

# CHUCK NORRIS FACTS

Chuck Norris has ascended. And he sees you, jumper. He hasn't roundhouse kicked you into chainmail, so he must like you. He has even decided to allow you to mimic some of his power. For this jump Chuck has replaced your benefactor, or become your benefactor if you didn't have one before. For the next ten years you'll live in a version of the USA, starting in 1984, and you will have to entertain Chuck by fighting commie bastards and other criminals, protecting nature, and teaching kids martial arts and how to say no to drugs. For this he gives you 1000 Chun Kuk Do Points, or CP for short.

# Origin

## Location

Texas. You can pick any city in Texas you want. You can roll 1d8 if you really want, just for fun.

## Background

You start the same gender and age as you were at the end of the last jump. You can change them for free if you want.

**Drop-In:** Enter the jump as you are with no new memories or any attachments to this universe.

**Lawman:** An active law officer, either a small town sheriff or a Texas ranger.

**Retired CIA Assassin:** Currently living either as a university professor or crocodile hunter.

**Karate Master:** Champion in several international tournaments and owner of your own dojo.

**Army Colonel:** Charged with a mission to save several POWs.

## Perks

Take two 100 CP perks for free, and choose two perks of the other tiers to get at a discount.

### **Chun Kuk Do** - Free

You are now a master of Chun Kuk Do, the Apex of martial arts, containing the best principles and moves of every martial art ever invented, and five that have yet to be invented. Even as a baseline human this martial art would allow you to take on armies of enemies.

### **The Roundhouse Kick** - Free

The greatest strike in all of Chun Kuk Do. Yours is not as good as Chuck Norris' own kick, but it is still a move that does more damage than any other ability, attack or perk you have. It may not be as fast, easy to use or have as many extra effects, but it will always be your most damaging move.

### **The Beard** - Free

Chuck Norris has taught you the secret to have the coolest, manliest and most awesome beard. Whenever you want, you can grow a full beard in 18 seconds, no matter what age, sex or species you are. This beard is always perfectly clean and trimmed and always looks cool, manly and awesome, even if you're an elf or something that should've looked ridiculous with a beard.

### **Chuck Norris once threw a grenade and killed 50 people. Then it exploded.** - 100 CP

You are a master of throwing weapons, capable of throwing anything with enough force and speed to kill, but at the same time capable of making it bounce and hit multiple enemies.

### **Chuck Norris can kill two stones with one bird. Chuck Norris can cut a knife with butter.** - 100 CP

Anything you touch is a deadly weapon. Not only are you skilled in turning anything into an improvised weapon, anything you wield with killing intent is as strong and durable as you are. Cooked pasta in your hand is like steel wire, napkins are like flexible sheets of steel, even the walls or floor when you throw someone at them, you can decide if they break through normally or if they hit an unbreakable wall.

### **Chuck Norris can hear sign language and speak in braille.** - 100 CP

You can understand any language you hear or read, and can communicate with anyone regardless of language. Not only can you speak french and have someone who knows only russian understand you perfectly, as if you were speaking in russian, but this perk also produces a synesthetic effect, allowing you to hear words when seeing someone use sign language for instance, or making someone see pictures instead of hearing words when you speak or hearing the words when they read something you wrote, or making them sense braille in their fingertips if you speak to blind and deaf person. This isn't telepathy and it doesn't mean you can speak silently, but it does convey your meanings in any way you want.

**Beneath Chuck Norris's beard is another fist. - 100 CP**

Chun Kuk Do is a powerful martial art, and it teaches you to attack with any part of your body. You take this more seriously than most, you have a form of shapeshifting, allowing you to grow limbs from any part of your body for a quick strike. Grow a fist from your beard to punch people, a third leg from your abs for a front kick, a leg from your leg so you can roundhouse kick while you roundhouse kick, whatever you want. You also have adapted Chun Kuk Do and other martial arts you know to take advantage of this ability, allowing you to use special moves even with limbs attacking from unusual positions.

**Police labels anyone attacking Chuck Norris as a Code 45-11.... a suicide. - 100 CP**

From now on the law is not interested in your fights. If someone attacks you, they're legally committing suicide and you don't try to arrest a noose or a tall building just because they're used for that, so you can't be charged for people committing suicide via your fist. In fact, you can probably sue them if you let them live. On the other hand, if you start a fight, it is considered an act of nature. You can't be charged for an act of nature either. Other crimes are still open for charges if a brave enough cop decides to come after you and possibly die in an act of nature.

**Chuck Norris does not sleep. He waits. - 100 CP**

You do not need sleep anymore. Or eating and drinking. Or breathing. You can still do those things if you want, but they're not necessary anymore. Also your patience is immeasurable, your hunting skill peerless in the mortal realm and once you're on someone's trail it is almost impossible to shake you off.

**Chuck Norris does not age. He levels up. - 200 CP**

Like him, you are now ageless. You can choose to age if you're ever in a young body but you can choose to stop again whenever you want. Instead, for every year you don't age you gain a level up, gaining a small bonus to your physical or mental abilities.

