killer7

In 1750, two men were born: Harman Deltahead and Kun Lan. In 1775, Harman Deltahead formed the Smith Syndicate and changed his name to Harman Smith, becoming one of the world's most feared assassins.

In 1780, Harman Smith founded Coburn Elementary School and became its principal after quitting his work as a professional assassin. In 1789, the first U.S. presidential primary election was held at Coburn Elementary School.

In 1820, Harman Smith and Kun Lan's dead bodies were found in Coburn.

In 1953, the group known as the Union 7 wrote the Yakumo Cabinet Policy. The following year, the U.N. Party overtook the Liberal Party in Japan's political scene.

In 1955, the Union 7 was murdered at the Union Hotel. That same year, Harman Smith and Kun Lan resurrected.

In 1973, Kun Lan gained control over the West Coast of the United States of America after defeating Harman Smith in a game of chess.

In 1996, the United Nations founded the International Photographic Mapping Office. Originally intended to sort and distribute aerial photographs for the United Nations Army, the office eventually grew into controlling and manipulating all commercial images and media. In 1998, private use of the Internet was banned worldwide.

In 2003, the United Nations took on the international stage, and declared world peace, for the peoples of all races and nations. All members of the U.N. signed an agreement, dedicating their resources to collectively disarming and destroying all weapons of mass destruction within plain view of the entire human population. In an event known as the "Fireworks", every single missile in the world was harmlessly detonated in the skies at once in April of 2005, assuring all civilians of the certainty of the treaty.

Concurrently, all air travel was restricted, due to an unknown virus' potential spread. In response, the United Nations created the Intercontinental Expressways. Ever since that day, terrorist attacks done using the creatures known as the Heaven Smiles have increased in frequency. Due to their invisibility, ability to detonate like bombs, and suicidal dedication, the world's governments and militaries can not fight back against them.

It is now 2010. Harman Smith and the Smith Syndicate- the killer7- have returned to the center stage of the world. In Seattle, in a place known as the Celtic Building, the killer7 will meet with Kun Lan, and a series of events which will change the life of the man known as Garcian Smith irrevocably will take place.

+1000 Choice Points

Backgrounds:

Not everyone can smile with their lot in life. Unlike most, you'll be able to choose what life you've lived in this world. You are 20+1d8 or 40+1d8 years old. Your gender is the same as before. 100 CP lets you change both of these facts.

Drop-In (The Wildcard, The Opponent, The Man With The Plan) – Free!

…Unorthodox, but I can respect that. You don't have an identity in this world. No social safety net, no paper trail, no blackmail material, no enemies or allies. You're your own man or woman, making your way despite the machinations of would-be gods and greedy leaders.

You may begin the jump outside the Celtic Building in Seattle, or in the outskirts of Ulmeyda InterCity.

Government Official (The Mover and Shaker, The Bit Player, The Employer) – Free!

You're a member of respectable rank in the government of a country of your choice. The United States of America and Japan are my recommendation, if you want to have the most say in the events coming up in the future. But at the same time, that's liable to get you killed. Keep it in mind.

You may begin the jump in the Fukushima restaurant, or in your country's equivalent of the Ministry of Defense.

Assassin (The Killer, The Tool, The Hero) – 100 CP

You're a professional. You're a cleaner. You're the one who removes problematic pieces and worthy opponents at the behest of others, usually for monetary compensation. But hey, you might do it for fun? Or you could be someone's lap dog. I don't know. Either way, you have a natural affinity for combat, and will likely be one of the few people able to deal with the Heaven Smiles.

You may begin the jump outside of the Fukushima restaurant, or outside the Celtic Building in Seattle.

Civilian (The Bystander, The Balance Breaker, The Victim) – Free!

You're not a professional. You're just a normal person, trying to live their life in peace. But that's bull, isn't it? The United Nations' proclamation about world peace is a goddamn joke. Between those freaky Heaven Smiles, the invincible assassins, and the treatment of countries like cuts of meat… how the hell are you gonna deal with this?

You may begin the jump in Ulmeyda InterCity, in the middle of Broadway, or outside of the Union Hotel.

Heaven Smile (The Monster) – Free!

It all just… makes you want to laugh, doesn't it? The absurdity of it all? How the people get fucked by meaningless politics? You just want… to laugh, and laugh, and laugh so much you can't breathe until you'll go crazy and feel like you're exploding with how liberating and joyful it is to stop giving a single motherfucking damn! Ha! Haha! HAHAHA! HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAH!

…Sorry. You are no longer human. You've been subjected to Kun Lan's God Hand, and have been mutated into one of the suicide bombers known as the Heaven Smiles.

Are you sure this is worth it? Nearly every single person in the world will want you dead on principle, and not a single government will consider killing you a crime.

You may begin the jump in the extradimensional space known as the Vinculum Gate, located in the Battleship Island halfway between Japan and the US, or besides the being named Angel in the highest floor of the Celtic Building.

Locations:

Everyone has their place in life. If the Locations described in your chosen Background aren't to your liking, you may roll 1d8 and see where the dice take you. The specifics are up to you.

1. Celtic Building, Seattle

This apartment building has seen better days. This place is known as the base of operations for the minor gang, the "Red Gunners". A short time before your arrival, the building was invaded by Kun Lan and his Heaven Smiles, with the original residents being hunted down as we speak. Garcian Smith is only a few minutes from arriving.

2. KAKU Building, Washington, D.C.

This is the headquarters of the United Nations Party in the United States. Unlike what the name might make you think, the U.N. Party is a Japanese political party intent on uniting the world under Japanese rule. This building isn't particularly well cared for, in no small part due to Japan and the US having "relationship issues", but it's still used for meetings every once in a while. In a month or so, something very scary is going to happen to Japan.

3. The InterCity, Texas

This settlement in the middle of nowhere has gotten a lot of development and attention over the past few years thanks to the efforts of Andrei Ulmeyda, a mail clerk who somehow managed to found his own company (First Life, Inc.) and grow it into a multinational and United States household name. The city itself is effectively a community for his company, and is colloquially known as "Ulmeyda InterCity" due to its citizens' loyalty to the man in question.

4. ISZK-LAND, Northern Seattle

A theme park run by the Japanese conglomerate ISZK. Back in 2000, when it was first opened, this place was a real hit, but slowly people stopped caring about it. Thanks to a certain Blackburn running an organ smuggling ring with this place as a base of operations, orphans would be taken here before being transported either to their place of sale or Blackburn's residence. Of course, the children who visited the park would often be kidnapped and used as merchandise too, which didn't help the park's falling popularity. I suggest being careful here.

5. Dominican Republic, Central Caribbean

Watch your step. This beautiful country is called the "Republic of Light and Shadow" for a reason. Heaven Smile's already infesting it, with those unlucky to find themselves here often being lost in the city of smiles forever. The comicbook artist, Trevor Pearlharbor, owns a villa here.

6. Coburn Elementary School, Seattle

This place… even when it's day, this place is dark. Not a single soul in sight. The Japanese once used this school as a front for an indoctrination site and training ground for assassins to wield against the US. There's secrets still here better left alone. You should leave.

