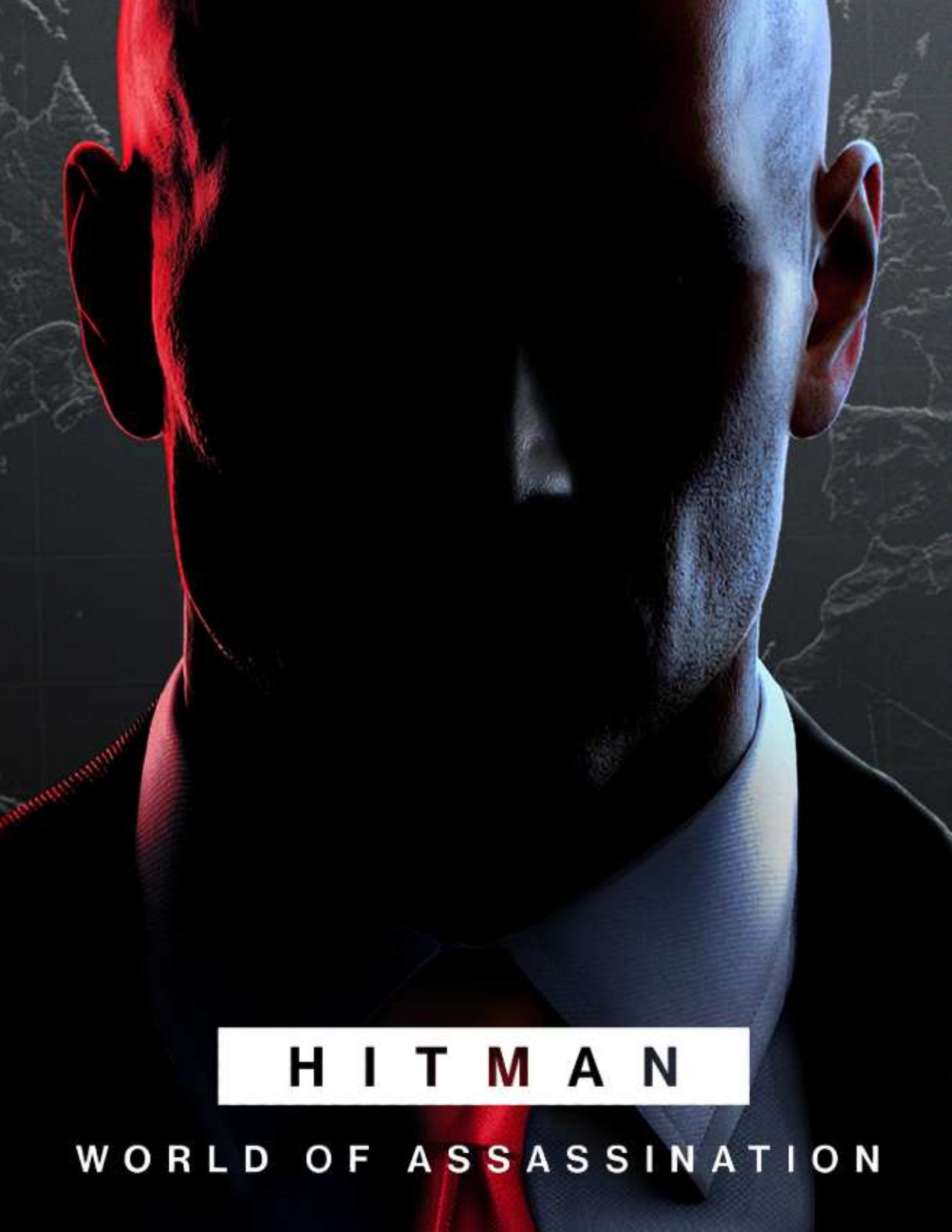
HITMAN
WORLD OF ASSASSINATION

What does it take to make a killer?

A righteous cause? A high enough price? Soul-crushing training?

Hard to say, but if the experiments of Doctor Ort-Meyer are anything to go by, the best killers aren't made at all, they're born. Chief example is the infamous Agent 47. This cloned hitman is practically death incarnate. Able to kill the unkillable, touch the untouchable, leaving no trace he was ever there, aside from the corpses of his targets.

You will be entering a world where unfathomable quantities of wealth and power always end up pooling in the hands of the cruel, incompetent, and morally bankrupt. Corrupt systems allow them to treat the common folk as their playthings without any hope of reprisal. So basically, the same as the Earth you're already familiar with.

The only difference is that there is hope. Murderer is murder at the end of the day, but with the right target, assassins like Agent 47 can become heroes in their own right.

Let the greedy cops wet themselves as they fire their guns wildly at shadows. Let the sadistic gangsters choke on their own blood, marveling at how one man managed to slip past their dozens of armed guards. Let those born into wealth cry like the overgrown infants they are, as their equally depraved accomplices fall one after another, with their fortunes proving wholly ineffective at delaying their end.

If this world only succeeds in teaching one lesson, let it be this: nobody is untouchable.

The events of note regarding Agent 47 take place between 1999 and 2021. You must choose a span of 10 years within that range to mark the minimum duration of this jump. After that point, you may stick around for as long as you desire before leaving this world behind. You may start in any country of your choosing.

Finally, take these 1000 Hit Points to arm yourself for the dangers ahead.

EMPLOYER

Choose a faction to align yourself with.

INDEPENDENT - +100 HP

You have no ties to any major faction to start. While this grants far more freedom, the lack of connections and financial support may prove debilitating if you wish to play a major role in events to come. You may choose to take this as the "Drop-In" option.

GOVERNMENT - FREE

You work for a government of your choosing. Your role can be as minor as a small-town cop or as major as a CIA agent. You might even be a politician. If you start in a country other than the one you work for, you are likely undercover, or maybe just on vacation.

UNDERWORLD - FREE

You work for some criminal organization. The mob, Yakuza, Triad, a small-time biker gang, or maybe something more... idealistic, like eco-terrorists or a rebellion. Whatever the case, the law usually isn't on your side, but there's plenty of profit to be made.

THE AGENCY - FREE

You work for the International Contract Agency, or perhaps a rival contract-killer organization. You work on an international scale. However, without the backing of a country, this organization lives and dies on their neutrality and reputation.

PROVIDENCE - 200 HP

The hidden hand. Often considered a myth, this cabal of kingmakers is composed of the richest families in the world. They leverage their obscene wealth and connections to rule the world from the shadows. Being associated with this group promises immense wealth. However, they are soon to earn the ire of a certain legendary hitman.

OCCUPATION

Choose your role within your organization of choice. Choose age & gender freely.

BOWELS - +200 HP

You handle one or more of the thankless jobs nobody else wants to. You could be a janitor, a low-level construction worker, a waiter, or anything like that. No matter your faction, you're unlikely to see many significant benefits compared to your peers.

BRAINS - FREE

Your operation wouldn't run without people like you. Whether they need an engineer to make their weapons, a chemist to improve their drugs, or a hacker to gather intel on their enemies, you're the one called to handle complex matters like that.

BRAWN - FREE

Simply put, you earn your keep with your physique, toughness, and overall capacity for violence. Whether you're a bodyguard, thug, soldier, hitman, officer, or anything of the sort. When eggs need to be cracked, that's your time to shine.

BONES - FREE

Whether through propaganda, blackmail, or simple competence and research, you excel in handling people. You could be a politician, an informant, a support agent, a journalist, or anything of the sort. You always have a way of making people do what you want.

BLOOD - 200 HP / 50% OFF PROVIDENCE

You aren't some mere grunt. You're a true VIP. You aren't part of a gang, you're a leader, you don't work for Providence, you're a member, and so on. This means you have a great deal of control over your organization and receive the lion's share of the profit. However, if someone has a bone to pick with your organization, you'll be among the first targets.

PERKS:GENERAL

All free perks are optional.

SOCIOPATH - FREE, OPTIONAL

You are a textbook example of antisocial personality disorder. You can stare someone in the eyes while you blow their brain out without the slightest twinge of guilt. Should you desire, your sense of empathy will function without issue in any matters involving personal friends or family. As a final benefit, you also possess no startle response.

FLAG SALESMAN - FREE

You can drop as many quippy one-liners as you please without anyone picking up on the obvious red flags. After all, who would expect that nice Mr. Reaper who keeps using human bodies as a unit of measurement to be a deadly assassin?

