

Crackdown

(jumpchain compliant)

Welcome to the world of Crackdown, a world where superhuman men and women known as Agents work for The Agency in order to combat crime and bring the guilty to Justice, by any means necessary. The Agency was formed out of a collection of various national police forces as a response to a massive increase in global crime and is currently the primary, though not only, international police force in the world. It has tens of thousands of officers and troops known as the peacekeepers, access to cutting edge military equipment well beyond any regular police force (and even beyond some militaries), an international and global mandate to pursue criminals no matter where they may be and of course the titular superhuman Agents that serve as the tip of the spear of the Agency's ongoing war against crime.

Emphasis on "war" in that statement mind you, as the Agency and the forces at its command are no strangers to violence and their typical response to any situation that can't be immediately and peacefully resolved is to start shooting until everyone involved is dead. Make no mistake, the Agency does **not** mess around with that whole mission statement of "Justice, by any means necessary" and will not hesitate to send in peacekeepers and Agents in full on assaults even against entire criminal cartels in the middle of major cities if the Agency believes that is what is required.

You would think that this method of business would upset no small number of people, to say nothing of the nations that are backing the Agency, but as it turns out there are places in this world that are genuinely messed up enough to justify that level of force and then some. Mad scientists creating horrors against mankind, evil corporations exploiting and oppressing everything within reach, massive criminal cartels and gangs engaged in all manner of criminality, and all of which have no compunction against murder to achieve their aims. Against problems like that The Agency and its Agents sometimes genuinely are the only reasonable response.

It is into this world you have now arrived as one of the newest Agents of the Agency. You will be here for ten years and you start in the city of Pacifica where the Agency has just built its new headquarters. This city is by no means peaceful however as there are three massive criminal factions which control the various areas of the city, and it is here that the Agents will initially prove their worth. The Agency does not expect that the criminals will go quietly, so check your weapons and ready yourself Agent because it's time to dispense some Justice.

Origins

Agent - Free

You have just recently finished undergoing the enhancement process to become an Agent and are as of this moment a relative rookie. Of course "rookie" for an Agent is still leagues beyond any mundane human given your significant superhuman abilities and cutting edge equipment and weapons. You may choose the nature of your background prior to becoming an Agent, likely being a former member of some military or law enforcement organization, or you may instead choose to be a drop-in.

Civilian - Free

Scratch that whole "Agent of the Agency" bit above because actually you're completely unrelated to that. Maybe you work for a rival law enforcement organization or perhaps a corporation of some sort, or maybe you're a private business owner or you could even just be some guy that randomly appeared out of thin air one day as a drop-in. Regardless of the specifics you still benefit from the Enhanced perk though the story behind how that happened is probably quite convoluted.

Gender and Age

There is no meaningful difference between men and women when it comes to Agents so you are free to pick whichever one you prefer, likewise age doesn't particularly matter either so long as you're not a literal child or well outside of your prime so you can pick anywhere between twenty and forty as you please.

Perks

You may discount two perks from each price tier, with discounted 100cp perks becoming free.

Enhanced - Free to all

You are an enhanced super soldier like one of the Agents produced by The Agency (or not, see below). Agents are cybernetically and biologically enhanced humans that have been granted superhuman physical capabilities with the ultimate aim of using those abilities in the service of Justice, the Agency effectively serving as a global police force and the Agents as its foremost and most 'larger than life' representatives.

Even an individual who has only recently finished undergoing the enhancement process can easily leap thirty feet straight up from a standing start, lift upwards of a ton of weight and then throw that weight a few dozen meters and run at least twice as fast as the fastest human. They would also be tough enough to withstand barrages from half a dozen men armed with assault

rifles in a prolonged fire fight or even take an RPG or two to the chest with only mild injury to show for it and possess the physical and mental endurance to fight at their full capacity for over six hours straight without any rest or breaks. Even an Agent's senses are noticeably better than a regular man, with sight and hearing being particularly boosted and having innate protection from sensory overload such as from flashbangs or particularly odious smells.

This level of ability described above is what the Agency would attribute to a "level one" rookie agent with the Agency having six overall levels of ability, with each level being noticeably and substantially superior to the last, though it is worth mentioning that Commander Jaxon is the first and only officially recognized agent to reach the sixth level. You start at the level of a rookie and have the potential to eventually rise to the heights of level six after undergoing significant training and personal development.

Alternatively if you prefer some other form of enhancement rather than what Agents get you may optionally choose to have your enhancement manifest differently. Perhaps your augmentation is entirely cybernetic, maybe you're a digital upload of a biological mind placed in a powerful combat robot, perhaps you're some sort of mutated Freak of nature or even something else. While you are encouraged to be creative with how your Enhancement works and manifests, the overall level of ability that you start with does not change nor does your potential though the context of how it works and manifests can and likely will depending on what you choose.

Mobility Master - 100

Agents may have access to vehicles but one might wonder if they need to even bother with them considering just how fast and agile they can be on foot. Even at a base level you are capable of leaping nearly twice as high as a rookie Agent straight up from a standing start, are a master of parkour, have superhuman levels of balance and kinesthetics sense, can casually run nearly three times faster than an olympian sprinter and have the stamina to keep that up for hours. Perhaps more strangely you also have the odd ability to adjust your trajectory mid jump via some unknown method allowing you a limited amount of maneuverability while in the air that normally wouldn't be possible.

Thanks to this combination of traits your ability to traverse terrain and move about is virtually unrivaled and this is just starting out as these abilities improve in proportion to your growth and development as an Enhanced individual (Agent or otherwise). By the time you're an elite you'd be able to leap on top of a fifty story building from street level from a standing start, run faster than cars on the highway and have seemingly endless physical stamina. Perhaps most strangely of all is that you are effectively immune to injury from falling no matter how great the height.

Weapon Wheel - 100

You have the ability to carry up to two primary weapons, a side arm, an explosive of your choice and two different types of utility device (such as a scanner, grappling hook, an actual physical shield, an ammo or health regenerator or so forth) which you can select from a mental 'wheel'

that you can access at any point. This can allow you to carry your weapons and equipment, and a plentiful supply of ammo for them, without visibly appearing to have them on your person and you can switch between any of them as you desire. As you grow more experienced and capable as an Agent your weapon wheel will expand allowing you to carry more weapons, more ammo, and unlocking additional slots for utility equipment.

By the time you are an elite agent you'll be able to carry around an entire arsenal of weapons and enough ammo to keep them shooting for hours without anyone the wiser. Perhaps the greatest benefit to purchasing this perk however is that you continue to benefit from the special effects of any weapons or equipment that you have slotted into your weapon wheel, for example if you have out-of-jump enchanted items you could benefit from them as if you were holding them or had them equipped without actually having to do so.

Collateral Carnage - 100

With this ability, which you can toggle on or off, you seem to just cause dramatically more collateral damage to your surroundings than would be reasonably expected. Shooting at enemies might cause one of your rounds to strike an explosive they were holding causing them to explode with great force resulting in a nearby structural support beam holding something up to buckle and break and send all sorts of things tumbling down onto the heads of nearby enemies, just as an example. While this doesn't make your attacks any more powerful or directly dangerous than normal the sheer regularity of your attacks causing massive knock-on destruction is a sight to behold and can very quickly result in large swathes of devastation and truly excessive amounts of property damage.

While this is great for when you need to wreck stuff really fast it's very much not so great for precision work so you'll probably want to consider carefully when and where you use this. As an extra bonus the extra collateral you cause never seems to directly impede or hurt you or your allies and may even result in the creation of shortcuts or alternate routes through whatever area you're traveling in.

Minion Master - 100

Perhaps you're charismatic or perhaps you use mind control technology or even just fabricate troops outright via some sort of factory, but whatever it is you're doing you never seem to have any trouble finding people, or "people" if talking about clones and robots, to work for you in various roles. Whether you're building up an army or a business you seem to attract as many people to fill the rolls as you need and not only are they cheaper to hire and pay than normal but they're also oddly loyal to whatever cause you might espouse. For example even a lowly security guard might stand up against the likes of an Agent even if they know full well how poorly that will go for them. If you ever find yourself short on manpower just advertise you're looking for more and they'll show up in droves, almost as if they were just waiting around specifically to be hired by you.

Hapless Bystander - 100

This is a world of violence filled with criminal gangs with way too much firepower and super human soldiers that fight them, to say nothing of all the freaks of nature, combat robots and god knows what else. In the face of that sort of thing what's a random joe going to do? Well as it turns out there isn't much you need to do at all because incidents involving these sorts of larger than life threats seem to just pass you by.