**Once a cobra bit Chuck Norris' leg. After five days of excruciating pain, the cobra died. - 200 CP**

Poison, curses, damage-over-time attacks... Those things shouldn't affect someone as awesome as you. Not only is your resistance to those types of things greatly increased, any such attack that fails to work on you is automatically reflected back to the sender. Snakes poison themselves, witches are hit by their own spells, the chinese get infected with their own bio-weapon first, etc.

**Chuck Norris once played Russian roulette with a fully-loaded gun and won. - 200 CP**

Your luck in games is extraordinary, reality altering even, like games of chance know better than to make you a loser. If you say a coin is going to land face up, it lands face up. If it's a trick coin that doesn't have a face side it still lands on the face side. If you call after the coin landed, it will fucking flip itself over to show face.

**Chuck Norris doesn't need good aim. His bullets just know better than to miss. - 200 CP**

Sure, a roundhouse kick is the best way to kill, but shooting people is fun too. Whenever you use a projectile weapon your shots always hit if possible. Bullets will home-in slightly, penetrate harder materials than they should, do more damage than normal and generally try their best to kill for you. On the other hand the enemy's projectiles know better than to try and hit you. They tend to give up and fall short or curve just enough to miss you.

**If you can see Chuck Norris, he can see you. If you can't see Chuck Norris, you might be seconds away from death. - 200 CP**

All your senses are improved, your sight above all, you can see for miles with perfect clarity, even through walls if you focus. Your stealth skills are improved too, if there's anyone with the skill to sneak upon you, it's probably you. Or Chuck Norris, Chuck Norris can always sneak up on you.

**Chuck Norris doesn't read books, he stares them down until they give him information. - 200 CP**

When you want information, you get information. Just by a long hard stare you can intimidate almost anyone and anything into giving you whatever information they have. Works on your enemies and also on inanimate objects, just intimidate a book to suddenly know everything that was written on it, or give a CD the side eye to watch its movie or read the game's code.

**Death once had a near Chuck Norris experience. It's still traumatized. - 400 CP**

While you are not Chuck Norris, Death can still feel a whiff of his power from you, and will obey an order from you every ten years.

Once every ten years, when you or someone near you would die, you can stare into Death's eyes and tell it fuck off, or something along those lines. Then Death obeys and you, or the person you chose to save, doesn't die from the fatal incident. Alternatively you can tell Death to take someone, and then they'll die.

**Chuck Norris tears can cure cancer. Too bad he never cries. - 400 CP**

Now your tears too can act as a powerful curative potion. Not only cancer, but your tears can cure AIDS, ebola, covid, physical damage, autism, anything short of old age and death. Unlike Chuck you can cry if you want. In fact you can cry on command whenever you want. You pussy.

**When Chuck Norris goes swimming, he doesn't get wet - the water gets Chuck Norris. - 400 CP**

Chuck Norris owns wherever he is. That's partially because no one is foolish enough to claim ownership of the land near him, but also because he has a Chuck Norris field that makes everything around him more connected to him. You now have a similar field, of about a hundred feet in radius, where things get more you. Inside this field, things that you like are improved and things you don't like are weakened. It is a weak but noticeable effect, for instance if you like nature and hate pollution this field will slowly cleanse pollution and make plants and animals more healthy in your vicinity, but it would take months before fully cleansing an area and making it look like a nature park.

**Chuck Norris can kill your imaginary friends. - 400 CP**

Sometimes, some beings think they are safe from Chuck Norris, because they are intangible, partially in another dimension, or not actually real or because they are just interacting with him through a hologram or avatar. They are fools, and usually dead fools at that. Your attacks can hit things that are partially there or there in spirit all the same as if they were there. Kick a ghost in the face, punch an avatar and deal damage to the real being, shoot the screen during a video call to shoot the real person. Just because they don't want to meet you in person doesn't make them safe.

**Chuck Norris was able to find page 404. - 400 CP**

Chuck Norris can admit he is a bit too old to learn about technology. But he doesn't need to, because technology knows better than to not work for Chuck Norris. You can command computers to just work, just by sitting in front of them. Go on any site, even ones that have been deleted, hack whatever you want, play games without using a controller, write essays without touching a keyboard. Just sit in front of the computer, think about what you want and it will try to do it, and nothing short of the best AI will be able to get in your way. While you're using the computer it never glitches, gets an error or spellchecks a word wrong. It might get attacked by a virus or malware but if necessary you can just punch or kick the screen to kill any attacking programs.

**When the Boogeyman goes to sleep every night he checks his closet for Chuck Norris.**

**Chuck Norris doesn't tell ghost stories, ghosts tell Chuck Norris stories. - 400 CP**

When Chuck Norris roundhouse kicks something, it dies. And stays dead. Which makes Chuck Norris very frightening for the undead, because he, and you now with this perk, can perma-kill them. Whenever you kill someone they die and stay dead. No second chances, no green mushrooms, no revive spells, no undeath. And when you destroy an undead, it's also a final death, a lich's phylactery shatters, ghosts get permanently exorcised, slashers stop getting sequels, etc.

