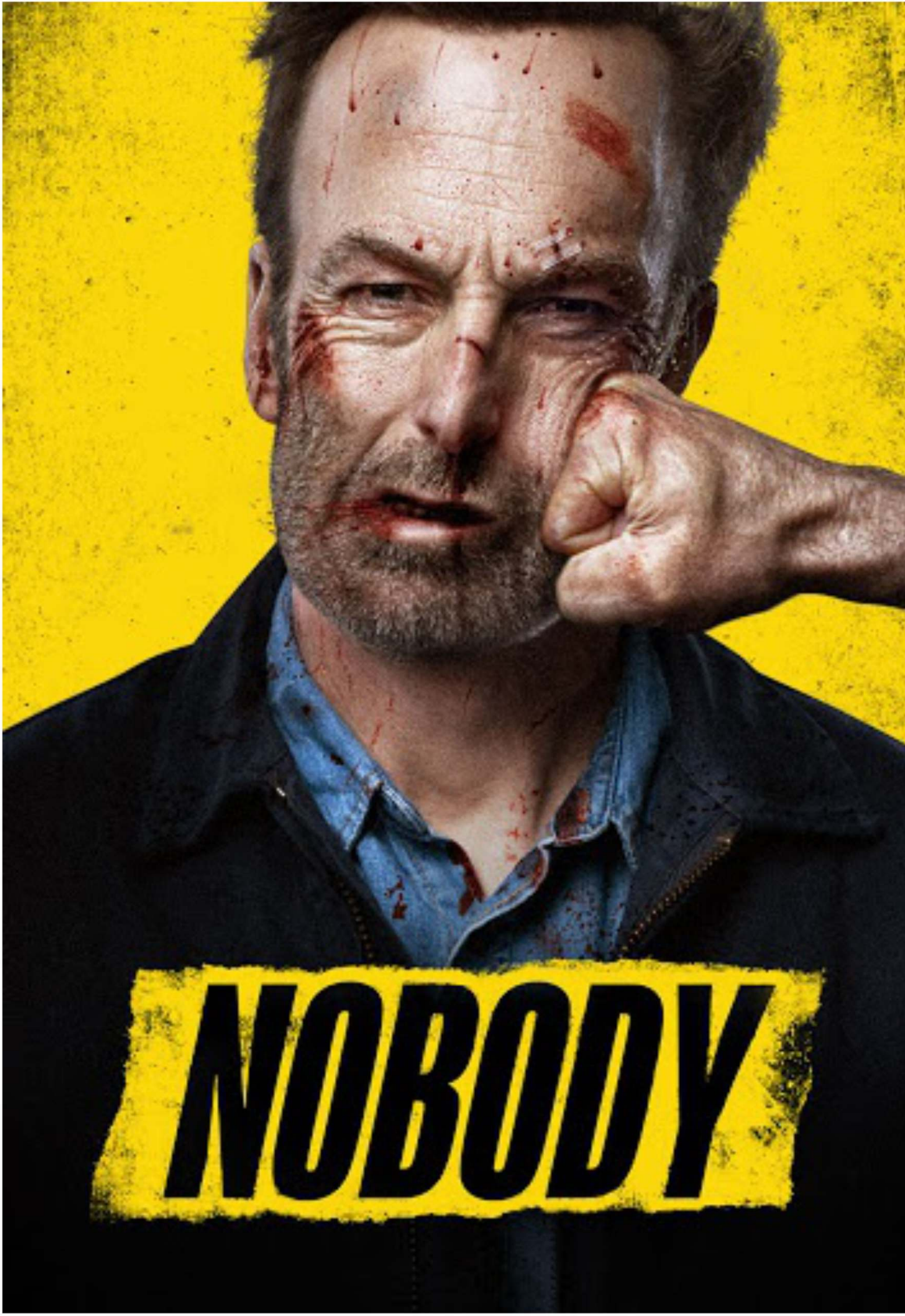
NOBODY

Jumpchain: Nobody

A Jump By KaizeRorg

Introduction
Welcome to the high-stakes world of "Nobody", set in 2021, where a seemingly ordinary suburban family man conceals a lethal past. After a home invasion ignites his suppressed rage, he reverts to his former life as a contract killer, plunging into a bloody war with the Russian mafia. City streets, buses, and abandoned factories become battlegrounds for brutal shootouts and hand-to-hand combat, where every strike is a defiance of fate. You arrive in this world, where the line between normalcy and violence is razor-thin, and the past never lets go. Will you be a covert assassin, a mafia manipulator, or a civilian caught in the crossfire? Over 10 years, you must survive, fight, or rewrite the rules of this ruthless game, where one person can be nobody—or everything.

You receive 1000 CP to prepare for this explosive adventure.

Setting
The story unfolds in 2021 in an unnamed American city, where suburban homes coexist with industrial zones and criminal back alleys. The protagonist, an office worker with a mundane routine, hides the skills of a former assassin who worked for shadowy agencies. A home burglary awakens his instincts, thrusting him into conflict with the Russian mafia, whose bosses guard their criminal wealth and tolerate no threats. The city's streets are a warzone, with buses, warehouses, and bars transforming into arenas for shootouts, while old alliances and family secrets surface at the worst moments. The mafia, corrupt officials, and former associates weave a web of intrigue, and ordinary people—from bartenders to neighbors—become pawns in this deadly game. This is a world where violence is the language of power, and cunning and strength determine who survives.