7. Battleship Island, Pacific Ocean

This Japanese military facility lies in the midway point between the USA and Japan, connecting to the American mainland by the Intercontinental Highway network. You can go back there… or you could take a shot at using the Vinculum Gate, if you're willing to deal Heaven Smiles and one of Kun Lan's servants.

8. Vinculum Gate, Somewhere

Calm down, or you'll frighten Lady Luck away! This strange extradimensional location leads to any of the locations listed here, or in any of the previous Backgrounds. Normally you'd have to deal with the Gatekeeper and many Heaven Smiles, but they seem to be gone for now.

Perks:

Were you a good person in a past life, to be given this much control over your providence? Discounts are 50% off.

Rave On (100 CP, Free to Drop-Ins)

What an oddity. Wherever you may go, music shall follow you. This soundtrack of yours is tailored to your tastes, and will change to match your desires. That is, if you wish to listen to techno, it will become techno. The same would happen if you wanted heavy metal or opera. Any tracks you find particularly striking will automatically be added to a mental playlist, which comes with the actual Original Soundtrack of Killer7. As an aside, you can control how other people notice this music- whether they don't hear anything at all, find it impossible to realize real life shouldn't have background music while it's playing, or can figure out who the source is themselves.

Vincel Dill Boris IX Iwazaruscof's Master (200 CP, Discounted to Drop-Ins)

…Well. This is something special. Somehow, Vincel Dill Boris VII Iwazaruscof's grandson from the future has returned to the past intent on helping you out, much like his grandfather once did to the Smith Syndicate. Yeah… just try to ignore the fact that he's wearing a gimpsuit, has his eyes sewn shut, is as still as a statue, and appears out of nowhere by dropping in via bungee cord and phasing straight through anything between him and you when he has something to tell you or you ask for help. Focus on the facts: he knows anything the average person (whether that's the actual average in the world, or the average for whatever location you're in) could, warns you of incoming enemies (including some tips and tricks for dealing with them in a fight) and traps, is absolutely loyal to you above anyone or anything else in the world, and isn't weak to afros like his ancestor.

Sceneman (400 CP, Discounted to Drop-Ins)

The name's Jumper, and the people will come to them for salvation… whether you'll give them that, is up to you. You have a fair bit of charisma and a nice dash of luck, a combination that lets you turn the listless and hopeless people that very nearly seem to just fall straight onto your hands into your loyal agents. Of course, the world governments don't take kindly to that type of acting nowadays. What you do with this, with these followers, these fanatics, these *believers*, is up to you. Maybe you'll start a legitimate faith, use this to do some good. Or maybe you've got something in mind for all these human bodies that probably won't be missed. Your call.

God Hand (600 CP, Discounted to Drop-Ins)

What the hell do you think you're doing, stealing the power of the gods so flagrantly? Much like Kun Lan, one of your arms shines with a heavenly light, able to mutate humans into the creatures known as the Heaven Smiles with its touch. You start out with the knowledge and skill over this process needed to create the basic Heaven Smiles, and either the Spiral Smiles (ball-shaped Smiles that are very durable in any spot other than their real face) or the Another Smiles (stealthy creeps with a knack for ambush who can crawl along walls and ceilings). With time and resources, you should be able to put your own spin on Kun Lan's more unique Heaven Smiles, or even design your own. Smiles created by your God Hand will obey your orders fanatically, and you may even program them with a single directive, as well. Just, keep in mind that people with special abilities (such as most of the notable assassins in this world) won't be vulnerable to this unless they *want* to become a Heaven Smile, and normal humans with sufficient willpower can become Camellia Smiles, white-colored Heaven Smiles who can just barely resist your orders.

Russian Roulette (100 CP, Free to Government Officials)

Be honest. Having power is terrifying. Sure, you can order whoever bothers you killed, if you've got enough of it. But what happens after that? What happens if you make a mistake? Sometimes, it feels like you're playing russian roulette, and every bill or meeting you deal with is another trigger pull. Some men are sick. They can't feel alive unless death is right behind them. Some think you're like that… regardless, you've learned to deal with that pressure. You can let the crying and shaking show to keep up appearances, or stare without blinking into the reaper, but fear and indecision have nothing on you. As a side effect, you've figured out how to hit on women with 100% success*.

Ministry of Education (200 CP, Discounted to Government Officials)

You think you can just draft up a magic plan to become a truly independent state? Like the rest of the world would be content to just let someone be. In order to climb through the ranks of your nation, you've become a masterful politician, being able to lie, cheat, redirect public attention, hire less-than-legal help, and at times tell nothing more than the truth. But you're no limp pencil pusher. You're a bloodhound. Through a mix of actual communication and under the table investigation, you can sniff out plots and discover the true intentions of allies and enemies with ease, then devise countermeasures and last-second plans for survival. If some washed-up ex-superpower thinks it can just leave you and your people to die so they can grab whatever's left after the nuclear fire dies down, they're gonna find out that won't work the hard way.

Election Plot (400 CP, Discounted to Government Officials)

Now, see. You can't just trust your constituents to vote for the right candidates. Average folks like them aren't cut out for seeing how things really work and what leaders a nation really needs. Your ability to politic has reached a new level when it comes to manipulating your own nation. See, to give you an idea of what exactly you could do, if you put your mind to it… the real reason the voting for presidential candidates in the US happens in schools? The Ministry of Education wills it so, in order for them to switch the results prior to the counting and get the correct candidates elected. You'll need to actually get your hands in on the strings, to make sure the right people don't get the wrong ideas, but that's the type of social control you'll be looking at. But once you've got the right office, keeping your system going will be easy as pie.

Department of Defence (600 CP, Discounted to Government Officials)

See, an intelligent person like you wouldn't just let all these demi-gods run around with their magical nonsense, pulling you along like a dog on a lead. Whether you do it all yourself, or use your political pull to get the right men to do it for you, you can acquire mundane alternatives to supernatural transformations. Now, I don't know what you might do using material from other worlds, but here's what you've got: by implanting bomb-organs into human flesh and bathing it with radiation, you can create artificial Heaven Smiles. Whether you use live subjects, or cobble them together using harvested organs, is up to you. Creating the more advanced and unique breeds of Heaven Smiles is understandably difficult, seeing as you're copying the end result and not the source, but being able to create loyal invisible- and for most people, invincible- suicide bombers should be worth the trouble.

Soul On Ice (100 CP, Free to Assassins)

…Why the hell are you an assassin? A sweet person like you wouldn't hurt a fly. Your empathy is far above most people, letting you connect with and feel for even complete strangers. Of course, you've got your job for a reason. At will, you can dial down how much you can feel for other people. You could go through hundreds without batting an eyelash or crying a single tear. This trick of yours works based on what the real unadulterated you would think, so you have no need to fear being stuck as an apathetic monster or doing something you genuinely wouldn't want to because you got stuck thinking about personal gain or the greater good above your real morals.

Fatal Bonds (200 CP, Discounted to Assassins)

Due to being an assassin and not being killed or jailed within your first few months of work, it's safe to assume you know your way around common guns, the best ways to kill people, how to hide bodies, and find employers without getting the law on you. However, your training with your signature weapon has now reached a new level, to the point you could kill even Heaven Smiles. What weapon that actually is, is up to you. This includes sets for dual wielding, though you won't be as effective without both guns. Finally, you can incorporate your signature weapon into more unique fighting styles easily, or even mix up your gunplay with supernatural powers.