If some bad guy (or Agent) is in need of a ride and feels like car jacking someone they'll pick the car next to you rather than yours. When the bullets are flying and the explosions are going off they'll miraculously fly past you rather than hitting you or the things you own, and when collateral damage seems to be the aim of the game you'll find that you're all but immune to it. However this protection only works so long as you remain uninvolved, the moment you throw your metaphorical hat in the ring is the moment this protection leaves you, not to return for at least a full day.

Aim-bot - 200

Agents are expected to cultivate an extremely high level of skill when it comes to accurately shooting with whatever weapon they're using regardless of the situation they might find themselves in. With this perk you can now reliably hit targets with a fully automatic weapon even while running and jumping around at full tilt, and potentially even hitting them with 'from the hip' aiming if they're close enough. Your throwing arm for grenades and similar weaponry or bits of equipment is just as impressive as your aim with a gun and given the enhanced superhuman strength of an Agent that means you can reliably throw such things tremendous distances while still getting them to land roughly where you want them to.

That's just the start of things though because as you continue to improve yourself as an Agent your aiming skills will not only continue to improve but the damage you deal with ranged weapons and explosives will also increase. While a dinky little pistol might start out only doing slightly more damage than normal when you're a rookie by the time you're an elite it could easily pierce through even heavy armor at over a dozen times the pistols' original maximum range. The boost to your accuracy meanwhile will allow you to accurately and reliably strike targets even at these extended ranges in order to really dish out the damage to whatever fools thought fighting you was a good idea.

Hollywood Hacking - 200

You have the strange ability to "hack" terminals, computer systems and security systems in a way that really only works in movies. You just sort of start typing away on their keypad or keyboard and somehow you just sort of intuitively unlock and access them even when that makes no sense and shouldn't work that way and once you're in you just sort of do the correct things needed to perform whatever function it was that you need the device to do. The only real limitation on this is that it requires direct physical access to the control panel for whatever system you are trying to "hack". In the event the system doesn't have a keypad or keyboard or other accessible way of interfacing with it you can instead just punch or kick it and it'll still somehow work out the way you would want it to.

Demolition Man - 200

Your attacks just cause more damage than they rightly should. Bullets hit harder, explosives have wider blast areas and detonate with greater force and even your strikes in melee combat just do a more disproportionate amount of damage than before. This particular talent of yours is paired with a seemingly instinctive ability to notice and then capitalize on weak spots whether they be in enemy armor or even just the structure of a building, alongside how to best use the surrounding terrain to your advantage. This is helped along by the inexplicable tendency for explosive barrels, or similar context-appropriate things, to be scattered around the environment in tactically advantageous (for you) positions just waiting for you to shoot them and blow them up.

Catch And Release - 200

Not unlike a certain mad scientist you possess the odd trait of being let off easy by potential enemy factions after you get caught. For example if you were to work for the Agency rather than executing you outright, or at least locking you up in prison forever, after getting caught experimenting on innocent civilians and turning them into mutated monsters you would instead be allowed to peacefully retire and resign from your post to go work in the civilian sector, no time behind bars and no punishment levied against you despite your crimes against humanity. So long as you end it there that's as far as it will go effectively allowing you to be something of a karma houdini.

That's the first time though. If you get caught by the same group doing something which they'd heavily disagree with again then they'll pull off the gloves, at which point you can expect the full weight of whatever punishment you actually deserve to be directed your way. You can expect this sort of leniency from any group you work for or get caught by at least the first time they catch you doing something, treating you with kid gloves and basically letting you get away with whatever it was you did so long as you don't get caught doing it again.

Motivated And Dedicated - 200

Your willpower, courage, discipline and ability to push through adversity and pain is nothing short of awe inspiring. Even blown into bits and left as little more than a head, part of a torso and a single arm, your tenacious will to live and finish the mission will see you cling to life for as long as you physically can, refusing to go down and die to the very end. No matter how dire the odds or how high the mountain you can dig deep and force yourself to confront it head on, never backing down and never bowing your head no matter how great the pressure. The only way you'll quit is if your body literally fails around you as your mental strength and will to succeed will continue to push you ever onwards.

These traits do not go unnoticed either as those around you see your incredible motivation and willpower and are themselves inspired by it, pushing them to continue on and grit their teeth when they might otherwise have given up or routed. Your skills as a leader may or may not be lacking and your talent for words and speeches may or may not exist but it hardly matters when

simply by standing as an example for others you will likely come to be regarded as a hero and an icon worth emulating.

Orb Collector - 200 or 400

Orbs of light now appear in the world that only you, or other people with this perk, can see which can be collected in order to advance yourself. As you collect orbs you can spend them to increase your physical abilities as well as mundane skills such as firearms, explosives and driving/piloting with the higher the increase the more orbs it costs and with the cost being tracked individually for each different stat/skill you are increasing with a 'soft cap' of ability around the level of an elite six star agent.

These orbs generally appear in out of the way locations, for example on top of buildings or out of sight of normal foot traffic, though some do still show up in more public areas often as a clue that there are other orbs that can be found nearby. Defeating enemies also causes them to 'drop' orbs which you can pick up. The worth of orbs you collect depends on how difficult it was to obtain them, with orbs in hidden areas that are in difficult to reach places or orbs 'dropped' from powerful enemies being worth much more than those that are easily found or which 'drop' from weak enemies.

If multiple people have this perk they can all see the same orbs but one person collecting an orb does not prevent a different person with this perk from also collecting the same orb, with orbs that have been collected disappearing from the vision of the one that collected them.

For 400cp however you no longer have a soft cap on how high you can raise something and are no longer limited to just increasing physical attributes. For example you could improve your intelligence, charisma or magical ability (if you have magic from some other jump), nor are you limited to increasing mundane skills as you can now train even supernatural abilities, traits or skills that you have (though this won't give you new abilities on its own, it only serves as a method of improving things you already have). The higher you raise a stat, skill or ability the more orbs it costs to improve but each stat/skill tracks its own progression separately. For example raising strength to two would not make raising agility to two more expensive, and this applies to both levels of purchase.

I Am The Law - 400

As an agent you represent the premier global law enforcement group known as The Agency and are thus are empowered by "the law" to pursue your duties in whatever way you see fit, and considering that agents only get called out when a situation has well and truly gone to hell that generally means shooting and blowing up everything and everyone that gets in your way. As a result from now on you will never be legally penalized for the damage you cause to property or people so long as it was in genuine pursuit of carrying out your duty. Duty in this context means dealing with criminals, bandits, pirates, subversive elements in society or genuine military targets during times of war.

At worst a minority of people might complain if the damage you caused was genuinely excessive but in general you will be free to kill whoever you want and blow up whatever you want so long as you keep in mind the above guidelines, and if you actually deal with the criminals and/or enemy forces in a given area you can generally expect genuine gratitude from the general populace for your actions. It also goes without saying that this continues to be the case in future worlds even if the locals have never heard of the Agency or agents and have no idea who you even are.

Vehicle Master - 400

Agents in this world can somehow make vehicles they drive or pilot more capable and durable than they would normally be, and if those vehicles are armed the weapons will also be more damaging and have better range and accuracy. Logically this should be little more than a game conceit as the superhuman physical ability of an Agent should not translate into the vehicles they are riding around in but, with the purchase of this perk, it is no longer a game conceit and is now something you and the vehicles you use benefit from. The greater your own abilities as an Agent the more impressive and comprehensive the boosts that are applied to whatever vehicle you are operating become and the more impressive and absurd the stunts and tricks you can pull off while driving/piloting them.

Of course none of this particularly helps if you don't know how to drive so paired with this is an intuitive mastery of any vehicle you get behind the (possibly metaphorical) wheel of, and even allowing you to pilot single handedly vehicles that might normally require a crew so long as it requires no more than ten people, your innately awesome nature as an Agent allowing you to simply 'make it work' even if it doesn't make much sense.

Unlikely Business Models - 400

Want to create a business that's literally just about digging up a toxic chemical and then putting it in moonshine and advertising it as a drink of choice? How about starting up a "security company" that is basically just a standing army of jack-booted thugs that actively oppress the communities they "protect"? Or maybe you run a robotics company that is very clear about their ultimate goal of replacing people with robots, and not in the "they took our jobs" sense of the phrase? It doesn't seem like that sort of thing would work and yet against all odds when it comes to you it does.

