



By Kanons, with special thanks to Ammy

The year is **1989**. Following a nuclear attack on San Francisco the United States agreed to a treaty known as "The Russo-American Coalition". Things are not well in the US; resentment over this treaty has resulted in the creation of an ultranationalist group known as "50 Blessings", who seek to undermine Soviet influence in America through any means necessary. Their presence is most keenly felt in Miami, where the Mafiya has cemented its control over the criminal underworld.

You'll enter this world on **April 1st**, the 50 Blessings are preparing to recruit their latest killer, "Jacket", who will commit a string of mass-killings under their coercion.

If events remain unaltered, his actions will lead to a number of gang wars, copycat vigilantism, and other violence.

This bloodshed ends... conclusively on **December 28th, 1991**. Due to the nature of said ending, the end-date for Hotline Miami 2 will count as the end of the jump, rather than the usual 10 years.

Good luck, take this +1000cp, and try not to die.

Background

Age and gender are up to you.

Starting location is somewhere in the Miami area on April 1st, 1989. To win you must survive until December 21st, 1991.

Any background can be taken with, or without associated baggage, the latter making you just **Drop-in** to the setting.

Nobody: Christ, did you not have a life before all this? I guess you could've been playing at normality. Whether it's for kicks, or because of a certain threatening phone call, you're moonlighting with a very different kind of crowd now.

Truthseeker: Massacres by people in latex masks, weird symbols, and these phone calls; is everyone here crazy? One way or another you'll get to the bottom of this, but don't expect things to be clean on the way down.

Soldier: Despite all the shit you saw in the war, you somehow made it out, at least physically. Whether you reign in your old instincts or not, it's hard to ignore what you lost with all these Russians running around.

Mafia: Miami is a paradise for crime right now, organized or otherwise, and you recently rose far enough in the ranks of your crime family to make some serious profit. Just try not to lose everything to all the rival gangs and enterprising vigilantes out there.

Skills

As always, discounts are 50% off, with 100cp skills being free for your background.

Undiscounted

1-800-GODDAMN (Free): Maybe part of you does like it. No matter who or what you are before or after; when the time comes, you take to violence like a fish to water. As long as you remain in combat, pain, fatigue, stress, and hesitation simply do not register unless you specifically want them to. Of course, this does nothing for you when it comes time to walk back through the carnage...

Always On Top (200cp): You now have access to a magical top-down view of your surroundings. While active, you can see 360° around you, and through walls. However, this ability can't normally see through things like floors and ceilings. Your distance vision also suffers considerably as a tradeoff, maybe a couple dozen meters for a normal human. Of

course, this can be toggled at any time.

Bouncer (400cp): Fuck's sakes, are you the enforcer, or the guy who ate him? For all their brutality, most of the big players here will respond like a normal human if you hit them with a baseball bat. Not you. Your sheer mass lets you ignore all but the strongest punches; even a stab wound would be a problem for after the fight, not during. Just remember, a bullet doesn't care how strong the shooter is nor how tough its victim is.

Dodger (600cp): *You can't dodge bullets, but when the time comes, you won't-* wait... shit, we can't use that, CUT! Anyways, even if you can't outpace a bullet, you sure can outpace the guy shooting it. When you stop and focus, you'll be able to intuit what ranged weapons are pointed your way at that moment and when/where the shots will go. As long as you aren't distracted, and can physically move in time, you might not even need cover in a gunfight.

The Boss (600cp): Maybe you're not content to be the guy pulling the trigger all the time? I don't just mean having your own crew, I mean getting people to do the dirty work without ever having to show your face. Like the people who founded the 50 Blessings, you've got just the right mix of cold blood and sharp intellect. Given enough resources and information, you can put people under your thumb with the bare minimum of leverage, and operate with enough cutouts and compartments that it'd take serious investigations to pin anything on you directly.

Nobody

Fun & Games (100cp): When you're not in the middle of a violent rampage, all that killing intent just seems to slide off. So long as you're not doing something compromising, you have a much easier time passing yourself off as "normal".

Killer Beast (200cp): No one cared who you were 'till you put on the mask. When wearing some type of costume or disguise, some ability of yours is improved based on what you're dressed as. Wear an elephant mask to become tougher, a ninja costume to be harder to spot, maybe some leather to assert dominance if you're about that.

Combo King (400cp): Violence as performance art. In combat, the longer you stay on the offensive, the better you'll fight. Keep up the pressure on an opponent, and you'll perform at the top of your game. Push the limits of your endurance in a prolonged rampage? Even you might be surprised what your body can do. Of course, this resets with so much as a hint of caution, but self-preservation was never part of the job.

Truthseeker

Controlled Rage (100cp): Even up to your eyes in berserker rage, some small part of you regrets all of this. No matter what mental state you're in, you'll never apply more force than you'd normally want. If you'd rather put a guy in the hospital than the morgue, you can. If you'd want a building cleared instead of levelled, you can. Mind you, this only guarantees *you'll* hold back, it won't let you knock someone out with a flamethrower.