ONE SIZE FITS ALL - FREE THIS JUMP / 50 HP TO KEEP

You'll find that any clothing you put on will shift and transform to perfectly fit your build. In addition, you find you can completely change your clothes in a matter of seconds, and should you wish to leave your current clothes behind, you can manifest a bag out of seemingly thin air to keep them clean in case you need to come back for them.

EASTER EGGS - FREE THIS JUMP / 50 HP TO KEEP

This world tends to take itself seriously, but occasionally there are cracks in that facade. It could be simple odd sights like a terrorist group having a closet full of video game consoles or a scarecrow that turns its head to follow you. Other easter eggs may require you to perform bizarre and random actions to trigger. Perhaps you kill 5 specific rats to gain access to a rat boxing ring or play a cheery song on a specific keyboard to summon a kaiju-sized cockroach. All memories and evidence of these events vanish as soon as you leave the area, with the exception of you and your companions' memories.

BASIC TRAINING - FREE / 100 HP

You receive basic training and years of experience appropriate to your career of choice. For an additional 100 HP, you are a veteran with decades of experience. Nothing on the level of superhumans like Ort-Meyer clones, but still a pro among regular humans.

POLYGLOT - FREE THIS JUMP / 200 HP TO KEEP

No matter where in the world you are, every person you come across will inexplicably communicate in English, even in private. Their nationality can still be identified by thick accents and perhaps mixing in random words from their native tongue.

PRIME SUBJECT - 200 HP

Something in genes just seems to play nice with experimental medicines. Their positive effects are boosted and negative side effects are mostly mitigated, if not entirely negated. If a medicine has an 80% mortality rate, it's more like 20% in your case.

MISSION SELECT - 100 HP / 400 HP

After completing any combat or infiltration-based mission, you will receive a perfect VR simulation of it you can replay from your warehouse. You can modify the simulation in various ways, like different entrance and exit locations, additional targets, etc. You earn Merces by completing missions, which can be used to buy outfits, weapons, tools, etc. to be used within the simulations. For an additional 300 HP, you can take equipment outside of the simulation, and convert Merces into real-world currency, or vice versa.

HUSH MONEY - 500 HP

Regardless of the current setting, you are able to spend money to directly reduce your notoriety. Petty crimes can be wiped from all media and public records with just a few grand. However, if you're willing to blow millions, perhaps even billions of dollars, you could kill every civilian within a mile of you and walk away without even serving jail time. This doesn't stop individuals from trying to blackmail or seek revenge against you.

PERKS:INDEPENDENT

Independent Employees receive one 100 HP perk free, and all others 50%-off.

EVERYONE TALKS EVENTUALLY - 100 HP

You know how to use your words, attitude, and body language to make people want to share their whole life story with you before you say a word. However, in times where you need someone to spill secrets of a more delicate nature, you aren't shy about using lies, intimidation, or old-fashioned torture to get people to tell you what you want.

THE PEOPLE'S VOICE - 100 HP

Arguably more difficult than making someone talk is making them listen. You are a natural at making people care about what you want to say, and hear you out even if your words go against everything they believe in. You're even quite skilled at spreading your words far and wide, even as the most powerful people on the planet try to silence you.

BLOOD IN THE AIR - 200 HP

It takes a killer to find a killer, or whatever you happen to be. You have a sixth sense for individuals that share notable similarities with you, and vaguely sense what those similarities are, whether it's personality, occupation, criminal past, etc. If you were an assassin going to a party where another legendary killer is expected to show up, you could identify them with a single glance, even if nobody knows what they look like.

SOMETHING WORTH FIGHTING FOR - 200 HP

As long as you proclaim to be fighting for a noble/higher cause, you find it terrifyingly easy to convince others to rally behind your flag. Soldiers, spies, terrorists, politicians, no matter where their loyalties once lied, as long as they genuinely wish to make the world a better place, even at their own expense, you'll be able to convince them to not only join your cause, but join up with former enemies answering the same call.

SHADOW CLIENT - 400 HP

You aren't fooled by propaganda or coverups. You can see who the true powers that control the world are, no matter how many resources they expend to conceal themselves. At the same time, you have no trouble hiding your existence from them. Not even the mightiest empire is truly invincible. If the fools in power ever become aware of your existence, it will only be after you reveal how delicate their house of cards truly is.

SHRAPNEL - 400 HP

Whenever a power vacuum is created, you find it effortless to fill that vacuum yourself (as long as nobody else beats you to the punch). Whether you usurp a fallen government or replace a defunct organization that once held a monopoly in a given field. Your own organization will rapidly expand to match the reach, authority, power, resources, and connections of your predecessor, accomplishing in months what took them decades.

PERKS:GOVERNMENT

Government Employees receive one 100 HP perk free, and all others 50%-off.

THE LINCHPIN - 100 HP

Sometimes you need to bend the rules to enforce them. You have a talent for forming bridges between law enforcement and criminal elements. In this way you can become a kind of stabilizing force for such elements. If rival gangs need a neutral party to resolve a conflict (or an insider to throw the police off their trail) you're who they call.

FELT IT ALL BEFORE - 100 HP

Hopefully you'll never need this. You've escaped capture more times than you can count and kept your cool every time. A combination of inhuman pain tolerance and willpower has made you practically torture-proof. Whether they're flaying you alive or pumping you full of drugs, your lips will remain sealed to the bitter end.

HE WHO HAS THE GOLD, MAKES THE RULES - 200 HP

Let's all be honest, it's not the poor that the law exists to protect. You'll find that, as long as you are operating as an official government employee, you can get away with even the most flagrant abuse of power as long as you keep it behind closed doors and don't cause any trouble for the wealthy. You could turn a prison into your own personal whorehouse, and your depravity will spread like a virus to your fellow officers.

REPEAT OFFENDER - 200 HP

People like you are meant to stay on the other side of the bars. Almost every time you find yourself captured by an enemy, sheer coincidence will always see you getting rescued before you are disposed of or broken beyond recovery. Even if nobody knows where in the world you even are, you'll always inexplicably have an ally close enough to find out about your capture and do something about it before it's too late for you.

I RUN THIS TOWN - 400 HP

A combination of charisma, business savvy, and social Darwinism allows you to effortlessly seize total economic control over a small community, practically turning it into your personal kingdom. Within this territory basically every person with any level of power answers to you and the locals will adore you unconditionally, turning a blind eye to all but the most blatant crimes or corruption that could be tied back to you.

IF THEY DON'T KNOW ABOUT IT, IT DIDN'T HAPPEN - 400 HP

The truth isn't as hard to suppress as you might expect. You find it terrifyingly easy to rewrite history as long as you act fast enough. Whether it's sweeping a blatant case of murder under the rug or blaming a case of arson on an unrelated party. As long as you can change the official written records, the cries of any firsthand witnesses will always fall on deaf ears. The truth is whatever you say it is.

PERKS:UNDERWORLD

Underworld Employees receive one 100 HP perk free, and all others 50%-off.

WHY DO I HAVE WOOD? - 100 HP

You are bat-shit insane. Or at least, that's the impression everyone gets. Nobody ever really knows what you're going to do next, and that makes you terrifying. For all they know you're always moments away from stripping naked and shooting everyone in sight. Luckily, this doesn't seem to extend to people you're personally fond of.

LINES ONE SHOULD NEVER CROSS - 100 HP

Even heartless criminals know the importance of family. Whenever someone tries to fuck with you, anyone who considers you family will take it as a personal insult. Even estranged relatives that openly despise this family may go to unthinkable lengths to exact revenge on anyone who dares to take the life of a member of your family.

A KILLER LIKE THAT NEVER RETIRES - 200 HP

Who knew that legends were so easy to find? You have a talent for tracking down people who don't want to be found. Especially people who were once considered famous (or infamous) in their respective fields. You also have a knack for hatching schemes to persuade these legends out of retirement and into your service. Just be careful that you don't push too hard, otherwise you'll just be making yourself a legendary enemy.

I ALWAYS GET MY WAY - 200 HP

Violence isn't the only way to get your way. You are a master of the art of seduction, with the naturally stunning looks to take advantage of it. You find it effortless to cozy up to powerful criminals, even if you're just a lowly prostitute. Those who sleep with you are not only quick to drop their guard, but often weirdly loose-lipped. They almost seem eager to share secrets with you that could easily be used to kill or ruin them.

