Greeny / vol.1.2

KILL BILL

JUMPCHAIN

"Revenge is a dish best served cold."
- Old Klingon Proverb

Four years ago, the Bride was shot dead in a small chapel in El Paso during her wedding rehearsal. Today, she is going to wake up.

Be careful. She's emerging from her coma with a very long list of scores to settle. She intends on hacking and slashing her way through the Deadly Viper Assassination Squad, her former teammates and fellow assassins, before finally getting her chance to kill Bill.

Whether you plan on helping the Bride get her revenge, stopping her rampage in its tracks, or perhaps even seeking some revenge of your own, this is a dangerous place full of dangerous people, and you better take this:

+1000CP

Chapter One - Starting Locations

You may either roll a 1d8 to determine where you begin the jump or choose a location freely at no extra cost.

1 - El Paso, Texas, USA - A rural area deep in the south, and the site of the infamous wedding chapel massacre, where eight people were killed and a ninth was rushed to hospital in a coma. Her name is Beatrix Kiddo, better known as the Bride, and she'll be waking up shortly in El Paso General Hospital with a lot of scores to settle. You may start anywhere in or around this city, but I advise not getting in her way.

2 - Pasadena, California, USA - A pleasant slice of suburbia in an affluent district of Pasadena, where people flock to settle down and raise families. This particular neighbourhood is home to the family of Vernita Green, once known as the Copperhead. She hopes to leave her former life behind here, but the former Black Mamba has other plans for her…

3 - Okinawa, Japan - One of a number of islands making up the Okinawa prefecture of Japan, this place is special for one particular reason: a small bar, tucked away and seldom visited, which serves as the home of Hattori Hanzo, the world's greatest swordsmith. Although he has long since sworn never to make another weapon of death, he could perhaps be convinced otherwise, and his skills remain unmatched in his old age.

4 - Tokyo, Japan - The capital city of Japan, a huge metropolis with a sinister underbelly. Below the surface, Tokyo is full of dangerous figures, none more threatening than the former Cottonmouth, O-Ren Ishii, the self-proclaimed Queen of the Tokyo Underworld. You can live a happy life here if you steer clear of her and her notorious Crazy 88, but where's the fun in that?

5 - Barstow, California, USA - A small town in rural California, surrounded on all sides by open desert. This is the current home of Budd, Bill's estranged brother and former Deadly Viper, who lives out of a mobile home and works a miserable job at a local bar. He's hit rock bottom, but when the Bride catches up to him he'll soon find his life can get a whole lot worse.

6 - Pai Mei's Temple, China - Far to the east in a location far from prying eyes lies an enormous staircase leading to the home of Pai Mei, the legendary martial artist. He is an incredibly dangerous man, the kind who would kill you at a moment's notice for the slightest perceived insult, but if you could win him over with skill and quiet dedication, he might just consider taking you on his apprentice. Just don't get too familiar, or you may lose an eye.

7 - Ciudad Acuña, Mexico - A crime-ridden border city in Mexico and home of Esteban Vihaio, a pimp and leader of a gang known as the Acuña Boys. The old man has mellowed with age but remains a dangerous figure, and he is the one of the few people who know of the whereabouts of the boy he once took under his wing. If you intend to track down Bill, Esteban might be your best bet.

8 - Bill's Hacienda, ??? - What appears to be a standard hacienda somewhere in South America holds an incredibly well-guarded secret. It is the home of Bill, notorious leader of the Deadly Vipers, as well as housing the daughter of the Bride, whom she currently believes to be dead. You'll start outside this incredibly dangerous location, and it will be up to you whether you confront Bill immediately or get as far away as quickly as possible.

Chapter Two - Origins

You may choose a single origin. Any origin can be taken as a Drop-In, causing you to start at your chosen location with no new memories or history in this world. You may choose to be any age or gender you like at no cost.

The Viper - With your very own serpentine codename, you are a current or former member of the Deadly Viper Assassination Squad, the greatest group of assassins the world has ever seen. You're a lethal force with any weapon or even your bare hands, and if you're still on active duty, you serve under the watchful eye of Bill, the Snake Charmer himself. Alternatively, you may be retired, living a suburban life away from the horrors of your past. Just be careful, the things you've done have a tendency to catch up to you sooner or later.



