HITMAN

WORLD OF ASSASSINATION

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Good Evening, Jumper. Your Jump today is the assassin's playground of HITMAN. Bound by the International Contract Agency, or ICA, Hitmen follow out confidential, state of the art, assassinations on targets. The ICA expects greatness from all of its Agents, and if you choose to join them, you will be no different Jumper.

Gain +1000 Contract Points.

Origins

Everybody needs a history, even those who claim to have no need for one. Pick an Origin. Your Gender is whatever you would like, and you may pay 50 CP to pick your Age according to your origin.

Drop In - You are dropped into the world with nothing but what you came in with. While this makes it easy to avoid suspicion to have a hit lain on you, you aren't primed to find a top secret assassination agency either. Roll 1d8+18 for your age.

Agent – A standard run of the mill agent for the ICA, you were assigned a handler for your hits and have already made a decent name for yourself. Roll 1d8+25 for your age.

Handler – A "Man in the Chair" for Agents at the ICA. Your mission is to gather intel on targets and relay them to your Agent. Agents and Handlers do not meet face to face. Roll 1d8+25 for your age.

Herald – A very important figure in the political and financial world behind the scenes, you are a Herald for the shadow organisation Providence, which aims to keep its roots in every pocket of society it can. Roll 2d8+45 for your Age

Clone [Must Take "Clouded Memories" Drawback for 0CP] – You're another clone from the same experiment that birthed Lucas Grey and Agent 47. Your memories were suppressed at a young age, but because of that, you make for an excellent assassin and have overtaken all but one in the art. Your Age is 56.

Locations

Roll 1d8 to determine your starting location, or pay 100 CP to start wherever you would like.

1 – ICA Facility – Somehow you've ended up at the ICA testing facility to train new Agents. Probably a bad idea for some origins.

2 - Palais de Walewska, France – The host of the upcoming Sanguine Fashion Show. If you want to stick around you're going to need an invitation.

3 – Villa Caruso, Italy – Villa for the Italian biologist Silvio Caruso. Has a bio lab hidden under the villa.

4 – Hawke's Bay, New Zealand – A small beachside house, home to Alma Reynard. Not a while lot to do here without trespassing.

5 – Global Innovation Race, Florida – The venue for the upcoming Global Innovation Race, also houses tech firm Kronstadt Industries nearby.

6 – Burj Al-Ghazali, Dubai – The tallest building in the world, and a rich vacation spot, hope you're not afraid of heights.

7 – Dartmoor, England – The home of the Carlisle family. Within a few years, Alexa Carlisle, a Providence Partner, will retreat back here after faking her death.

8 – Free Pick, pick anywhere you would like to start.

Perks

Everybody has their own speciality. You get your origin's 100 CP Perk for free, and every other Perk under that Origin is discounted by 50%.

Drop In Perks

Tourist Destination (100 CP) – You're quite a traveller, aren't you? With this perk, people won't mind your blatantly out of place accent when you travel to a new locale. At worst you'll be treated as some foreigner doing some sightseeing.

That's Weird, Anyway… (200 CP) – You have the capacity to underplay majorly stressful or otherwise weird events after a few seconds. See somebody get murdered in broad daylight? Yeah that's wild and all, but you still have a job to get back to.

That's the Second Time Now! (400 CP) – Somehow, your background keeps getting you hired by important people. Whether it's having the misfortune of getting

hired by multiple to-be assassination targets in a row, or landing a job in a field that's plot relevant, you'll keep falling upwards.

You're Not Supposed To Be Here! (600 CP) – You can see through every ruse and disguise. Whether it be a secret agent disguising as a co-worker to get intel, or someone casting an illusion, you're able to see perfectly through it.

Agent Perks

Firearm Proficiency (100 CP) – You are now an expert sharpshooter, shots from most guns will find their mark, whether that be lining up a shot, in an active firefight. This isn't aimbot however. You can still miss if your focus is thrown off.