SUPER SOLDIER - 400 HP

Whether through some freak mutation or genetic modifications, you're 7 feet tall at minimum with muscles rivaling a gorilla. If you really tried you could tear a man's arm off with your bare hands. This also translates to inhuman durability, especially your thick neck which makes you practically immune to strangulation. You may choose post-jump whether this continues to affect your outward appearance.

SAY HELLO TO MY LITTLE FRIEND - 400 HP

You are almost comically lucky. Bullets miss you far more often than they should and all but the most competent assassins will make rookie mistakes that blow their cover. Not only that, by ingesting large quantities of cocaine, you temporarily gain superhuman agility, pain tolerance, and (somehow) physical endurance. If a single gunshot could take you down while sober, it'd take a dozen shots while jacked up on coke.

PERKS:THEAGENCY

Agency Employees receive one 100 HP perk free, and all others 50%-off.

INTERSECTING MISFORTUNE - 100 HP

Whenever you find yourself on some kind of high-stakes mission, circumstances often align to ensure that several targets/objectives end up congregating in one spot. Like busting a drug den only to find they have stolen artworks you've been looking for or assassinating a target on the one day that several other targets happen to be visiting.

AS LONG AS THERE'S TWO PEOPLE LEFT ON THE PLANET - 100 HP

You'll always find your services in high-demand. Even if you have no criminal history, you find it bizarrely easy to convince people to hire you to perform illegal and often unethical tasks. If you consistently deliver, word-of-mouth will easily allow you to climb your way into far more professional or elite criminal circles.

THE DOMINO EFFECT - 200 HP

A death is more than the end of a life. It is plucking at the strings at a complex web of relationships, a web that you can parse quite effortlessly to determine the short- or long-term effects that a death will have. With one life you can topple empires, start or end wars, smoke other targets out of hiding, reveal a conspiracy, etc. In short, you have an eye for knowing who you need to kill to have the effect you want on the world.

TOO USEFUL - 200 HP

You may not always play by the rules, but at least you get results. You get an absurd amount of leeway when it comes to flagrantly disregarding orders or misappropriating your organization's resources for your own ends, even if your superiors have been known to discipline or outright eliminate their underlings for far less. This only holds true as long as you continue to produce results in spite of this disobedience.

A LEGACY WORTH PRESERVING - 400 HP

As long as you maintain a nearly flawless track record in your field, you easily acquire a downright mythical reputation you can leverage to various ends. At a certain point, people will happily pay you 10 times what others would charge for the exact same service. Your name could revive an organization from the brink of nonexistence, just by throwing your name around and wound it greatly with your absence.

NEUTRALITY IS A SIDE - 400 HP

Ironically, refusing to pick a side is a quick way to make everyone your enemy, but you seem to manage. You find it bizarrely easy to remain neutral in the midst of several powerful and opposing factions. Even if you end up assassinating an official of one faction at the request of their enemy, as long as you would have done the same had the roles been reversed, all their anger will be directed solely at your client.

PERKS:PROVIDENCE

Providence Employees receive one 100 HP perk free, and all others 50%-off.

DON'T YOU KNOW WHO MY FATHER IS? - 100 HP

You give an aura of entitlement that screams "I am going to make your life miserable if I do not receive top-tier service". Even if you don't seem to hold any official power, weak-willed individuals or those in a servile role will show you the utmost respect while tolerating your disrespect, if only so they don't have to deal with your tantrums.

WE WON A LONG TIME AGO - 100 HP

You cast a long shadow over anyone who attempts to rival you or take over your role in an organization, even if they're your own child. They'll be surrounded on all sides by constant unfavorable comparisons to you, while your own legacy becomes increasingly mythologized. Officially naming someone as your successor can somewhat dull this.

NATIONAL PAST, CORPORATE FUTURE - 200 HP

Everything has a price. Whether it's famous artwork, WMD, religious artifacts, military assets that don't legally exist on any records, etc. No matter how dangerous, culturally significant, or "priceless" something is, you can always find someone willing to put a price on it. Naturally, these won't be cheap but considering these are goods that fundamentally should not be on the market, you could call it a bargain.

THE HIDDEN HAND - 200 HP

The more power one man holds, the harder they must work to hide that fact. You are a master of setting up organizations and businesses to operate with barely any direct interaction on your part. You could delegate to keep 90% of your empire running and growing on its own, with ample checks and balances to prevent betrayal. While the remaining 10% can easily be managed from the comfort of your home.

KINGMAKER - 400 HP

By leveraging a mix of connections, money, propaganda, and your own inhuman management skills, you could personally raise a nobody into a star or celebrity in their own right, as long as they don't forget who truly holds the power. Even if you don't want to act directly, you find it terrifyingly easy to insert your own loyal people into organizations and help them climb into influential positions from the shadows.

JOIN ME IN REALITY - 400 HP

You understand people. You know how they think, you know how they react to power, where the weakest links are, and how much it'll cost to make them yours. A conversation with you can convince all but the strongest wills to abandon their morals for personal gain. Whether you turn your enemy's most loyal ally into your own agent or inflate a megalomaniac's ego until they self-destruct all on their own.

PERKS:BOWELS

Bowels Occupations receive one 100 HP perk free, and all others 50%-off.

LONG LINE OF MASTERS - 100 HP

You are a master of some mundane, nonviolent craft. Whether it be cooking, painting, writing, etc. You are privy to some secret technique/recipe that, in addition to your overall skill, could potentially make you famous in your field.

TRACK AND FIELD NEVER FAILS - 100 HP

You have exceptional running speed and stamina. When fleeing capture or pursuit, you will have exceptional luck as you narrowly avoid obstacles at top speed that seem almost magnetically attracted to your pursuers.

THERE IS ALWAYS ANOTHER WAY - 100 HP

You have a Christ-like ability to reach the hearts of others. Your words can give peace to even a heartless killer who was literally bred to be a human weapon. You can show them value in life, but only they can decide whether that outweighs the value of death.

I'M SURE THAT'S VERY IMPRESSIVE - 200 HP

When you're applying for a job, even a high-level one, your employers almost never check your resume to see if you're remotely qualified. Instead, they'll usually give some bizarre test of competence or character on the spot that they'll base their entire decision on.

AN EYE FOR FACES - 200 HP

You can instinctively tell when someone doesn't fit. You subconsciously keep track of the appearances, attitudes, and habits of coworkers, superiors, and common guests, and if a new person shows up, even in disguise, one look is all it takes to expose them.

ENFORCER - 200 HP

Whenever some kind of alarm or alert is raised anywhere in a location you are guarding, you'll instantly know where it is, what the problem is, and if the problem is a person you can pick them out on-sight. This only applies for a few minutes after the alert is raised.

BEYOND THE WORLD OF THE KNOWN - 400 HP

You are a master of a particular practice that most would consider pseudoscience. These techniques are almost supernaturally effective in your hands, such as hypnotism with almost none of the usual limitations, telling impossibly accurate fortunes, crystal healing with a bizarrely high success rate, and so on.

GOD OF FRAUDS - 400 HP

You have an uncanny ability to form bonds with people from all walks of life. From the richest of the rich to the poorest of the poor. You also know how to convince any of them to pay a fortune for complete nonsense. Whether it's $100 for a bottle of mineral water, or $1,000,000 for a statue of a dog turd that you've decided to call "art".

GUARDIAN ANGELS - 400 HP

In an anomaly of causality, you frequently find yourself making allies with legendary or hypercompetent individuals. These might be fellow coworkers, or simply individuals that you can't help but constantly run into. Whenever you find yourself in a spot of trouble, the odds will be impossibly high that one of these allies will be in a position to help.

SUPERSTAR - 600 HP

You have the natural force of personality to become a celebrity in any given world. Not only that, you can easily leverage the public's love of you to extort your employers for all they're worth to fund your personal projects. They'll find it almost impossible to cut off your funding through legal means without receiving crippling public backlash. However, if they get desperate enough they may instead stoop to less-than-legal methods.

ARCHITECT OF THE END - 600 HP

You possess the charisma and ability to erect suicidally devoted cults, able to rope in not only regular men and women, but even celebrities and economic elites. This faith somehow motivates your most devout followers to display an exceptional level of competence in science, politics, and similar fields whether in order to push policies that benefit your cult, or to create new bioweapons to bring about the apocalypse.

ONE SHOT, ONE CHANCE - 600 HP

You are what's called an "Elusive Target". As if protected by fate, anyone that fails to assassinate you once will find any future attempts rendered impossible by odd coincidences and overall misfortune. This mainly applies to individual assassins, but each assassin sent by a given organization will have causality working against them even more strongly than the last. After a dozen or so attempts, the entire organization will find it fundamentally impossible to assassinate you.

