. Friends who stay here will not get kidnapped unless they personally and directly caught the attention of the kidnapper.

*Researcher*

100 – **Credentials** – Sometimes you need to prove your genius with paperwork rather than practical results. As long as you are genuinely that capable, skilled, or possess abilities that make you that qualified to do something, you now have all the certificates and other legal documentation to back it up.

100 – **Lab Coat** – This makes you look the part and helps with keeping the part. This perfectly fits over whatever clothes or body you have, covers enough to fulfil all the regulations, and is far more comfortable and flexible than it appears. Something included not usually present in regulations is that it is about as durable as Kevlar and cleans itself of any stains as soon as it is convenient for the wearer.

200 – **Lab Equipment Requisition Form** – Having the licences and outfit for the job might not be particularly useful if you do not have the equipment to do the job. This is a blank requisition form, and if you fill it out you will find the suitable equipment delivered and installed into whatever lab you specify within the hour. Putting equipment on this list will cause the price of that item being shown, which upon this form being signed off will deduct that cost from whoever is agreeing to fund the work. This could be your employer or yourself, and this method of financing and procurement will not be considered unusual. Just be careful not to go over budget without giving significant results.

200 – **Automatic Hazmat Outfit** – You might need protection from less personalised hazards. This is a bulky but perfectly comfortable and functional Hazmat suit capable of protecting from fire, acid, aerosolised threats, diseases, viruses, radiation, and other environmental threats you may encounter. It has an internalised air supply that lasts up to an hour, and you can manipulate things wearing it just as easily as you can without it. Even if you hate wearing this, or rush into your lab and forget to put it on, this will automatically deploy the moment you enter an environment that needs it. It will remain sterile and clean itself of any contamination whenever needed.

400 – **Mansion with Concealed Lab/Hospital** – You have the qualifications, the outfit, and the equipment … but you also might need a place to work if you haven't been able to acquire one somehow. It might need to be discrete depending on what you are working on. If so, this is the option for you. It takes the form of a large but not necessarily impressive building such as a mental institution, somewhat dilapidated mansion, or minor hospital, which conceals room for your real place of work. Though it starts off empty, this retains upgrades and equipment you include within it, and contains a security room from which you can observe and control cameras and security doors. You can set these up to only open for specific codes or markings if you want.

400 – **Source of Funding** – You may not be able to provide the funding for your work yourself. Now, you have a source of funding. This takes the form of either some specific mid-tier company or a generic equivalent, and regardless of its legitimacy it is willing to fund your work so long as they can see some sort of return from their investments. The more money you are able to make them, the more funding they will be able to provide.

600 – **Personalised Virus** – This is a DNA specific virus, potentially able to affect anyone anywhere in the world. Imagine a bullet, fired in any direction, passing through countless bodies without inflicting harm, invisible and undetectable, until it strikes its target… a bullet may have been a bad metaphor. Regardless, you have a prepared sample of this virus in a container, and once you introduce a specific target/set of targets DNA to it, you will possess a virus that will only affect them and do so quite lethally. It will not mutate or harm anyone that is not, specifically a target. It may take a while but infecting one person in a building should eventually get to the actual target/s in the rest of it. The greater the distance from the target and the less interaction they have with others the longer this will take to be effective.

600 – **Cloning Facility** – Do you want to wage some sort of war? Whether you are providing the results of this Item to someone else or for your own goals, this facility can produce clones using any DNA you are able to provide. You could use this place to produce superhuman clones like Agent 47 given enough time, or potentially improve on it. Those produced will not face any genetic flaws or physiological problems you do not want them to possess and depending on your own research you might be able to improve on what would otherwise be available.

*Target*

100 – **Reputation** – There must be some reason those who don't like you can't just gun you down themselves or call the authorities rather than using less direct and not necessarily legal means. This manifests as either a good public reputation that gains you support from the populace unless you are definitively defamed, or a shady reputation that gives the impression you are too dangerous and well connected to deal with personally without suffering some form of reprisal.

100 – **Reliable Escape Vehicle** – Sometimes, the best defence … is to not be anywhere near the offence. This vehicle is guaranteed to be available whenever trouble rears its head, close enough to get to within about a minute, and will be fuelled and ready to go. As a bonus, this vehicle is guaranteed to not be sabotaged like other options might be. Actually managing to reach the vehicle and going somewhere safe is up to you.

200 – **Universal Antidote** – Realising you have been poisoned would be bad enough without having any clue what it was or which antidote to use in response. This is a countermeasure to that problem. If someone has been poisoned, no matter the severity or acting time of the poison, this will instantly counter the effects and allow the one affected by the poison to survive. This countermeasure can be injected, inhaled, or ingested.

200 – **Threat List** – You might need to know who is trying to kill you or why in order to stop them … or get them first. This is a self-updating list containing everyone who might possibly have a grudge against you, and anyone any specific figure or group on the list could plausibly contact to deal with their grudge against you. It might not tell you exactly who keeps sending assassins after you, but it would certainly help narrow it down.

400 – **The Syndicate** – You are at the head of a concealed organisation of some sort. This could be some manner of illuminati, a spy ring, or a secret government group. It cannot directly field armies or overthrow countries, nor does it start off with public support to accomplish its goals, but it does provide a great deal of discrete yet far-reaching power. Others within your organisation may not necessarily know who else are members or who is really in charge, giving you the opportunity to place whatever puppets you would prefer to hide your true identity, and you could potentially create a secret group to use this one as cover. This could let you get access to a lot of secrets, and gather enough strings to start manipulating things on an international scale eventually.

400 – **Suicide Pill** – Your secrets might be significant enough that any means are acceptable to keep them, even the death of your operatives. Or you might need to have very particular leverage on someone they cannot just rely on ordinary blackmail to control. This is a small device that comes with an injector, allowing it to be implanted into the brain of anyone willing or suitably restrained, including yourself. Once the device is triggered, the host dies. The cause could be anything from a neurotoxin to a small bomb. This will bypass any resistances the host has to death and as soon as it is successfully implanted it allows certain death to be triggered. This does not bypass Fiat-Backed One-Ups, mind uploads, or otherwise avoiding a permanent death, only causing that body to die. You have the remote trigger for this, but you can set the device to go off automatically under specified conditions.

It will never go off accidentally or be blocked and cannot be triggered by any means other than the specified or actual trigger.

600 – **Private Island** – Do you run the Ark Society, by any chance? This is a refurbished fortress on a mysterious isle, defaulting to somewhere in the North Atlantic Ocean, though in each Jump you can pick a suitable place for it to be present. It can either belong to a country of your choice or as an independent entity of its own. It contains a helipad, currently empty art gallery, a chapel, an effigy in a design of your choice, a courtyard split into upper and lower sections, a docks area, a burial site, and a restricted lounge area. Use this as a secret black site, to host parties for secret or public societies, or as a personal retreat. It is remote, private, and extraordinarily difficult to locate for anyone unaware of its existence.