The Specialist - You have dedicated a lifetime to a field of your choice, and now reap the rewards of your passion. Perhaps, like Hattori Hanzo, you are without peer in the art of crafting blades, or, like Pai Mei, you have dedicated yourself to martial arts and mastered a number of fearful techniques. Regardless of what your precise specialty is, you are the one people come to when they need the best, and your clientele may include assassins, crimelords, and, sooner or later, a very pissed-off former bride.

The Queen - O-Ren Ishii, formerly known as Cottonmouth, is the Queen of the Tokyo Underworld. Like her, you've risen up the ranks of organised crime, running a sizable criminal operation within your chosen starting location (if in Tokyo, you may end up in direct rivalry with Ishii) with the potential to go international in the future. With the numbers and the personal skill to violently enforce your claims to power, you're a dangerous force, and your opponents will have to fight tooth and nail just to reach your doorstep, let alone kill you.

The Man - You're the man. Like Bill, you're a larger than life figure, the kind of leader who seizes power and never lets it go. You wrap organisations and people alike tightly around your finger and manipulate and slaughter your way into absolute authority. Everyone walks on eggshells around you, and they're right to do so, as there's no way of telling what drastic measures you might turn to if you ever felt your control slip - for even a moment.

The Bride - Or the Groom, depending on your gender. Once, you were a killer yourself. But you had a change of heart, turned away from that life. In response, you were hunted down and left for dead by the people you called your friends, losing everything in the process. Finally back on your feet, you have a lot of grudges to settle. Like Beatrix, you may have been hunted down by the Deadly Viper Assassination Squad and its ringleader Bill, or another - equally deadly - group may be responsible. Either way, it will be up to you whether or not you can obtain the revenge you seek.



Chapter Three - Perks

You receive a 50% discount on perks under your origin, and the 100CP perk for your origin is free.

Genre-Bending (free) - Ever wanted your jumps to be a little more stylish? With this perk, the overall aesthetics of the world you are in will frequently change to fit your current situation. In a fight with the yakuza, you may find the world appearing as though in an anime, while during a particularly tragic moment, the world may appear in black and white. You'll also gain your own soundtrack and the occasional sound effect, which play in key moments and suit the tone and setting of your circumstances. Others can perceive these changes if you wish, and these style and audio choices are purely cosmetic and will never inconvenience you or distract you from the situation at hand, merely enhancing every scene you're in. Pure kino.

Blood-Spattered Angel (free) - Tarantino movies have a particular style when it comes to violence. Gratuitous blood splatters, bodies which go flying across the room, and frequent severing of limbs is all par for the course here. With this perk, which can be toggled on and off at will, you can bring this approach to violence to future worlds, allowing you to leave a far bloodier mess in your wake. This is a primarily cosmetic change, and while it may help you in intimidating your opponents, you won't find that your stylish slaughter is any more effective than usual, nor will you be any more likely to slip on the bucket loads of blood spilling across the dancefloor.

Bitch, You Don't Have A Future (free) - If there's one thing you're good at, it's comebacks. In the moments before any conflict, you always have the perfect quip to hand and know the exact moment to drop it for optimal effect. It won't make the ensuing fight any easier, but it'll certainly make you seem a lot cooler to anybody watching.

Dynamic Scenery (100CP, Free The Viper) - It can be tough fighting in an unusual environment, particularly when you don't have a weapon to hand. Now, the world around you seems to become a weapon in of itself, often providing easy opportunities for you to turn the table on your opponents. You'll find those trying to kill you lingering under chandeliers and large shelving units which will drop at the slightest impact, and any house you're fighting in will have plenty of glass tables and giant windows perfect for slamming your opponents through. And when you're looking for a weapon, you can be assured that any ornamental swords and guns on the wall will always be fully functional when you reach for them.

Old Friend Of Mommy's (200CP, Discount The Viper) - The problem with settling down and starting a family is that old enemies don't magically go away. And there's no telling who might put your loved ones in harm's way to get back at you. With this perk, your enemies now seem to go out of their way to avoid collateral damage, not only targeting you directly and ignoring those around you, but even trying to make things as easy as possible on your loved ones. They'll hide the knife behind their back while you ask your daughter to go upstairs, and may even agree to move to another location so she won't have to find her parent's body. If you abuse this perk to take advantage of your enemy's generosity, you'll find it stops working on them, and if they survive you better hold your family close.