Hero Worship (400 CP, Discounted to Assassins)

People like you don't leave legacies. You destroy them. But… you couldn't accept that. This type of thing is liable to get you killed, but you are a fantastic mentor and teacher. More importantly, you know how to shape your students' minds into whatever you need. Why, you could take an orphan who you nearly gutted for organs to sell, and turn them into a fanatically loyal assassin who is almost as skilled as you after a year or two of work.

Some say you should let them make their own way in the world after that… but your students would probably prefer to continue working under you.

Dissociative Personality (600 CP, Discounted to Assassins)

Your third eye is open, and with it, you've become the monster. You can touch other people's minds, which allows you to try and subjugate them, matching willpower and mental fortitude until one side gives out or you stop. If you manage to break their mind and resistance, you may either turn them into your obedient puppet, or kill them instantly and absorb their psyche into your mind. Your brain can only hold seven additional personalities safely, but there is no limit to how many people you may enslave. You have full access to the skills and memories of anyone whose mind you've added to your collective, and may wear a single one of them like a mask in order to hide your true self and truly act as those you've absorbed would.

Heroic Deeds (100 CP, Free to Civilians)

The Internet may have been outlawed to the common people, but if you think hacking and gaming aficionados are gonna let that stop them, then you might well have been born yesterday. In fact, you're part of the minority gutsy and skilled enough to access the Internet's remaining shadow, an underground "place" where gamers and hackers do what they've always done. Besides being a pretty good player in all genres, you have the digital skills needed to break into other systems and keep yourself safe when doing so. Shame all the good stuff is air-gapped, though.

LOVE Jumper (200 CP, Discounted to Civilians)

Things might look bleak, but you won't let the titanic weight of the conflict between east and west hold you down. You've got heart. You've got drive. Whether it's writing stories for games, or starting a conspiracy to take down the company which got your mentor killed, you have the willpower to keep going and never use half-measures. Others can see this fire in your heart, as well, and you may awaken the human drive to act in others through your actions and speeches. Your passion is inspiring to us all.

Tecks Mecks (400 CP, Discounted to Civilians)

Like a certain afroed CEO, your body's immune system is something else. You could infect yourself with disease after disease, chugging down cocktails comprised of toxins and viruses with wild abandon, and you could survive it so long as you got any amount of medical care. Incidentally, you've learned a great deal about medicine, enough to not only diagnose and medicate yourself, but even create new medicines. Combining these two traits of yours would let you bring yourself back from whatever it is that ails you, while using your own body's attempts at fighting back to produce antibodies, cures, and vaccines. Keep in mind that this only goes so far. Some things, like those Smilies… the risks involved are in another realm. Taking it into yourself would be like flirting with fucking death itself.

Heroic Verse (600 CP, Discounted to Civilians)

Have you ever read one of those HANDSOMEMAN comics? Well, you should start doing that in the next year or so, because the man who writes them is a seer… someone who sees the future. So are you. Every so often, about a month or two, you'll gain a burst of unnatural inspiration. Any artistic endeavour you take using this inspiration will show a reasonably accurate vision of an important event in the future. While your vision might be set in ink or paint, the future itself is not engraved in stone, for better or worse. You can't force yourself to see what will happen in a specific area or date, but whatever it is that comes to you is certain to be relevant to your interests, though there's no guarantee you'll realize how before it's too late to change what you saw. Extremely important or relevant events, such as the death of one of your closest allies or the end of the world, will have a much more urgent feeling to their associated burst of inspiration. I hope you'll know better than to assume you yourself are the architect of fate, like the other known seer in this world will do.

A Knowing Smile (100 CP, Free and Mandatory to Heaven Smiles)

You are a Heaven Smile, one of the most basic breeds of them. You have a demonic zombie-like appearance, are invisible, and can explode at will. Unlike most Smiles, you are immune to the orders of Kun Lan, and can not be made to follow the directive of "One Heaven Smile must kill one human being." You do not have a glowing weakspot somewhere on your body, and did not lose your dexterity or intelligence after your transformation, as well.

A Scary Smile (200 CP, Discounted to Heaven Smiles)

If you think about it, Heaven Smiles aren't all that powerful. They're an utter nightmare in terms of potential as agents of terror, but killing them in a single fight shouldn't be that difficult. The reason people fail to dispatch them is because they're afraid. The quiet giggling when the Smiles notices them, the calm and measured footsteps growing in volume every second, the slow crescendo of laughter as they come closer and closer… in theory, a regular soldier or police officer should be able to use their hearing and suppressive fire to pinpoint the Smile's location and eventually take them down. But that doesn't happen. Because Smiles are terrifying, and you are a nightmare beyond even most of them. Your posture, the way you speak, your presence. It evokes a primal fear in others. You can tell who's actually worth anything by seeing who stands their ground, and who runs away or cowers in a corner. Only makes it easier to fulfill your purpose.

A Beautiful Smile (400 CP, Discounted to Heaven Smiles)

Are you an angel? First, you are no longer required to have the same appearance as basic Heaven Smiles. You can choose to appear as an adorable and innocent anime girl, or a faceless featureless humanoid. Likewise, you may give yourself additional cosmetic appendages, such as small worthless wings or vestigial tentacles growing out of your back. This appearance change will not actually give you any benefits or downsides, but will let people know you are much more than another Smile in the crowd. With the exception of four roughly face-sized weakspots of your design, you are much tougher than a normal Smile, being immune to anything short of an anti-tank rifle. These weakspots simply have your original durability, instead of actually being weaker. Lastly, you may gather your self-destructive energy to create an explosive line of flame from your hands, the spent power replenishing after a few seconds.

A Nurturing Smile (600 CP, Discounted to Heaven Smiles)

This is worrying. You have taken on qualities similar to the Duplicator and Mother Smiles, without any of the usual downsides. You are able to coalesce heavenly light akin to that of the God Hand's out of thin air in order to produce Egg Smiles. These eggs can explode as Heaven Smiles usually do, but will hatch into regular Heaven Smiles when broken. Similar to the true holder of the God Hand, you may redesign the Heaven Smiles inside these eggs to create new breeds of Heaven Smiles, though this is not an easy process. Smiles born from you are absolutely loyal, and can have a single directive implanted in them for the occasion that you'll be incapable of giving them orders directly.

Demi-God (400 CP)

In 1750, another god was born into this world. Between Harman Smith and Kun Lan's friendship and feud, between Good and Evil, Destruction and Creation, Western Culture and Eastern Culture. There is you, a deity unbound from the balance of human nature. Your birth is auspicious and of clearly supernatural nature, granting you many cultists and leadership of a minor underground organization desiring world domination, though you may choose when entering a jump whether or not this will apply to your new identity. You are eternally youthful, never moving past the age you internally consider your true age, nor growing infirm even as the centuries crash upon you. You may create an astral projection of your true self near those whose fate is tied to yours, whether they are a rival, a friend, or a most hated enemy. Finally, the power of the gods has touched you on a fundamental level, enhancing the effects of the following perks:

God Hand:

As the power of the God Hand is truly yours, your control over the basic nature of Heaven Smile has reached another level. Those you transform with it can be made to become ticking time bombs, the change taking days, weeks, months, maybe even years to work its way through their body. Or they could be made to change only with certain stimuli, becoming hidden agents of your divine will. You could simply be cruel for cruelty's sake, stopping the transformation permanently and leaving those touched by your power wondering when they will finally receive your divine blessing. Likewise, your control over completed Heaven Smiles is enhanced, allowing you to puppet those you've transformed directly. This also enhances your ability to create new breeds of Heaven Smile, as you can to a degree directly control their transforming biology with your heavenly light. Lastly, as a deific being, you hold sway over life and death. By turning someone's corpse into a Heaven Smile, you can resurrect them, though this follows the same rules as the basic Heaven Smile transformation.