600 – **Body Double** – Were you killed? Sadly, yes. But you lived! How? It might be because you bought *this* Item for a way to escape certain death. If you are killed once per Jump, it will turn out that it was just your Body Double that took the fall, while you are alerted to this in a secure location as you seem to jolt awake from a bad dream. This only has a single use per Jump, but if everyone witnesses 'you' die then everyone will believe you are truly dead unless you start acting enough to prove otherwise.

# Companions:

Free – **Good Friend** – Someone without any specialities, basically a mundane civilian, who may or may not be aware of certain things about you but won't mind or share this with anyone else if you want to keep it a secret. Though they probably do not work for you or follow orders just by obtaining them as a Companion here, they will never betray you or be used against you. They will not be kidnapped by your enemies or used as leverage to manipulate or threaten you, for instance.

100 – **Identical Twin** – You are not an only child, Jumper. You have an identical twin who at the very least does not hate you and is willing to work with you in your mutually beneficial goals. Up to you whether their existence is officially known, or if they have the same Perks and abilities you do. They might not be happy being used as a body double, but ultimately that is up to you.

200 – **Handler** – This is your own handler, usually manifesting as a voice in your head as they'll never be present 'in the field' physically, but you might be able to meet them in person if you have a sufficiently safe place of operations. They're able to see whatever you can, point out details you may have missed regarding the goals in your particular profession, and direct you to new options to succeed once you're in the right place to discover them. While it is possible for them to be fooled by body-doubles and tricks, assume they are slightly better at spotting such deception than you. They are 100% loyal to you, and though they will never give you personal backup they will share whatever information they can to help you with your goals.

300 – **Agent 74** – In the event you wanted your own superhuman assassin. This is a genetic duplicate of Agent 47. They can either identical physically or have developed a bit differently, with their gender and appearance up to you due to DNA interactions between their multiple donors. By default they will have a barcode on the back of their neck like their 'sibling', but nobody thinks this is odd if this is present and you can remove it or alter it fairly easily if you want. Agent 74 has a skillset equivalent to all the Hitman Origin perks, but as they currently lack experience they are weakened to some extent. This will improve over time, and you can assume they start off with the capability to become at least as good as Agent 47 once they get enough experience. They could potentially surpass their counterpart if you have the capacity to allow them to do so. Like their sibling, they are willing to do anything to succeed in any given mission. They will start off stoic and emotionless, but if you encourage and allow it, they will develop a personality along the lines you want. Should you desire it, they will quickly come to regard you however you prefer, be it friend, mentor, or otherwise. They are guaranteed to be 100% loyal to you specifically.

200 – **Local** – You can ask anyone you meet here that would be around in Canon to come along if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established pairs if they happen to have gotten to know each other (i.e. they both exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that cannot be spent on more Companions.

600 – **Your Own Circle Of Friends/Agency/Hit Team/Conspiracy** – This is the Mass Import option, allowing you to bring in or create up to 6 other Companions and create your own allies for this voyage. Each Companion brought in via this option only gets 300CP to spend, which cannot be spent on more Companions, with the usual discounts and free purchases applicable to their Origins.

# Drawbacks:

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Fanfic Toggle** – This Toggle allows you to ignore any Canon events and instead use any fanfic of this setting that you did not make as the basis for events in this Jump. This Toggle cannot be used to make the setting any safer, and you won't be benefiting from any changes in power level caused by this Toggle. You also cannot acquire any Companions, abilities or items that are not plausibly available in normal Canon. Tracking down a story where Lex Luthor is involved might make things more interesting, but you cannot really benefit from it.

0 – **Comics Toggle** – This Toggle allows you to include or specifically use only events shown in the continuity represented by the *'Agent 47: Birth of the Hitman'* comics series written by Christopher Sebela. This might alter events, motivations, backgrounds, and characters from what occurs or is established in the games.

0 – **Film Toggle** – This Toggle allows you to ignore what occurs in the games or comics and pick either of the events of the official films to be what occurs in this Jump. You can pick from the 2007 film *'Hitman'* directed by Xavier Gens, or the 2015 reboot *'Hitman: Agent 47'* directed by Aleksander Bach. Characters, events, organisations, and the theme of the Jump may be a little different to what you might be familiar with in the games if you pick this option.

0 – **Game Mode Toggle** – By default, this Jump acts like it would if it were reality than with game limitations. People and places are *real* and will act as such (or at least as 'real' as things are using whatever system for Jumpchain you use). If that is not what you are after here, such as wanting to follow the games or acting more closely as a hitman without actually committing murder, you can pick this option. If you do, it is more like you are playing a VR version of the games, with whatever graphics you want, and all the limitations that creates. It also means you could go on any killing spree you could in the game with no guilt at potentially hurting 'real' people. This will not make things any easier or harder for you or anyone else, and if you happen to properly and permanently 'die' here without it being in Gauntlet mode it is still a Chain Fail. Drawbacks will still find a way to apply and be just as effective as they are intended to be regardless.

100 – **Obvious Mark** – You may not be as indistinguishable as you used to be anymore. You have a single distinguishing mark or behavioural tic you can't cover up or conceal that makes it easier for anyone who knows it to be able to identify you.

100 – **Apathetic and Unpleasant** – The people of this world do not seem to be particularly nice, as you may be able to tell if you listen in on enough conversations. They will not actively work against you for no reason, but few people here really seem to care much about the wellbeing of others.

100 – **Gender Lock** – Regardless of your skill, the availability of clothing and any capabilities you have, you cannot disguise yourself as the opposite gender. You are stuck in the gender you start off this jump in, so no avoiding this by exploiting Alt-Forms.

100 – **Kidnapped Mentor** – Someone you befriend here will eventually be kidnapped and will be used in an attempt to manipulate you in some way. It is entirely possible to get them back safely, either through working with the kidnappers or staging a more violent rescue. Bear in mind that not everyone you befriend may necessarily be comfortable with whatever approaches you may use.

200 – **Suspicious** – This world works best for the subtle. You…are not. If you took the Client Origin, you'll be all but bragging about hiring assassins. If you took Handler, you might contact a clients target to give them a warning. If you took Hitman, your preferred strategy might be charging through the front door in a Santa costume wielding a fire axe and bellowing about being immortal. If you took Researcher, you're practically a stereotypical mad scientist. If you took Target, you're going to be the obvious weak link of any conspiracy.