With this ability you attract all sorts of sponsors both public and private, and perhaps even international, that are willing to throw money at you and invest it whatever product it is that you're selling. The reasons for *why* they're investing in you may differ, maybe they don't understand you aren't being hyperbolic about the "replace people" bit, or they think that nice green glow in your soft drinks is harmless, or maybe they know full well how insane and evil your business plan is and are investing in you specifically *because* of it because they want to create as much chaos and anarchy as possible? Regardless of the reasons you seem to have a disproportionately easy time getting just about any business off the ground and attracting money and investors to grow your company even if the idea behind your company or the product it produces is quite obviously crazy and/or unethical.

To Protect And Preserve - 400

One would think that an Agent just rushing in and shooting and/or exploding the bad guys wouldn't really solve anything in the long run with the killed or captured criminals simply being replaced by a new set of baddies shortly after the Agent left. While one might think that, one would be wrong as with this perk the situations you resolve tend to stay resolved.

Clear an area of criminals and the criminals will stay gone, clean up a city of crime and it stays largely crime free without need for further intervention from you and if you were to fix up and renovate a decaying neighborhood you could watch as it becomes and remains a shining example of what a neighborhood should be like. While your efforts can be reversed it would require concerted and obvious short term effort or an equally focused, if less obvious, long term effort by people actively trying to undo the changes you've made.

House Of Cards - 400

The problem with dealing with criminal networks is that oftentimes it is difficult to actually figure out who all belong to it and how their logistics works. Taking out a leader, or even several of them, might serve to confuse things in the organization for a while but eventually they'll sort things out and get right back to the business of being criminals again. Does that really need to be the case though? As it turns out, no, no it doesn't. With this ability you will discover that by targeting and removing key leadership within an organization you will cause the parts of the organization they were responsible for to just sort of collapse and dissolve in short order.

Kill or capture the guy in charge of a cartel's smuggling business and watch as the entire smuggling network just falls apart. Remove the accountant in charge of the money laundering and cut their funding right out from under them, kill or capture the guy in charge of security and see how their thugs basically abandon the organization in droves. And if you manage to take out the overall leader of the cartel that was holding things together? Watch and enjoy the fireworks as the whole organization practically disintegrates virtually overnight.

So long as you can find and remove the key leadership of an organization you can be all but assured the organization will fall apart and disperse in a shockingly short amount of time. You may actively choose not to enable this effect if you're aiming at doing something like taking over yourself.

Absurd Durability - 600

Agents are tremendously more durable, resilient and enduring compared to any regular human and possess a potent healing factor that allows them to recover from even the most severe injuries in an extremely short time. An example of this level of recovery being when Commander Jaxon was reduced to a charred head and part of his upper torso and left arm only to be fully recovered perhaps half a day later (though he did have the benefit of a regen tank helping him, to be fair). You however take these traits and blow them completely out of proportion. A completely normal human with this perk would have the durability, endurance, resilience and healing factor comparable to a rookie Agent being able to shrug off being shot dozens of times,

struck by speeding vehicles or caught in small explosions while being only mildly hurt, and able to recover from those mild injuries in only a few minutes.

An actual Agent with this however would be dozens of times more durable, resilient and enduring than even their peers with a healing factor capable of recovering from even severe injury in only a few moments and fatal injuries in an hour or less and this property continues to scale with you as you continue to grow in power and ability. Should you one day grow in ability to the level of an elite agent (or perhaps beyond) your enemies will be grinding their teeth in frustration at just how absurdly difficult you are to injure, and then wailing in terror if they do manage to injure you only to see you near instantly recover from it.

Go To X, Kill Y - 600

You now possess the ability to set for yourself a general overarching goal that you want to accomplish. Once this goal is set, which can be changed at any time, you will gain an intuitive mental idea of a bunch of "sub goals" that you need to accomplish in order to make your main goal achievable. For example if you want to purge a city of criminal cartels you might gain an idea of a bunch of different places you should go to in order to disrupt their operations, kill or capture their members and subordinate leaders, confiscate or destroy their resources and eventually culminating in taking out their overall leadership. Following this mental guide and succeeding in the objectives set will steadily result in progress towards your overarching goal until, eventually, you succeed and your goal is achieved.

The catch to this ability is that it only really helps when faced with goals that can be solved with violence. Agents are typically a blunt instrument sent in only as methods of last resort to deal with situations that have escalated beyond control and like Agents themselves your ability is likewise a blunt instrument limited primarily to situations where violence is required. As a result while this would be quite useful for purging a city of criminal gangs or dealing with an invasion from an enemy force if you tried to use it to, for example, address the crime in a city by dealing with the socio-economic and cultural issues which lead to the crime then you will probably be left just scratching your head.

The Science Of Tomorrow - 600

Well somebody had to make all this cool stuff, and it turns out that somebody appears to be you. Not only are you a brilliant scientist already well educated on just about any mundane scientific subject you care to name, you are also the leading light in a specific area of "super science" on top of that. Perhaps your specialty is in robotics, capable of making combat robots and mecha that can match up against Agents and creating automation that could revolutionize every facet of industry and society, or perhaps your specialty is in the very process of bioenhancement that lead to the creation of Agents in the first place.

Whatever your specialty is, you are hundreds of years ahead of the curve compared to your alleged peers and find you can easily continue to push your knowledge and technical ability forward in your field, regularly discovering breakthroughs and new avenues of advancement so long as you continue research and development. Just as importantly you're adept in fields

related to supporting your primary focus. If your focus was on bioenhancement to create Agents for example then you'd also be capable of designing and creating the weapons, armor, equipment and vehicles that your Agents use, though your overall capacity in these related fields is not nearly as impressive as your primary focus being 'merely' decades ahead of the cutting edge. You may purchase this perk multiple times for multiple primary specialties.

Just As Planned - 600

So at the end of Crackdown 1 we discover that the leader of The Agency actually set up the entire series of events in Pacifica City. He was the one that enticed the gangs and cartels to come to the city and set up their criminal enterprises, he was the one that basically supplied them, did business with them and enabled them at virtually every level. All of this he did in order to cause as much anarchy and chaos as possible in order to terrorize the populace of the city to such a degree that they welcomed his brand of absolute authoritarianism with open arms which had been his goal from the very start.

He then further planned to 'export' this sort of thing across the world with an eventual aim at actual world domination, the Agency becoming the de-facto government and the Agents his striking hand. He did this while being the very man in charge of the Agency itself and presumably under intense public and private scrutiny and yet not one single person ever realized what he had done or had been planning to do until he himself, for reasons known only to him, flat out stated what he was doing to the protagonist of the first game.

The skill needed to organize and set up these sorts of conspiracies alongside the ability to handle the logistics of everything involved should have been well beyond the capability of just one man and yet he managed to not only do it but to keep it entirely hidden from everyone. These skills are now something you share, as you are able to set up vast conspiracies all designed in order to accumulate power to you or your chosen representatives while at the same time not only leaving everyone else in the dark about what's really going on but actually engineering things such that the people actively clamor and applaud you as you take control.

Agent Of Destruction - 600

The sound of bullets whizzing past, the meaty thwump of an explosion, the crunch of bone and blood and sinew and the chaos of the battlefield. All of these are things you have come to know intimately as you are the herald of destruction. While this makes you no stronger or more capable than before it hardly matters as every action you take in battle seems to hasten the downfall of your enemies.

As a single Agent you could go into a city filled with enemies that actively know you are coming and manage to carve your way through an entire army of soldiers, combat robots, drones, and heavy vehicles in order to bring the heavy fist of Justice down on the heads of every single bad guy that lives there. There is no facet of war or combat that you are unfamiliar with, no tactic or strategy that you have not studied and no man or machine that could possibly call itself your equal when it comes to just utterly wrecking anyone and anything in your way.

They may be able to take you down through sheer weight of numbers, or perhaps overwhelm you with truly awe inspiring amounts of force, but that's very much the sort of thing they'll need to bring to the table to have even a hope of stopping you. Once you've set your mind towards fighting there's very little that can be done to deter or deflect you from your goal. The actions you take and the events and consequences that follow them all seem guided towards better enabling you to tear them down and topple their thrones. ~~Rip And Tear, Until It Is Done.~~

Prime Specimen - 600

The simple truth of the matter is that not everyone is cut out for going through an enhancement process to gain superhuman abilities. Lack of unique genetic qualifiers, health issues, differences in innate potential and capability, the list goes on and on. Then there are people like Commander Isaiah Jaxon, and with this purchase you, who seem to take to such procedures like a duck to water, not only exhibiting extreme tolerance for such enhancements but also pulling out every ounce of performance from them.