Department of Defence:

The U.N. would be unhappy if they found this out, but you've realized the potential transforming your enemies themselves into Heaven Smiles holds. Whether it is you or your contracted researchers doing the deed, it is now possible for you to devise a way to bring the middleman back. Rather than copy the end result of supernatural transformations, you can now copy the transforming effect itself. As an example, you could create a viral mutagenic agent that transforms those affected into Heaven Smiles, given sufficient research and materials. It's still not copying the source of these changes, but do you really need to copy any gods when men alone can do this?

Dissociative Personality:

You are no longer limited to simply copying someone. You can now fully absorb the body of someone you subjugate, adding their mind to your collective as a conscious being, as you now suffer from what is known as Multifoliate Personae Phenomenon. You may also do the same to corpses in order to bring their mind back from death, though they are not guaranteed to follow your will without being subjugated the hard way. You are still limited to seven additional personalities due to your mind's limitations, but any personalities you scrap become what is known as a Remnant Psyche. Remnant Psyches are phantoms that exist only to you or your personalities, which provide advice and counsel until they come to terms with their death and pass on, regardless of their original opinion of you. As an aside, giving control over to one of your absorbed personalities actually changes your body into theirs. While they'll have all of their original abilities, they won't have any of yours. If one of your personalities dies, you'll have to find a way to bring them back to life manually, as your resurrective powers rely on someone not being a part of your collective already.

Heroic Verse:

The worlds you've created and the real world co-exist as one. You write the story, and that's it. Even if all you see is the future, you can deny that future and write the endings you want. When you begin foretelling the future after a burst of inspiration, you can deliberately create something that goes against that vision. What happens then, is that somehow, your lie becomes reality. Parts of it are consequences lining up like dominoes, part of it is your creations touching people and convincing them to help make that future real, even if you've never met them… the opposite can happen as well, enemies trying to undo your false future and becoming the reason it reaches reality in the first place. It's difficult to tell where the propaganda ends and your divine power begins. While you may fashion yourself an architect of destiny, all of this begins in your stories. If those stories couldn't reasonably happen in the real world… well, they're gonna stay a story.

A Nurturing Smile:

Heaven Smile is a disease. A blight on this world, brought forth by the demon king Mara Papima. As the embodiment of its vile creative power, you are no god, but a demon beyond demons. Your Smiles are contagious, infecting those you touch and bring harm to with your blessings. Should their body fail to fight back against the infection, they too will become a Heaven Smile under your control. This property extends to the Heaven Smiles you create and convert, allowing you to become a walking contagion of worldly bliss. Finally, you may ooze this infection out of your body into a physical form, creating cancerous and raw physical growths. Besides allowing you to use the environment itself as a vector of infection, you can fuse with this "hive" in order to augment your ability to create Heaven Smiles from nothing, using this flesh as a womb to birth more and more Smiles passively.

The Benefits of Blood:

One of the many reasons the killer7 are famous is due to their seemingly supernatural abilities.If you are an Assassin, you'll receive an additional 200 CP to spend in this section, due to your previous experience with murder.

The Basics (100 CP, Free to Assassins)

Collecting blood is difficult, even before you consider the damage you might do to a body when "pacifying" it. Now you don't have to worry about that. You may designate up to three types of containers on your body: the blood of anyone you kill will gather in these containers, divided between regular old blood, thin blood, and thick blood. The specifics are up to you. Thin blood is acquired when you kill an enemy through brute force, blindly attacking whatever areas you can hit, while thick blood is acquired when you kill your enemies by hitting them where it hurts the most. Thin blood is much more plentiful but has weaker effects overall, though smaller doses are more potent compared to basic or thick blood. Thick blood is much less plentiful and has much more potent effects overall, but needs a bigger dose before it does anything. You can choose whether or not blood is transformed this way when drained into your chosen containers.

Mad Doctor (400 CP, Discounted to Assassins)

Of course, you still need to actually do something with all that blood. You have the knowledge needed to create a strainer for turning thick blood into a special serum. This serum can be injected to augment one of the four most notable characteristics of whoever it is administered to. These range from durability, to the ability to keep one's hand steady when holding a gun, to how much damage the gun itself does. Of course, the blood of normal humans or Heaven Smiles can only do so much. To help give you a sense of scale, a normal human could get to the point of being durable enough to take several explosions point-blank before actually dying. If you wish to go past that, you'll need more unique and potent blood.

Vampire (100 CP)

Your body's adapted to all this bloody nonsense, allowing you to heal by drinking blood like some kind of horror movie monster. A small teacup's worth of blood could close a few bullet wounds, as an example. As you might guess, this ability works best with thin blood, and is somewhat wasteful when used with thick blood.

Deadly Jumping (100 CP)

Like a certain coyote, you are able to jump extraordinary heights, clearing entire stories in a single leap. You can fuel these leaps using a single vial's worth of thin blood, or burn a reasonable amount of stamina if you find yourself running dry. This ability can be used to survive large falls instead, should you find yourself without a landing strategy.

Bloody Shower (100 CP)

You can spray your blood out of your wrists at will. Your blood will then cover a single object or area of your choice despite gushing everywhere, and will then reveal any secrets there, such as hidden objects or doorways. You can also perform the opposite, which will drain any blood in the environment to perform the same function of revealing what is hidden. Both of these abilities cause you to lose a somewhat worrying amount of blood, although you can pay this cost with a single vial of thin blood instead.

Invisibility (200 CP)

Much like the Heaven Smiles, you are able to become invisible. Unlike them, this also makes you intangible, giving you the ability to walk through enemies and obstacles with impunity. This drains your stamina severely, to the point that you could not bear being invisible for more than ten seconds or so. You can also fuel this ability with thin blood instead, with a single vial of it giving you a few seconds of invisibility at no cost to your stamina.

Lucha Libre (200 CP)

You are a masterful luchador, able to perform most moves you can expect to see in the ring, and some that only a heel would dare bring out. Your training has granted you formidable physical strength, letting you break wooden beams easily, but you can force yourself to go even further beyond, to the point of shattering large boulders with a single roundhouse kick or headbutting bullets out of the air at no harm to yourself. This takes a lot out of you, so you couldn't do it more than four or five times before having to take the rest of the day off to rest, but you can use a single vial of thin blood to power each move instead.

Super Speed (200 CP)

When you need to go fast, you damn well go. Your maximum running speed is just shy of the sound barrier, though actually going that fast does hell on your stamina. Running a few miles at your top speed would tucker you out for the rest of the day. However, you can use vials of thin blood to fuel your footwork, letting you go for several hundred meters at top speed without even breaking a sweat for each one you burn.