PERKS:BRAINS

Brain Occupations receive one 100 HP perk free, and all others 50%-off.

ONLY A SMALL SETBACK - 100 HP

Your employers tend to be abnormally generous with second chances. In general, you can get away with far more professional failures than most before facing any meaningful repercussions, whether the damage is in terms of money or reputation.

BUY LOW, SELL HIGH - 100 HP

Whether through criminal connections or simply preying on the desperate, you find it terrifyingly easy to get a steady supply of human test subjects. With a bit of effort, you can track down subjects with specific conditions like rare genetic mutations.

YOU KNOW MY NUMBER - 100 HP

When the rich need medical assistance, they want the best of the best, and that's you. You are one of the preeminent medical experts in a specific field of your choice, whether it be plastic surgery, orthopedics, endoscopy, cardiovascular, etc.

BOMBASTIC - 200 HP

You have an uncanny talent for crafting all manner of traps and hidden weapons. You are especially talented at creating explosives. You could create an undetectable explosive with enough power to send a man flying, small enough to fit inside a smartwatch.

I AM THE DANGER - 200 HP

The creation of drugs can be surprisingly complex. You are an expert in the creation, enhancement, and modification of psychoactive substances. With enough research, you could make drugs more intense and addictive than the world has ever seen.

JUST ANOTHER KIND OF MACHINE - 200 HP

If one can reverse-engineer a gun or bomb, why not a person? By analyzing genetics that have been modified or synthesized in some way (clones, super-soldiers, etc.) you can figure out how to replicate these results. This is often a slow and expensive process.

MAGIC KEYSTROKES - 400 HP

You are Hollywood's idea of what a hacker is. You can figure out how to almost instantly hack all but the most perfect security systems in the world as long as you can achieve any form of remote connection to it. Even if a system really is unhackable, you'll quickly figure out what circumstances could create a vulnerability for you to exploit.

BIOMETRIC AUTHENTICATION - 400 HP

You have mastered the manipulation of data to a level few could even imagine. You could create security systems that are truly impossible to hack as long as you remain alive or even use big data to create algorithms able to flawlessly predict the future behaviors of specific humans and how they'd react to particular stimuli.

MORE ART THAN SCIENCE - 400 HP

Much like the prodigal Dr. Ort-Meyer, you'll find that it is impossible for others to reverse-engineer or imitate your technology unless they have a complete physical instance of said technology. Whether that technology is mechanical, genetic, chemical, etc. Not even having decades to pick apart your own research notes will be enough.

THE START OF A NEW WORLD ORDER - 600 HP

You are an almost unmatched genius in the field of bioweapon engineering. With enough time and money, the viruses and diseases you create could become apocalyptic forces. Who knows, with a little practice, you might be able to perfect the theoretical "invisible bullet" , a virus programmed with a specific individual's DNA, allowing it to harmlessly spread from person to person until it can infect and kill its intended target.

WAKE UP, WAKE UP, MY FRIEND - 600 HP

Your mastery of artificial intelligence and mechanical engineering could allow you to revolutionize warfare. The vehicles, weapons, and drones you can create could easily dominate the market. With a few more years of research, you could completely phase out human soldiers, replacing them with unquestioning androids with nearly flawless facial recognition algorithms, making friendly fire functionally impossible.

LITERALLY WROTE THE BOOK - 400 HP / 600 HP / 800 HP

You are one of the world's leading authorities on the taboo technology of human cloning and genetic modification. Though, with Doctor Ort-Meyer dead, there isn't much competition for the title. Each tier includes the benefits of prior tiers.

Tier 1 - 400 HP - With substantial effort, you can create clones with the abilities of a regular human being. Clones often take around two years to reach physical maturity, after which they only live another 18 months. You can also apply these talents to enhance regular humans with superhuman physical abilities. Both processes have a 99.9% mortality rate with obvious mutations as a common side effect.

Tier 2 - 600 HP - Your skills have been refined to the point you can create Class 2 clones. These albino clones possess exceptionally short lifespans, but also borderline superhuman physical and mental capabilities. At 2 years old, they demonstrate the full mental maturity of a regular adult human. Your ability to enhance preexisting humans is similarly enhanced. The mortality rate of both processes is around 40%.

Tier 3 - 800 HP - You are an equal to Doctor Ort-Meyer. The human genome is like building blocks to you, allowing you to add, enhance, or remove traits as you please. Your clones no longer have reduced lifespans and are superior to regular humans in just about every category. You can even perform nonsensical feats like splicing together the DNA of 5 random men. With the right facilities, you could breed an army of clones on the level of Ort-Meyer's Agents. The mortality rate is around 10% (if you're careful).

PERKS:BRAWN

Brawn Occupations receive one 100 HP perk free, and all others 50%-off.

MORE THAN ONE WAY TO SKIN A RAT - 100 HP

As long as you can sneak up on someone unnoticed, you will have the option to either kill them on the spot or knock them unconscious just as easily. This process is always quick and silent. This is ineffective on those with inhuman physical abilities.

SILENCED BUT DEADLY - 100 HP

You'll find that silenced weapons now work as well as they do in the movies. Even if you made your silencer out of actual garbage, nobody would hear a thing as long as you're more than a couple feet away and there's even a moderate amount of ambient noise.

DEAD ON TARGET - 100 HP

You possess almost inhuman accuracy with not only firearms but even thrown weapons like knives or tomahawks. As long as you can focus, you seem to know exactly where your shots will land, as if you have some kind of target reticle imposed on your vision.

NORMAL HUMAN CONVERSATION - 200 HP

People are abnormally loose-lipped around you, often regarding topics of interest to you. Even if they don't know you're there, all but the most paranoid or secretive individuals are inclined to have weirdly informative conversations or monologues in your vicinity.

ASSIMILATION - 200 HP

As long as you are dressed appropriately for the current environment, and don't run into anyone that knows the faces of every person who is supposed to be there, nobody will even think to question your presence, even if you're clearly acting suspicious.

THE SCALPEL - 200 HP

A clean getaway is arguably as important as a clean kill. Luckily, those you knock out often take abnormally long to wake up. As for those you killed outright, bodies you've made an effort to hide are almost never uncovered until you're long gone.

HUMAN MULTITOOL - 400 HP

You embody the phrase "jack of all trades, master of none". You possess an impossibly wide range of skills, from hacking, cooking, surgery, construction, golf, etc. and pick up new skills with hardly any effort. You become more skilled than any beginner should be, but the effects of this perk on a given skill plateau long before the point of mastery.

WOLF AMONG SHEEP - 400 HP

Humans are slaves to routine. If you followed someone throughout the day, you'd find that they perform the same actions in the same sequence for the same amount of time in a constant loop. They'd even repeat the same conversations. Even if pursued for a crime, your pursuers would quickly lose interest and return to their patrol. Toggleable.

KILLER INSTINCTS - 400 HP

You can enter a state of hyper-concentration that allows you to perceive living beings and objects of interest through walls, all color-coded depending on their significance to you. You can even tag individuals to track or quickly execute. These techniques are exhausting to use at first but can be used infinitely once mastered.

THE APEX PREDATOR - 600 HP

Experience really is the best teacher. Every time you complete some kind of mission, you are instantly awarded with new techniques, weapons, and boosts to your skills relevant to the mission in question. The potency of the rewards depends on the difficulty of the mission and your own performance, but you can think of even a mediocre assassination as being equal to two weeks of intense training.

A SERIES OF UNFORTUNATE EVENTS - 600 HP

You are like an avatar of causality. For starters, you can sabotage just about any machine to become a lethal trap to the next person who uses it. You have an almost supernatural ability to set up improbably elaborate chain reactions that somehow manage to work. Like smudging a guard's glasses so they can't see the banana peel you left on the roof, causing them to slip and push their boss to their death.

PERFECTED GENES - 400 HP / 600 HP / 800 HP

You are either a clone or someone who has undergone experimental gene modification to bestow you with inhuman physical and mental capabilities. You have somehow been spared the worst side effects. Each tier includes the benefits of prior tiers.

Tier 1 - 400 HP - You have the capabilities of a Class-2 clone. Your physical and mental abilities (intelligence, reflexes, strength, stamina, speed, etc.) are exceptional by human standards, and countless combat and assassination techniques have been hard-coded into your genetics. You put most humans to shame, but you are hardly the pinnacle of what regular humans are capable of. Albinism optional.