Regardless of what method is used to enhance you, whether it be bioaugmentation, cybernetics or even something stranger you will find that you are perfectly suited for it and can bring out levels of performance from them far beyond what others who receive the same enhancement are capable of. Not only will your potential benefits from such treatments and enhancements be significantly higher than normal, the rate at which you reach your overall potential will also be much quicker as you adapt to any changes and learn to properly control any new abilities you gain with lightning speed.

Finally you will discover that such methods of enhancement applied to you never fail or conflict with other existing enhancements you already have. An agent could easily accept new cybernetics and biological grafts without any worry of rejection or concern that they may conflict with or hamper each other. At worst such enhancements will merely stand alone, not impacting each other at all, but at best they will synergize with each other to bring out a comprehensive increase in performance and ability. Let none doubt that yours is the body that is the testbed for the future.

Items

You may discount two items per price tier with discounted 50cp and 100cp items being free. In addition you may import like-into-like freely, for example importing a vehicle you already have into the car or tank, a weapon or armor into the weapon and armor purchases, and so forth.

Bio-Armor - Free

A suit of evolving armor made using secretive methods. It is made out of highly advanced materials and thanks to cybernetics that agents have the suit can integrate into their senses, offering them a mental HUD, protecting them from sensory overload and also offering complete

environmental sealing to protect the wearer from environmental hazards as well as things like chemical, nuclear, biological, radiological or viral weapons. It also includes form fitting energy shielding which is at least as durable as the Agent themselves, effectively 'doubling' the overall health / toughness of the Agent and requiring enemies to batter down the shield before they can start dealing direct damage to the Agent wearing it.

The energy shield recovers from damage fast enough to go from empty to full in about ten seconds so long as it is no longer taking damage, and the shield itself is not visible unless it is actively blocking attacks. Thanks to advanced technology the armor also has an integrated 'inventory' which can hold two primary weapons, a single sidearm and an explosive device of your choice alongside ammo for them, and as you grow in experience as an Agent the amount of ammo you can carry will increase, though you will still be limited to only two primary weapons, a side arm and a single explosive or misc piece of equipment.

Weapons, equipment and ammo in your armor's inventory do not physically appear to be carried by you and do not weigh you down until you take them out. As armor it offers excellent protection to the Agent wearing it and as the Agent grows and improves the armor will grow with them, eventually hard capping out at a level of durability and resilience suitable for use by an elite agent but growing no further from there. Curiously this armor also provides full body protection even if it doesn't seem to be covering a given area in case you want to show off your biceps and flex at people, or feel that helmets are hardly heroic.

Product Placement - 50

You have a sponsorship with a brand of your choice. Perhaps it's Old Spice, or maybe Coca Cola, Pizza Hut or perhaps Nike or some clothing brand. Whatever it is you get a relatively steady income from this sponsorship and a free life-time supply of their product. If you had a company like Nike sponsoring you you'd get name brand shoes from them basically whenever you want, Pizza Hut could let you order up as much free pizza as you like, or Old Spice might give you as much deodorant and body wash as you can handle. In jumps going forward you can either choose to continue your current sponsorship or get a sponsorship from a business or company local to that world. Actively advertising the product of your sponsor will see the income you get increasing proportional to how much you advertise it and how popular and well known you are. You may purchase this option multiple times if you like.

Agent House - 50

Or perhaps an apartment if you prefer. Either way it's a nice place to put up your feet and relax after a hard day of dispensing Justice to all the bad guys. It's tastefully and luxuriously furnished and built in technology gives the home the height of convenience and discretion. It's placed in a nice neighborhood (or a nice building if an apartment) and rent, utilities, taxes and so forth are automatically taken care of alongside any paperwork you might need to handle.

There's plenty of space for you and a family and it's located in or on a prime piece of quality real estate which you own. It is self cleaning, maintaining and repairing and if something (or someone) happens to it it'll be fixed up as good as new within a week. Of course since this is an

Agent house we're talking about the luxury, convenience and tech integrated into the house improves in relation to how developed you are as an Agent. As a rookie it's merely "really nice", but as an elite you'll practically be living like a king with access to just about any home based technological gadget or convenience you could want.

You may attach other properties you purchase in this jump document to this home as you like, integrating with them in whatever way would best make sense. Maybe you've got a garage thanks to the Agent Car option, or a hangar for your Agent Tank, maybe your Cloning facility is located in a secret lab under the home or hell maybe your home is directly integrated into your Agent Cruiser to give you a really luxurious and spacious "captains quarters", the choice is ultimately up to you.

Agent Bank Account - 50

You have a bank account with a bank of your choice (or just an ATM in your warehouse or other property you own if you prefer), and into this account is deposited your salary from your work as an Agent. Or perhaps from salary from some other job you may or may not actually be doing. Regardless you get regular payments of twenty five thousand every two weeks, six hundred thousand total per year, into your account and which you can spend on whatever you want. This account comes with a debit card that also works as a credit card and which is accepted everywhere, and which can earn you all sorts of bonuses and freebies by using it.

Of course this is an *Agent* bank account which means that what is described above is just what you start out with as a rookie. As you develop your abilities and grow into your full potential your bank account and salary will improve alongside you. While you may have started at six hundred thousand a year by the time you're an equal to an elite six star agent you could be looking at a yearly salary easily into the tens of millions, and the bonuses and freebies earned from using your debit/credit card to pay for things will be absolutely incredible. Tons of free vacations, free rentals, free flights, free stays in five-star hotels and more will be the sorts of benefits you can regularly enjoy just because you're using your card to pay for things. Best of all? It's completely tax free and no one will think to question where exactly you're getting your money from.

Technical Database - 50

This is a secure datapad that will only open access to you or those you give permission to. It contains technical schematics, blueprints, design documents and everything else you might need in order to understand, manufacture and / or potentially reverse engineer all of the technology that appears in the Crackdown setting. Notably however this does not give you any inherent ability to actually do anything with this information so it'll be up to you to provide the smarts, skills, resources and facilities needed to actually make use of this.

Agent Car - Free or 100

For free you obtain a regular car, truck or other similar civilian vehicle of your choice. For 100cp you get a cool looking Agent car that somehow gets more impressive the more you advance your abilities, at the level of an elite Agent it can drive up vertical walls and buildings and its traction is so good it never needs to worry about the tires losing surface contact no matter how

fast it is going and it'll even have a 'turbo-boost' feature that lets it make absolutely wild leaps through the air. It is 'locked' to you so only you and those you authorize can use it, and you can mentally call for it and it'll drive to you to pick you up, seemingly appearing from around the nearest corner or bend in the road.

Either level of purchase is self maintaining, cleaning and repairing and comes with unlimited fuel, if destroyed it'll be replaced in a day or you may reobtain it immediately if you purchased the vehicle supply point item below and visit a vehicle supply point. This item also comes with a garage you can either attach to your warehouse or another property of your choice.

Agent Weapons - 100 or 400

An initial purchase for two primary weapons, one sidearm and one type of explosive or piece of equipment of your choice from the games. This can range from normal pistols, to plasma rifles, missile launchers, mass drivers, sniper rifles that can shoot lightning, hand cannons, cryo grenades, ammo and health regeneration fields and more. The versions that you purchase with CP are noticeably better in overall performance than their counterparts you might find within the world.

For an additional 300cp you instead have an armory attached to your warehouse, or another property of your choice, which contains at least one of every type of weapon, explosive and piece of equipment from the Crackdown series alongside plentiful ammo which will restock itself shortly after use. The armory purchase also includes a Supply Point, as described in the Supply Points item below, inside of it which you and any allies can use, however this supply point can only be used for weapons you've purchased with this option unless you also purchase the Supply Points item.

Secure Communications - 100

You have a set of communications devices that are easily worn and hidden on a person that will allow them to remain in real-time contact across an entire city without any need for signal boosters or range extenders. These devices cannot be jammed or intercepted and have crystal clear audio allowing for precise coordination and communication between any friendly forces that are using them.

Curiously they also have the odd property of allowing you to listen in on enemy communications nearby your location, such as letting you overhear that they're calling for reinforcements or maybe where they're positioning themselves, or possibly you might just hear them bitching about their boss. You have a hundred sets of these communication devices and the blueprints to create more, in addition these seamlessly plug into and integrate with Agent bio-armor. In the event you have access to signal boosters or range extenders, such as a large comms tower or perhaps the sophisticated systems of an Agent Cruiser then you can use those to dramatically boost the overall range that these devices work.