200 – **Unfriendly Competition** – It seems you have a rival. Someone else in the same field as you with the same sort of specialities you do wants to force you out of any dominant position you hold. They may be a fellow business mogul, a rival contract agency, an up-and-coming assassin, another scientist in your field or a conspiracy with aims opposing yours. They do not have any perks or special abilities, and they are not necessarily as good as you are, but if given enough time and provocation they will use whatever extreme measures are available to dominate your shared market.

200 – **Bad Reputation** – You are not regarded well by those who you may want to ply your trade for, or those you would want to employ. Others will at least start off unwilling to work for or with you for some reason, based either on perceived or actual reputation of being untrustworthy.

200 – **Don't Ever Do That Again** – No matter how many times you here or say this, it will keep happening because you decided to pick this Drawback. When you rest, you or those with you seem to be anxious enough to take apart your weapons. Regardless of how many times anyone is told not to do that ever again. Whoever is responsible seems to do this whenever you so much as rest and close your eyes for an hour or two. You can put them back together within a minute or two, but you or your allies might need to improvise a bit if attacked in these sorts of conditions. If it is yours or that of an ally and you can reach it within a minute, a weapon will be subject to this effect.

400 – **Obvious** – This is a setting where disguise and concealing what you're up to is important. You don't seem to be very good at this. You stand out far too much to use a simple disguise like a change of clothes successfully, your conspiracies aren't exactly impenetrable, your secret lab might have a sign pointing to it, and you're *really* bad at lying.

400 – **No OSHA Compliance** – Watch your step! There seem to be a lot of potential accidents that show up wherever you go. These could easily cause problems for you, your allies, or other associates. If you have attracted the wrong attention, this could provide those who mean you harm far more opportunities to make their work easier.

400 – **Oblivious** – Meal's the same as yesterday, oh, there's a new chef today, I'm sure he can prepare that very rare fish in that special way, also we can't find the guy we hired just to test your plates, plus all of your henchmen went and left and go investigate. And you might still think everything is fine. Your situational awareness *plummets* upon taking this Drawback, to the extent you wouldn't notice somebody who's clearly unfamiliar pretending to be a member of staff, or noticing that someone is carrying something they shouldn't unless it's *really* obvious. Any perspective or sensory abilities not relying on or equal to normal human senses aren't available, you have a reduced ability to tell if something has been tampered with or sabotaged, and it's much harder to figure out if some environmental condition could be used for your own benefit. This isn't a *lethal* issue if you have people to watch your back for you, or if nobody has any reason to be out to get you though. You can trust your bodyguards…even that new guy?

400 – **Betrayal** – Betrayal? Betrayed you? It's nothing to do with Jump-Chan, this Drawback suuuuucks. Probably. Someone you actually trust to some extent will betray *you*. It will be someone

close to you, and you might not see it coming. Could be an existing Companion, could be someone new from here. It may not be certain death, but it will definitely hinder you and any goals you have to a serious extent if they manage to pull it off. If you don't trust anyone *at all to any extent*, something random nobody could have predicted will happen instead to about the same effect.

600 – **The Anti-Jumper Society** – Perhaps not so blatantly named, but in a setting with conspiracies that use other conspiracies as cover, is it really that unlikely that something might cause a secret organisation devoted to counter and destroy you and your efforts? It's *certain* if you take this Drawback. This organisation is equal in size and scope to those such as the Franchise, Alpha Xerox or Providence, with their devotion not to creating superhuman clones or ruling the world, but instead bringing ruin to yourself and your allies. If it *has* to resort to things like superhuman clones or ruling the world though, it will do so. Their members will at least start off being loyal, competent and prepared to give their lives to fulfil their mission. The group will take every reasonable precaution to protect itself and may be driven to *unreasonable* options if you make them desperate enough. Those with information that could lead to the rest of the organisation being compromised might even have suicide chips triggered by themselves or others. The longer this organisation remain active more difficult it will be to get rid of them and the more entrenched into every facet of this world they will be, which is a bit of a problem for you as you'll need to eradicate them by the time this Jump is over or it's a Chain Fail for you. The members are still human and limited to the resources of this setting with just this Drawback, but that is not inconsiderable considering superhumans like Agent 47 exist.

600 – **PRIORITY OVERRIDE** – You want to play Hitman? Whether or not that's actually the case, now you have to. You will be assigned a target that must absolutely be killed by the time you leave here, or it's a Chain Fail. Unfortunately for you, they won't be as 'easy' as a member of a shadowy conspiracy. They're a disgraced former Agent, organisation of origin unclear, currently working as a freelance assassin. They've been confirmed killed by Assassins from a variety of groups more than a dozen times, and on every occasion has managed to seemingly come back from the dead. They'll be prepared for practically every means of assassination that could be organised here, so you'll have to be very skilled and/or very lucky to have a chance at taking them out. That's all you know.
What you will *no*t know upon taking this Drawback is that they have the equivalent of every perk in the Target and Hitman Origins without the Capstones Boosted, they will be aware that someone new is after them, and they will prepare as best they can using whatever security, decoys, traps and body-doubles they can arrange should you be able to catch up with them. They are *very* good at faking their death, and if it turns out they're not *quite* dead by the time this Jump ends despite your efforts…your Mission, and Chain, Fails here. Let's hope you're a professional, Jumper, because this is a contract you cannot retry once accepted.

600 – **Jumper The Undying** – Unfortunately, your special nature seems to have been taken as a challenge. You have just become a wanted target, Jumper. Accepting this Drawback means that every clandestine group involved in assassination is out to get you, and any One-Ups or ways of providing total immortality to yourself outside of this Jump no longer work. You are being hunted, so you might want to prepare accordingly. Fortunately for you, Agent 47 himself is occupied or has reasons to refuse this contract if he still exists, so you have a chance. As usual, if you die, it's a Chain Fail.

600 – **Jumper 2** – Why 2? Well, the next version of Agent 47 would probably be called Agent 48, and there's only been one of you here. So far. You have been identified as something that is both an incredible threat and possessing staggering potential, you should be flattered. And very, very concerned, because this Drawback means that you and your allies have been cloned and used to make this specimen, a being who exemplifies the best of your abilities – i.e. your Perks – and knows all of your weaknesses. They're going to be coming after you, able to bypass unnatural durability,

capable of planning around you and your allies, negating one-ups and similar death-prevention capabilities you have…and you and your allies are locked out of your Warehouse and similar Fiat-Backed Entry Denying/Otherwise Unreachable/Absolutely Concealed locations. Might be interference from your clone existing? On the plus side, despite being physically and mentally mature they've probably got less experience with your abilities, just be aware they were made to learn quickly and combatting you and your allies is an excellent source of lessons. You'll need to deal with them somehow or find yourself made irrelevant by the new model. As you might have guessed, if they succeed at killing you permanently then it's a Chain Fail.

# Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that wouldn't be present in a given Scenario will result in suitable counterparts being present.

You can also mix and match these as long as you can find some way to justify it. Only the Jumper can take these Scenarios and the rewards.

***Gauntlet***

Upon taking this Scenario, this Jump functions under the usual Gauntlet rules, so long as chosen Drawbacks don't change conditions, failure isn't a Chain Fail but cannot take anything bought here to other Jumps. You don't get 1000CP to start off with, but it might be worth it for such a significant safety net in a world where assassination agencies exist.

***Agent 47B***

BROTHER! Wait, no, wrong stealth series. Close though, since now you're the equivalent of Agent 47's sibling, supposedly identical on a genetic level, dominant and recessive gene situation up to you if there is one. You're possibly not *physically* identical, unless you have something enforcing it or if you really want it to be the case. The process was experimental, after all, and you could have a bit of leeway with having five biological parents. Your Mission, should you choose to accept it…which you did, upon choosing this Scenario…is to keep yourself *and* your sibling alive. Things might be a bit different now that you're here though, so his survival is not guaranteed unless you're there to help. Butterfly effect and all that. Oh, that genetically identical thing? Well, Agent 47 didn't have those fancy Perks and Items you brought in from somewhere else. He managed without, and for now *you* will have to do the same. Assume events will occur as they did in Canon for the most part, unless you start deliberately butterflying things, though your new 'brother' won't be as certain to survive as he did in Canon if you just leave him to it. You won't start off in the same sanatorium unless you picked the Location/Time or there's a Drawback or Scenario enforcing it, and he won't be in any 'new' risk that didn't occur in Canon until you arrive in the Jump and potentially start derailing things.

> Reward = **The Second** – If you've helped them survive, stayed alive yourself, and you have a sibling bond a bit…uh…*quite a lot* better than a certain other pair of genetically modified twins, you're free to take them with you for Free, *and* you'll be able to copy any Perks you have or acquire later over to them. The twin thing pays off. Maybe you became best friends and want them to stay safe, maybe you developed a friendly rivalry and you want to keep the competition reasonably fair. Bear in mind that your new sibling might be a bit different to the Agent 47 of Canon with years of your influence affecting them. Up to you exactly how that's gone, but when it comes to being *the Hitman* you can assume they're at least as good as they are in Canon unless you deliberately worked to make them worse.

***Jumper 47***

You can ignore starting location/time, because you're now beginning right at the start of the timeline and taking the place of Agent 47 in the sanatorium. Same backstory, same issues, same events unless you deliberately butterfly things that much. Doesn't change your personality or appearance unless you want that or Drawbacks enforce it, so things may play out a little differently if the infamous 'Jumper 47' turns out to be a cheerful figure with glowing gold hair and a tail. Maybe everyone will assume it's a disguise? Despite any Perks and abilities, you'll only ever be as good at most as Agent 47 of canon is, which isn't necessarily a bad thing but you won't exactly be burning your targets to ashes with laser vision or flying around faster than any human could possibly

perceive. If being scaled down to this world's power level is unacceptable, you can instead have it scale *up* to provide an equivalent challenge to what the original Agent 47 had to deal with. Nothing impossible, since the original Agent 47 managed to beat the odds, but your missions certainly won't be effortless. Bear in mind this second option could make things a little…strange…depending on what you can do.

> Reward = **Unmistakable Unprovable Signature** – The problem with being an Assassin who probably heavily utilises stealth and tends to arrange things to look like natural accidents is that you can't exactly go around bragging about it, or being able to prove that you were the one who carried it out. Now, somehow, you can. Should you be successful on any given mission, you can leave a sort of 'coded calling card' that will make it clear only to those you *want* to know you did it that you were indeed the one behind it, while at the same time providing absolutely no evidence or indication whatsoever that this was the case to anyone you *don't* want to know you were behind it. You can share this oddly specific 'signature' with anyone you want, giving them the same capability. Turn it into a competition of sorts or use it to freak out *specific* targets who might *know* you're coming for them, while to anyone else their claims look like madness or paranoia. The 'signature' can be any sort of mark, murder tactic or small item that you like, which will never be traced back to you except by those you want to. This anonymity might not work so well if your usual approach is charging in full daylight with an axe, but if nobody is able to prove a death was anything but an accident with no suspects or witnesses to prove otherwise…

***Outdated***

Maybe you think sending a bald man to infiltrate a hospital by shadowing and knocking out a suspiciously similar surgeon, or having a media mogul assassinated by replacing a famous drummer with a man who can even pass off the same skills as the original is…old fashioned. Maybe you don't like Semi-Official Agencies having the market to themselves. In this Scenario, you are challenged to come up with something *better*. Whether that's a new-and-improved version of existing superhuman clones, heavily armed stealth drones, a specialised virus or your own more effective organisation, you need to be able to provide a service for assassination better than anyone else here possibly could. Be aware that you may be faced with hostile competition, and this *is* a world of assassination and subterfuge.

> Reward = **Market Dominance** – Why go for the rest when you can go for the best? If you succeed in this Scenario, proving yourself to be the best provider of a personal target elimination service here, that same position will be available in other Jumps if you want it. Whenever such a service is required, yours is going to be the first anyone will go to, considered the best of all possible options. Dark Brotherhood? Pff, Jumper Solutions makes them look like chumps. The Fraternity? Eh, Jumper's work is better and flashier. Monoc Securities? Their owner lost an eye somehow, they can't be better than the Jumper Defence Force. The name of your group, it's precise focus, and whether you actually live up to your reputation or maintain it is up to you. But if they can afford it, and they know who to call, your team is the first anyone will want to do the job. Even the A-Team looks like option B next to the reputation you have established.

***Master Assassin***

Do this Jump only with local resources, i.e. no Perks, Items or Companions from other Documents. This does not make it a Gauntlet, if you die permanently then you still Chain Fail.

> Reward = **Best In The Business** – For succeeding within this world without being able to destroy it with a finger-snap and surviving without the ability to tank nukes with your face,

you get bragging rights backed up by a certificate signed by Agent 47 and their allies, acknowledging you as a Master Assassin. Somehow, you still get this even if the Agent 47 and their allies have been butterflied out of existence by your actions. This will undoubtedly impress anyone you show it to, even other legendary assassins, even if they have no idea who Agent 47 or any of the other signatories are or are only aware of them as fictional characters. This will act as a slight but noticeable deterrent towards anyone who may consider assassinating you, directly or indirectly, and aid whenever you are looking to hire someone within the field. Clearly you earnt this, as well as the begrudging respect of anyone you show it to. If you'd prefer it to be something less lethal than 'Master Assassin' and more like 'World's Best Handler', 'Legitimate Business Owner', 'Famous Scientist' or 'Elusive Target' instead, you have that instead, with the same bonuses and degree of respect.

