

Mob Jump

Now here's an offer you can't refuse. This world is one much like your own home world, but your position in it is a little... different. Here's your chance to be a bad guy. Welcome to the world of the Mob. Do you want to be a tough Russian legbreaker, beating up people who owe a debt and removing their fingers as payment? Are you an Italian Don, making orders and ruling your criminal empire with an iron fist but good to those who are good to you? Or perhaps you're a heroic FBI Special Agent, on the trail of some Columbians bringing drugs across the border? In any case, grab your gun, grab your tux, and get ready to break some arms, because the only way to get ahead in this world is to make sure others... fall behind.

These, errr... fell off the back of a truck. You can get 'em for free, just so long as you don't tell anyone where you got 'em. +1000 CP

Place:

Well, this is just a little bit different. See, you can end up anywhere in the world, but what's important here is what Family you're part of. So roll a d8, or pay 100 CP to make your choice. You can pop up anywhere in the U.S. in anytime that your organization exists, or even choose to instead be in a piece of Mob-related media (if you wanna be a good friend of Don Corleone himself, or try being bigger than Tony Montana).

1: The Italian Mob: The original, and the best. You're a member of the Mafia, "Our Thing." With ruthlessness imported straight from Sicily and the Old World, your organization's got a foothold in America. With tendrils in every realm of criminal activity, you've got sources everywhere, but some obligations too; Omerta is a serious thing, and if your silence is broken... well... Best to just stay loyal to the Family.

2: The Jewish Mob: An organization with ties to the Mafia, the Jewish Mob has two key functions in the criminal world; they're the bankers, with figures like Meyer Lansky running the accounts for whole Families, and they're the hitters. Also known as Murder Incorporated, your part in the Jewish Mob is up to you. Though they have groups all over the country, most of the Jewish Mob is in the ancestral homeland of New York City.

3: The Irish Mob: These good old boys are always happy to provide a taste of the Old Country, both in the form of whiskey and a good beating. Your mob's not as well organized as many of the others, but the joy of a fight's in every man jack of yah. Mostly centered in the Northeast, the gang's been a fixture here for a while. Time to kick out these gobshites hornin' in on our turf, and we can start with a nice big boom courtesy of our friends in the IRA...

4: The Triads: Not all of the world's great crime families came from Europe. You're a member of one of the Triads, the Yakuza, or another Asian criminal organization. Mostly centered on the West coast, your group imports cheap labor, prostitutes, and lots of drugs. Though the organization has a

strict code of loyalty, outsiders aren't even worth a bullet. The ability to melt away in the Chinatown of any major city also cannot be underestimated.

5: The Cubans: You're a member of one of the Cuban crime cartels, or one of the other South American organizations. Mostly active in the lower parts of the U.S., your organization mostly makes its cash through drug smuggling. Unfortunately, these Americans haven't been knuckling under the way the judges back home did, so now it's time to give some neckties....

6: The Russians: You're part of the Organizatsiya, along with your Brothers. Ever since the Soviet Union fell, your group's been picking up the pieces, and they've sent you to America to make a profit. With KGB training and good-old Russian ingenuity, you'll run rings around the foolish Americans. And if not, well, you've got plenty of Cold-War surplus weaponry to use...

7: The FBI: You're not really a mobster, though you use some of the same methods. You're a sworn agent of the Federal Bureau of Investigation! Those dirty criminals are out there hurting innocents, and it's your duty to work with the heroes of law enforcement in tracking them down. A number of the skills you can pick up are the same, but some are tweaked just a little bit; rather than being a Mob Accountant, for example, you've been crosstrained with the nascent IRS, and instead of having a Goon, you've got a dedicated (if dumb) partner or local cop who works with you.

8: Your choice.

Age and Gender:

Your age is 1d8+20, and your gender is whatever you came here with. If you wanna change either of those basic facts, you gotta pony up 100 CP.

Background:

No, not just any nobody can make it in a Family. Who you are will give you a set of skills and memories, as well as a past that people will remember (probably with fear).

Drop-In: Free

You wake up one morning in Madame Li's flophouse. Nobody knows how you got there, and you don't know anyone who can tell you, but at least you don't have any other memories influencing your own! Damn, that was a good night!