Local Contacts - 100

Planning a campaign without information is a bit like planning a party without a budget, effectively doomed from the start. While you might not have much information upon going into a situation it won't stay that way for long with this item. Wherever you go you will quickly run into a local that has significant knowledge about the area you are in and the overall situation of what is happening there. This individual will be willing to bring you up to speed on what's going on, who's who, and otherwise fill you in on everything pertinent that you may want to know that a knowledgeable local that keeps an ear out for gossip and rumors and who actually fact-checks those things might be aware of.

They're not all knowing by any means but in general the information they can provide you is solid and they're also well set for introducing you to other locals who might have more specialized information they can share. The price of this assistance usually requires giving them some help in achieving an objective that closely aligns with your own goals in the area, or perhaps just a bit of cash if there's nothing particularly serious going on. Either way the information they provide is reliable and you can trust on their discretion to not sell you out or tip off people you'd prefer they don't. You'll have a strong feeling you've run into one of these people whenever you come across one ensuring you don't mistake a con-man for someone legit.

Peacekeeper Reinforcements - 100 or 200

Any time you get into a fight you will find nearby your location a group of peacekeepers, trained and professional soldiers, which will quickly try to make their way to your location in order to provide you with assistance and fire support. There will typically be a full squad of twelve that arrive in a heavy APC armed with a rapid fire anti-infantry turret and the squad itself will be armed with a mix of automatic weaponry, grenades, and a few of them will have heavy anti-armor weapons such as rocket launchers.

Once the battle is concluded they'll get back into their APC (if it hasn't been destroyed) and drive off, disappearing shortly after you lose sight of them. In future jumps they'll upgrade their equipment to whatever the local equivalent is for well armed soldiers / SWAT police, but they won't downgrade from what they have here if the locals have inferior equipment.

For an extra 100cp you get three squads and three APC's and their equipment, weaponry and skills are even better being the equivalent of elite special forces soldiers, additionally one of the APC's will have a heavy anti-armor autocannon. You can actively choose *not* to have the reinforcements show up in case you don't want to escalate a situation, say for example you got into a bar fight and don't want a bunch of soldiers storming in and shooting the other guy. You may also choose to have these guys be some other group instead of the Peacekeepers if you prefer such as a bunch of mutated freaks or combat robots, but their overall level of ability and firepower will remain the same.

Supply Points - 200

With this purchase you will occasionally come across "supply points", glowing areas (at least to your eyes) where you can instantly refill all of your ammo reserves and switch out any weapons

and equipment you have on you to any that you have previously found or used. These points tend to be spread out a bit but you shouldn't have too much trouble finding one near you should you go looking for one, and there is one placed directly into your warehouse as well which you can use. There are also ammo resupply points which are much more commonly placed but you can only refill your ammo from them and can't use them to change your weapon or equipment loadout. Purchasing this also allows you to 'white list' whoever you want so that they can also use these supply points and ammo points.

Agent Tank - 200

A literal tank, like the car it improves as you grow more powerful, getting better weaponry, better armor, better speed and more bells and whistles. Also like the car it can only be used by you or those you allow and will drive to your position when you call for it, seemingly appearing from around the nearest corner or bend in the road. At the level of an elite Agent it becomes a hover tank that can operate in any terrain, even the void of space or underwater, and even cruise over the ocean or other unstable surfaces without issue. This tank has unlimited fuel, ammo, and is self cleaning, maintaining and repairing. If fully destroyed it will be replaced after a day or, if you have the vehicle supply point item below, you may reobtain it as soon as you visit a vehicle supply point.

Regeneration Tanks - 200

I'm going to be honest with you, this is basically a Bacta Tank from Star Wars: Knights of the Old Republic. Stick someone into one of these things and watch as their injuries just fade away. So long as a person isn't dead and you can get them into the regeneration tank they're virtually guaranteed to make a full recovery. This can even heal old injuries and other physical and health issues like chronic coughs, back pain and more, and if you're a skilled scientist with a background in the biological fields you could probably reconfigure the thing to fix even otherwise permanent and incurable genetic conditions such as dwarfism or albinism.

You might even be able to fix mental issues, but you might not want to try that unless you really know what you're doing as the consequences of getting it wrong could be catastrophic. Coincidentally these are also useful for turning people into mutated freaks and abominations against all that is good but you'd have to be a real asshole to deliberately do that to someone. Purchasing this gives you six of these regeneration tanks in their own dedicated room which you may attach to either your warehouse or a property of your choice, and they can heal people and fix most issues largely without any input from you beyond putting them in and pressing the "start" button. This room is self cleaning, maintaining and repairing and perhaps more critically is always sterile.

Monorail - 200 or 400

The public transportation of the future, today! What you have here is an advanced monorail system that can transport people and goods across great distances at significant speeds and, most importantly, cheaply. This monorail can link any of your existing properties together in a single self-contained network or for an extra 200cp you can choose to have this system apply to

an entire country of your choice, with terminals located conveniently near your properties, at the start of any given jump that has excellent coverage across the entire nation.

This monorail system is incredibly cheap to run and maintain thanks to the large number of friendly looking maintenance robots and is largely capable of looking after itself. It is tastefully designed and has a high quality interior for the trains and a comfortable and clean look for the stations ensuring the comfort of its passengers. It only very rarely suffers from scheduling issues and in addition barring deliberate sabotage it will never suffer from unforeseen accidents or derailments. In future jumps you may choose for it to take on a context appropriate form or to have it remain as a monorail. Regardless of which version you purchase you and anyone you feel like designating can ride for free and in the case you purchased the 400cp version you will receive a large cut of the profits generated from people riding on it and any companies using it to transport goods.

Vehicle Supply Point - 200 or 400

Similar to the Supply Points item above except this purchase is focused on vehicles. Any time you drive or pilot a new vehicle it will be "scanned in" to a database and from that point on any time you visit one of these points, which are scattered around in various places as with the Supply Points item, you may request a vehicle from a list which contains any vehicles that have been "scanned in" which will then immediately appear for your use. For the initial price this is primarily limited to vehicles the size of cars or trucks, perhaps a tank or jet on the extreme end, but for an additional 200cp (400 total) this can work on any size vehicle.

That said this is primarily about providing *you* with a vehicle and as such you may only have one vehicle out at a time with any previous vehicle you've gained from the vehicle supply point disappearing and being replaced by the new vehicle you requested. Like the Supply Points item above you may white list people who are also allowed to see and use these vehicle supply points and you always have one vehicle supply point in your warehouse. Please note that for particularly large vehicles this option does not provide a crew and will not be able to be requested if there isn't enough room for them to appear (ie: don't expect to request a star ship from your local car garage, you'll need to go to a wide open area like an airport or star port for that), and people you have white listed to use these points are likewise restricted to only have one vehicle out per person at a time.

Improved Bio-Armor - 400

A special armor made using secretive techniques, this armor has all the features mentioned in the Bio-Armor item but also grows in resilience and defensive ability alongside the Agent wearing it. It starts out with a minimum level of defensive ability that makes it largely bullet-proof against low caliber munitions but will quickly scale up from there as the wearer gains more experience and develops themselves. This particular suit of armor also has the special property of *always* being significantly more resilient and durable than the person wearing it no matter how tough that person might normally be, and the armor likewise benefits from any defenses, resistances or regenerative abilities its wearer may possess, ensuring it will always be a potent and viable defense.

Laboratory Of The Future - 400

This laboratory is set up specifically to enable and advance research into a particular scientific field of your choice. Whatever specialty you choose you will find that research into that field is dramatically faster and easier and at a fraction of the normal cost. While working here you'll constantly be filled with inspiration, experience intuitive leaps of logic that have you figuring out the correct answers to questions and theories you may have, and in addition the work performed here will never result in lab accidents nor will your research experience false negatives or positives.

Any materials needed to pursue your research in the specialty this lab has are easy to come by, either produced directly by the lab in as much quantity as you may want for more mundane materials or easily discovered and sourced at large discounts for rarer and more expensive things. The lab itself is streamlined and largely automated to allow for either a team of researchers to work seamlessly together or even for just a single scientist to use should there be no one else you trust with access to this place. You may change the focus of this lab from one specialty to another though the process is labor intensive and requires the better part of half a year to make the switch, during which time you cannot use it.

Agent Task Force - 400 or 600

You are now in command of twenty Agents that are now your followers. They are completely loyal to you, highly disciplined, extremely well trained and skilled and start at the level of rookies. With time and effort they will eventually grow to the level of skill and ability of an elite agent. They all come with the Enhanced, Mobility Master, Aim-bot and upgraded Orb Collector perks and each of them has their own 100cp version of the Agent Weapon item and the free Bio-Armor item. If somehow killed they will show up a week later good as new, likely with some oddball story of their unlikely survival.