Location
Roll a 1d8 or pay 50 CP to choose your starting point:
1. Suburban Neighborhood, USA: A quiet district of homes and lawns. Perfect for a low profile, but the mafia is already watching.
2. Downtown Core: Bustling streets with bars, clubs, and mafia haunts. Shootouts and chases are part of the scenery.

3. Abandoned Factory: An industrial zone where the mafia hides its wealth. Rusty workshops are ideal for ambushes and battles.
4. Bus Terminal: A transit hub where chance encounters turn bloody. Crowds offer cover or traps.
5. Mafia Club: The Russian mafia's den, filled with enforcers and cash. Dangerous, but ripe for intelligence gathering.
6. Port District: Waterfront warehouses where the mafia conducts deals. Dark alleys conceal arsenals and enemies.
7. FBI Field Office: A covert headquarters where agents interrogate suspects. Access to data, but every move is monitored.
8. Free Choice: Any location in the 2021 world, from American suburbs to mafia safehouses abroad.

Age and Gender
- Age: Roll 2d8+30 (32–46 years) or choose any human age for 50 CP.
- Gender: Remains as in your previous jump or can be changed for 50 CP.

Origins
Choose one origin. All can be Drop-In, starting without local memories or ties.
- Assassin: A former killer, like the film's hero, hiding lethal skills behind a normal facade. Your strength lies in combat, but your past pulls you back.
- Mobster: A member of the Russian mafia, tied to its wealth and crime. Your power is in connections, but betrayal looms.
- Civilian: An ordinary person caught in the crossfire. Your resourcefulness is your key to surviving among criminals.
- Agent: An operative for shadowy agencies like the CIA or FBI, tracking the mafia. Your goal is control, but you're a target.

Perks
Perks costing 100 CP are free for your origin, others are 50% off.

General Perks
- Unassuming Facade (100 CP): You blend into the crowd like a suburban everyman. Your appearance, mannerisms, and speech raise no suspicions, even

from mafia or agents. You excel at concealing your intentions.
- Fighter's Instinct (200 CP): Your reflexes and instincts rival a street brawler's. You can improvise weapons from everyday items—wrenches, bottles—and deliver precise strikes.
- Danger Sense (400 CP): You anticipate threats a second before they strike, from ambushes to gunshots. This gives you a chance to dodge, counter, or flee, even in the chaos of a firefight.
- Unmatched Nobody (600 CP): Your will and skills make you a survival machine. You endure wounds that would fell others, staying calm while facing dozens of foes. Your attacks hit with devastating force, toppling even mafia enforcers.

Assassin
- Hidden Fang (100 CP): You masterfully conceal your skills. No one suspects you're a killer until you strike. Your movements in combat are fluid, like a predator's.
- Combat Grip (200 CP): You're an expert in hand-to-hand and firearms. You can knock out a foe with one blow or hit a target with your first shot, even on the move.
- Dark Past (400 CP): Your assassin instincts are second nature. You can pick locks, disarm traps, or set ambushes using environments, from factories to buses.
- Legend of Nobody (600 CP): You're a myth among killers. Your attacks—knife, gun, or bare hands—are lethal. You can wipe out entire gangs, leaving only whispers of "nobody." Your reputation terrifies enemies before the fight.

Mobster
- Mafia Code (100 CP): You know the criminal underworld's rules. You can negotiate with gangsters, avoid betrayal, and earn respect, even as a newcomer.
- Mob Network (200 CP): You have connections in the mafia—from bartenders to bosses. You can secure intel, weapons, or cash through these contacts, but debts always come due.
- Iron Authority (400 CP): Your charisma commands gangsters' obedience. You can seize control of a mafia cell, dictating its actions, from deals to heists.
- Godfather (600 CP): You can become the shadow boss of the mafia. Your orders are unquestioned, and your network spans the city. You can manipulate even enemies into serving you.

Civilian
- Normal Life (100 CP): You excel at living under the radar. Neighbors, cops, and mafia ignore you until you draw attention. You know how to find food or shelter in

chaos.
- Street Smarts (200 CP): You're adept at escaping trouble. You can distract enforcers, flee chases, or spot flaws in mafia plans using quick thinking.
- Hidden Potential (400 CP): A dormant strength lies within you, like the film's hero. You can suddenly unleash combat skills or survive a firefight, even untrained. This shocks enemies expecting a "nobody."
- People's Avenger (600 CP): Your resolve makes you a symbol. You can rally civilians to resist the mafia, forming squads. Your combat prowess rivals a veteran's.