Requesting Backup (200 CP) – You're able to get security guards, or the closest equivalent, to help have your back in a fight. Guards, Personnel, etc., will buy your side of the story much more often if you need to get in a skirmish that otherwise wouldn't involve them. No you can't use this to make them turn against whoever or whatever they're meant to be protecting.

Apex Predator (400 CP) – If you can genuinely surprise somebody, they will have forgotten their equipment and other tangible safeguards that day. A cop would have forgotten his gun, or a politician's guards are on break, stuff like that. People with innate powers and abilities still have them, but you can guarantee a surprise meeting, such as trying to assassinate somebody, is tipped in your favour.

State Secrets (600 CP) – People really love to talk about the most private of information when you just so happen to be in earshot. People will divulge in more and more secret information the longer you stick around. For military bases it could be info on who's got keycard access, or a password to get into certain rooms. Or if you're prying on somebody specific they could vent to "nobody" about a secret they have to keep, or mutter banking information to themselves.

Handler Perks

Informative Voice (100 CP) – Your voice never wavers, stutters or trips over itself, you can convey information with perfect clarity in a professional tone.

Digging Up Dirt (200 CP) – No matter how well covered somebody's tracks are, you can always find information on them. Basic cursory glances will procure name, pictures and other details, but the more you investigate the more likely you are to find criminal history if they had done anything wrong, even if there was no proof of such.

That, is Viktor Novikov (400 CP) – When looking for somebody, you'll know if they are nearby at all, and be able to pick them out of a crowd just on a hunch. You still have to know who you're looking for and what they look like, but they can't meld into a crowd. Additionally, once you've identified them, you can place a "tag" on

them to track their movements for as long as you're in the same general area as them.

Nothing is Secure (600 CP) – No amount of digital security, password protection or facial ID recognition can stop you. You've always got a tool on hand to get around it. You're able to leak government secrets with ease, without it being traced back to you. Given the right entry point, a secret society's entire list of members and operatives will be on the news tomorrow morning thanks to your efforts.

Herald Perks

Public Face (100 CP) – You have a good public presence and are seen as a pretty genuine and down to earth person. People won't suspect you of wrong doing, nor slander your name if you're a celebrity.

Corporate Bribes (200 CP) – People love a little money. You can pay off people to do as you ask, though more demanding tasks require more money. Given the right amount of money, people will throw away their morality for the cash you provide. Strong willed people can still resist this, but most people will just commit even the worst of crimes if you pay them enough.

Ghost Identity (400 CP) – You can ignore background checks for anything that may require them. People will not ask questions about if you are of legal age, have the qualifications to do the task, or any of that.

Providence (600 CP) – Whenever you import into a Jump, you will have history with an underground secret organisation. Your involvement will not be known by anyone unless you want them to, or that person is sufficiently skilled with sleuthing; and the organisation itself will only be rumoured within the highest circles in governmental bodies or skilled investigators. This organisation will have you monetarily set for a lifetime, and allow access to top secret information.

Clone Perks

With a Face of Steel (100 CP) – No matter how silly your outfit, or how outlandish your plan is, it will be treated with utmost seriousness. Plot an assassination in a flamingo outfit and nobody will bat an eye at how garish it is.

Perfect Physique (200 CP) – Your body does not deteriorate with age, you are as fit and toned in your 70s as you were in your 20s. Additionally, you are capable of dexterous feats such as perfectly throwing a screwdriver not only hard enough to impale somebody's head, but precisely enough to have a perfect trajectory. Blunt objects thrown will be strong enough to knock a man out.

Blend In (400 CP) – As long as you don't draw attention to yourself, you can slip into the ranks of a group perfectly. You'll always find the necessary uniform in some way or another, and people won't suspect you of not belonging. If this is used to

mimic a specific person, then people also won't point out how your voice or face is very obviously different than the person they were expecting, or even just spoke to.