Hard News (200cp): You know something is going on even if most people refuse to admit it. You have all the skills for top detective work and the willpower to chase a lead weeks after it seems to have gone cold. Just remember what your priorities are...

Knife for Pros (400cp): Gun's just for show then? Any bladed weapon you wield can be thrown with pinpoint accuracy, they'll never land wrong-way-forward, and they'll impact with all the force of a committed stab. Even if you have nowhere to stow a knife, you'll always find one on your person when you reach for it.

Soldier

What You Really Are (100cp): Unlike most of the yahoos rampaging across Miami right now, you know how to kill right. You'll have at least a decent familiarity and technique for just about any personal weapon you'd expect to find in this time period. From knives and bats, to pistols and shotties.

Assassin's Cred (200cp): Sometimes guns blazing isn't the best strategy. Pop a guy while his back is turned, or from a distance; ambush a guy from behind a door, use a throwing weapon to avoid making noise, or use noise to funnel enemies into a chokepoint. With good planning and patience, you can make sure enemies only see you when you want them to.

Clean Hit (400cp): Aiming is for people who have time to aim. You probably don't, but now you don't have to. Any shot you could make with a few seconds to steady and line up, you can now make instantly. In case that doesn't mean much for you, you can now aim pretty much any weapon you're familiar with at the level of a competitive marksman.

Mafia

Brass Hands (100cp): You hit with enough force to kill most people in a single, hard punch. This might not be as helpful against automatic weapons but being caught unarmed isn't really an issue anymore.

Family Business (200cp): You're a master at hostile takeovers. Kill everyone in a criminal

enterprise, move your own guys in, and the business can resume like nothing ever happened. Whether through war, intrigue, or just waving around cash; land and infrastructure you seize transitions into your control far more smoothly, with less risk of reprisal than it should.

These Are My Guns (400cp): For fighting... and maybe a bit of fun. Any weapons you can hold one-handed can now be dual wielded without issue, you could even fire accurately in opposite directions if you want. On top of that, automatic weapons are easier to control and hold more bullets than they should.

Companions

On The House (50cp): There's this guy, he seems to work almost everywhere in Miami. No one else seems to notice him, but he's really friendly and always gives you good deals. He'll even appear in worlds you visit later; and can help out with businesses you own.

Broken Heroes (100cp per): Over the course of your jump you are guaranteed to come into semi-regular contact with one playable character from the games, barring extreme circumstances you will likely be on good terms with this person. If they survive to the end of your jump, they can become a companion.

The Crew (100cp per): Bringing someone else into this? How charitable. Create or import a character with a background and 800cp to spend. For 400cp, you can rope your whole damn entourage into this, or create 8 companions.

The Gang (200cp): Your own replenishing supply of disposable goons! To be fair, these could be mob enforcers, a precinct's worth of cops, a platoon of fresh GIs, or a deranged militia/cult of your own design. Either way, the job's about the same around here. They have enough loyalty and training to keep their nerve in most fights; and while their gear will never be top dollar, it will update per setting. Just don't get attached. If you somehow don't know how these things go, you will soon.

Items

Instead of discounts based on background, you get the following: 1 Free Safehouse, 1 Free 50cp item, 1 Free 100cp item, 1 Discounted 200cp item

Safehouse (Free all): A reasonable apartment in the Miami area, provided you don't bring trouble here your enemies will never trace you back to this address. Has a landline in every room, at least one phone will always be functioning but thankfully only the nearest phone to you will ring.

What You Leave Your Son (50cp per): Cash in the denomination of your choice, worth \$50,000 USD in today's money.

Mask (50cp per): One mask in the image of a real-life animal, great for hiding your identity when you do things society doesn't approve of. These don't seem to obstruct your vision any, and each one naturally seems to get a nickname. Just be weary of them showing up on other people.

The Outfit (100cp): This outfit fits your style, never seems to get holes or bloodstains, and always seems to have room for concealing a weapon.

A Box Full Of Sharp Objects (Variable per): Your weapons of choice, all self-maintaining, and will always return to you fully loaded after a fight. For (50cp), you can get any melee weapon you'd find for the period. Wrenches, knives, bats, maybe even a sword if you're willing to look pretentious. For (100cp), you can get a shotgun, SMG, or pistol with a Hollywood *thwip thwip* silencer. For (200cp), you get real military hardware; machine guns, sniper rifles, even a flamethrower (US never signed that treaty, right?)

-I Got New Friends (Free with above): If you get a spot of buyer's remorse, or just need a different tool for the job, you can swap out any weapons purchased via **A Box Full Of Sharp Objects** between fights, whenever they'd normally repair or replenish. The only limit is the total CP cost for all weapons must be the same. So, for example, you can switch a bat for a crowbar, a rifle for two shotguns, or vice versa.

1-800-GETHELP (100cp): Well isn't this just space-age technology. This portable phone always seems to always have good service and voice quality, plus massive voicemail storage. During the day you will get messages on this about local work, which will always be well-paying, legal, and short-term. At night you'll also get job offers, and they pay even better, however these tend to be highly illegal and often dangerous.