For 600cp instead of twenty Agents under your command you have fifty. You may choose the overall demographics of your agents as you please at either level of purchase, though we all know you'll probably use this to create a group of tall /fit/ amazonian women. You may choose to import any of them as Companions in the future if you want, either as a collective group companion that splits the benefits of perks and purchases between them or singling them out as individual companions if you want. If you choose to have them start out in this jump as Companions they get 800cp to spend on further purchases.

Cloning Facility - 600

This highly advanced laboratory is entirely dedicated to the science of cloning technology. In particular the cloning and creation of Agents. Not only is this facility perfectly suited towards giving people the bio-enhancement and cybernetic upgrades to turn them into Agents but it is also capable of 'copying' their memories over to its dedicated servers. As a result in the event one of the Agents produced by this facility dies it can produce a clone of them that has the same memories as the Agent that was killed right up to the moment of their death, effectively providing Agents a form of pseudo-immortality. Purchasing this yourself also ensures that in the event of

your own death you can be 'reborn' in a cloned body. This acts as a form of 1-up that can be used to avert chain failure once per year with your newly cloned body possessing all the same abilities of your original body.

If you purchased the Agent Task Force item then in the event any of your follower Agents are killed they can be immediately placed into a new clone body in this facility, retaining all their development, skills and experience that they had already earned and maintaining continuity of consciousness (ie: they aren't clones that just think they're the original, they're actually the original in a newly cloned body).

Agent Cruiser - 600

A large flying transport ship capable of comfortably carrying up to fifty Agents. It's heavily armed, armored and has powerful and resilient energy shields and is about a hundred and sixty meters long. It has facilities onboard for keeping any deployed Agents supplied with whatever weapons or other pieces of equipment they may need alongside medical facilities in the event of severe injury. It is also outfitted with cutting edge technologies across the board and no expense was spared in its construction, with even the living facilities and the mess hall being top notch.

It has a powerful communications system that can receive crystal clear signals from across the world and is incredibly fast. Thanks to advanced automation and AI support the ship can largely fly itself with only minimal instruction from any Agent on board or in communication with it. You are the commander of this particular flying troop carrier and the systems onboard obey your commands above any others, and its onboard systems cannot be "hacked" or otherwise subverted. If you have the Supply Points or Vehicle Supply Points items then there will be one of each you have purchased on the Cruiser in an appropriate place, such as the armory for the supply point or the onboard hangar bay for the vehicle supply point.

Unlike the canon airship from Crackdown 3 your ship is heavily insulated from EMP attacks and similar methods intended to knock out electronics, so if someone wants to bring it down they're going to have to do it the hard way. Advanced systems allow for the ship to be self maintaining, cleaning and repairing and if somehow fully destroyed it will be replaced a week later. It comes with a flight hangar as either a warehouse attachment or attachment to another property of your choice which can be used to both house the ship as well as to perform upgrades or alterations of it.

That last bit about upgrades is particularly important as given some downtime in the hangar your ship will automatically undergo refits and upgrades to improve itself to being right on the cutting edge of whatever technology is available in a given setting you take it to, or that you and your companions are capable of producing yourselves, though it will never downgrade below a level it has already reached unless you deliberated want it to. It has unlimited fuel and any supplies needed will be fully stocked up after docking in the hangar.

The City Of Tomorrow - 600

Congratulations Agent, through some (likely convoluted) method you have been declared mayor of your own major metropolitan city. Your new city has access to facilities and technology right on the cutting edge of what's possible in just about every sector and sits on a prime piece of land that is sure to become (or perhaps already is) a major trade hub. You are recognized as the leader of this city and all of its administration answers to you though you may freely delegate your responsibilities to civilian leadership who will do an okay enough job of things without need for your direct oversight if you want.

At the start of a jump, including this one, you may decide if the city starts out infested with violent criminal elements not under your control or influence. If so you will have to purge these criminal elements yourself, as they are by far a net detriment, but if you manage to purge the criminals and gangs then the city will undergo a revitalization and resurgence to greatness, dramatically increasing the overall performance of every sector of the city, vastly increasing the happiness of your citizens and tremendously improving the quality of life for everyone that lives and works there well beyond what would normally be possible. It also goes without saying that the extra wealth generated by this 'golden period' will also be quite substantial, either to line your own pockets or to reinvest back into the city itself.

Morality Megacorp - 600

Sometimes a person is content with their lot in life and sometimes a person just wants to grab hold of as many resources for themselves as possible. Enter the megacorporation. This massive international business is now under your direct and personal control and has quarterly earnings well into the billions. Your board of directors, should you have one, will always be motivated to advance the company and are loyal to you and it in that order and will never seek to undermine you or oust you (whether out of fear or love depending on how you treat them).

What exactly this company produces though is somewhat up in the air, though if we're being honest given the world of Crackdown it's probably a technology company specializing in weapons or perhaps (or in addition to) the area of human augmentation. The specialty you choose not only reflects what your company is good at but what your company *excels* at, as within its specialty it is constantly on the cutting edge putting out research and products years ahead of the competition.

Of course you're free to choose whatever specialty you prefer but regardless of your choice you will find that your business has all but dominated its niche in the global market and that it also has many branches and tendrils reaching outwards into other less focused areas. A weapons company might excel in the weapons market but also produce entertainment, make cars, ship and package food, have a hand in education or even any number of other potential business endeavors. That said such secondary focuses will all be much smaller and less pervasive in the market than the main focus of the company, they'll make you profits for sure but they're literally just the side business to your corporation's main specialty.

All that aside, and perhaps most importantly, your megacorporation has something of a quirk related to how it is operated. If you choose for your company to operate in a nasty, no good and

exploitative way you will find that your profit margins surge to new heights with the greater and more obviously bad and/or evil your company behaves increasing this even further as criminal elements, corrupt politicians and the scum of the earth flock to earn your favor and buy your products.

By contrast if your company is virtuous and good instead of earning increased profits you will instead find that it attracts some of the brightest minds of the age to come and work for you. Research and development projects your company undertakes will go much faster and smoother, your corporation's products will increase in quality with only a minimal increase in production cost and employee and consumer happiness will be through the roof. The good and righteous of the world will also come to consider your company favorably and will be eager to support it, and you, with these effects increasing the more openly good and honorable your company behaves.

Companions

You may pay an additional 100cp surcharge if you take Commander Jaxon, Agent America, Agent Diana or Corporate Commander in order to give them an extra 800cp each to spend alongside the standard discounts. The surcharge only needs to be paid once and not individually.

Generic Creation - 50 per or 200 for eight

As the name implies you may take this option to create your own new companions from scratch, each Companion gets 800cp to spend and all appropriate discounts, they may also take any drawbacks that impact only them for extra CP.

Generic Import - 50 per or 200 for eight

Like the generic creation above, except this time for imported Companions.

Commander Isaiah Jaxon - 100

Notable qualities of Isaiah Jaxon include the fact that he has a pet duck called Commander Quaxon, is registered to vote and never misses an election, is a former Navy SEAL, one of the crews he worked with in the past gave him the call-sign of Terry, and that he is fond of working out, flexing, and is a surprisingly talented painter, dancer and accomplished cook. He even once defeated a professional clown in a balloon animal contest.

He is also perhaps most notably the Agency's first and only officially recognized Level 6 Agent, giving him a level of physical ability noticeably beyond even the heights of his fellow elite Agents, capable of leaping to the top of a fifty story building from street level in a single bound, running faster than a race car and with strength and resilience that is frankly shocking.

Jaxon has an outgoing and energetic personality, to put it mildly, and always puts his full enthusiasm into whatever goals or objectives he's set for himself, and does his best to hype up and raise the spirits of whatever team mates he may have with him or be working with. Even in the most grim and dour of situations you can count on him to keep an upbeat attitude and to do his best to raise the morale of his fellows, and while he may have a sharp wit and a good sense of humor he's always careful to make sure that he keeps his jokes clean and with an aim towards raising the spirits of others rather than putting people down or causing unneeded drama.

He's also always willing to speak his mind and you will never be in a position where you don't know where you stand with him, and he values truth and honesty enough to always be scrupulous with his dealings and to uphold his agreements and promises in both letter and spirit. Despite what some may think from his appearance and general behavior he is also incredibly cunning, intelligent, and insightful and his well honed common sense is anything but common. He's also always willing to put in the time and effort to look after and support the people close to him, even and especially when they are trying to hide that they need help.