**When Chuck Norris does push-ups, he doesn't push himself up, he pushes the Earth down. - 600 CP**

He then pulls it back, because he's a nice guy and doesn't want the world to spin out of its orbit. You now have a fraction of Chuck's strength, making you capable of casually moving the entire planet without effort. And you have a skillful and gentle touch capable of moving the entire planet without causing a single person to trip if you don't want to. You are also as tough as you are strong, capable of taking world destroying attacks without a scratch.

**Chuck Norris doesn't wear a watch. He decides what time it is. - 600 CP**

Much like Death, Time has learned that it must obey Chuck Norris, if it knows what is good for itself. You share some of Chuck's authority so, while you can't just bend time in knots like the man himself, you can control time to a great extent. You are immune to time based attacks, like trying to change your timeline or kill your ancestors, if someone stops or slows time in an area you can still move normally, and you can break from time loops just through willpower. You can also travel forward and backwards in time, slow and speed up time in an area around yourself, detect temporal and dimensional anomalies, and roundhouse kick said anomalies to fix them.

**Chuck Norris is so fast, he can run around the world and punch himself in the back of the head. - 600 CP**

Chuck Norris is so fast even his shadow has a hard time keeping with him, and now you have a fraction of his speed. You can casually move at light speeds, while keeping the rest of the world safe from the relativistic effects, and with some effort you can move faster than time, causality or the speedforce without suffering any negative effects.

**Chuck Norris knows Victoria's Secret. - 600 CP**

And she giggles like a schoolgirl when asked about it. To put it simply, Chuck Norris is the manliest man to ever manly or man, and women would throw themselves at him from the rooftops if he wanted. Luckily for you, he is a happily married man otherwise you'd already be a cuck. You have been granted a fraction of his charisma. You can easily charm any woman you want, and maintaining a large harem would be easy for you. You know everything there is to know about sex and your sexual skills, prowess and stamina are legendary.

**Chuck Norris counted to infinity. Twice. Chuck Norris can divide by zero. - 600 CP**

Chuck Norris can just decide how and why science works, he can do the impossible and comprehend the incomprehensible. While you can't just control reality at will, you have been granted a fraction of his intelligence. While counting to infinity is still beyond your ability you can count, and work mathematical problems, better than the smartest AIs from most sci-fi settings. You also have been granted all the knowledge of physics, chemistry and other hard sciences that is known on 21st century Earth.

**Chuck Norris once beat the Sun in a staring contest. - 600 CP**

Unconquered, like invincible and indestructible are only words that mean someone hasn't met Chuck Norris. Like him, you can do things that others think are impossible, block what should be unblockable and defeat what should be undefeatable. Against you there is no such thing as perfect strikes or defenses, no unstoppable force or unmovable object. For you it is always possible to break a defense, stop an attack or win a challenge, and if it comes to a contest between your absolute defense versus someone else's absolute attack, your absolutes, infinities and perfects are always a step above the other person.

Except for Chuck Norris, who is absolutely, infinitely, perfectly more powerful than you.

## Items

Chuck Norris doesn't need items. But sometimes they're fun, so he gives you a gift.

### **The Action Hero Special** - Free

A pair of micro Uzis and an M72 LAW, a Dodge Ram pickup truck and a closet full of modern cowboy style clothes, like jeans pants, flannel shirts, cowboy boots and cowboy hats.

The uzis and the rocket launcher never run out of ammo, the truck never runs out of fuel and is faster and more durable than a regular one, and the jeans pants are all tailored so you can do high kicks in them without splitting a seam.

## Companions

### **Import/Create** - 50 CP each or 200 for up to eight

You can import or create up to eight companions, so they too can attempt to become more like Chuck Norris. They gain 800 CP and must take the You Are Not Chuck Norris drawback.

## Drawback

Chuck Norris has never suffered a drawback in his life, so he's not sure what to do here, but he's a generous guy and wants to give you more CP. Gee, what a guy. That's when you realize...

### **You Will Never Be Chuck Norris** - 1000 CP, Mandatory

Despite how powerful, cool and invincible you can become across all of Jumpchain you will never be as powerful, cool or invincible as Chuck Norris. This realization will haunt you forever. Chuck Norris would pity you, but Chuck Norris doesn't feel pity. At least he can give you that extra CP now.

## Outro

After 10 years you have three options

**Stay:** Stay in this version of Earth. Just in time to watch Walker, Texas Ranger from the beginning.

**Go Back:** Basking in the glory of Chuck Norris has made you realize you can never reach those heights, so you might as well go back to your original world.

**Move On:** It is not about the destination, it is about the journey. Like Chuck Norris you want to find new enemies to roundhouse kick in the face, so you move to the next jump in your chain.