Button-Man: 100 CP:

You're a soldier or enforcer. When the boss says to push a button on a guy, you push a button. You've got years of experience breaking legs and faces, and your shadow intimidates citizens in your

neighborhood. You've killed men, and you're good at it. Just stay scary and bust a cap in whoever your boss says, and you can't go wrong.

Accountant: 100 CP:

It takes more than violence to make a successful criminal enterprise. You have skill with the more delicate arts of the mob's business, from cooking the books to plotting smuggling routes. If you do your job right, nobody will ever even know there's something wrong. And while the soldiers are good at keeping out raids by local cops, you're the only thing that'll save the family from an IRS investigation.

Family: 100 CP:

You were born into the game. The Mob life is about more than just money, it's about power. WHO you know is just as important as what you know, and you've got a long, long list of friends and "friends" who will be happy to do you a favor. So long as you don't get too tough on the little people, they'll keep you in power and do all the dirty work so you can sit back and relax.

Perks:

You're not just some average thug, of course. You've got some talents you've picked up that will help you make your way up the ladder.

Putting Up a Front: 100 CP, Free Drop-In

While you're naming skills aren't great, you have a talent for picking thriving businesses to take over or turn into a front. So long as you aren't obvious about it, your front's probably won't get raided by the cops, either; after all, "The Completely Legitimate Pizza Shop" would NEVER be a gunrunning depot! Convincing the owners to sell out might be tough, but then again, you're a mobster... right?

Legbreaker: 100 CP, Free Soldier

You know how to make your point known with your fists. Of course, fisticuffs is for those who follow "rules," so you follow a more... unorthodox style. You can beat your way through rival gangs with lead pipes, chair legs, claw hammers, and swords, and you're a master with a knife. Anyone who gets close to you will regret it.

Numbers Man: 100 CP, Free Accountant

You're good with numbers. You can make the things DANCE. Making backtrails of a hundred purchases and layering your mob's holdings behind a dozen shell corporations are just the opener. The IRS isn't ever gonna get close. Also, you're pretty good with the odds; keeping track of who to bet on at the ponies is a kid's game.

Made Man: 100 CP, Free Family

No low-ranking hoodlum, you're a member of the elite. You might have killed your way up the ladder or been born a Mob Princess, but either way you have criminality running through your very veins. You can convince other bottom-feeders to follow you with just a little effort, and you know all the lingo to make a living as a criminal on a day-to-day basis; you're naturally charming and likeable, even though you're a known killer. Also, you have a nickname everyone knows you by; It may be intimidating, or you may end up "Bugsy."

Sleep With The Fishes: 100 CP

You have a talent for disposing of the... evidence your crimes leave behind. You can find body dumps anywhere. Unless you're caught in the act, it'll take just an hour or so for ANY evidence of your crimes to disappear far beyond the reach of any cops. You're also pretty good at telling when someone else has cleaned up a site, probably because you're just that used to the smell of blood and cleaning agents and that experienced with the results of arson.

Rules of the Game: 100 CP

There are some people you just don't cross, and you have a sixth sense for who they are. You have an uncanny talent for recognizing who the most dangerous man in a room is, and you also have the skill and knowledge to keep track of the interconnected web of loyalties in a Family so that you know who's really in charge. There are also lines you don't cross without starting a war, and you know just how far you can push those, too.

An Offer He Can't Refuse: 200 CP, Discount Drop-In

You're very good at sending messages. Almost magical, in fact. Once a month, you can send someone a message that gets to them no matter where they are. You can't actually send a bomb, that'd be too easy; but a disarmed bomb that makes sure they know that you know where they live? They won't forget that in a hurry. Maybe your people are good at getting in where they aren't supposed to be, or maybe there's something else going on...

Enforcer: 200 CP, Discount Soldier

You can handle yourself when the bullets start flying. You're a master of the Tommy Gun, able to send your magazines just where you want them (and even shoot down low-flying planes!) and you have no problem using all kinds of guns to hit your targets, and only your targets, on crowded city streets. Also, sometimes you need to cause some property damage, so you've gotten good at using firebombs and other explosives to send flophouses sky-high.