Collateral Shot (300 CP)

You saw the devil, and he's paid his dues. You can concentrate your power into your gun to transform whatever ammunition is about to be fired into a Demon Shell that hits like a grenade. Assuming you're using a basic revolver, anyway. More powerful guns and ammo means more powerful Demon Shells. If that's not enough, you can charge up to two more bullets and force them to be loaded with the Demon Shell, turning all of them into an even more poweful Demon Slug. Keep in mind, making just a single Demon Shell would tire you out like running a mile or two would. Of course, you can just use a vial of thin blood to power each Demon Shell instead.

Telegnosis (300 CP)

You have the gift of clairvoyance, which allows you to scan nearby areas for enemies. Besides giving you a mental map marking their location, this also allows you to see normally invisible beings, such as the Heaven Smiles. Unlike the previous techniques, this does not tax your stamina or cost any vials of thin blood to use. Scanning enemies like this also reveals their weakspot. For Heaven Smiles, this is an actual weakspot that will almost certainly kill them upon striking, but other enemies might well simply have relatively vulnerable areas.

Your Special Smile:

There already are many variants of Heaven Smile in this world. You can consider this a primer or bestiary, to help make sure you're not caught off guard. If you just so happen to be a Smile yourself, as described by "A Knowing Smile", then this will be an opportunity to go above the station of a hopeless suicide bomber. As a reminder, basic Heaven Smiles are capable of detonating, turning invisible, and have a glowing weakspot somewhere on their body, usually a limb or their head. Even if you do not have a true weakspot, you should still choose a place for it that you're comfortable with, since some of these abilities interact with it. If you have "God Hand", "Department of Defence", or "A Nurturing Smile", you may purchase these perks in the form of the knowledge and skill needed to create the relevant types of Heaven Smile instead of as a change to your body.

Smiling Face (100 CP)

You are a breed of Smile that hasn't been seen in quite some time. Your default appearance as a Heaven Smile remains what it was before, but now, you are able to appear completely human. This change to your appearance is mutually exclusive with your invisibility, but you can still detonate at will.

Micro (100 CP)

Your hands and arms have been mutated in order to grant you flight. By flapping your arms, your grossly oversized hands grant you enough lift to fly, somehow. As Micro Smiles are meant to deliver supplies, your skin has taken on the properties of a leather coat, with you being able to open yourself down the middle. This combines with the fact that you are also hollow to let you carry material easily and conveniently.

Spiral (100 CP)

You have taken on the appearance of a sphere. With the exception of your face, which is as durable as it was before, your surface area is much tougher and invulnerable to anything short of explosives. Most Spiral Smiles were happy little accidents, but you were granted this form on purpose, so you are also able to unfold into a more convenient humanlike form. You might have some edges sticking out, which could be awkward, but you'll get your hands back.

Another (100 CP)

Your new body has been optimized for both walking normally and crawling extremely close to the floor. However, your hands and feet have been mutated to be capable of gripping onto surfaces they touch, allowing you to move along ceilings and walls regardless of what gravity might think. Try not to spook people too badly before they die.

Bombhead (Free…?)

You've had bombs strapped to your head in order to increase your killing potential. A normal Heaven Smile could explode with enough force to kill any normal human, maybe a crowd. With these bombs? You could probably bring down an entire building. Problem is, the bombs themselves are rather fragile. Hit them in the right spot, and they'll detonate with much less force.

Ulmeyda (Free…?)

You are one of the Smiles sent to infiltrate Ulmeyda InterCity. This does not actually do anything of note or change you. It just means you were given some black shorts and a Texas Broncos t-shirt. At least you look fashionable.

Poison (200 CP)

You are a rather new type of Smile, created for the purposes of long-term combat. You constantly exude a strange poison fog, which easily kills civilians and non-combatants, but is easily resisted by people such as soldiers and assassins. But that's not why you're terrifying. With the exception of your weakspot, all of your body regenerates completely after a few seconds of rest. So long as that weakspot is intact, you can come back from any physical harm. Of course, detonating will still destroy the relevant body part, so…

Phantom (200 CP)

This is too much. Your transformation gave you an overactive imagination, which blew up. Because of it, your weakspot has gotten scattered around itself, like a game developer accidentally stretched out a character model. Therefore, the moment someone hits you in any area other than your weakspot, you can imagine yourself besides them and actually appear there.

Giant (200 CP)

You had a big heart before becoming a Heaven Smile, so you are… well, this is actually just a mistake. You are big. Huge. Plus-sized. You're roughly fifty feet tall, give or take a story to account for the effect your basic human height had on this. You're not too strong, or too durable, but you won't fall into yourself or anything silly like that. Although, regardless, you are by necessity tough enough to handle anything short of a missile. Problem is, you're obvious, and your soft eye isn't exactly bulletproof. Also: you have only one eye now, and it has to be your weakspot.

Backside (200 CP)

Oh no. You've been plated with steel, had your legs cut away, and have been given wicked sickles on your arms. Thankfully, you can float just as fast as you could move before. Because of the steel covering you, every part of your body other than your back is bulletproof. Also, your weakspot is now located on your back.

Succession (200 CP)

Your mind is open, receptive to all the wonders in this beautiful world. Literally. Some of your brain is where it should be and attached to the front of your skull, while everything else is attached to the back, stubbornly holding onto your body instead of falling to the ground. Thankfully, losing the less fortunate pieces of brain matter doesn't actually do anything to your physical or mental wellbeing. In fact, they regenerate endlessly no matter how much is mashed up or lost. Which is good, because you can focus your explosive potential as a Heaven Smile into that brain matter, causing it to begin floating. Then, you can either control it directly, or let it home in on your opponents. Either way, once those pieces hit something, they go boom just like any other Heaven Smile.

Broken (300 CP)

You've had a massive jetpack surgically implanted into your back. While it's unwieldy, heavy, and not the easiest thing to hide, this jetpack allows you to zoom around faster than even racing motorcycles at no discomfort to yourself. Well, controlling where you're going is a bit awkward, but you're basically a missile now, so who cares?

PROTECTOR DOUBLE ZETA! (300 CP)

You've had a cybernetic carapace installed on your skin, making you look like a super cool super robot. This makes you invulnerable to anything short of a rocket-propelled grenade, and even that only does scratch damage. But forget about that, you've got this glowing thing on your chest that makes you look like you walked straight out of a cartoon about giant robots! Your paint job is a deep black with silver and red accents, too. How cool is that?

Laser (300 CP)

Your design was focused on attacking through more artificial means. That is, a battery is attached to your back, while a pair of laser goggles were bound to your eyes. Thus, you are able to fire intense laser beams able to cut through steel plating and ordinary buildings after charging for a second or two. The strain from this will not cause you to detonate, if you're worried about suffering the same fate as the prototypes.

Galactic Tomahawk (400 CP)

Your body has been fused together with that of many other Heaven Smiles. Due to this, your lower body is a chimeric mess of Smiles, with movement being done by willing your lesser halves to crawl along the floor. Instead of being used for detonation, the explosive potential of those you've merged with can be manifested in the form of subsonic missiles. As you might guess, this makes you a dangerous opponent, even if your defensive potential has not been enhanced.