Follow The Script (100cp): It seems a director in Miami has taken an interest in your exploits and has begun adaptations of all your adventures thus far, continuing even after the end of this jump. Sadly, these films tend to put a lurid, exploitative spin on events and won't earn much in royalties, but they will have a certain grindhouse charm to them. You are guaranteed a copy of each, of course.

Midnight Animals (200cp): Most masks are meant to conceal the wearer's identity. Does that mean you were a different person before? One mask for each jump, past, present, and future, evocative of who you were in that world. Anyone wearing one of these will gain a boost to skills you emphasized at the time, stacking with Killer Beast.

Full House (200cp): Putting the “kill” in kill house. This structure can be reshaped at will and populated with any opponents you’ve encountered in your chain. The denizens will always be hostile to anyone entering but dying or clearing the house will boot any participants out in the same condition they entered. You can also randomize the house with parameters, or nab something from Hotline Miami’s level editor if you feel lazy.

“Russian Vitamins” (200cp): An infinite supply of special hallucinogens. On the upside, each dose of these pills boosts the positive effects of 1-800-GODDAMN and similar perks dramatically, and overdosing will never directly kill you. On the downside, even one pill will loosen your grasp on reality for its duration regardless of perks or biology, and if you do OD (5 pills in under 4 hours) any hallucinations that appear will be both hostile and capable of causing direct harm to you.

Drawbacks

No drawback limit.

Disposable (+100cp): For some reason, you can't work a magazine to save your life, you can't even reload single-shot weapons during combat in this jump. Unfortunately enemies don't seem to have this problem.

Exposed (+100cp): Do the enemies have ESP or are you just that loud? Unlike most of the killers in this setting, the element of surprise always seems lost to you. This doesn't mean you'll alert an entire apartment complex the moment you enter, but good luck getting the drop on a lone thug, much less a room full of gunmen.

Director's Cut (+100cp): If you're confident that you can survive certain events, go ahead. You're now on the hook for a full jump length of 10 years. Even if you do avert the second game's ending, there's no guarantee it will stem the tide of violence, so bear that in mind.

House Call (+200cp): First off, any sensory powers you have are disabled. Second, while your senses technically work just fine, for some reason your awareness goes to crap past a short distance. It becomes especially bad in combat, where you have to focus just to notice an enemy past 30 feet or so.

Remember Discretion (+200cp): You'll get a mission from the 50 Blessings every few weeks, they will almost always require violence, and you must complete them ASAP or fail the jump.

Richard (+200cp): From time to time (at least twice in the jump, more if you're particularly active in events) a vision of a man in a rooster mask will appear, usually to admonish you in

some way. Beware when this happens because misfortune will always follow.

Get a Grip (+300cp): You are steadily losing your grip on reality, by the last month of the jump you will be essentially be in a permanent psychotic episode.

Aloha (+300cp) (cannot be taken with **Wrong Number**): You begin as a US soldier in Hawaii in 1985, get ready because the Russians are coming. You still have to make it to the end of 1991 (or later, depending on other drawbacks).

I don't know you (+300cp): No memories save for what you'd get from your background.

Inner Warrior (+300cp): You cannot use any weapons during this jump. Innate powers will generally work fine, but you cannot summon weapons.

We are the Blood (+400cp) (cannot be taken with **Wrong Number**): Hotline Miami 2 ends with the assassination of American and Russian leadership, triggering Global Thermonuclear War. This is guaranteed without your direct intervention and will result in jump failure if it goes through.

Wrong Number (+600cp): Welp, looks like things didn't go well, Miami is now a post-apocalyptic nightmare. Thankfully the whole nuclear radiation seems to be less of an issue than you'd expect, but the denizens of Miami seem to be even more psychotic than usual. For two years you must survive against roving gangs, cannibal mutants, and the ravages of life after the end of civilization.

Press R To Restart (+600cp): You go down super easy, one solid hit from basically any weapon is guaranteed fatal.

Who Are You? (+600cp): No powers for you or companions, no warehouse.

Ending

Stay Here (would not recommend)

Go Home

Move On

Should you choose, Don Juan, Rasmus, and/or Richard can continue to provide commentary on you post-jump.

Patch Notes

Revised intro text, updated end-date

Companion options moved to their own section, Beard choice is now essentially a follower

Reworked adrenaline, now decoupled from perks

Tactical view text simplified, reduced to 200cp

Bunch of perks renamed, mostly for achievements or levels, and misc refluffing

Removed age roll

Added bouncer and dodger perks

Added drop-in toggle, drop-in is now nobody

New goon follower option

Soldier and Mafia capstones slightly nerfed, Nobody capstone cleaned up, Truthseeker capstone slightly buffed

Items now run on floating discounts

Cash item buffed

Condensed all weapon options

Added new 100 and 200cp items

Reduced drugs price to 200cp

Added director's cut drawback

Hotfix October 2022

Added exchange option for Weapons

Added mastermind perk