He comes with his own 100cp Agent Weapon item, the Improved Bio-Armor item and the Enhanced, Mobility Master, Weapon Wheel, Aim-bot, Demolition Man, Motivated And Dedicated, upgraded Orb Collector, Absurd Durability and Prime Specimen perks. He considers you to be his closest friend and is always willing to make time to lend his particularly bombastic personality and incredible abilities to help you out, just don't be surprised if he tries to cajole you into working out and getting into shape if he thinks you need it.

For some reason he seems to have an oddly easy time securing sponsorship deals and is incredibly wealthy as a result thanks to his Product Placement and Agent Bank Account items and while you aren't sure where he's getting it from he seems to have an endless supply of Old Spice deodorant and body wash products. He also has the unusual talent of tending to run into people that can give him the lay of the land in the form of the Local Contacts item.

Agent America - 100

Did we say that Commander Jaxon was the only level six agent? Turns out we were mistaken, and this man here is actually the second. Having been a small and physically frail man with a host of health issues his whole life, Steve here volunteered to undergo the Agent process to try to make something of himself in order to contribute to his community and country. Luckily for him the process didn't just work but actually turned out wildly successful, some unknown factor causing him to adapt to the process to such an incredible degree that it not only fixed all his existing physical and health issues but also turned him into a paragon not just among men but also among his fellow Agents.

Having obtained the rank of captain Steve here is every bit the physical equal of his fellow level six Agent, Commander Jaxon, and possesses an incredible level of skill, competence and determination and an absolutely unwavering will and commitment to doing what is right regardless of the consequences to himself. He's a patriot through and through and a good man

in every sense, but also a surprisingly thoughtful and considerate person as well, and his compassion for the plights of others ensures he always seeks to put in his maximum effort whenever it comes to doing what he feels needs to be done. He will always be there willing to help out his friends and allies and his loyalty and friendship, once given, is iron-clad.

He comes with his own 100cp Agent Weapon item, the Improved Bio-Armor item, and the Enhanced, Mobility Master, Weapon Wheel, Aim-bot, Demolition Man, upgraded Orb Collector, To Protect And Preserve, and Absurd Durability perks. Strangely enough he also seems to possess a circular shield that also has the traits of the Improved Bio-Armor item which he seems shockingly adept at throwing around in a manner that causes it to rebound back to him after it hits whatever he was aiming at.

He considers you to be his best friend and will always look out for you, helping you if you need it and doing his best to get you back on track if you've fallen into a funk or if he believes you're going down a road you're going to end up regretting. His experience in "the war" means he seems to have a lot of friends and fellow soldiers willing to back him up, and he has the upgraded version of the Peacekeeper Reinforcements item.

Agent Diana - 100

What's this? Another level six agent? They're really coming out of the woodwork now aren't they? Well regardless this woman is truly wonderful at what she does, and what she does is dish out the hurt on the bad guys. She's truly heroic, with equally "heroic proportions", and has a strong moral foundation balanced by keen wisdom and the experience of countless battles against the forces of injustice. Her strong physique is complemented by her dark hair, piercing eyes and well defined muscles to give her looks comparable to an olympian demigoddess, paired with an imposing height of just over seven feet tall.

Beyond the immediately noticeable physical traits she has she is an expert combatant with all forms of weapons and has extreme levels of skill in hand to hand combat, in particular a modified form of Greek pankration which she developed for herself to better enable her to grapple with and overcome her potential physical peers. While Diana is still relatively young, being in her early twenties, her hard won experience in the field as an Agent has seen her garner significant public acclaim as something like a modern superhero, fighting the good fight against the forces of evil and injustice across the world.

That said, her focus on her work has left her somewhat inexperienced in some ways. For example she seems to be entirely unaware of her own beauty and doesn't really get why some people think she shouldn't be wearing a leotard in combat. In her mind it's just more comfortable and easier to move and fight in, so hearing some people complain about it just seems bizarre to her as she just doesn't have the sort of physical hang-ups that other people have. Socially Diana is confident, courageous, outgoing and is never afraid to speak her mind and values the truth above all. In fact it is fair to say that Diana will never directly tell a lie even by omission, though she may choose to say nothing at all if she feels it's not worth starting an argument or if someone's life depends on her silence.

She has her own 100cp Agent Weapon item, the Improved Bio-Armor item, and the Enhanced, Mobility Master, Weapon Wheel, Aim-bot, upgraded Orb Collector, and Absurd Durability perks. She also has her own Agent Tank item except instead of a tank it's a highly advanced jet with a potent cloaking device installed on it. Perhaps most notable is her seemingly intuitive skill in knowing when and where to apply her fighting prowess in order to beat the bad guys which is reflected in her possession of the Go To X, Kill Y perk.

Corporate Commander - 100

It isn't just the so-called heroes of the world known as Agents that are larger than life here as you'll soon discover. Captains of industry, mad scientists, and evil megalomaniacs have their own place in the limelight as this woman clearly shows. Ambitious, ruthless, cunning and with a beauty matched only by her incredible intellect this young woman, by the name of Alicia Zula, has an intense competitive drive and vision for the future that has her on top of the world and if not ruling it openly then as the woman behind the throne pulling the strings. She won't hesitate to use the full scope of her resources and abilities to do whatever it takes to climb to the top no matter who she needs to step on to make it happen.

Except, that is, for you. Having run into her at perhaps the lowest moment in her life after her alleged "friends" had abandoned her, you ended up helping her out of her funk and as a result she's come to view you as the only person in the world worth standing alongside her at the peak, and she has no problem making sure you know it. She'll invest in you, build you up, help you to become the leader and powerhouse she knows you can be all to make sure that you're ready to stand astride the world with her once she's made it to the pinnacle. She considers you her one and only genuine friend and you are the only person in the world she extends her complete trust to, so try not to disappoint her since to say she would take betrayal poorly is putting it mildly.

She comes with the Enhanced, Mobility Master, Minion Master, Catch And Release, Hollywood Hacking, Unlikely Business Model, Just As Planned and Science Of Tomorrow perks, as well as her own Bio-Armor and Laboratory Of The Future item. Her scientific specialty is in the realm of bioaugmentation (which is also what her lab specializes in) and she's already made significant strides in the realm of human empowerment, standing as a living example of the fruits of her achievements as she pioneered and applied her own augmentation process to herself.

What this means is that her version of the Enhanced perk is not the "Agent" standard but instead trades a significant amount of the physical strength and durability in exchange for increased agility and the power to generate and control incredibly intense blasts of flame and electricity capable of incinerating people and armored vehicles alike. While she only recently underwent this process and gained these abilities, and is thus at a "rookie" stage, her potential is no less than that of an Agent leaving her plenty of room for further growth and development.

Drawbacks

Take as many drawbacks as you dare, note that some drawbacks will make other drawbacks even more complicated.

Just Human - +100

You don't benefit from the Enhanced perk for the duration of the jump, being instead just a regular human. You do get the perk post jump however.

Shitty Drivers - +100

Well this is certainly going to get annoying quickly. Whenever you're driving on the road you will frequently encounter drivers that will swerve dangerously into your general vicinity, take sharp turns directly in front of you, and in general it seems like unless you are constantly on your toes you are almost certainly going to crash into one of these assholes. Don't think you're safe just hoofing it on foot either because any time you stand in the street for more than a few seconds a speeding vehicle that seemingly comes out of nowhere will attempt to ram you before driving off.

Weapon Purist - +100

You have got it into your head that one weapon is all you need. Not one weapon as in "just carrying one weapon" either, but rather in the sense that you will only use one *specific* weapon. Maybe it's a rocket launcher, maybe it's a sniper rifle or a hand cannon or something else but whatever it is you will use that weapon and *only* that weapon in combat even if it is very clearly not suitable for the situation, such as trying to shoot down a helicopter with a shotgun. As a small mercy you may still hit people physically though.

You Keeping Track Of How Much Ammo You Got? - +100

Better make those bullets count Agent because supplying yourself in the field just got a whole lot more complicated. Normally it wouldn't be too difficult to rearm yourself thanks to various agency supply points and ammo points, but for whatever reason ammo points can now only be used once before they run out entirely, and supply points only have enough for a few full reloads of your weapons before taking a day or more to be restocked. It is very likely that your main source of firepower while you are here will be the weapons you take from the cold dead hands of your enemies.