***Ghost Mode***

Want to turn this into a bit more of a competition? A door will appear in the air when you have free time and there is no immediate danger. Stepping through it, arrive in an unfamiliar randomised location where you will be presented with a series of targets chosen at random throughout it. These, along with anyone else you may find within the location, are effectively NPC's, not actual people, and upon arrival you may consider this location effectively its own pocket dimension, time being paused while the Scenario takes place.

However, you are not the only one there, as you may notice what appears to be a ghostly duplicate of yourself. They have the same Perks, abilities, Drawbacks and resources as you – because you can't take anything else into this Scenario either and will have to make do with what you're given here. They are your opponent, but neither of you will be fighting each other. In fact, you can't interact with each other directly at all in your competition to eliminate targets that will be identified in the location. You will have the same starting point, same starting time, and same starting target. The targets are randomly selected each time, so no duel will be the same. Since you start off with no equipment, you'll need to improvise. Find Ghost Crates, and grab disguises as you go. If your opponent scores a kill, you'll have limited time of 20 seconds to react. Will you risk blowing your cover? Be careful, a kill witnessed by others does not count.

You and your opponent exist in separate realities, so a messy chaotic approach on your end does not affect your opponent. Quite the contrary, while you are busy cleaning up or running for your life, your opponent is free to advance like a ghost. The exception to this inability to interact is a set of three *'Ghost Coins'* that you and your opponent will find on your person upon beginning this scenario and arriving at the location, and the contents of *'Ghost Crates'* found at random throughout the location.

*'Ghost Coins'* will create a sound distraction in not just one reality but both, allowing you three chances to potentially distract someone in both realities in such a way you gain an advantage or provide a disadvantage to your opponent, though your opponent will have the same capacity. *'Ghost Crates'* are objects containing multiple random items, and each of you is only allowed to take one item from each crate. These '*Ghost Crates'* are shared between realities; if one of you takes a specific item out of a crate, the other will not also be able to take it. These Ghost Crates will sometimes contain *'Ghost Items'*, such as a *'Ghost Flash Grenade'* that will blind and disorient the opponent, the *'Ghost Freeze Grenade'* that slows down the opponent for a short time, the *'Ghost Outfit Manipulator' that* will simultaneously change both the user and opponents outfits to a new random one, and the *'Ghost Proximity Explosive'* that will trigger in the opponents world if they come near it. These will be effective as stated regardless of Perks or abilities within the Scenario, with the latter capable of incapacitation.

The challenge is to eliminate the targets faster and cleaner than your opponent. You'll be racing to eliminate the same target to earn a point before moving onto the next target. Killing non-targets will lose points, as well as being killed or incapacitated by the security present in the location should they become aware of you and respond appropriately, but you or your ghostly opponent will respawn if incapacitated or killed.

To score points, you must kill your target unnoticed, and ensure the body does not get found within 10 seconds after the kill. After a clean target kill, whoever did not make it will have 20 seconds to kill the target too and get a point. The first of you to reach the number of points you determine beforehand wins the Scenario.

Throughout the Scenario, you and your opponent will be made aware of your own and opposition's scoring or losing of points via a generic neutral 'overseer' with a voice of your choice. They will not be physically or visibly present anywhere, can only be heard by yourself and your opponent, and they will be providing some manner of audible and somewhat passive aggressive encouragement. They will not aid or hinder either side in any form. If you succeed against your opponent, you will win this Scenario. Be cunning, be creative, be ruthless. Good luck.

> Reward = **Game Mode Unlocked** – You probably chose this Scenario because you found the idea entertaining or wanted to quite literally challenge yourself. Should you take this Scenario and succeed, your reward is the ability to redo the Scenario. This can either be by yourself in a similar manner to your own attempt, having an ally in the place of the ghostly opponent, or establishing the Ghost Mode scenario for yourself and/or other allies to challenge each other. There is no limit to the amount of people taking part at any one time but bear in mind it could become increasingly chaotic.
>
> Any means of communication you have available can be used for anyone actively taking part to communicate despite technically being in different realities, but the rules of the Scenario regarding interaction still apply. Anyone present and wishing to simply observe will be able to do so, either as ghosts unable to interact with anyone or anything other than fellow spectators, or from what appears to be a room showing views throughout the location from cameras not perceivable by those taking part.
>
> While like the standard Scenario you may have a generic neutral 'overseer' informing contestants when anyone has scored or lost points, you may instead assign anyone not taking part including yourself into this position instead, though whoever holds the position has the same restrictions as the original generic neutral 'overseer'.
>
> The location is randomised unless otherwise specified and available in a self-contained pocket dimension within your warehouse, which only exists while this activity is being used and cannot be utilised for anything else. Anyone entering to take part will either find themselves appearing in the same place within the location, split up at random, formed into teams at random locations, or whatever is preferred and agreed to by all those taking part.
>
> It is also possible to nerf or share perks and abilities solely for use in this activity, depending on your preferences, in order to provide more challenges or make things fair between those with wildly different capabilities. It's also possible to choose whether or not the *'Ghost Coins/Crates/Items'* features are available or not so long as everyone involved agrees.
>
> As a final restriction, while this activity seems to be completed in an instant for anyone who does not observe, oversee or take part, it cannot be used when the Jumper and their allies

are in a dangerous situation. Nothing made or found inside can be taken out, and nothing from outside can be taken in unless everyone is aware of the new inclusion and agrees to it, and such inclusions will return to the real world in exactly the same state they entered the activity in. No using it for additional planning time during a battle or getting rid something, for instance. You'll need other Perks, Items or abilities for that.

# Ending:

*Hello again, Jumper.*

*If you have fulfilled the parameters for your mission here, as well as any additional Scenarios, then you have three options:*

1. *Return To Headquarters – **Return** to your point of origin, before you took up a contract with Jump-Chan. If you have failed to fulfil your mission parameters, this will be your only option.*

2. *Remain In The Field – **Remain** here, and continue what you started with allies and enemies made in this Jump.*

3. *Next Mission – **Continue** onwards and take up a new mission in another Jump.*

*Whatever your choice, know that it has been a privilege.*

*I will leave you to make your final choice.*

*Good luck, Jumper.*

[JUMP STATUS: **COMPLETE**]

Notes:

-Thanks to those who came up with Jumpchain, the Hitman Series and everyone who contributed, TeamFourStar for their playthrough of the 2016/2018 games, and The Stupendium for their Hitman 2 Rap, as the latter two inspired a few elements of this Jump Document.