The "Locked Door Mystery / Spontaneous Combustion" Scenario (600 CP) – You have a knack for being "extra" in your plans. So much so, that the more effort you put into flexing your talents, the more likely it is for the plan to succeed. Rube Goldberg machines will almost always work perfectly, without any sabotage or stray detail slipping your notice. Resources to put these plans into motion will also never be an issue, and will be available as easily as your other equipment. Furthermore, as an added kick, you become an expert sleuth in determining the details of any scene, how the environment was used recently, how the people within it acted, and any details that would point towards forensic investigation.

Items

An agent needs tools for the job, a Handler needs the ability to gather intel. Point is, people need equipment. As with Perks, your Origin's 100 CP item will be given for free, and all others for your Origin will be 50% off.

Drop In Items

Passport (100 CP) – A standard issue passport, so you can travel legally.

Invitation (200 CP) – An invitation to a prestigious event, you get one at the start of every Jump, allows as a universal entry to any one event, such as a fashion show, concert, etc.

Napoleon Blownaparte (400 CP) – A plushie of Napoleon Bonaparte that plays a little tune before exploding, you may set the time until detonation after placing up to a maximum of 30 minutes. After use, a new one appears in your Warehouse a week later.

GAMA Hospital (600 CP) – A replica of Hokkaido's GAMA Hospital, includes a spa, state of the art surgery technology that will automatically fix up your wounds and operate on you should you need it, and has comfy bedrooms for you and all of your companions. You may, at the start of a Jump, move it from your Warehouse to Import it into the Jump's world for the duration of it.

Agent Items

Bartoli 75R (100 CP) – A small handgun, ammo restocks weekly.

Electronic Key Scrambler (200 CP) – A disposable electronic device that unlocks one electrically locked door. You get 3 of them upon purchase, and they restock a week after all of them have been used.

Emetic and Lethal Poison Set (400 CP) – A set of syringes coated in different types of poisons. Refills regularly.

ICA Contract (600 CP) - Once per Jump, you may lay a hit on somebody. This hit will be known to the closest equivalent to the ICA, and any hitman for hire may take the hit. This is not taken out of your funds. This is not guaranteed to get the targeted party killed, depending on the skill level between the hitman and the targeted party. If they fail, your contract is renewed and you may lay another hit on another individual.

Handler Items

High-Spec Laptop (100 CP) – A laptop that's the latest in hardware, it will update, if applicable, to be as strong as some of the most powerful laptops in the Jump. If there is nothing more powerful, it will stay as strong as it already is.

ICA Flash Phone (200 CP) – A burner phone that can be remotely "detonated" into releasing a blinding light on par with high-lumen flashlights.

Satellite Cam (400 CP) – You have a Satellite beaming a view of you or one of your companions to a device you are carrying or at your warehouse. This satellite is imported into space at the start of a Jump and will remain following whoever you have it set to.

Contact Leak (600 CP) – You gain a list of personal contact information of everyone in a single organisation at the start of a Jump. It doesn't matter how private the corporation is, or even if that knowledge is even available normally or not. You will simply have a list of every member in the organisation.

Herald Items

Providence Pin (100 CP) – A small clothes pin to be attached to a jacket. If a villainous faction sees it, they will assume you're a part of them until you do something to blow your cover.

Biometric Sensing Firearms (200 CP) – A security system to be affixed to the entrance of a room that will unload bullets onto anyone who matches the input data. Data is input through clean photographs of the intended target. Do note that if there are any other individuals in the photo taken, it will also mark them as targets to be shot.

Memory Erasure Serum (400 CP) – A vial containing a serum that can fully wipe a person's memory. Acts within moments of consumption.

The Mortar (600 CP) – A full train that you can import into a Jump to get from Point A to Point B quickly. Has full accommodations for its occupants, a higher-than-top-grade military supply of weaponry, armour and equipment and a research lab.

Clone Items

AMT 1911 Hardballer (100 CP) – A stainless steel pistol equipped with a suppressor.

Fake ID Collection (200 CP) – A stack of forged IDs that portray a myriad of false aliases for you.

The Safehouse (400 CP) – A large safehouse you can import into a Jump in a remote location only you know how to get to.