Tier 2 - 600 HP - You have the capabilities of a Class-1 clone, likely one of Ort-Meyer's. Your physical and mental abilities (intelligence, reflexes, strength, stamina, speed, etc.) are near or at the pinnacle of human ability. You have been programmed with countless combat and assassination techniques. Like Subject 47 and 6, you have proven resistant to drugs and mental conditioning, hence your possession of free will.

Tier 3 - 800 HP - You may not even be a clone, but you have undergone modifications to grant you capabilities comparable and in some ways superior to Ort-Meyer's clones. Most notably, an experimental subdermal titanium armor has been injected underneath your skin. This is flexible enough to not impede mobility in any way but resistant enough to deflect bullets. In addition to overall enhanced capabilities, your reflexes in particular have been enhanced to the point you could use your hand to block bullets.

PERKS:BONES

Bone Occupations receive one 100 HP perk free, and all others 50%-off.

EVERYWHERE AND NOWHERE - 100 HP

Keeping a low profile can be hard, keeping a low profile while still attracting customers can be almost impossible. Those you would wish to find you will have no trouble doing so, no matter how thoroughly you conceal yourself from those you'd wish to avoid.

FROM AN UNDISCLOSED SOURCE - 100 HP

You know all the tricks of smuggling. You can figure out how to smuggle just about anything just about anywhere. Whether it's sneaking bombs onto a plane, drugs into a rehab clinic, guns into an embassy, and much more.

A FULL HOUSE - 100 HP

In this modern age, maintaining anonymity is harder than ever. You have mastered the art of creating false IDs, invitations, keycards, and similar forms of digital identification. Only the most advanced security systems will be able to tell the difference.

THE ONLY CERTAINTY - 200 HP

A killer's trust is a powerful thing indeed. Even naturally suspicious or antisocial individuals quickly come to trust you with freakish intensity. At a certain point, their faith in you can anchor their will to help them resist drugs or mental conditioning.

LOOSE LIPS SINK SHIPS - 200 HP

Organizations find it exponentially more difficult to stifle or minimize the damage from information leaks you cause. Propaganda, bribes, and misinformation campaigns won't be anywhere near as effective as they would be in any other situation.

THE ULTIMATE DISGUISE - 200 HP

You have the ability to fake your death so thoroughly that you can even fool the most powerful organizations in the world. You also have an uncanny degree of luck for surviving attacks meant to be kill shots or making nonfatal injuries look fatal.

PULLED UP FROM THE ROOTS - 400 HP

When you directly or indirectly participate in an attack on an individual, movement, or organization, you don't just harm them physically, you damage the very ideals they stand for. Their followers quickly lose faith, propaganda becomes far less effective, and they'll find it impossibly difficult to spin your actions to the benefit of their image.

AN ACTUAL SELF-MADE MAN - 400 HP

Someone like you should be impossible in the modern world, someone who can actually climb their way to the top through pure effort. Freakishly fast, at that. Born elites may still look down on you, but even the most socially stratified societies will be helpless to obstruct your ascent into their highest circles in just a few short years.

A LITTLE BIRDIE TOLD ME - 400 HP

Your information-gathering ability is downright terrifying. Whether it's governments, criminal organizations, assassination agencies, etc. you hear everything. There's almost nothing you can't find out with a little time and money. Don't be surprised if the only thing rivaling the money you can rake in is the number of assassins after your head.

THE HANDS WE'RE DEALT - 600 HP

You've practically turned betrayal to an artform. You always know the best time to jump ship and can turn factions against each other with comical ease. Even if you have a long track record of betraying literally every organization you've ever worked with, leading to their ruin, this somehow is never a factor for future employers in deciding whether to welcome you into their ranks. They won't even bother keeping a close eye on you.

HOUSE OF CARDS - 600 HP

What's yours is mine and what's mine is also mine. You have the terrifying ability to dismantle and rob blind all but the mightiest organizations you're even tangentially involved in practically overnight. You can choose whether you leave them with enough resources and reputation to rebuild themselves, or to ruin them so thoroughly that they'll never have any hope of picking up the pieces any time this century.

NOWHERE MAN - 400 HP / 600 HP / 800 HP

There are more ways to conceal one's identity than physically sneaking around. You have an odd connection with digital and legal records of your existence that leaves the law with few, if any, means to identify you. Each tier includes the benefits of prior tiers.

Tier 1 - 400 HP - There is no official record of you in this or future worlds. Criminal records, fingerprints, mugshots, etc. This also provides a sanitized set of false records if necessary for jobs and the like, but somehow it'll be almost impossible to track down said records when trying to identify you in association with any kind of illicit activity. Doesn't prevent the formation of a criminal record after-the-fact.

Tier 2 - 600 HP - An incurable computer virus is retroactively inserted into all digital systems in all future worlds. This virus acts instantly to erase or censor all digital records of your existence, no matter how vague. You can choose to exclude certain systems and keywords or even disable this virus entirely at-will. Oddly, this doesn't impede your ability to do digital business transactions.

Tier 3 - 800 HP - Not only are you functionally invisible, but your lack of a digital identity makes it terrifyingly easy to impersonate others and almost impossible for others to reverse your digital actions. If you hack or steal a client's digital assets, there isn't a single thing they can do, short of burning everything to the ground and starting over. Even the most powerful figures on the planet would be at your mercy once you find the slightest vulnerability in their cybersecurity.

PERKS:BLOOD

Blood Occupations receive one 100 HP perk free, and all others 50%-off.

THE MAGICIAN'S SECRETS - 100 HP

It's common knowledge that taxes are more of a poor people thing. You know all the tricks and tactics used by the rich and powerful to not only avoid paying taxes, but also to amass, transfer, and conceal illicit gains through laundering and the like.

A COMFY BILLIONAIRE IS A HAPPY BILLIONAIRE - 100 HP

Your silver tongue allows you to easily convince foolish or weak-willed people to act on their worst impulses and to enable you to do the same. You have a way with words that lets you spin even the most intrinsically selfish ideologies to sound almost noble.

ONE OF THE GOOD ONES - 100 HP

You sell the illusion that there's such a thing as a "good billionaire". You have an odd charisma that can delude people into believing that you are more relatable and down-to-Earth than you actually are, despite ample evidence to the contrary.

MORE THAN A MONEY LAUNDERING SCHEME - 200 HP

Art is an expensive pursuit, succeeding as an artist even more so. You'll find that the level of wealth you possess directly translates to actual artistic talent. You can easily find ways to use your artistic pursuits to support your financial ones and vice versa.

YOU DON'T GET RICH BY PLAYING NICE - 200 HP

In any business operation under you, you can always spot every place where you can cut corners without harming your bottom line, ethics be damned. In fact, you'll find that being absurdly cruel and exploitative almost always raises profits exponentially.

ONE PHONE CALL - 200 HP

You have a skill with networking that can let you build up someone's career from scratch, or just as easily ruin it beyond all recovery. As you climb the ranks yourself, you have a knack for making it more difficult for anyone who comes after to do the same.

WHAT REAL MERITOCRACY LOOKS LIKE - 400 HP

You have a knack for climbing the social or corporate ladder at blinding speeds. This is partly because you're almost always first in line for promotion, but mainly because the people currently occupying whatever position you want have a habit of dropping dead or getting ousted due to their own misdeeds, creating an opening for you to fill.

THAT'S HOW THE WORLD WORKS - 400 HP

You have a bright future as a lawyer for the rich and powerful. You know how to turn the legal system into a complete joke. With enough money to throw around, you can get your clients out of just about any crime scot-free, no matter how many witnesses or how irrefutable the evidence. They aren't guilty until you say they're guilty.

REVOLUTION PROOF - 400 HP

It often takes years for you to face any public pushback for your large-scale crimes or failures. Even then, the odds of those incensed or directly harmed by your actions rising up and displaying any effective resistance en-masse is almost nonexistent. Though, it's another matter if they hire an individual agent to take care of you directly.

TOO BIG TO FAIL - 600 HP

The worst kept secret of the capitalist world is that competence is completely optional for financial success. Even if you are a completely incompetent business owner, or even if you take absolutely zero steps to overlook your businesses, they'll never fail to make money. Unless you face some sudden disaster, the more money your business makes, the faster it grows in profits and status, with all credit for this success directed at you.