VIRAL (500 CP)

You were not created by the hand of the gods. You were, in fact, part of an american experiment in creating artificial Heaven Smiles. Liters of a mutagenic agent loaded with Heaven Smile genetic material was injected into you, causing a unique and powerful metamorphosis to occur to you. First, your hair has been cut apart from your head, and has become your weakspot and seat of consciousness. If you are bald, you will be granted a hair style of your choosing for free. No, you can't choose to be bald again. It remains connected to your body through several strands of liquid tumors, which are used to puppet it. If your body itself detonates, you will not actually be harmed, and be able to reform it after a few seconds of concentration. Instead of exploding normally, your detonation now causes a rain of infected blood. Infection is not guaranteed, but those whose immune system fails to fight back suffer a very painful death, similar in feeling to having every individual cell of their body explode. While several of them must be kept connected to your body in order to control it, you are able to use the strands linking your hair and body as additional limbs for the purposes of attacking or manipulating the environment, similar to an octopus' tentacles.

BLACK (500 CP)

…Are you related to the US Secretary of Education? Ah, nevermind. This… doesn't quite follow the same rules as the previous breeds. You see, this does not change you as a Smile. What this does, is give you the ability to create the Black Heaven Smiles, when certain conditions are met. The first is that you must be, at least, at half health. The second is that you must have suffered major bodily damage, comparable to having everything below the waist shot off. Then, you may burn out your ability to detonate for the rest of the current jump in order to cause a geyser of blood to spout from your biggest wound. Wherever you happen to bleed at will be where the Black Heaven Smiles will appear, one for each opponent that was involved in bringing you to this point. These Smiles have the same amount of overall power as you, but focused entirely on their durability and explosive power. While these Smiles are only as fast and strong as a normal human, if whoever you were fighting is even remotely near your level of power, they will die the moment the Smile reaches them.

LAST SHOT (500 CP)

What a duplicitious existence. Rather than directly alter your main body, this grants you a second Heaven Smile bound to your soul. This Smile is a coward, but an intelligent one, and absolutely loyal to you. Of course, it's not really a person, but still. So long as this Last Shot Smile exists, your ability to detonate as a Heaven Smile will not kill you. When that happens, you'll just reappear besides your little lifeline, safe and sound. Should you die through unrelated circumstances, the Smile will sacrifice itself to revive you. The Last Shot Smile revives at the beginning of every jump, but cannot be resurrected otherwise. If an enemy kills your Last Shot, then that's too bad.

Items:

You can't expect every assassin to specialize in fisticuffs. Regardless of what you're looking for, you may get a more material bonus for your travels here.

Odd Engravings (100 CP, Free to Drop-Ins)

This set of ornamental stones have a curious property. Somehow, they can be used in place of any key or puzzle piece that would be needed to open or activate any door, container, or mechanism. They can't take the place of truly unique keys, such as handmade custom keys that can not possibly be replicated without the original craftsman, however. Should you manage to lose one of these ornaments, it will be returned to you in a week, carried by a carrier pigeon. Don't be mean and hurt it for reminding you of your failure, please?

Angel (200 CP, Discounted to Drop-Ins)

To be godly is your nature- then, is it not right that you send forth your angels? This new Companion of yours is completely loyal, to the point that even the most fanatic cultist would pause and marvel at the depth and strength of its faith. They have the effects of "A Beautiful Smile", with their design being up to your specifications. In fact, I reckon they would beg you to make the choice for yourself if you tried to have their currently non-existent mind make something up. They have one 100 CP Perk or Item free of charge, "A Knowing Smile", and either "A Nurturing Smile" or 400 CP to spend in the "Your Special Smile" section. Finally, they have another 400 CP to spend on whatever you desire, though they do not have any Background Discounts or Freebies.

Cassette Tapes (400 CP, Discounted to Drop-Ins)

These are the last words of an FBI agent named Holbert. A copy of them, at least. These tapes detail his investigation of Coburn Elementary School, including some interesting information about one of its most notable students, its nature as an indoctrination ground for Japanese agents, and Holbert's eventual death at the hands of the Bloody Heartland. The interesting thing is, you'll continue receiving tapes like these (or the most appropriate form of media, if you find yourself in the far future or ancient past) detailing secrets and conspiracies with every new jump.

Ring Collection (600 CP, Discounted to Drop-Ins)

Somehow, you've managed to acquire this group of vaguely mystical rings, each of which grants their wearer (presumably you) supernatural powers. The first is the Fire Ring, which allows you to create flames, ranging from just enough to light a few candles to a reasonably sized stream of fire. It is also possible to create heat without fire, though you should probably take care not to point the heat waves at yourself. The second is the Water Ring, which allows you to create water, anywhere from enough to wash off a dirty window to something you'd see from a fire hose. The third is the Wind Ring, which allows you to create gusts of wind, going from a comfortable breeze to enough to manually turn a large industrial fan. The fourth is the Stamina Ring, which enhances your constitution. You could probably walk off several bullet wounds or run a marathon all day without getting tired with this. The fifth is the Time Ring, which allows you to rewind the time of objects back to any chosen state. The sixth is the Power Ring, which enhances the harm you do to others. It's enough that a punch which would bruise an arm now shatters its bones. This applies to weapons both ranged and melee, as well. The seventh and greatest ring is the Vision Ring, which allows you to scan nearby areas to reveal invisible enemies. You should know by now why that would be a powerful effect to have in this world.

Employee Contacts (100 CP, Free to Government Officials)

Sometimes you need to tie up a few loose ends. For this, you've acquired a few contacts in the assassination business. So long as the price is right, you can find someone willing to take up any assassination mission you need. This list includes both public assassins- an example being the Smith Syndicate- and personal mercenaries that might well not have existed before you hired them. For the latter, you might find extraordinary or superpowered people, but nothing too above the average of the world you're in.

Running For Office (200 CP, Discounted to Government Officials)

Your department doesn't spare expenses, huh? This room seems to follow you, inexplicably and imperceptibly replacing any lesser offices or personal spaces you acquire, unless you specifically desire it to not do so. Besides being tailored to your tastes and necessities this office is subtly helpful for your preferred fighting style, and any assassination attempts or attacks which take place while you're here will be sabotaged just enough to make sure you're never caught with your pants down. Lastly, you may begin future jumps in office at your discretion. Your starting position will be rather minor, and you can't apply this to join abnormal governments that would give large amounts of political power by default, but climbing up the ranks is just part of the job.

Political Party (400 CP, Discounted to Government Officials)

No man is an island. Whether you're Democrat or Republican, Liberal or United Nations, a lone wanderer on the political scene just doesn't cut it. Whichever party you've chosen to work with as part of your Background, you've got serious ties with now. Through a mix of political favors and actual friendships, you have a degree of respect and influence above most politicians in your chosen party. But with that, comes responsibility. While you can carry this connection into other jumps (which will tie you with the closest equivalent, if you go to a world without a direct counterpart), you can choose whether or not it takes effect during any given stay.