Agent
- Shadow Credential (100 CP): You know how to operate undercover. Your IDs and covers are flawless, letting you infiltrate mafia or FBI offices undetected.
- Master Surveillance (200 CP): You're a surveillance expert. You can hack cameras, tap conversations, or track targets without leaving traces. Your intel is always accurate.
- Game Control (400 CP): You manipulate mafia or agents to act in your favor. You exploit their weaknesses, turning foes into unwitting allies.
- Shadow Power (600 CP): You're a master of covert ops. You can command agent networks, access classified data, and eliminate threats while staying invisible. Your influence intimidates even mafia bosses.

Items
Items costing 100 CP are free for your origin, others are 50% off.

General Items
- Leather Jacket (100 CP): A stylish 2021 jacket, durable and resistant to minor damage. Blends you into crowds and shields against rain.
- Tool Kit (100 CP): A compact set of lockpicks, multitools, and gadgets. Refills daily, perfect for break-ins or repairs in combat.
- Mercenary Arsenal (400 CP): A stash of pistols, knives, and grenades. Refills monthly, hidden from mafia or cops.
- Safehouse Bunker (600 CP): A city hideout with food, weapons, and comms. Impervious to enemies, follows you across jumps.

Assassin
- Concealed Blade (100 CP): A compact knife, undetectable during searches. Durable, razor-sharp, ideal for silent kills.

- Tactical Vest (200 CP): A lightweight bulletproof vest, protecting against bullets and blades. Self-repairs if damaged, doesn't hinder movement.
- Sniper Rifle (400 CP): A precise rifle with a suppressor. Comes with ammo, refills weekly.
- Black Briefcase (600 CP): A case with fake IDs, cash, and gadgets—from bugs to drones. Refills monthly, follows you across jumps.

Mobster
- Gold Chain (100 CP): A chain boosting your clout among criminals. Makes you prominent but respected in the mafia.
- Mob Phone (200 CP): A secure smartphone with access to criminal networks. Refills with data on deals and enemies.
- Armored Sedan (400 CP): A bullet-resistant car, fuel-free and self-repairing. Perfect for chases.
- Mafia Club (600 CP): A personal hideout with a bar, guards, and caches. Generates income and power, follows you across jumps.

Civilian
- Family Album (100 CP): A photo album convincing others you're a local. Calms neighbors and cops, updates with new photos.
- Survival Medkit (200 CP): A pack of meds and bandages. Heals wounds, refills daily, undetectable during searches.
- Hidden Cache (400 CP): A suburban stash with food, cash, and weapons. Refills weekly, concealed from all.
- Family Home (600 CP): A cozy suburban house, safe from mafia. Stocked with supplies, follows you across jumps.

Agent
- FBI Badge (100 CP): A credential granting access to authorities. Its authenticity is unquestioned.
- Spy Gadget (200 CP): A device with a camera, bug, and hacking tool. Refills, undetectable by enemies.
- Command Drone (400 CP): A remote-controlled drone with a camera and weaponry. Refills weekly.
- Agent HQ (600 CP): A covert office with FBI and CIA database access. Secure, follows you across jumps.

Companions

- Local Fighter (100 CP): A loyal ally familiar with the city. Reliable, aids in fights or intel gathering, with basic combat skills.
- Companion Import (100–400 CP): Import: 1 for 100 CP, 3 for 200 CP, 8 for 400 CP. Each gets an origin, 600 CP, and free 100 CP perks/items.
- Canonical Companion (200 CP each): Convince a character to join:
  - Hutch Mansell: A former assassin with lethal skills. His fury and expertise are your strength in battle.
  - Becca Mansell: A sharp woman skilled at survival. Her support is your backbone.
  - Harry Mansell: A covert fighter, adept at urban warfare. His connections are your trump card.
  - David Mansell: An old man with FBI experience. His knowledge and arsenal are invaluable.
- Yulian Kuznetsov (300 CP): A mafia boss with power and resources. Convince him, and his empire is yours.

Drawbacks
Take up to +1000 CP to heighten the challenge.
- Cinematic Tone (+0 CP): The world is flashier, emphasizing action and drama. The plot remains, but the tone aligns with the film.
- Combat Novice (+100 CP): Your fighting skills are raw. Attacks often miss, and you expend more energy.
- Suburban Gossip (+100 CP): Neighbors talk about you, drawing mafia or cop attention.
- Average Joe (+100 CP): Mafia and agents see you as weak. Earning trust is harder.
- Mob Wrath (+200 CP): The Russian mafia hunts you, staging ambushes or attacks on your home.
- Haunted Past (+200 CP): Old enemies from your assassin days track you, sending killers.
- Family at Risk (+200 CP): Your loved ones are mafia targets. Protecting them drains time and resources.
- Wanted Man (+300 CP): The FBI brands you a criminal. Agents and cops pursue you, restricting city access.
- Bloody Trail (+300 CP): Your actions leave clues, making it easier for mafia or FBI to find you.
- Mob’s Target (+600 CP): The mafia boss personally wants you dead. His army and resources make survival nearly impossible.

Final Choice
After 10 years, when the smoke clears, choose:
- Go Home: Depart with your loot, companions, and battle scars. +1000 CP.
- Stay: Remain in this world, ruling or defending it. +1000 CP.
- Next Jump: Move to a new world, carrying an assassin’s strength.