-Game representation vs reality you encounter, the **OCP Game Mode Toggle** Optional Drawback

While in every game playing as Agent 47 you have limited manoeuvrability, unable to jump, scale non-scripted walls or mantle up non-scripted ledges, generally limiting the player to a single plane of movement although they have the opportunity to alter elevation by ladders, stairs, etc. Agent 47 is given the ability to hop over minor obstructions in Codename 47, and other subsequent instalments. In the fourth instalment, Blood Money, he is able to climb certain edifices (such as fencing, vines, loose bricks, crates etc.) and is also given with the option of climbing onto the top of elevators through the hatch, allowing the player to strangle a victim from above.

Since the Jumper and allies are actually *within a setting* rather than playing a game designed with these sorts of limited capabilities, they are not restricted in the same way. Neither are anybody else, and you might find the 47 and others you would encounter here is just as capable and mobile as they are in cutscenes or trailers.

There is the *0CP Game Mode Toggle* in the Drawbacks if this realistic freedom of movement is unpalatable to you for some reason or ruins the 'theme' you want to experience here, but this restricts everyone *including* you and your allies in the same way, so think carefully before picking it. If you have Perks, Items or abilities that game-ify things feel free to do so.

-**Drop In** Origin Perks and Capstone Boosts

These are largely based on things in the 2007 and 2015 films that don't seem to be present in the rest of the series. For example, the bullet-proof subdermal armour is possessed by a character, and a plan was carried out that was seemingly pulled off with very little preparation and a lot of factors that couldn't be accounted for with research and knowledge shown to the viewers, impressive looking but somewhat more implausible than usual. Regarding the **John Smith** Perk, you can have it just be an outright increase in your durability to the extent described with the optional *visual effect* of having titanium under the skin if you want to avoid issues with any metal-manipulators or anything that could cause problems if you had such features. Still won't render you immune to things that could bypass the described degree of protection as described in the Perk though. **New Perspective** is supposed to give you the ability to use the same Third-Person perspective the games use. **Whenever I Get Anxious Or Can't Sleep** is based on a characteristic of another film-only character, though it doesn't cause the same problems it causes in the film unless you're really careless or you take the matching Drawback.

-**Convenient Disguise** Perk weapons

If you appear to be in a position where you would plausibly be allowed *a* weapon, so long as you can carry it on you it won't be considered out of place. You can't really carry a shotgun as a Janitor without at least a few odd looks, but you'd be fine dressed as a Cop even if you seemed to be armed with a Katana. You might still get in serious trouble for being seen *using* said Katana on someone, but until then it seems to be fine. With this Perk and Capstone in effect by themselves, consider it:
'Person Allowed To Be Armed + Is Armed With Any Weapon = Perfectly Alright, No Concerns'
'Person Not Allowed To Be Armed + Is Armed With Any Weapon = Problem, Possible Concern'

-**Hitman** and **Handler** Origin Perks and Capstone Boosts

The intention is that If you have every Perk in the **Hitman** Origin and the Capstone Boost, you should be reliably capable of performing every feat 47 is shown to do canonically, though in your case such achievements detailed by the Perks are Fiat-Backed to work as stated and in 47's case his skill and capabilities could *in theory* fail him, but this isn't really shown to happen since at the last point chronologically he's still alive and active.

There is a similar intention for those who have every Perk in the **Handler** Origin and the Capstone Boost, you should be reliably capable of performing every feat Diana (47's Handler) is shown to be capable of doing in the series.

You can in theory become better than either of them by using Perks, Items or abilities from elsewhere, and unless specified in this Jump Document neither of them have Fiat-Backing that ensures they will operate as well as they possibly can in their specialities at all times. If your interpretation is different regarding exact capabilities in canon, feel free to go with what plausibly makes sense for you.

-**Spoilers** for events not specifically revealed in the timeline section of this document

Since Hitman involves quite a lot of secrets and revelations, it seemed a bit unfair to give away *everything* that happens. It might be necessary to have a Jumper face a *few* surprises. If that is not something you want, **spoilers are below**:

1. *Codename: 47 – [[The targets 47 is given turn out to be part of an advanced cloning experiment intended to make the perfect assassin, of which 47 was the result. Professor Ort-Meyer, the scientific head of the experiments, is revealed to be the client who ordered the hits. To protect himself, he sends a squad of docile, highly trained 48 clones against 47. With help from a fellow agent, 47 defeats the clones and kills Ort-Meyer.]]*

2. *Silent Assassin – [[It is eventually revealed that Father Vittorio's kidnapping was orchestrated by Sergei Zavorotko, the brother of one of the men whose DNA helped create 47, to bring 47 out of retirement and kill everyone who was in on a deal by Zavorotko to purchase a nuclear warhead. 47 successfully infiltrates Father Vittorio's monastery, killing Zavorotko and all his men. Though Father Vittorio begs 47 to lead a good life, the assassin decides to return to the ICA full-time.]]*

3. *Contracts – [[The first flashback that 47 experiences covers his escape from the lab of Dr Ort-Meyer in Romania after having killed him, forced to evade Romanian pecial forces who were raiding the site. As he clings on to life, he finds himself recalling his previous jobs that he undertook for clients, assigned to him by his handler, Diana Burwood - the assassination of the men who were involved in his cloning, orchestrated by Ort-Meyer; the assassination of two kidnappers who had kidnapped a clients relative for horrible purposes; the assassination of a black marketeer in Kamchatka selling weapons to terrorists, and the destruction of their weapon labs aboard a submarine; and the assassination of a corrupt nobleman and his son in the United Kingdom. As he recalls these cases, a doctor from the ICA arrives and performs emergency surgery on 47 before he can bleed out. At the same time, officers from the Groupe d'Intervention de la Gendarmerie Nationale (GIGN) arrive at the hotel in order to secure 47. While the ICA doctor is forced to flee without dressing the wound, 47 regains his strength and adresses the matter, before recalling the briefing for his current contract. He*

*quickly recalls he had taken out two of the three targets he had been sent to eliminate a criminal ring in Eastern Europe. He soon recalls the third, a corrupt officer in the GIGN named Inspector Albert Fournier, was responsible for his injury after he was tipped off to his presence. As the GIGN prepare to storm his room, 47 decides to complete his contract, and evades them. Upon reaching the streets, he proceeds to kill Fournier escapes the scene, reaching Charles de Gaulle Airport. Boarding a plane that is leaving the country, 47 is reunited with Diana, who confirms his suspicion that someone knew about the contract and warns him that the ICA is being targeted by the same group. 47 agrees to handle the matter, and take possession of a file regarding the problem. The group in particular is The Franchise, an enemy of the Agency who is seeking to undermine them and gain control of governments worldwide.]]*