"Fireworks" (600 CP, Discounted to Government Officials)

…Do not tell anyone you wouldn't trust your life with of this. You will be killed if this becomes public. You, somehow, have managed to retain your own nuclear arsenal even after the Fireworks. While it's rather small, about 200 ICBMs or so, this still is enough to wreak havoc on another nation. These launch sites are perfectly hidden, and will not be found unless you go snooping there and leave a trail by accident, inadvertently start another worldwide search for weapons of mass destruction, or actually fire the missiles. The nukes only replenish at the beginning of a new jump, but you may use the facilities as you see fit after you've launched. You will be provided with your own nuclear football in order to actually launch these, which will be usable only by you or authorized Companions.

Jobs (100 CP, Free to Assassins)

You can't be an assassin without actually assassinating anything, can you? This unknown individual will provide you with targets and other missions, such as destroying merchandise or capturing individuals to be used as organ donors. Thankfully, they never provide missions you would object to on a moral level, or anything that would run against your own personal goals. Your middleman won't follow you to other worlds, but you'll find a similarly loyal person to perform the same duties.

Sweet Blue Flag (200 CP, Discounted to Assassins)

Oh, poor thing. You found this orphan while at work, and either decided to rescue them… or spare them. Under your tutelage, they've grown into quite the assassin. They have the effects of "Soul On Ice" thanks to your psychological conditioning, "Fatal Bonds" with your signature weapon type, and "Mad Doctor" due to their study of the human body's single points of failure. The trauma of whatever led them to you also has caused them to gain the effects of "Dissociative Personality". Finally, they have either 300 CP to spend on Perks and Items, or "The Basics" and 300 CP to spend in The Benefits of Blood section. As an aside, your charge is a great fan of Japanese cartoons, likely due to its use as a form of escapism due to them losing their childhood violently. While speeches about one being "a flower that blooms in the soil of our carnal and corrupt society" which "shall administer retribution to stray vermin that graze this land" and being "the Chairman of the Educational Guidance Council" are a bad idea during work, it helps them keep it together. Keep that in mind, okay?

Secluded Estate (400 CP, Discounted to Assassins)

An assassin like you can't exactly hold a house down in the suburbs. You've had this domicile built in the wilderness. Which wilderness? Well, whichever one is closest to you at any time. Don't think too hard about it. This house is to your specifications, and has several bedrooms and at least one secret underground room to hold any secrets of yours, whether that's a facility for emptying bodies and turning them into dolls or an actual laboratory. The security system in this place is great, as well. Someone who can turn invisible and intangible would have trouble breaking in.

Golden Gun (600 CP, Discounted to Assassins)

The most powerful weapon an assassin can ever hope to use. This gun… is the best. The recoil is perfectly balanced to you, helping you line up shots more than it interferes. The weight is just enough to give you the right amount of feedback without being tiring or cumbersome. The actual bullets hit harder and fly faster than they should, to the point that what should be a regular pistol shot could punch through many steel plates specifically designed to stop bullets. There's only a single Smile who could survive more than a single shot from this gun. What this gun actually is, is for you to decide. Would you prefer a Single Action Army revolver? How about a submachine gun? Pair of grenade launchers? It's your choice. If you already have a gun, then you may grant it these properties instead. Something you should note is that anyone killed by the Golden Gun is rendered down into blood. If you can do something with this blood, wonderful. If you can't, don't worry. The extraneous blood will scatter away into the cosmos if left alone.

Fast Car (100 CP, Free to Civilians)

Today's your lucky day. This new toy of yours has a five million price tag on it, and it's completely worth it. This state of the art car has rocket engines on its back, which allow it to reach frankly ludicrous speeds. There's a very good chance a normal person just accelerating it normally could kill themselves from the overwhelming G-forces involved. While it's your right to do whatever you want with it, try not to drive yourself to death having fun.

Computer Equipment (200 CP, Discounted to Civilians)

Getting hardware isn't too difficult nowdays, but the ban on private usage of the Internet has made it so what civilians can get would require a lot of personal work of dubious legality to connect to whatever networks still exist. Maybe you paid someone to do this, or you're smart enough to get it all done yourself, but you've managed to get a land connection and all the hardware and software you might need to keep your browsing safe from prying eyes. In other settings, this will update to give you a safe and hidden connection to whatever unknown or questionably legal networks exist in the world.

Pride and Joy (400 CP, Discounted to Civilians)

Andrei Ulmeyda's not the only up and coming super CEO, it seems. Through your guile, guts, and probably some luck, you've managed to create a company known worldwide for some type of product or service. Maybe you're in telecommunications, advertise everything and nothing, or make sure everyone can delight in terrible fast food. Even a PMC is fine, although I wouldn't expect to get any good work unless you go out of your way to make sure things heat up in the global scene. The company itself is worth some good billions in shares, but only moves around a hundred million or so in currency every year.

Fragment of the Yakumo Cabinet Policy (600 CP, Discounted to Civilians)

You'd never imagine a few pages could hold this much power… and yet, here we are. Back in the fifties, Japanese nationalists wrote a little thing called the Yakumo Cabinet Policy. This document, despite being ostensibly nothing more than words and plans divorced from reality, was more than enough to let any one nation come back from the brink of ruin and take over the world if followed diligently… though it could take a few decades, if one weren't already a global superpower. Even this small piece you've gained is more than enough to let even a random everyman devoid of ambition and cunning become a world-famous business magnate. Considering the power you might one day wield, and the sights you might one day aspire to… I wonder what you will do with this?

Texas Bronco (100 CP, Free to Heaven Smiles)

Considering how you Smiles look, it might be difficult to live day to day life. But thanks to these shorts and Texas Broncos shirt, you can make it. While wearing these, no one will take note of obvious- but not utterly outlandish- physical traits such as blood red skin or terribly unsubtle cybernetic enhancements.

Bombs! (200 CP, Discounted to Heaven Smiles)

Heaven Smiles can explode at will, but why not give them some extra punch? This here is a bag filled with bombs of all kinds. While it doesn't reach artillery-level materiel, you've still got enough grenades, C4, and whatever else to quite literally drown in. Plus, you probably wouldn't want to trade your life for one measly explosion, wouldn't you? This does come with straps and such, so any Smiles you boss around won't have to carry this stuff by hand.

Hidden Church (400 CP, Discounted to Heaven Smiles)

Some times, even a monster would seek the grace of God. Isn't that right? Regardless of your own faith, this Church helps you come to terms with your own nature and any dwindling of humanity you might suffer, granting you peace of mind no matter how grotesque your divine mutations might be. This effect applies to anyone changed by your hands as well, though it will not subside how upset they may be at you if these changes were not welcomed by them. As a place of sanctity, none who mean harm may find where this is so long as you and any who hide here seek true peace, rather than temporary respite to recover from other conflicts.

Smile Mutagen (600 CP, Discounted to Heaven Smiles)

This is some bad stuff. What you have here is a clear jar with a gallon's worth of a viral agent the US Army's still working on… except this is the perfect version. This essentially functions the same way as the combination of "A Nurturing Smile" and "Demi-God", but can be more easily tinkered with due to already being stable outside of your biology. Worse yet, higher does of this mutagen will cause the new Smile to be even stronger than normal. If you forced all of this upon a single person… you might create something even the greatest assassins would only be able to deal with if, on some level, the Smile itself wanted to die. This jar refills at a rate of fifteen milliliters per day. If you're worried that's not enough to start a plague, keep in mind that the Smiles made within this can also spread the virus.