Comedian Assassin's Toolkit (600 CP) – A wide selection of tools that are outlandish yet effective. Includes:

- A briefcase that when thrown at somebody, slowly homes in on them and will not cease pursuing until it has hit them, ignoring everything else in its path
- A collection of rubber ducks in various styles, with remote concussive or explosive detonation qualities
- Other Novelty Explosives including:
  - A custom made Mixtape of your favourite songs, titled "Mixtape Jumper7"
  - Ballpoint Pen
  - Golf Ball
- A plethora of silly outfits such as a Flamingo Mascot Costume, a Santa Outfit, and a Buccaneer's outfit
- High Grade Military Weaponry with duck decals, complete with firing sounds replaced with duck quacks

If any of these items are lost, or are used, they respawn in your warehouse after a week.

Companions

Companion Import (100 CP) – Import a Companion, they get a free origin except Clone, have and have 700 CP to spend. They cannot import Companions.

Apex Predator Squadron (300 CP) – Import 6 Companions, they get the same rules as listed above.

Contract (100 CP) – Like somebody you've met in your time here? Take this to ensure you get a good conversation with them to take them with you on your adventure through the Jumps.

Drawbacks

There are no limit to Drawbacks you can take.

Jumping the Gun (+100 CP) – If a corpse is found in the area near you, you're assumed to have been the murderer.

Hey Bud! Move Along! (+100 CP) – Trespassing is now an act that is to be met with being shot where you stand.

Pat Down (+100 CP) – There are now a lot of security checkpoints in random places you go that will frisk you to ensure you're carrying nothing illegal on your person.

- For an extra +200 CP you can make this frisk extend to them checking your Warehouse as well.

Now Now Timmy, Don't Run With Scissors! (+100 CP) – Every sharp object is now considered illegal to have on your person, and people can and will snitch on you to law enforcement if they see you have it.

Escalating Contract (+200 CP, Agent or Clone origin only) – When on a hit, if somebody finds evidence of your crime, or sees you in the act, they are added to your Contract as someone you must kill before you are rewarded.

Patient Zero (+200 CP) – The Nabazov Virus has been set into the world before Agent 47 could nip it in the bud. Don't get infected!

Master Mode (+200 CP) – Random people will be able to see through any disguises you set, and are way more suspicious of you in general.

Silent Assassin (+200 CP, Agent or Clone origin only, Cannot be Taken with Escalating Contract) - If you are caught doing an illegal act, evidence is recorded, or a body you killed is discovered before you've left the area, your pay for that mission is halved for each infraction.

- For +600 CP, you can increase this penalty to Chain Fail you, instead of docking your pay. Be very careful, Jumper.

Elusive Target: Jumper (+300 CP) – You have a hit placed upon you. Agent 47 is taking the hit. You cannot take him or Diana Burnwood as Companions if you take this. At the end of the jump, if 47 was left alive, you may talk with him or Diana to negotiate terms, and potentially take both of them as Companions for free.

Freelancer (+300 CP) – You do not have access to your warehouse for the remainder of the Jump other than things you purchase this Jump.

A Hitman's Instinct (+300 CP) – You do not have access to any out-of-Jump Perks or Powers and are otherwise reduced to your Bodymod, outside of Perks purchase in this Jump.

Clouded Memories (+300 CP) – You have, at some point in your life, been injected with a dose of Memory Erasure Serum. All of your memories of this Jump, your life before the Jumps and of all previous Jumps, have been locked away for the remainder of the Jump unless you can source an Antidote. If you stick with Agent 47 and Lucas Grey long enough, they may be able to source an antidote for you.

- If this was taken to take the Clone Origin, this was done to you alongside Agent 47 at the Clone Institute you grew up in.

Mission Complete

Mission Failed/Retirement: Go Home with all of your gained perks, items and companions. This is the only option you can pick if you fail your Chain.

Settling Down: Something about this world has spoken to you. Matters have been settled back home, and you can remain the rest of your days here.

Excellent Work Jumper: Move onto the next Jump, the adventure continues.