THIS IS JUST MAINTENANCE - 600 HP

Institutions, organizations, or systems you create or maintain are damn near immortal. Killed officials are immediately replaced, exposed crimes effortlessly swept under the rug, even the loss of all significant assets and funding will only set the system back for a year or two as it rebuilds itself to full power. Like a Hydra, the only way to take these systems down is to kill everyone at the top before it has time to recover.

SAVING A SEAT - 600 HP / 800 HP / 1000 HP

You are absurdly wealthy, or at the very least belong to a wealthy family that has no qualms with you throwing around their name and money with abandon. Toggleable on a per-Jump basis. Each tier includes the benefits of prior tiers.

Tier 1 - 600 HP - You could live in luxury without working a day, as long as you don't go too crazy. You may choose to have money gathered from past Jumps to retroactively be treated as part of your wealth in future Jumps and be attributed to coming from old money. In other words, the more money you bring into a Jump, the more respect and invitations you'll receive from elite circles that greatly value heritage.

Tier 2 - 800 HP - You or your family are owners of a global corporate empire. You have more money to throw around than most countries. You could spend more money daily than most people make in a half a year and still have plenty to spare. Whether you are the direct owner of this empire or simply named as the primary heir depends on what makes the most sense for your origin in a given Jump.

Tier 3 - 1000 HP - Your family isn't just rich. You are one of, if not the richest family in the entire world. Your level of wealth scales in order to make this true in whatever world you find yourself. It should go without saying that this level of wealth also makes you one of the most powerful families in most settings, or at least settings that are prone to political corruption. This is a comical level of wealth, and there are few that can equal the prestige tied to your ancient family.

COMPANIONS

CONTACTS - 50 HP PER

With each purchase, you may import or create an ally to join you in this world. They gain 600 HP to spend and can gain more from Drawbacks. Each purchase after the first doubles the number of companions you can import or create through this option.

HIRED HELP - 50 HP PER

With each purchase, you receive a slot that can be used to recruit any native of this world as a companion, with their informed consent. Each purchase after the first doubles the number of slots you receive through this option.

GANG - 200 HP PER

Your own small gang of loyal but otherwise mundane underlings. They could be bodyguards, members of your gang, officers, etc. Whatever makes the most sense for your origin. They number a few dozen, but each purchase after the first doubles this number. They all share a single companion slot.

NUMBERS - 400 HP PER

You managed to get in the good graces of a certain Otto Wolfgang Ort-Meyer, who hooked you up with a dozen of his "Agent" series of clones. While subject 47 was indeed born from these experiments, they have proven more than capable of taking out a small army of their brothers single-handedly. Still, each clone has been engineered and trained from birth to be the peak of humanity, the ultimate killers. These clones occupy a single companion slot, and additional purchases double the number of clones.

ITEMS:GENERAL

All Occupations receive 200 Hit Points to spend on items or convert into Armory Points. All item imports are free, as long as they are roughly the same type of item.

INSIGNIA - FREE

A particular symbol or emblem that people will quickly come to associate with you. You can choose to retroactively stamp this logo on any of your possessions.

THE TIMELESS LOOK - FREE

There's no beating the classics. Somewhere in your warehouse is a wardrobe containing an infinitely replenishing supply of well-made and perfectly tailored black suits.

THE HITMAN COLLECTION - FREE

A collection of all the Hitman video games for your entertainment. This also includes a board game. You won't receive them until after this Jump, to avoid spoilers.

OUT OF SITE, OUT OF MIND - FREE

No matter where you find yourself, in this world or any other, you'll almost always find yourself surrounded by a number of cabinets, dumpsters, laundry hampers, or similar hiding spots that are the perfect size for concealing several human bodies. While something like that isn't inherently unusual, it's the absurd quantity you'll come across and other's obliviousness to their presence that makes these so peculiar.

INTERDIMENSIONAL ASSASSIN WANTED BY POLICE - FREE

At the start of every week, you'll receive a newspaper that seems bizarrely focused on documenting news related to your actions and interests. Everything written within is public knowledge, but It can be used to gauge your reputation, or as an early warning if you feel that the public has started to learn a bit too much about you.

ABSURDLY GOOD MUFFINS - 50 HP

An assortment of recipes to bake a variety of almost comically delicious muffins. Those with a sweet tooth will feel an odd compulsion to gush for hours about how delicious they are. Obnoxious, certainly, but useful for a distraction.

NEVER-ENDING WARDROBE - 50 HP / 100 HP / 150 GP

The wardrobe mentioned in The Timeless Look is now capable of expanding endlessly to contain any mundane disguise or clothing item you bring into it. If any clothing in the Wardrobe is lost or given away, it will instantly reappear in the wardrobe or be replaced by an identical copy. The base price is 50 HP, but you can pay more to upgrade this.

- Canon Collection (50 HP): One copy of every outfit or disguise to ever appear in any Hitman game instantly appears in your wardrobe.
- On-Site Acquisition (50 HP): Any disguise or article of clothing you don, even once, will cause a copy of it to manifest in your wardrobe, perfectly tailored for you. These outfits must be "mundane" meaning they can't have any exceptionally useful traits like magic enchantments, armor plating, hidden weapons, etc.

SAFE HOUSE - 200 HP

A man's home is his castle, and in your case that's quite literal. You possess your own massive mansion / castle / estate / or some other similarly large building. This is equipped with top-notch security. You can choose to have this building staffed with dozens of capable (if loose-lipped) security guards and servants (don't ask who's paying them). Or you can stick to less sentient security measures, if you prefer privacy.

UPSTART - 200 HP / 300 HP / 500 HP

Your own profitable organization of a similar nature to one of the Employer options above, whether as an offshoot or a direct competitor. You can take any of the below options, but the option associated with your Employer of choice is discounted 50% off.

- Independent (200 HP): Something relatively mundane like a hotel, hospital, fast food chain, etc.
- Government (300 HP): Your organization is connected to the government in some way, whether as consultants, arms dealers, spies, etc.
- Underworld (300 HP): Your very own gang or criminal family. The potential profits are high, but so are the risks of pissing off a more established gang.
- The Agency (300 HP): Your own assassination agency. This has the highest profit margins, but also the highest bar for entry. The ICA has been the face of assassination for some time, and they don't intend to give up their monopoly.
- Providence (500 HP): Your own cabal of oligarchs, royalty, politicians, etc. The world's strings are yours to pull (as long as you don't agitate whoever holds your strings). Most of your clients are morons and can be convinced to shell out obscene amounts of money for the most nonsensical causes.

POWER IS KNOWLEDGE - 400 HP / 500 HP / 700 HP

An archive full to bursting with incriminating information on a demographic of your choosing. Names, addresses, criminal past (public or otherwise), passwords, financial assets, current location, secret missions or affiliation, etc. The kind of information that could ruin someone in the wrong hands. The information updates to contain information of those residing in the current Jump. You can choose any of the below options, but you can receive the one relevant to your Employer 50%-off.

- Independent (400 HP): Contains information on countless regular civilians. While the quantity is far greater than the other options, this notably excludes any individuals with any notable levels of power, connections, or authority.
- Government (500 HP): Contains a variety of top-secret documents regarding government secrets or high-ranking officials.
- Underworld (500 HP): Contains information and paper trails relating to the most powerful criminal elements and organizations in the current world.
- The Agency (500 HP): Contains secrets from several prominent assassination organizations around the world, from members to past missions.
- Providence (700 HP): Contains secrets of the most financially and politically powerful people in the world, even those who take great care to conceal their existence from public knowledge.

ITEMS:INDEPENDENT

Independent Employees receive one 100 HP item free, and all others 50%-off.

A CONSTANT REMINDER - 100 HP

A crucifix or similarly symbolically potent charm. It has a way of inspiring hope in others. Even a ruthless killer could be made to believe they have the potential for redemption.

ANTI-BALDNESS SERUM - 100 HP

One of Dexter Industries' few non-lethal pursuits. This serum has the ability to cure otherwise permanent baldness, even those caused by genetic factors.

HACKING DONGLE - 200 HP

An unassuming USB stick. This contains a special software that allows one to bypass most digital security systems. Key word being "most". Attempting to use this on exceptionally robust security systems will likely just trigger an alarm.

DRESSING THE PART - 200 HP

A full-body armored suit designed after the popular superhero The Icon. This armor provides substantial protection against explosions, melee attacks, or small arms fire. The only part of you this doesn't protect is the small opening around your mouth

SAFE HAVEN - 300 HP

A secluded property like a church or abandoned farm. It's hardly a fortress but is well defended against invaders and prying eyes by its location. Even global organizations would struggle to find someone hidden here, unless they already have a lead.