California Mountain Snake (400CP, Discount The Viper) - You have a particular specialty when it comes to dispatching your targets - poison. You are an expert when it comes to all types of poison, both natural and synthesised, and can extract and develop them to precisely the effect you desire. You could even combine multiple poisons to create a tasteless substance which instantly paralyses the body while slowly eating away at the brain, causing a long and excruciating death. You also find it easy to locate common poisons, whether through purchasing them from pharmacies (over the counter, no questions asked), or locating venomous snakes in the wild (who will be docile in your hands, only becoming hostile when your intended target draws near).

Buckshot (600CP, Discount The Viper) - It's been a long time since you've seen combat. If an assassin were to come at you, you'd have little hope of winning in a fair fight. Luckily for you, circumstances align to make it much easier for you to stack the deck and oftentimes win without any fight at all. Your opponents will underestimate you and make fatal mistakes in their approach, like lowering their guard when you offer to pause to make coffee or charging in through the front door while your shotgun is aimed directly in their direction. If you want a fair fight, this perk will be useless, but if you hope to win by any means necessary, it's invaluable.

Hanzo (100CP, Free The Specialist) - Anyone who's anyone has heard of you. Your name has the utmost respect attached to it, and even those who despise you can't help but feel impressed when they think of you. Your creations, whether they be martial art techniques or priceless blades, are valued above all others, and merely attaching your name to them seems to immensely boost their value. Whatever you do, you can feel safe that your name, and the prestige associated with it, will not be forgotten.

Retirement (200CP, Discount The Specialist) - *I no longer make weapons of death.* Despite your immense skill and the value you hold to very dangerous people, no one would ever dream of compelling you to work against your will. Your art is one borne of conscious choice, and if you ever chose to settle down and retire, you'd find that no one would be able to force you to continue your duties beyond simple persuasion, despite the immense disappointment they may feel at your loss. As a result, no one will even feel anger towards you for declining their offers, and you will never suffer retribution for turning down a client. It's your choice, after all.

Beyond Comparison (400CP, Discount The Specialist) - *If you're gonna compare a Hanzo sword, you compare it to every sword ever made that wasn't made by Hattori Hanzo.* Your craftsmanship with weaponry is impeccable, and yet somehow still has plenty of room to improve. The blades you create are sharp enough to cut through lesser swords, and your guns will fire faster and penetrate deeper than anything any other human could hope to achieve. With training the gulf between you and others in your field will only deepen, and eventually your steel may even be able to cut clean through the works of Hattori Hanzo.

White Lotus (600CP, Discount The Specialist) - You're a martial artist on par with the legendary Pai Mei, capable even of superhuman feats like punching through wood or the human body at a distance of three inches or the legendary Five Point Palm Exploding Heart Technique, the deadliest blow in martial arts. Your fingertips hit five pressure points simultaneously, and the target feels unharmed up until they have taken five steps, at which point their heart explodes in their chest. With rigorous training and willing students you can pass on these techniques, and with time and effort you may even be able to create your own legendary moves, on par with or surpassing those used by Pai Mei himself.



Gogo Yubari (100CP, Free The Queen) - When someone sees a schoolgirl approaching in uniform, they're unlikely to consider them a threat. In fact, even if she made her intentions clear - to gut them like a pig - they still might underestimate her, up until she fulfils her promise. Like Gogo Yubari, O-Ren Ishii's personal bodyguard, you can easily put on a cute facade of childlike innocence that causes people not to see you as capable of crime and may even attract certain unsavoury sorts looking to take advantage of your naivety. You can maintain this impression to some extent even during combat, and while its effect will be limited on those who've seen you in battle, you only need them to hesitate for a moment for you to turn the tide.

No Eavesdropping (200CP, Discount The Queen) - The chance of someone sneaking up on you borders on nil. Your perception is inhuman, and you are capable of detecting a shadow behind a screen even while facing the opposite direction, knowing instantly if the approaching figure has hostile intent, Your reflexes are also incredibly fast, capable of sending a dart straight through that screen and likely ending the threat before it's even had a chance to make its presence known. Would-be assassins will have to challenge you face-to-face, or not at all.