Smuggler: 200 CP, Discount Accountant

Not all of that olive oil is strictly legal. You know the best ways to get product (whatever that may be) across any border and through any searches. You know where to hide booze so not even thorough searches will find it, but also so the bottles don't get broken in that chase that just MIGHT happen. You've got an almost supernatural knowledge of backroads, and tend to make connections with pilots and ship captains willing to carry some guns that fell off the back of an Army truck pretty easily.

Father's Blessing: 200 CP, Discount Family

Everyone knows you're not someone to be messed with, from the moment you walk into a room. You've got an aura of danger that only an idiot would cross, and there are rumors that someone high above you is providing you protection. Nobody will stab YOU in the back without considering it long and hard, and while they might bring you in, the cops fear you too much to rough you up (or even cuff you) on the way to your cell.

Say Hello To My Little Friend!: 400 CP, Discount Drop-In

You are, surprisingly, completely unimpaired by intoxication of all stripes. No matter how high you are, your shooting is accurate, and you only get falling-down drunk when you WANT to fall down. While you can still get drugged, anything you imbibe by choice isn't going to hurt you (well, not until morning...). In fact, you often seem to get TOUGHER when you're on something!

Fingerman: 400 CP, Discount Soldier

You're VERY scary. Looming in a room will terrify even the most hardened criminals, and you're a skilled "interrogator." You know just how much pain it takes to break a man, whether that's fingers missing, drills to the kneecaps, or just the threat of terrible things done to his daughters. Also, you have the willpower to follow through on your threats. You know how to take people apart, physically and psychologically; you can be sure they'll pay what they owe.

Syndicated: 400 CP, Discount Accountant

Running the criminal underground of a whole city is nothing to you. In fact, you might have to start a new city (maybe in the desert?) just to take advantage of your skills. You've got a mind like a steel trap, able to handle all the inputs you could ever have to deal with. You'll know when a single member in your territory is skimming a bit off the top, and you can calculate profits and losses for anything in fractions of a second. You've even got the skills to invent games of chance with the perfect illusion the suckers can win while keeping the maximum house take!

Key To The City: 400 CP, Discount Family

You've got the connections to look impressively legitimate. Through bribery, extortion, and natural charm, you seem to always end up with friends in high places. You know every man's weakness, and can use it to great effect. Congressmen come to your parties, and the last time the police visited your house was to check on a break-in you reported.

The Godfather: 600 CP

You aren't any street thug by any means. You've got people to do that for you. You're in charge of a large branch of your mob's organization; you might be a boss in one of the Five Families, a Avtorityet with the Russians, or the SAC in charge of your city. You know keep order amongst your followers, and how to run a war when it's time to go to the mattresses. Even in other worlds, you seem to always be in charge of a similar criminal organization; Just make sure not to let them blend over into your "public" life, or you might have some unexpected trouble.

Items:

While sometimes your fists are all you need, the tools of the trade will certainly help you out. Relying on a congressman to vote the way he said is all fine and dancy, but it's not as good as doing so while his daughter's got a .44 to her head. Pick up some useful utensils to make your stay here a little more profitable.

Slugger: 50 CP

This heavy wood bat was used in the famously rigged 1919 World Series. It hasn't hit a ball in a while, but it still feels just right when you put it to your shoulder. It'll hit homers on people's kneecaps all day long, and sometimes a solid hunk of wood is nice for breaking in windows and all the other bad things that can happen to a store. Who knows? You might even hit a homer the next time the feds toss a stun grenade at you!

Knuckledusters: 50 CP

A nice pair of brass knuckles never did anybody any harm. Well, not that they can prove. This pair have been used by more “inventive” boxers to give their punches some extra weight in a few important bouts, and now they’ve somehow come to you. They’ll make sure your punches land with the force of a freight train, and do so just the place you want for that round-1 KO.