MEDICAL RESORT - 300 HP

A large hybrid hospital and resort. The staff and tools are all top-of-the-line. There are few better places on earth to receive any surgery or physical rehabilitation you could need. Expect to receive many wealthy individuals seeking your services.

ITEMS:GOVERNMENT

Government Employees receive one 100 HP item free, and all others 50%-off.

STANDARD PROCEDURE - 100 HP

A handheld metal detector. It never seems to run out of power but is otherwise a completely normal electronic device with no special properties.

CANNON FODDER - 100 HP

I'm not sure what you plan to use this for, but you appear to possess a replenishing supply of live pigs. As soon as one dies, a replacement instantly appears in the pen.

FUTURE OF WARFARE - 200 HP

Half a dozen remote aerial drones designed to serve as the next evolution of warfare. They are designed to be controlled remotely and shoot or bomb one's enemies without a single human life (on your side) needing to enter the battlefield.

KEY TO THE WHITE HOUSE - 200 HP

You possess a set of keys (whether digital or physical) allowing you access to the White House or a similar seat of government power. You may choose one similarly significant building in all future Jumps to receive the keys to.

DIRTY MONEY - 300 HP

An enormous stash of stolen gold obtained through morally abhorrent methods. Regardless, the value of this gold is enough to allow six people to live in extravagant luxury and have plenty to spare. Used or lost gold is replenished between Jumps.

HOMEFIELD ADVANTAGE - 300 HP

A small, secluded town. You don't technically own it, but you might as well. The police, politicians, and just about every business answer to you first and foremost, and even regular civilians look at you as a kind of local hero.

ITEMS:UNDERWORLD

Underworld Employees receive one 100 HP item free, and all others 50%-off.

BUDGET DECOY - 100 HP

A cardboard cutout made in your likeness. As long as one doesn't get too close, it serves improbably well as a body-double for you. Instantly replaced if lost or damaged.

A DRUG LORD'S BEST FRIEND - 100 HP

Who knew you were an animal lover. You have some exotic (and likely dangerous) animal as your loyal pet, whether it be a tiger, hippopotamus, alligator, etc.

X-9 SERUM - 200 HP

An experimental super soldier serum. Through repeated injections over a prolonged period, a regular human can be transformed into a colossal gorilla of a man. Used serum is replenished daily. Potential side effects are still under investigation.

BUSINESS IS PLEASURE - 200 HP

Your own personal smuggling route for some contraband product or service of your choice. Whether it be weapons, drugs, human trafficking, etc. All the infrastructure will already be in place in future jumps for you to take full control with just a word.

PRIVATE PARADISE - 300 HP

Your own private island resort that will receive little-to-no oversight from any relevant policing bodies. In addition to a resort, you have all the tools needed for the fabrication of false identities, whether for yourself or potential clients.

MISSILE GUIDANCE SYSTEM - 300 HP

A copy of the program used by a country of your choosing to control their missile systems, allowing you to bypass any such defenses. This will be similarly effective against the missile systems of a governmental body of your choosing each Jump.

ITEMS:THE AGENCY

Agency Employees receive one 100 HP item free, and all others 50%-off.

FIELD COMPUTER - 100 HP

An easily upgradable laptop containing a variety of programs useful for untraceable communication, hacking, wire transfers, and similar illicit activities.

MICRO TRACKER - 100 HP

A miniscule electronic device that can be used to wirelessly track someone. The range is relatively weak, only about a few miles. Replaced instantly if lost or damaged.

GETAWAY CAR - 200 HP

Whenever you find yourself participating in some dangerous or criminal mission, you will find a variety of getaway cars/boats/bikes/etc. located at 1-3 locations around you. The keys will be in the ignition, and you can somehow always sense their exact location.

ARTIFICIAL EYE - 200 HP

A small camera with advanced networking capabilities. In addition to being able to scan for organic traces, you can scan electronic terminals or locks to allow an ally of yours to attempt remote hacking, should you have such a hacker on-hand,

MODULAR FACILITY - 300 HP

While assembled, this resembles an absolutely enormous high-tech complex. However, it is designed for the entire facility to be disassembled and relocated via trucks in under 24 hours. Perfect for any organizations that do not wish to be found.

BIG DATA - 300 HP

A massive computer equal to the ICA's data core. Its processing abilities, physical defenses, and security are otherwise unmatched. It holds a predictive algorithm that, if perfected, could use data to predict how individuals will react to any given stimulus.

ITEMS:PROVIDENCE

Providence Employees receive one 100 HP item free, and all others 50%-off.

BIG BOOK OF POISONS - 100 HP

A book of recipes for various poisons that can be made with relatively common plants. Includes a chart of the appropriate dosages based on the target's build.

MEETING ROOM - 100 HP

A comically over-designed meeting room suspended between several mountains. It is physically inaccessible, only usable through a mix of holograms and virtual reality.

MOBILE LAB - 200 HP

A large personal train containing a small research lab. It runs on a special track that bypasses all checkpoints. As far as the law is concerned, this train does not exist, making it perfect for any unethical experiments or smuggling operations.

ARK OF LEGACY - 200 HP

A massive private gallery, containing an assortment of priceless (but otherwise mundane) historical artifacts from the current world. The ones in your possession are actually the originals, while the ones found in-setting are just perfect replicas.

MONITORING SYSTEM - 300 HP

An invisible program that combs the internet, press, and any similar information networks worldwide for even the most subtle discussion of your existence. Can potentially be used to track down the offenders. Not impossible to fool, but difficult.

CLONING LABS - 300 HP

A laboratory with all the tools needed to start on your own cloning experiments. Now, this doesn't exactly give you the knowledge to use these devices, but I'm sure you'll figure it out, especially if you can get your hands on some of Ort-Meyer's research.

WEAPONS:MISCELLANEOUS

Hit Points can be converted into Armory Points at a 1:2 rate.
Weapons and ammo are replaced every 24 hours if lost or used.

COINS - FREE / 50 AP

You will start each day with three coins on your person. They have no actual buying power but become abnormally loud and shiny when thrown or placed, making the perfect distraction. You can customize the appearance of these coins. For 50 AP, you can instead summon as many of these coins as you'd like out of thin air.

MELEE WEAPON - 50 AP

Small handheld weapons used to kill or stun. Examples include fiber wire, tasers, bats, machetes, etc. This can provide anything as small as a switchblade to as large as a baseball bat. Just know that the larger the weapon, the harder it is to conceal.

RANGED WEAPON - 50 AP / 100 AP / 150 AP / 200 AP

For 50 AP this is something primitive like a blowgun or throwing knives. For 100 AP, this is something one could conceal with relative ease, like a stun gun or pistol. For 150 AP, this is something on the larger side, like a shotgun or sniper rifle. For 200 AP, you've given up all notion of stealth. This is either an automatic weapon like an assault rifle, or something excessively destructive like a grenade launcher or RPG.

BRIEFCASE - 100 AP / 400 AP

A briefcase that can consistently fool any metal detector and is hefty enough to serve as a lethal melee weapon. For an additional 300 AP, this has the physics-defying property to "lock-on" to a target and follow them when thrown. Even if said target can outrun them for a time, this case will remain airborne, covering any distance and navigating whatever turns it needs to until it finally makes contact.

EXPLOSIVE - 200 AP

With each purchase, you receive about half a dozen explosives. You can choose the activation condition of these now, whether they're grenades, proximity mines, time bombs, remote triggered, etc. You can also choose one of five effects for these explosives: emetic, flash, concussion, incendiary, or fragmentation.

UPGRADE: WEAPON DISGUISE - 100 AP

Your weapon is disguised as some kind of mundane object. A sniper rifle that looks like a guitar, an explosive shaped like a golf ball, a sword sheathed in an umbrella, etc.

UPGRADE: WEAPON IMPORT - 100 AP

With this option, you can take a weapon you already possess and import it into this section, as long as you import it as the same general type of weapon.

UPGRADE: DOUBLE OR NOTHING - 200 AP

By taking this, you can take one of the weapons purchased here and double it. You receive an identical copy sharing all the attributes of the original. Even when outside your possession, these two weapons never seem to stray too far from one another.