Cottonmouth (400CP, Discount The Queen) - When it comes to the katana, your skill is unmatched. You're an expert in all manner of traditional Japanese weaponry, wielding katanas, shurikens, poisoned darts and the like with absurd proficiency. You're also highly skilled in most other weapons, but you'll find that types of weapons originating in Japan give you the greatest boost to your prowess. Moreover, you'll now find that people are generally more willing to face you with your weapons of choice, pitting katana against katana rather than simply gunning you down from across the room, against their best interests.

Silly Rabbit (600CP, Discount The Queen) - It's time for the final fight, your bodyguards are down and there's nothing left between you and your enemy. And then the remainder of your eighty-eight guards burst into the building from all sides and the fight begins again for your poor opponent. With this perk, your companions and followers have a skill for timing, always showing up (so long as you will them to) to block the way right as your enemy is about to get a chance to face you. So long as you keep using this perk and keep having minions to spare, your enemy would have to take down every single person under your command before they could challenge you, exhausted and ready for your *coup de grâce*. The only downside is having to replace all those minions.



Bill (100CP, Free The Man) - Your name has a kind of awed reverence to it, a quality that sends fear down the spines of those who hear it. People will hesitate or even refuse to say your name aloud, electing instead to spell it out with wide eyes. Even if they don't know who you are, simply telling people your name is enough for them to get a sense of the terror they should be feeling, and this also works for your allies if you allow them to name-drop you to get what they want. *Jumper* wouldn't like that.

Masochistic (200CP, Discount The Man) - *Do you find me sadistic?* You have a charm unlike any other, a kind of hypnotic presence that makes people equal parts enamoured and terrified when you speak. With a few kind words and lingering touches, you can wrap people around your finger, and that makes it all the easier to tear them apart. They may hate you when all is said and done, but they'll never be able to escape your voice in their head. *At this moment, this is me at my most masochistic.*

Snake Charmer (400CP, Discount The Man) - Some people are just built to be leaders, for better or for worse. You are one of these people, bound by sheer force of will to rise to the top of any organisation you join. You're always in complete control of your subordinates and have a further specialty for gathering together the best of the best under your command. If you intended to plan a heist, you'd have no issue finding and recruiting the best thieves in the world into a cohesive team, and if you were looking to form an assassination unit - you'd soon be nigh unstoppable, to say the least.

Mommy's Been Dreaming Of You (600CP, Discount The Man) - If there's one thing you're good at above all else, it's leverage. Not only do you always know exactly what you would need to threaten or possess to make someone stop in their tracks, but providence has a way of bringing these things to you. You'll find the thing your enemy is looking for before they do, you'll come across your would-be assassin's long lost child that she thought dead, and a whole host of other beneficial coincidences will come your way when you need them most to keep yourself alive. And of course, you always know exactly how to best use this leverage to get precisely what you want from those around you.

Kiddo Effect (100CP, Free The Bride) - Your name has a special ring to it. Whenever someone hears it spoken aloud, you can choose to censor it, having it replaced by a loud bleeping noise from their perspective. This won't seem strange to them at the time, and they'll be convinced they know your name up until the moment they try to recall it, finding themselves coming up short and unable to identify you as anything other than that blonde bitch in the motorcycle helmet.

Glutton for Punishment (200CP, Discount The Bride) - You take a lot of hits in your line of work, and it's vital to be able to get back up and keep going when it counts. Nothing less than a fatal blow (or at least one that knocks you unconscious) can keep you down, and you can keep getting back up again from smaller injuries, even after being thrown through a glass table, slashed through the heels, buried alive, and anything else your opponent has thought to throw at you. It isn't over until it's over.

Inverse Ninja Law (400CP, Discount The Bride) - There is a common rule in fiction known as the Inverse Ninja Law. The principle is simple - the threat level of any given opponent is inversely proportional to the number of said opponents. If you have to fight one ninja, they'll pose a serious threat, while if you have to fight a hundred, you'll find yourself taking out several with each swing. This law now applies to any opponents you fight here and in future worlds. The more enemies you face, the weaker each will be individually, and while particularly distinguished foes may rise above the crowd, they'll find themselves worse off for not facing you in single combat.