Taste of Home: 50 CP

You’ve got a large supply (and an easy-to-follow recipe) for some of your mama’s cooking. You may know how to make the perfect cannoli, matzoh ball soup that can almost heal bullet wounds, or just know the perfect mix for a great mug of ale. All your Family will be envious, and you can pretty much guarantee that if you get holed up, you’ll be the one cooking, not stuck standing guard in a New York winter.

Liquor Cabinet: 50 CP

There’s no good being a mobster if you have to slum it all the time. You’ve got a nice liquor cabinet filled with the highest class of liquor, which seems to never quite be empty. Of course, not everyone appreciates the same luxuries, and you might not have a liquor cabinet at all; it could instead be a wine cellar stocked with your choice of vintages, or a humidor always containing the finest Cubans. Or perhaps you just have a steady supply of cocaine? Anyways, make sure you don’t run out, and don’t have to send your goombas on resupply runs TOO often.

Dough: 50 CP, 3x Free Accountant

You’re RICH! Well, you’re at least successful enough for now. You’ve got a large wad of cash hidden somewhere safe that you can use to set yourself up or keep yourself alive. Buying power comparable to \$50,000 in today’s dollars.

Classy Outfit: 50 CP, Free Drop-In

You have a very nice outfit. Depending on your mob, it could be one of a number of styles; an impressive tuxedo, an intimidating black longcoat, a heavy-duty police duster, or a nice suit set. Or it could be something completely different! In any case, it looks very good on you, a strange combination of intimidating and attractive. Also, it never rips or tears, and won’t show bloodstains!

Chicago Typewriter: 100 CP, Free Button-Man

After its use in the Kansas City Massacre, this .45 Thompson Submachine gun fell into your hands. It’s been adjusted to fit you perfectly, including a foregrip for sustained fire from the hip, and it’s

incredibly accurate in your hands. Feel free to blow away some more feds with the gun that made the 20s ROAR, and which for some reason never overheats. Your choice of box or drum magazines!

Goon: 100 CP, Free Family

No Don in the making would ever go anywhere without his trusty goomba! You've got a follower who's stupidly loyal to you (Though calling him stupid, while accurate, is probably a poor idea). He's large, imposing, and willing to throw his bulk between you and bullets. Also, for all his lack of charisma, he's well schooled to serve as a butler or aide in whatever manner you require, and if he survives, he will become a Companion to guard your back always. If you wish, a Companion may instead take this role, gaining plenty of experience in fistfights, gunfights, and being standing imposingly behind your shoulder.

Occam's Razor: 100 CP

When you just need to slit a man's throat or wrists, accept no substitutes. This straight razor is small, but its cutting abilities are nonetheless impressive. It'll shave even the most stubborn hair! But more importantly, it's useful as a tool of torture and murder. See, normally a slit throat makes all kinds of noise, as people gasp for their last breath and blood spurts everywhere. But with this, it's just like the motion pictures; one quick slice, and they're quietly on the floor. You won't even get messy! Sometimes the simplest solutions are the best.

D.A. Bryce's .44: 100 CP

This .44 Special Smith and Wesson Revolver has been imbued with the spirit of the legendary lawman and gunfighter Jelly Bryce. It slides out of the holster smoother than anything you've ever seen, making your quickdraws a thing of beauty; you can hold a throw six balls in the air with your gun hand and hit them all before apogee. Even when you're the one surprised, you'll probably get the first shot off.

Pig Slicer: 100 CP

Sometimes, crazy as it may seem, you really just need to kill people with a sword. It's quite, it's fast, it's scary, and best of all; you can pretend it's a historical replica. After all, who'd actually murder someone with a katana? Well, this one's been used for just that purpose. It'll cut through bone, bulletproof vests, and whatever improvised weapons your targets try to defend themselves with easily. Even in cramped spaces, this blade somehow never catches on walls, ceilings, or other obstacles to a smooth stroke. You heard some rumor about it being forged with the blood of a pig; now you use it on a different kind of pig entirely.

Gunvest: 100 CP

This vest was made and used by a deadly Irish hitman once used by the Yakavetta family. It has holsters for six pistols, and the straps are just flexible enough to accept any vaguely one-handed gun (even if it has a huge barrel, a suppressor, or other attachments) but still tight enough to prevent any guns so held from ever impeding your movements. Also, your aim is guided by the hitman himself; you gain incredible ambidexterity, enough to fire two guns at the same time without any loss in efficiency. Go have a nice FIREFIGHT!