4. *Blood Money – [[47 kills one of the two Franchise assassins and is given a final contract by Diana, who has dissolved the ICA, to take down the Franchise. Soon, an old acquaintance of 47, former CIA agent Smith, reveals that the Franchise, planning to assassinate the US president, is merely a puppet organization for Alpha Xerox, a shadowy political organization who wish to monopolize the cloning techniques that gave birth to 47: they wish to kill the President before he can put a halt to their plans. 47 prevents the assassination but must go into hiding from the Franchise and the police. At his hideout, he is seemingly betrayed and poisoned by Diana, with the Franchise preparing to cremate the assassin so his DNA cannot be used for further cloning experiments. 47's 'death' is later revealed to be a tactic which would bring 47 within killing range of everyone at the funeral, including Franchise agent Cayne. 47, his identity now a secret, goes into hiding and Diana uses the remains of the Franchise to revive the ICA.]]*

5. *Absolution –* [[*47 infiltrates Diana's base and shoots her but promises to keep Victoria safe from the ICA. It is revealed that Victoria is a clone, like 47, created in secret by Travis, whom the ICA would train to be an assassin. Diana did what she did to protect the girl from becoming like 47. The assassin soon comes into conflict with Blake Dexter, the head of Dexter Industries and a top figure in the criminal underworld, who wishes to sell Victoria to the highest bidder. 47 finds himself fighting to keep Victoria safe as she is hunted by Dexter's forces and the ICA. 47 eventually kills Dexter and his conspirators along with Travis and his lieutenants, saving Victoria. At the end, it is revealed that 47 spared Diana and it is implied that she and 47 are once more working for the ICA.]]*

6. *HITMAN™ (2016) – [[After completing the first contract in Paris, 47 is sent to Sapienza, Italy to eliminate the wealthy bioengineer Silvio Caruso and his Head of Lab Francesca DeSantis who both work for the Ether Bio Corporation and to destroy a genetically engineered virus that targets an individual unique DNA signature. Later, 47 is sent to Marrakesh, Morocco to eliminate Claus Strandberg and General Zeydan, who are planning to overthrow the Moroccan government. A contract is then issued on an assumed murderer, Jordan Cross and his family's lawyer Ken Morgan in Bangkok. Diana then reveals that there's been a "shadow client" the entire time, operating out of Colorado. 47 proceeds to eliminate the lieutenants of the shadow client and discovers evidence that he has been using 47 to hunt members of Providence, a group of global elites who rule the world in secret. 47 also discovers that Erich Soders is a Providence double agent. Realizing his betrayal, 47 is sent to Hokkaido to eliminate Soders and another Providence operative, Yuki Yamazaki. The final cutscene of season 1 shows a Providence operative discussing a partnership with the ICA to track down the shadow client.]]*

7. *HITMAN™ 2 (2018) – [[After the Providence defectors Robert and Sierra Knox have been eliminated, the Shadow Client is revealed as Lucas Grey, who attempts to fulfill his own plans along with hacktivist Olivia Hall and insists that they need 47's help to take down Providence. 47 is then sent to Colombia to assassinate drug kingpin Rico Delgado and two other members of the infamous Delgado cartel. After the mission, Diana has flashbacks of her parents being killed in a car bombing. It is revealed that the cartel had been creating fake IDs for the Shadow Client's militia, and 47 is sent to Mumbai to find and eliminate The Maelstrom, the Shadow Client's second lieutenant, as well as two other sea pirates that killed a Providence operative. Grey's location is traced to Romania at the facility where 47 was created. 47 encounters Grey, who reveals himself as Subject 6. As children, he and 47 had attempted to escape Dr. Ort-Meyer's facility, but only Grey succeeded, and 47 had his memory wiped. 47 then remembers that he and 6 made a pact that they would take revenge on whoever made them into assassins, and this prompts a meeting between 47, Grey, Diana, and Hall in Berlin. Grey reveals that Ort-Meyer was a member of Providence which is controlled by "The Constant" and three families known as "The Partners". Grey's only lead on the Constant is that 47 knows the identity of the Constant. After being injected with the antidote to the memory wiping drug, 47 reveals that the first Constant is an ex-KGB spy named Janus who currently resides in a quiet Vermont suburb. Diana then files a false ICA report claiming Janus is the Shadow Client and that Grey is just a subordinate, giving 47 permission to infiltrate the suburban town and kill Janus and his top bodyguard, Nolan Cassidy, and to search for clues about the Constant's whereabouts. While in Vermont, 47 finds evidence Janus and the Constant were planning to meet at an annual gathering held by a group of the global elite known as "The Ark Society" that has ties to Providence. Hall reveals that the gathering is being held on the Isle of Sgail in the North Atlantic, but the Constant, revealed as the man who hired Diana at the end of Hitman, has implanted himself with a suicide chip that releases lethal poison into his body if he is compromised. 47 is then tasked to eliminate Zoe and Sophia Washington, the chairwomen of The Ark Society who hold the kill-switches for the poison chip, and to assist Grey in extracting the Constant from the island. The game leaves off with the Constant revealing the names of the Partner families and by taunting Diana about what she does not know. In a cutscene, it is revealed that 47 was the one contracted with killing Diana's parents.]]*

8. *Hitman (2007 Film Continuity) – [[At an undisclosed location, a group of young boys are receiving tattoos of bar codes on the back of their shaved heads; men observe, direct, and coordinate the training of the boys in firearms, demolitions, unarmed combat, and stamina and strength. The boys are trained from an early age to be professional, international hitmen-for-hire. They are also taught to be extremely self-disciplined, never being squeamish or timid while during their training and operating as professionally trained, internationally operating hitmen for hire. Interpol agent Mike Whittier (played by Dougray Scott) arrives home and is met at gunpoint by Agent 47. The two talk about 47's life as a professional hitman, raised and trained by a mysterious paramilitary group known simply as the Organization. Three months prior, 47 (played by Timothy Olyphant) is completing a hit on a Nigerian warlord named Bwana Ovie, force-feeding one of his prisoners with plastic explosives. He remotely detonates the bomb, killing Ovie and three of his men. In a change of plans, 47 is told by his Organization contact, Diana Burnwood, that he is to kill his next target, Russian President Mikhail Belicoff (Ulrich Thomsen), publicly instead of privately. He completes his mission, but before he can leave Russia, he is contacted by his employers. He is mystified when told he failed to complete the mission - that Belicoff survived his wounds, which he disputes. They inform him of a witness to the assassination and order him to intercept and kill her. When 47 realizes she has never seen him before, he does not shoot her: instead, he narrowly avoids an assassination attempt on himself, by another Agent. His*