Comatose (600CP, Discount The Bride) - A gun to your head. The man pulls the trigger. You're dead, or you would be, anyway. Now, once per jump, upon taking a fatal wound you'll instead miraculously survive and be put into a comatose state. Your would-be killers will either be unaware of your survival or will find an excuse not to finish the job, leaving you safe (if utterly helpless) for the multi-year long duration of your coma. When you finally awaken, you'll find that you haven't lost any of your skills or physical prowess from the time that has passed, and in fact, all of your abilities will be substantially boosted so long as you're using them to hunt down the people that put you in that coma in the first place. *Revenge is a dish best served cold.*

Chapter Four - Items

You receive a 50% discount on items under your origin, and the 100CP item for your origin is free.

Signature Outfits (free) - A collection of stand-out outfits, styled around a theme and colour scheme of your choice. They update to fit new situations you may find yourself in, such as a nurse-themed look appearing if you intend to infiltrate a hospital, but you begin with a sizable collection including streetwear, a motorcyclist's outfit, and an assassin's uniform, among others.

Shotgun (100CP, Free The Viper) - *Nobody's a badass with a double dose of rock salt that deep in their tits*. You're in possession of an especially effective double-barrelled shotgun which is perfect for home defence. A single blow sends enemies flying back and can be lethal or concussive depending on your intention when you pull the trigger. It reloads itself and won't ever jam, and your enemies always seem to miss its presence when assessing threats on your property and deciding their best means of entry, giving you a prime opportunity to blow them away.

Concealed Pistol (200CP, Discount The Viper) - A small single-shot pistol with a unique characteristic. Whenever your hand is in a location out of sight from those around you, you may grab this pistol from the air as though it was hidden in that spot, giving you the perfect chance to get the drop on your foes. Pretend to be making your daughter breakfast, then shoot straight through the cereal box and at your target.

Lonely Grave of Paula Schultz (400CP, Discount The Viper) - Located in any cemetery or graveyard you visit is a headstone marking out the grave of one Paula Schultz, above a deep pre-dug grave and an open coffin. Any bodies you dump in these grave sites will never be found, and if you so desire, you may even bury people alive within the coffin to guarantee they will not be rescued. This doesn't preclude the possibility of them escaping through their own wits, but escaping from under six feet of dirt is an impossibility without the knowledge of some very specific techniques.

Suburban Living (600CP, Discount The Viper) - A large family home located in the middle of generic suburbia. This home follows you from jump to jump, and is exceptional in the way that it allows you to leave work completely behind, regardless of what that work is. No matter how many enemies you have, they'll recognise that you're off duty when you've returned to this home for the day, and they won't dream of attacking or following you there so long as you don't bring your work home yourself. Your companions can stay in this home too, and won't be counted as active so long as they remain within its boundary. It's the perfect place to raise a family.

Fish Heads and Rice (100CP, Free The Specialist) - It isn't the most appetising meal, but it's perfect for your needs. Plenty of protein and carbs to help you maintain your peak performance. In fact, you'll find that any high maintenance physique can be maintained with this diet, no matter how much you would usually need to eat for this to be the case. This applies to others as well, and you have an infinite supply of these foods in your warehouse to give out to those training under you to keep them fit and fighting.

Weapons Rack (200CP, Discount The Specialist) - Whether for the purposes of training, examining their craftsmanship or simply self defence, you have come into possession of a large wooden rack containing every generic weapon you can imagine. Everything from katanas to assault rifles to full bottles of pepper spray can be found along its length, and while their quality is average, these weapons will automatically repair themselves and refill with ammunition when returned to the rack, making them perfect for extended training.

Workshop (400CP, Discount The Specialist) - A tiny sake bar in a forgotten alleyway far from the tourists. This little hidey hole's humble exterior conceals a large and advanced workshop containing everything you could possibly need for your craft. No one will suspect that this location is a front unless you tell them yourself, and if you ever decide to retire, you could always close up the workshop and start running it as an actual bar. It will follow you into future worlds, and you may also choose to attach this workshop to other properties you possess to conceal its facilities behind them instead.

Dojo (600CP, Discount The Specialist) - At the top of a long series of steps up a small mountain lies this ancient dojo. It's the perfect place for training, and yourself and others will find themselves improving and picking up new skills at a greatly increased rate while working in this space. In addition, you may set personal criteria for what you look for in your apprentices, and those who fit this criteria and would like your training will find themselves drawn to this place and your tutelage. Even the greats could use some company from time to time.