Torpedo: 200 CP

You have a contract killer on call, someone who owes you a favor and is loyal to you. They'll guard you, but in a more... proactive sense. Though they may not have a life out of work, this assassin is lethal in a number of methods, and his or her targets have a habit of just disappearing (except the ones that get shot while jogging in Central Park in broad daylight). If one of your Companions is willing to take this blood on their hands, they can instead take up the role; if not, this master murderer will join you as a Companion.

Drawbacks:

While I'm not vulnerable to bribery, I could still be convinced to give you some extra CP. Here, pick up a few drawbacks to make your life tougher; it'll be funny. You can pick up to 600 CP's worth of drawbacks, but they do override perks, so make sure you don't end up wearing some cement shoes....

Mob Princess: +100 CP

Yes, you were born into the criminal life. But you've been kept very much insulated from it. While you've got bodyguards surrounding you at all times, they never seem to want to do anything interesting, even when your father's away on business. Average citizens will treat you with a mix of hatred and respect, but most who are in the know just pity or patronize you. Good luck proving yourself.

Shook Sinatra's Hand: +100 CP

You belong to a higher class of mobster. There's actually a code, somewhere deep in your twisted heart, that you follow. It might be simple Omerta justice, where you actually keep order among your mob even when it hurts, or you might have a problem with dealing drugs or some other key component of your enterprise. Legbreaking's still a possibility; you've just got to keep to the rules.

Leave This Life of Sin: +100 CP

Well, the good news; You've got a wonderfully attractive love interest, who is your vision of beauty and vice versa. You love and adore him or her with... most of your heart. Unfortunately, she's got some very specific views on what you should be doing with your life, and chasing down criminals (or committing crimes) definitely doesn't fit in. She'll try to convince you at every opportunity that you should get a real job where you don't get shot at, and the nagging, even if you didn't love her, is atrocious.

No, Pillage THEN Burn: +200 CP

Your subordinates just can't keep up. It's not their fault, there must have been some kind of baby football game one day in the old neighborhood. Anyways, they're all criminally incompetent. Any orders you give are going to have to be very precise if you want it done right; one time they killed a shopkeeper to send his dog a message, and you haven't been able to trust them since. Also, you're gonna have trouble hiring competent minions, though you might have one or two Companions who haven't lost their minds.

Black Sheep: +200 CP

You're a member of the wrong family, or at least come from the wrong line. Despite being a member of the Jewish Mob, you've never quite shaken your Irish Catholic roots, or you may be the one poor white man in your city's Yakuza branch. Expect a lot of suspicion, and if you do turn traitor, the hatred will be twice as deep.

She Was With the Russians Too: +200 CP

You went home with a waitress, the way you always do. Unfortunately, the Soviets (or maybe the Nazis) now have some rather incriminating photos of you. Now, they don't want much, just a little information. But you'll either have to turn traitor (and maybe have some real problems) or deal with the whole Bronx knowing some secrets you'd rather keep. Dad can't get you out of this....

Canary: +300 CP

One way or another, you're gonna sing. You've turned coat on your Family, and squealed either to the Feds or to a rival gang. If you somehow don't have a mob, then EVERYONE nearby just thinks you're a rat who'll turn at the least opportunity. You had best make sure your secret stays secure, or you'll be needing a way out of some cement shoes. And just in case that wasn't enough, you've got to plan your crimes around your Grand Jury hearings unless you want the feds on your tail again!

Chains of Al Capone: +300 CP

You've been cursed with the same thing that got (or will get) Al Capone: Government bureaucrats. Even if they can't get you on the murder, extortion, racketeering, arson, kidnapping... you get the drill... you will be watched constantly and pulled in for the maximum jail time if you even THINK about jaywalking. Anything you want done has to be hidden by a dozen legitimate businesses and cutouts, so you should probably find an accountant who can outwit the IRS. Even if they're on your side, you might well be crushed by the mountains of paperwork.