UPGRADE: Signature Weapon - 200 AP

Choose a specific weapon purchase or imported into this Jump. You have a special affinity with this weapon, to the point you can wield it like an extension of your body. Even if separated, fate itself will guide this weapon back into your hands sooner or later. If taken with Double Or Nothing, this effect extends to both weapons.

UPGRADE: INFUSION - 100 AP

This requires a Biological weapon, as well as a Melee weapon. You have somehow infused your poison of choice so deeply into the weapon that it infects anyone cut by it. You don't even need to re-apply the poison to maintain this effect.

WEAPONS:BIOLOGICAL

Poisons and viruses that attack the body from the inside.
Used poisons are replenished every 24 hours.

STANDARD POISONS - 100 AP

With each purchase, you receive several doses of either emetic, sedative, or lethal poison. Each poison does exactly what the name implies and can be more or less useful depending on the situation. This comes in three main forms: pills and vials for spiking food and drinks, and a syringe for directly injecting a target for more immediate results.

DEBILITATING POISON - 200 AP

This poison requires a bit more patience than others. By injecting this poison at regular intervals, it essentially retards them, degrading their intelligence and willpower. This needs to be injected daily over several months to have permanent effects, but otherwise it works just fine as a temporary lobotomy.

ROMEO & JULIET SERUM- 300 AP

A peculiar two-part serum. The first is injected and traps the victim in a hibernative sleep indistinguishable from death. The second is applied topically and cancels out the effects of the first serum, essentially allowing the injected to come back from the dead.

ERASURE POISON - 300 AP

The same concoction used to erase the memories of Ort-Meyer's clones. Injecting this allows you to completely erase all of somebody's memories, but none of their skills. Perfect for reigning in your soldiers when they start getting uppity.

REMEMBRANCE SERUM- 300 AP

The counter and opposite to Erasure Poison. Injecting this into someone will allow them to gradually recover any memories that may have been suppressed by artificial means.

VIRUS - 600 AP / 1200 AP (50% OFF PROVIDENCE)

Instead of a mere poison, you receive a lethal virus that can be spread from person to person. For an additional 600 AP, this uses the same technology that Providence was developing, allowing you to program the virus to recognize specific DNA sequences. The virus will pass harmlessly through anyone not matching this sequence, only taking effect once it has infected the intended target.

UPGRADE: INFUSION - 100 AP

This requires a Biological weapon, as well as a Melee weapon. You have somehow infused your poison of choice so deeply into the weapon that it infects anyone cut by it. You don't even need to re-apply the poison to maintain this effect. It's like the poison has become one with the weapon itself.

UPGRADE: TOPICAL DELIVERY - 100 AP / FREE W/ ROMEO & JULIET

This allows your biological weapon of choice to spread via skin contact. Perfect for infecting those far too cautious to infect via conventional means. This can alternatively allow the poison to be delivered through inhalation. This requires them to inhale a substantial amount to be effective, so you'll likely need to hold a cloth soaked in it right up to their face to have much effect, but it's an option.

UPGRADE: KILLSWITCH - 400 AP

A technology perfected by Providence. This allows one to inject a poison that remains dormant in the victim's body, only taking effect when triggered via remote control. Let the victim know that you can decide their fate with a literal press of a button.

DRAWBACKS

No drawback cap.

NOTHING SHORT OF PERFECTION - +100 HP

In whatever you attempt, you will never be satisfied by anything short of perfection. This naturally makes you an extreme clean freak. Even worse, you hold those around you to the same unreasonable standards. Don't expect to make many friends.

NO SUDDEN MOVES - +100 HP

To you, sex and violence are intrinsically linked. You can't have sex without wanting to hurt someone, and you can't hurt someone without getting a raging erection. This gives you substantial incentive to solve as many problems as possible with violence.

A CLOSET FOR EVERY SKELETON - +100 HP

You've done something in the past you aren't proud of. A dead prostitute, embezzlement, cheating, that kind of thing. If this gets out, it will permanently ruin you, but keeping this secret under wraps will cost you a fortune over the course of this Jump.

GLARING WEAKNESS - +100 HP / +200 HP

You suffer from some common yet severe phobia. Spiders, heights, clowns, etc. Exposure to this can trigger a mental breakdown or worse. For an extra 100 HP, this is something completely debilitating, like fear of travel in general, other humans, darkness in any quantity, etc. Something that makes it impossible to live a normal life.

NOT ALL SCARS ARE TROPHIES - +100 HP / +300 HP

Whether through illness or injury, your body has been crippled in some minor way. Whether that be a prosthetic hand, an electrolarynx, a limp, etc. For an extra 200 HP, this is something far more debilitating. It's unlikely you can walk on your own and require almost constant medical assistance to maintain your health.

WHAT YOU WERE ALWAYS MEANT TO BE - +200 HP

Seems that someone has been mucking around with your brain. You have total amnesia of everything prior to waking up in this Jump. You may get flashes of your true memories every now and then, but it'll require a decade minimum before you will be given the means to fully unlock your sealed memories.

LIMPDICK - +200 HP

You... really don't have much going for you. You are a complete dumbass in every sense of the word. You're bold when you need to back down, and meek when you need to be brave. You just have a knack for making the worst decisions in almost any situation. Hopefully you have the skills to climb out of whatever holes you dig yourself into.

YOU AGAIN? - +200 HP

Like a certain clumsy CSI agent, you have a knack for constantly getting captured by the enemy. This won't prevent you from escaping afterward, but only after they've had the chance to torture you for a few hours. It will never be enough to kill or outright cripple you (at least not physically), but your mind and dignity are another story.

INVERTED CONTROLS - +200 HP

You suffer from a rare condition called Situs Inversus, which essentially mirrors the orientation of all your organs. To make matters worse, your heart is failing. Your OOC abilities and resources will prove ineffective in addressing this. You will need to acquire a new inverted heart in-setting, which will cost a fortune in its own right.

OLD DOG, OLD TRICKS - +200 HP

You are a slave to routine. Even when your life is under threat, you are incapable of altering your habit or schedule in any way. You may find yourself repeating the exact same movements on a minute-to-minute basis. If someone was looking to assassinate you, you aren't making it very hard for them to find the best opportunity to strike.

SCIENCE OF THE APOCALYPSE - +300 HP

It's anyone's guess how he did it, but Ort-Meyer managed to harvest your DNA and refine it into instructions that anyone with the resources could use to create clones of you. This information will constantly be falling into the wrong hands. Each clone has about 1% of your full power, but multiplied by hundreds, who knows what chaos will ensue.

COIN FLIP - +300 HP

Everything in this world is suddenly super inconsistent, usually to your detriment. Bullets miss when you want them to hit and hit when you want them to miss. Enemies will be blind one minute, and practically omniscient the next. It's like causality itself is abusing its authority to act out a personal vendetta against you.

KEPT ON A SHORT LEASH - +300 HP

You start this Jump with a strange necklace composed of a rare isotope. Should this necklace ever leave your person, you will instantly fall comatose until it is returned. Your enemies, even those you just met, will find it bizarrely easy to discover this weakness. If you remain comatose at the end of the Jump, it will count as Chain-fail.

PRACTICE MAKES PERFECT - +500 HP

Agent 47 has set his sights on you. However, that's not all. He seems to have precognitive knowledge of your every move years in advance and can pull off physics-defying maneuvers on the first try, as if he's tried this thousands of times. In short, you aren't just facing Agent 47, you're facing a Hitman speedrunner.

DESTINATION

Is this retirement? Or just taking your services elsewhere?

MISSION FAILED

Pack up your bags. There's no coming back from this. Your transdimensional client will handle covering your tracks, but I'm afraid your Jumping days are behind you. You'll be returning to your home world with all the wealth, powers, etc. you've amassed.

MISSION START

You've spent plenty of time in this world, but there's still so much work left to do. You've decided to give your responsibilities in this world precedence over your continued exploration of the multiverse. You'll be spending the rest of your days in this world.

MISSION ACCOMPLISHED

One job ends and another begins. You've already been loitering around this world for far too long. It's time to find a new world to market your skills. No matter where you find yourself, there will always be demand for someone like you.

CLOSING NOTES

Jump by Gene.

I think I started work on this Jump at least a year ago, maybe even multiple. I just kept getting distracted and taking forever to get back to it. As a result some options were written months or even years apart from each other. Any weirdness in the fluff or balance can probably be chalked up to that.

Regarding INVERTED CONTROLS:
You can keep these mirrored organs post-Jump if you want. Just for the aesthetics.