Yakuza Gear (100CP, Free The Queen) - A collection of weaponry used by the Yakuza, including traditional Japanese weapons such as katanas and shurikens as well as more modern gang choices such as assault rifles and pistols. All of these are of an exceptionally high quality and will eventually repair themselves if damaged, yet even these will pale in comparison to the works of great craftsmen like Hanzo Hattori.

Sniper Rifle (200CP, Discount The Queen) - A high precision sniper rifle of the kind used by O-Ren Ishii in her days as the assassin Cottonmouth. Not only does this weapon repair itself and can be reloaded far quicker than any mundane sniper rifle, but your accuracy is greatly boosted when using it. Even if you were standing upright and firing it one-handed with a second's notice, you'd find that you could hit your mark just as easily as if you'd set up a stand and spent time adjusting your scope and carefully lining up your shot.

House of Blue Leaves (400CP, Discount The Queen) - An enormous bar in a location of your choice, managed by an unnamed friend of yours (or a companion, if you would prefer) and highly profitable. More importantly, it serves as an unofficial base of operations for you and your organisations, who are able to operate out of the VIP areas of the bar with no prying from any kinds of law enforcement. It also comes with a private area especially for you, a garden or other kind of beautiful locale, which provides great meditative calm and focus for when it all gets too much. After this jump, this bar can follow you into future worlds or become a warehouse attachment, where it will still somehow manage to attract customers.

Crazy 88 (600CP, Discount The Queen) - Not quite 88, but it sounded cooler that way. Around 40 minions of all shapes and sizes with a uniform and signature weapons of your choice, all of whom are entirely loyal, if slightly unhinged. They're an effective fighting force and will defend you to their deaths, from which they will be revived after a short period of time has elapsed. They collectively take up a single companion slot and can be brought with you into future worlds, being seamlessly assimilated into any organisations you join as your recognised bodyguard detail, with tales of their slaughters preceding them.

Flute (100CP, Free The Man) - A long flute which you can play expertly. It has an almost hypnotic allure in your hands, creating beautiful sounds that even the sternest philistine would have to admit have an air of beauty around them. Additionally, when played at intervals while telling a story, you're able to greatly enhance the effect of that story and make it much more interesting and engaging to your audience.

The Undisputed Truth (200CP, Discount The Man) - This small dart gun can fire off rounds preloaded with a unique chemical compound. Based on truth serum but far more effective, this liquid will flow through a target's body on impact, and within two minutes will leave them utterly incapable of lying. You can use this to force people to give you information in interrogations, or even just to stop someone dodging and finally give a straight answer to a simple question. *Why didn't you tell me?*

Hacienda (400CP, Discount The Man) - An enormous and extravagant compound full of high-tech security and all the luxuries you could possibly need. It comes with its own pool, personal cinema and even a private beach which looks beautiful at dawn any time of the year. Best of all, this place is almost impossible for your enemies to find so long as you keep your head down while you're staying here. After this jump, this compound can follow you into future worlds or become a warehouse attachment.

Deadly Viper Assassination Squad (600CP, Discount The Man) - Not the Deadly Vipers themselves, but your very own squad of assassins of equal competence. There are five of them total, six including yourself, and they take up a single companion slot between them. You may design them as you like and assign each a codename and specialty, and they will follow any orders you give them without question. They're some of the best in a highly competitive business, but even if they die, they'll soon return to life, ready to get revenge on the sonuvabitch that killed them.

Pussy Wagon (100CP, Free The Bride) - An incredibly tasteless vehicle of your own design, which draws disapproving looks everywhere it goes. It may not be your first choice for transport, but whenever you're in a pinch and need to get away fast, you'll find that this machine is never far away. Additionally, while it may draw negative attention, police and other pursuers don't seem to be any more suspicious of it than any other car, allowing you to still blend into traffic as you slip away.

Motorcycle (200CP, Discount The Bride) - A brand-new Kawasaki motorcycle, top of the line and both fast and durable. This bike is not only perfect for getting around, it is also highly effective for reconnaissance. So long as you're only using it to tail and observe your targets rather than interacting with them, people don't ever seem to become suspicious of this motorcycle and its rider, allowing you to follow your enemies as far as you like before you finally decide to strike.

Used Records Store (400CP, Discount The Bride) - The dream: a quiet place to settle down and live a simple life. And you won't find any life simpler than the one you live working at this small records store, found in each jump in an appropriately mundane location. So long as you spend your days working here and not getting into trouble, you'll find that regardless of the state of the world around you, you'll be able to live a relatively normal existence, avoiding all the dangers and excitement that would usually follow you. It's the perfect place to settle down, away from the horrors of your past.