Companions:

The killer7 are successful in no small part thanks to their teamwork. It's only fair that you get a chance to bring your friends. You may purchase these options as many times as you'd like, though Companions are not granted this luxury.

Companion Immigration/Emigration (100/300 CP)

Each purchase of this will grant up to two of your Companions 700 CP to make their own purchases. They may choose any background for Free, but do not gain the bonus CP given by Assassin to spend in The Benefits of Blood. Spending 300 CP on this option will instead let you Import up to eight of your Companions. If you do not have that many Companions, or they turn down the offer, you may instead use those slots to acquire new Companions with the relevant purchases. Their appearance, personality, and pre-existing relationship with you and Imported Companions may be decided by you so long as this does not grant advantages not reflected by their build.

Canon Companion Emigration (100 CP)

Some of the people here are… interesting, to say the least. It'd be unreasonable to expect you to not wish any of them to come with you on the Chain. For every purchase of this, you will gain a pre-existing friendship with any character featured in killer7 and Hand in Killer7. They will only have abilities they are exhibited as having in either property for the duration of the Chain, so please refrain from gambling on what Dimitri Nightmare's true nature might actually be. For better or worse, this purchase will grant you the Companionship of a specific person, regardless of how… questionable, their current state of existence might be.

Drawbacks:

If you're truly desperate for even more spoils, you may gorge yourself here. Do make sure you do not bite off more than you can chew. It'd rather rude of you to die. Even so, you may only gain +600 CP through these burdens.

He Who Speaks With The Voice of Gods (+100 CP)

…That is what they say about you. You may not speak at all during this jump. Even the faintest of sounds fail to leave your lips. If such were to happen, you would die on the spot for blaspheming against the deities whose voice you hold. Thankfully, you won't have to actively stop yourself from making noises, such as grunting or crying out in pain, as these too are stilled the moment they begin.

Betrayed (+100 CP)

Some motherfucker ruined your life. Whether it was your mentor throwing you to the wolves, some politician putting a hit on you because you voted against the party line, or good old corporate swallowing up your business, you got fucked hard and raw. Unlike the man with the Demon Gun, you've still got your life… but you've been nursing a grudge for whoever did this. You won't let the world die around you while you get your vengeance, but don't expect to do anything other than make sure the sons of bitches who did it get what they deserve. Once they die, you'll be able to focus on other things again, but the pain of loss will remain.

Patriot Actor (+200 CP)

You believe in this nation, damn it. Whatever country you're from, which may be chosen freely even if you did not take the Politician Background, is now your greatest pride. You will not allow it to be tarnished by the acts of other nations, nor will you be satisfied with simple survival. You'll scheme, you'll plot, you'll murder Heaven Smiles and the killer7 yourself if you have to. Because you have a dream. That one day, every man, woman, and child of the nation you're proud to fight for will have the greatest lives they could have, unbound by the despicable ambition of foreign powers and the corruption of weak government officials unlike yourself.

Checkboxed (+200 CP)

Now, how do I broach this subject to you… see, it's not only seers that can see the future. With the right technology… it's possible to create a machine capable of taking information about the current world, and designing a model of what will happen in the future. The crux of this method is that for, as an example, Step 47 to happen, Steps 1 through 46 must also occur, otherwise the portentious butterflies of other events will likely throw the entire model into disarray. The chances of things turning out just right are slightly better for every additional link in the chain of the future, as well, but only if the previous events occur… which is why the few people with access to this thing give these predictions a little extra push with hired guns and men in black. Now… there is a man in this world, who has very good reason to utterly despise the Heaven Smiles. A man who's managed to get his hands on a few predictions made by one such machine known as "Miss Jacob". These predictions will reveal the Last Smile… the last of the suicide bombers. But the Steps that will happen before it reveals itself, and he can finally avenge… sorry, didn't mean to tell you that. To make sure he accomplishes his objective… he must bring ruin to you, and yours, and make sure you die. Otherwise, the model will fall apart. While he is only one man, puppeted by shadowy leaders… he is one man that has far more influence than he himself thinks he does, and could one day have proved to be the portentious butterfly who would topple the greatest nations of this world. You will, of course, fail to recall anything about this Drawback other than that there is someone after you once your decade here begins.

Killer8 (+300 CP)

It seems there's one more member in the Smith Syndicate… you. Somehow, you died, but were brought back to life as one of Harman Smith's personae. What this means is that you'll be reliant on his and Garcian's good will to be allowed to even exist as anything more than a glorified imaginary friend. But on the other hand, you'll be safe and sound inside their head so long as Garcian himself survives, as he is the current core of the entire collective.

Yes, you will have to make sure nothing that'd put your lifeline in jeopardy occurs if you don't want to instantly fail due to a severe case of death.

Bloody Heartland (+300 CP)

Well, this is unlucky. Your active Companions have been stuffed into your head, existing as a presence in your brain unless called out. When this happens, you'll explode into blood particles before reforming as them.

They won't have any of your abilities, and you'll just reappear safe and sound if they die, but otherwise can… look, this is basically the same thing as the combination of "Dissociative Personality" and "Demi-God", except you're limited to working with your Companions. You don't keep this ability post-jump.

(You might want to read the Notes.)

The World Won't Change. All It Does Is Turn. (+600 CP)

This… is the worst scenario. You've arrived about a century late, and your starting location has been changed to Detroit. The game between Harman and Kun Lan will never end unless someone forces the issue, thanks to "HIM". None of that matters to you. What matters is that Detroit will soon be attacked by billions of Final Smiles… the next generation's equivalent to the Heaven Smiles, the ultimate of their kind in terms of attack and defense. Alongside you is OVERDRIVE MASK De Smith, leader of the Fifth Smith Syndicate, the only person besides your Companions that you could hope to seek aid from. Your goal? Saving Detroit, then striking back against the Final Smiles' source. Otherwise, you'll be considered as having died, and your Chain will end. One year later, another attack like this will happen, and you will have to strike back against the next generation of Smiles… then again, and again, at least once per year, you'll face this ridiculous challenge. If you manage to keep your charges safe, you'll be allowed to end the jump as normal.

The End:

Finally… it's time for you to choose.

Go Home

Tired of these chess games?

Stay Here

The world won't change. You know this. Are you sure?

Move On

This world is so small you could hold it in the palm of your hand, just like a PDA. Why limit yourself?

Notes:

*They’re all the same.

Alright, invisitext is fun and all but you need actual information. What Bloody Heartland actually does is essentially the same thing happening between Emir Parkreiner and the Smith Syndicate. You’ll go insane at jump start and murder all of your Companions, which will stick until jump end thanks to the power of drawback fiat. The shock will cause Jumper to lose their memories of this, and delude themselves into thinking they’re sharing their minds with their active Companions. In truth, you don’t have any particular ability to transform into them. You’re just using the power of sheer self-delusion to gain their skills, and mimicking any more unique abilities with your own powerset.

It’s possible for Jumper to realize what they did before the jump ends, although it won’t be easy.

How much of this is known to Jumper and Companions is up to you and what kind of fallout you want this to have, though I’d personally say Jumper won’t get to know what Bloody Heartland actually did until jump end or they broke the delusion, while the Companions will know Jumper was japed by the Benefactor.