*employers reveal his location to FSB agents, who make plans to intercept him. As he is about to be taken, Diana calls to warn him and tells him that Belicoff himself ordered the hit. After escaping from the hotel, 47 intercepts Nika (Olga Kurylenko) (Belicoff's mistress and the woman who supposedly witnessed his hit). He interrogates her and discovers that Belicoff had a body double, who ordered the hit on the real Belicoff in order to take his place as the president of Russia. 47 was to be killed after the hit to ensure total secrecy. As Nika and 47 attempt to take a train further into Russia, they are intercepted by more Organization Agents. 47 kills four of them. Whittier attempts to arrest 47, whereupon 47 wounds and knocks his partner (Michael Offei) unconscious but is persuaded by Nika not to kill Whittier. FSB Agent Yuri Marklov (Robert Knepper) orders Interpol to leave the country. 47 contacts CIA officer Carlton Smith to offer him a deal. 47 will kill Udre Belicoff, Mikhail's brother (an arms dealer and human trafficker), in exchange for a favor. Agent Smith informs 47 that Udre had been planning something with a German arms dealer named Price. Intercepting him could lead 47 to Udre. 47 and Nika travel to Istanbul, where 47 abducts Price in order to pose as him at a meeting with Udre. 47 kills Udre's bodyguards and then Udre, forcing Belicoff's double to attend Udre's public funeral. 47 kidnaps Marklov and forces him to order his own agents to shoot Belicoff's double as he delivers the eulogy. Disguised as a soldier, 47 kills Belicoff's double's guards and takes him into the archbishop's chamber in the church. 47 kills him and allows himself to be taken into custody by Interpol and Whittier. Smith delivers on his end of the deal with 47. His operatives intercept the Interpol convoy that is transporting 47 to the airport, causing enough distraction for 47 to escape. The action then flashes forward, returning to the conversation between Whittier and 47 in Whittier's home. 47 suggests Whittier go along with his plan, that he notify the police that he has killed (a fake) Agent 47, implying that Whittier will not survive if he does not. He also suggests that Whittier wait until after his daughters have gone to school, to save them from having to witness the body. Nika picks up an envelope from an undisclosed sender. Inside it are papers and a message saying that she now owns a vineyard, a dream of hers. 47 is watching her from afar, through the scope of a sniper rifle. Looking at the corpse of another Organization Agent lying at his feet, he tells the body that he had warned him (meaning the Organization) not to touch her, and then walks away. However, an alternate ending in the special features of the DVD show 47 watching Nika through his sniper scope as she opens the envelope. She then turns down a corner of a small street to be shot dead in a drive-by, possibly by men loyal to the organization behind the fake Belicoff, all while 47 watches. Up to you which of those applies assuming you don't alter any of the Canon events in this film's continuity.]]*

9. *Hitman: Agent 47 (2015 Film Continuity, a Reboot of the 2007 Film) – [[47 (played by Rupert Friend) is an "agent", a genetically enhanced supersoldier created decades ago by Doctor Petr Litvenko (played by Ciarán Hinds), a skilled Ukrainian geneticist who had a crisis of conscience and disappeared before the Agent project's completion, leaving behind his daughter Katia (Hannah Ware). 47 works as a hitman for the ICA (International Contracts Agency) and has spent the last few years tracking down Katia as a means to find her father. His most recent targets were mercenaries led by Delriego (Rolf Kanies) who have been trying to find Litvenko in order to recreate the agent program for their own means. Katia, living in Berlin under the name of Katia Van Dees, has worked tirelessly to find her father, and is plagued by overwhelming anxiety and an acute awareness of everything around her, being able to see and hear things well outside a person's normal sensory radius. Katia is approached at a subway station by a man calling himself John Smith (Zachary Quinto). He tells her that 47 is on his way to kill her, and offers her protection, while alluding that he has information about her father. 47 finds and attacks the pair, who are able to escape, but not before 47 grazes Katia's arm with a sniper bullet. Smith and Katia hide out in a hotel room where the former explains that he is an operative for a corporation known as Syndicate*

*International, and Katia shows him her map of clues to finding her father. Katia asks John to tell her whatever he knows about her father. John responds with Litvenko's age, medical condition (rheumatoid arthritis) and that he speaks several different languages - including Tamil which is quite uncommon. He also says that he has stage 3 lung cancer. With these facts, Katia figures out that her father would be living in a country which has a warm climate where orchids can grow, has Tamil as one of its official languages and where advanced medical treatments are available. Just as she is about to determine the country, 47 bursts through the door, shoots Smith in the chest, and knocks Katia unconscious. Once Katia awakens, 47 explains to her that she too, is an agent, only Katia is more advanced than even 47 himself (he even explains that her real name is "quatre-vingt-dix"; which is French for "90"). He shows her how to use her heightened senses in combat, as the two fight against Syndicate forces. They are confronted by Smith, who is revealed to have surgically implanted subdermal body armor, making him impervious to gunshots. Despite all these, Katia is not at all pleased for being chosen to be a killing machine. Smith demands to know Litvenko's location. After a brief fight, 47 and Katia manage to escape. Katia makes 47 promise that he won't harm her father and finally reveals Litvenko's location: Singapore. Elsewhere, 47's handler Diana (Angelababy) contacts another Agent with a contract in Singapore. Once in Singapore, 47 and Katia find Litvenko, who frequently needs an inhaler to breathe. He apologizes to Katia for abandoning her, saying that he only wanted to keep her safe. He refers to 47 as her "brother", saying that he had left her with family after all. Just then, Syndicate soldiers attack the group and they are forced to flee. During the escape, Litvenko is captured by the Syndicate but not before being slipped an explosive-rigged inhaler by 47. At Syndicate International headquarters, Smith tortures Litvenko under the supervision of Syndicate director Antoine Le Clerq (Thomas Kretschmann). Litvenko still refuses to reopen the Agent program, while exposing Le Clerq's plan not to make Agents as assassins but as soldiers in a war against the ICA. It is also implied that Le Clerq and Litvenko worked together in the past. While Katia crashes a helicopter into the building, 47 infiltrates the headquarters disguised as a firefighter. The two fight their way through Syndicate security forces, and 47 is once again confronted by Smith. With Smith being impervious to bullets, 47 defeats Smith by electrocuting him. On the rooftop, 47 and Katia fight their way through the last of the Syndicate's security, but not before Le Clerq escapes in a helicopter with Litvenko. In mid-air, Litvenko detonates the inhaler given to him by 47, ensuring that the Syndicate will not come after Katia. 47 then calls Diana and confirms his first target (Le Clerq) has been eliminated. When Diana asks about the second target (implied to be Katia), 47 drops his phone off the side of the building. As the two prepare to leave, they are confronted by Agent 48, an exact look-alike of Agent 47, who tells them "Diana says 'Hello'" before a gun battle begins between them. A mid-credits scene shows the electrocuted body of Smith, now with white hair and a ghostly pale complexion, as he jolts awake.]]*

## SPOILERS END HERE

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.