Japanese Steel (600CP, Discount The Bride) - A highly intricate katana, equal in quality to the finest made by the great Hattori Hanzo. Its beauty is matched only by its lethality, capable of cutting through limbs with each swing and even slicing clean through lesser swords which rise up to meet its blade. This blade will never dull nor can it be lost, and if you like you may import an existing weapon to gain this level of unmatched quality and craftsmanship.



If on your journey you should encounter god, god will be cut.

Chapter Five - Companions

Friends and enemies are closer than you may think. Stack the deck while you can.

Jumper Assassination Squad (100CP each, 400CP for 8) - For each purchase of this, you may import a single existing companion or create a new OC companion. They receive an origin of their choice and 600CP to spend on perks, with the appropriate discounts available. For 400CP, you can bulk-import 8 companions at a discounted price.

Canon Killers (100CP each) - There are a lot of dangerous people out here, and a lot of people willing to do anything to disappear from those dangerous people. Regardless of where the person you intend on recruiting falls on that spectrum, for 100CP you may guarantee yourself several favourable meetings with that character (favourable meaning that they'll at least have some pressing reason not to immediately kill you) and if they so choose at the end of the jump, they can join you as a companion. The only character that cannot be taken with this option can be found directly below:

The Bride (200CP/0CP) - The Bride is in some ways the ultimate assassin, driven by grief and a burning desire for revenge to push beyond even what her former allies are capable of. She intends on hunting down Bill and the rest of the Deadly Viper Assassination Squad, and if you can give her closure, she'll be given the option of leaving with you at the end of this jump. Her daughter, B.B. Kiddo, can be brought along too if you would like, sharing the same companion slot or on her own, and it may prove hard to convince the Bride to leave without her. This option can be obtained for free if the Bridesmaid scenario is chosen and completed.

Chapter Six - Drawbacks

Let's make this interesting. You can gain up to +800CP through drawbacks.

Chapter Zero (+0CP) - By default, you'll be starting this jump on the day the Bride wakes up from her coma. With this drawback, you can instead begin at an earlier point, all the way back to the early days of the Deadly Viper Assassination Squad or even further, to when most of the Vipers were still children and Bill hadn't even begun to recruit his team of high-caliber assassins. This drawback is not compatible with any scenarios.

Wiggle Your Big Toe (+100CP) - Have people always been so focused on… feet? The world around you seems to have changed, and at every turn people's feet seem to come into focus and linger as the focal point of each 'scene', so to speak. You'll be forced to watch as people lift their bare feet up onto tables during conversation, kick off their shoes in moments of high tension, and crush people's eyeballs between their toes. If you have a foot fetish, this is basically free points, but otherwise, you'll find yourself distinctly uncomfortable at more than a few points during your time here.

Elle and Eye (+100CP) - You have either already lost an eye or will shortly after starting the jump. This cannot be replaced with prosthetics or any other means you may have brought along with you, and there is nothing you can do to otherwise nullify the downsides of this drawback, although your missing eye can be covered with a complimentary eyepatch. Depth perception is important for an assassin, and having to compensate for a missing eye will certainly pose a challenge.

Fatale Injury (+200CP) - You've taken a heavy blow in arriving here. You've lost one of your limbs, leaving you at a huge disadvantage in combat. Regardless of whether you choose to lose an arm or a leg, any prosthetics or means of compensating for limbs more complicated than something which could feasibly be found in this world will not work, and circumstances will conspire to put you in situations where your missing limb will pose a significant problem.

Sirens (+200CP) - You're carrying around a lot of baggage. Your trauma is a serious problem for you, and whenever something comes up which triggers your particular neuroses - circumstances aligning to ensure this happens regularly - you'll find yourself paralysed while sirens play in your head. Even once you return to your senses, you'll be sluggish and clumsy while you try to get your head back in the game, and that's plenty of opportunity for a skilled assassin to take advantage of your weakness.

Four Years Later (+200CP) - It's as though you had just woken up from an extended coma. Your muscles have atrophied, your strength is gone, and at first it'll be a struggle even to move your body at all. With time you can work your way back up to functioning again, but it'll be a slow process and even once you're back to normal, you'll never quite be able to return yourself to your prime.

Only Human (+300CP) - You may usually be an unstoppable force, but now you'll find yourself a lot more fragile than you remembered. Any outside perks or items which put you above the maximum capabilities of a human in this world are nullified, leaving you at best on par with the greatest threats this world has to offer. You might be a highly effective assassin, but from now on you better watch your back - it only takes one wrong move to wind up with a bullet in your brain.

Target (+300CP) - You have a target on your back. There's a large price on your head and no way to get it revoked. Over the decade, a large number of highly competent assassins are bound to descend upon you in order to claim this contract, and you'll have to fight them off each and every time.

> **Crosshairs (+300CP, requires Target) -** It's even worse. You don't just have a price on your head, you've managed to anger the Bride. Her abilities have been boosted to make her a threat to you regardless of your own powers, and she intends to hunt you down to the ends of the earth with no chance of reasoning with her. Even if you kill or permanently incapacitate her, you'll soon receive news that she's back, having awoken from a coma or dug her way out of the grave. Only in the final encounter with her at the end of the jump will you be able to kill her for good, if you can last that long. This drawback cannot be taken with any scenario.



You didn't think it was gonna be that easy, did you?

You know, for a second there, yeah, I kinda did.

Chapter Seven - Scenarios

You may optionally choose a single scenario to take on, each of which comes with a unique reward for success, while failure means the end of your chain.

The Bridesmaid - You were there at that wedding, as a close friend or maybe even the partner of the Bride. You watched as she was gunned down before being shot yourself. Like her, you were sent into a coma, and like her, you will soon be awakening. In this scenario, your mission upon waking in the hospital will be to stand at the Bride's side and help her slaughter her way through all of the Deadly Viper Assassination Squad before killing Bill and retrieving her daughter. Of course, she could have accomplished that on her own, so to make things harder, every one of the Vipers has been made significantly more deadly. The Crazy 88 now live up to their numbering, Buck has been keeping up his skills, and a range of other additional challenges have been added to keep you on your toes. If you can complete this scenario, you'll have earned the Bride's gratitude, and can take the Bride companion option at no cost.

The Groom - Or the Bride, of course. Instead of fighting by her side, you'll be taking the place of Beatrix Kiddo as the sole survivor of the Massacre at Two Pines, waking from your coma on the day the jump starts. The details will be shifted to make a backstory which fits you, but the broad strokes remain the same: you worked as an assassin under Bill, you got cold feet and were ready to settle down and raise a child, and then everyone you loved was shot dead before your eyes. Your job is to do what every muscle in your body is telling you to - slice your way through every member of the Deadly Viper Assassination Squad before giving Bill exactly what he deserves. Achieve this, and you'll discover that you hadn't actually lost everything in that massacre - your child has survived, no doubt helped by the fact they carry all your perks and powers. They'll come along as your companion and it will be up to you to raise them right. Enjoy your second chance, mommy.

Kill Jumper - You were also there that day at the Massacre at Two Pines. However, you were on the other side. As a member of the Deadly Viper Assassination Squad, you played your part in silencing the Bride. Now she's back, and after your head along with those of the rest of the Vipers. She cannot be reasoned with, nor can she be hidden from for the entire duration of the jump. One way or another the two of you will come face to face, and one of you will fall. If you're too far above a human threat for such a thing to matter, the Bride's abilities will be boosted to pose a challenge. If you're able to stop the Bride for good this time, your reward will be the ability to take any and all of the surviving members of the Deadly Viper Assassination Squad with you into future jumps.

Last Chapter - Ending and Notes

You've accomplished what you set out to do. A lot of people are dead and it's about time you decided what you wanted to do next. You have three options:

Return Home.

You can return to your homeworld, finally ready to settle down.

Stay here.

You can remain in this world, prepared for whatever it may bring.

Move on.

Or you can move on to your next targets, ready to bring a lot of pain to anyone who stands in your way.

Version 1.2.

- **A jump by Greeny.**
- **Changelog:**
  - 1.1 - added a soundtrack to *Genre-Bending*.
  - 1.2 - Clarification on imports.
- **Notes:**
  - Existing firearms can be imported into the *Shotgun* and *Sniper Rifle* options to grant them the concussive option and boosted accuracy respectively, but the accuracy boost is most effective on single-shot weapons.