Freak Outbreak! - +100

Oh no! It seems as if there's been an outbreak of mutated freaks in your area! These Freaks are people that have been mutated into hideous monsters via some method or other and at a minimum level have physical abilities a bit beyond what a normal human could possess. At the highest level of mutation however they're capable of giving a good fight to even elite Agents, though thankfully such powerful Freaks are very rare. All of them are largely uncontrollable and undirected, simply lashing out at everything and everyone around them and doing as much damage as possible before they finally get brought down. For the duration of your time here

minor Freak outbreaks will occur around once a month in your general vicinity, and major outbreaks featuring much larger numbers, and much stronger individual Freaks, will occur around once a year.

Back To Square One - +200

Seems like you've got performance issues, Agent. You'll find that at least a few times during the course of this jump something will occur that will set you back to "rookie" status with your enhancements. Maybe the antidote you need to take to cure the Freak Virus you got infected with had to "reset your genetics to an earlier stage" in order to save you (whatever that's supposed to mean), or perhaps you were injured to such an extreme extent that the only way to save your life was to give you a "total reset" in a regeneration tank.

The exact specifics of why or how this happens may and likely will differ but it'll happen at least a few times to you during your stay here, usually just before a major conflict occurs which will force you to build yourself back from the ground up in order to face the challenges ahead. If you purchased either level of the Orb Collector perk then post-jump you are refunded the cost of any orbs you spent to increase your various stats, abilities and skills which you then lost because of the resets.

Juggle Masters - +200

You have a very annoying frequency to run into groups of enemies armed with explosive weaponry and a near suicidal lack of self preservation when it comes to using them. They will fire them at you nonstop for as long as they have ammo and they tend to stagger fire from each other so that there's always at least one explosion going off in your general vicinity, though thankfully they're no more accurate than normal. If you aren't careful there is a very real possibility you might end up in a situation where you are metaphorically 'juggled' and rag-dolled between different explosions as these jackasses unload on you. Fortunately they are no more immune to their own explosions than you are, though that's small mercy when they start launching missiles at you from inside a cramped hallway.

Everything Is Platformers - +200

Welcome to hell Agent, as it seems as if basically every single important objective during your time here will in some way involve platforming. Death defying leaps hundreds of feet in the air, leaping between moving platforms or platforms that are only stable for a few moments at a time, laser grids that require careful positioning and constant movement in order to avoid while precariously balanced on top of a moving platform, all these things and more will come to define your time in this setting basically anytime you need to go somewhere important, even if and indeed especially when it wouldn't make any sense whatsoever for it to be like this. Seriously who the fuck designs buildings like this?

Are We The Baddies? - +200

It turns out that yes, you're the baddies. It might not appear that way on the surface initially but whatever organization you're working for the leadership is maneuvering things in the background for an eventual play at world domination or some other equally heinous and

nefarious goal. You don't know that however and have forgotten even taking this drawback, though it's likely you'll figure things out in jump if you're paying close enough attention and really exercising that big brain of yours.

Eventually things will continue to progress in the background until they reach a point where you either continue to do the dirty work of your employer even knowing what it means or you can refuse to do it in which case you become a loose end that your employer will seek to remove by any means necessary.

Missing DLC - +200

You know how stories tend to have logical progression where one thing leads to another and a reveal or set up for something will eventually result in that thing having an impact on the story? Yeah, that doesn't happen here. Things just sort of happen even if there's no real logical explanation for how or why they got that way, and plot threads that seem like they should lead somewhere just sort of go nowhere and never get brought up again. The head of the Agency is actually nefarious and wants to take over the world? Glossed over and never brought up again.

Evil mad scientist fond of creating superhuman mutated freaks out of poor people they kidnapped gets ahold of the severed hand of an Agent with the implication they're going to use it to create their own army of evil Agents? Yeah, that goes nowhere. Some random company apparently has the means to EMP hundreds of cities across the world effectively ending modern civilization as the electrical grid shuts down globally but also has access to enough resources and materials to still run its own city state and no one saw it coming? Okay, I guess that can happen.

Basically by taking this it feels a lot like the world you've ended up in has just had big chunks taken out of it when it comes to explanations for why things happen, how they happened and whether or not there are potential consequences for things that *do* end up happening. It's almost like you're playing a game where you're expected to have installed the DLC that explains all this stuff except the company went under before making it.

Hideous Mutant Freak - +200 or +300

The name kind of says it all, doesn't it? Exactly how your current state came to pass is up in the air, perhaps it was an industrial accident or perhaps a failed augmentation attempt or maybe even a deliberate result of some mad scientist testing a mutating agent on you but the end result is the same. You look like a horribly mutated freak of nature. Most people will find looking at you incredibly disconcerting and during the events of the second game, should they come to pass, you will likely be considered little more than a monster to be destroyed as quickly as possible should others not already know you.

Your primary saving grace is that despite your hideous mutated appearance this doesn't really hamper your physical movements very much allowing you to still generally express the full extent of your physical ability, and while you don't sound very pleasant to listen to you can still talk without too much of an issue.

If you would like to gain an additional 100cp however then your condition becomes much worse, the mutation you went through having caused severe physical deformities that actively hamper and limit your ability to physically move about and interact with things. You're not quite a Cronenburg tier monster but it's certainly going to make day to day living very difficult and to make it worse your ability to speak has become much more limited, your words slurred at best and very difficult to understand for anyone that doesn't have extensive experience listening to you.

Trying to communicate through writing won't help much either as your twisted body finds holding and using writing implements much more difficult than before, meaning you will need to result in more extreme methods to convey to others you aren't the monster you very much appear to be. Perhaps you could hang a sign around your neck that says something along the lines of "Please don't attack me, I'm the victim of an accident"? Then again if you were willing to take the more severe version of this drawback perhaps you don't care what others think of you?

Before You Face Me You Must Defeat My Six Ex-Boyfriends - +300

An odd coincidence of the Crackdown games (though many would be less charitable and call it lazy design) is that in order to go after the big boss you must first deal with all their lieutenants, and of course those lieutenants also tend to have lieutenants. As a result you'll never be able to just go after the big bad directly and instead will have to work your way up the hierarchy of their command structure, dealing with their street level stuff and then going up from there.

Expect for there to be at least three "main" lieutenants for the big bad and for each of those three to have three each under them and for each of *those* people to have at least another three under them. Each. And that's the minimum, there could be as many as twice that number at any given tier. Needless to say this will make things dramatically more difficult and dangerous for you and also considerably more time consuming.

You Will Suffer, Everyone Will Suffer! - +300

I don't know what you managed to do to piss this person off but they are batshit crazy and have access to an absolutely absurd amount of resources to throw at you, and throw those resources they will because their number one goal in life is to find you and kill you but not before making you suffer a fate worse than death. They seem to have nigh-endless armies of soldiers to send after you either in the form of crazed cultists, clone soldiers, mutated freaks or perhaps combat robots (or even some combination of those things) and their army has access to high end military gear and vehicles. Oh and did I mention they're a mad scientist with the equivalent of the Science Of Tomorrow perk and have zero compunctions against using that talent to make things even more difficult for you?

Their base of operations is a veritable fortress and worst of all it's some sort of massive vertical platformer that is going to require some absolutely death defying jumps and platforming skills in order to ascend because trying to approach it from the air will see whatever aircraft you're in nearly immediately shot down.

To top it off this batshit crazy villain has some powerful gimmick that makes them a serious threat even to a level six Agent, perhaps they're piloting an experimental mecha or have their own bio-augmentations or something else but whatever it is it's going to be a massive challenge to take them down, comparable to the "last boss" of the various games, and until you get rid of them for good their army will continue to regularly show up in your general vicinity in an attempt to capture or kill you and to cause as much destruction to anything you care about as possible. Also yes, this **does** get even harder for you if you took the Everything Is Platformers and/or Before You Face Me You Must Defeat My Six Ex-Boyfriends drawbacks.

Rampant Crime - +300

Whatever city or place you have come to make your home has become absolutely infested with criminals. Gangs, cartels, even just random individuals, they're all over the place and they're making living and working in the city an active hazard. They're equipped with military grade firepower, somehow, and they have no compunction against using it on whoever and whatever gets in their way. You don't *need* to do anything about this if you don't want to but they're not going to go away unless someone does something about them and that will mean extreme and extensive amounts of violence, death and destruction because these groups aren't going to take being forced out laying down.

Leaving them be to do their own thing will inevitably result in them eventually targeting either you, your property, or the people close to you at some point in time with the potential consequences including death and fates worse than death such as being turned into a nearly mindless horrific mutated freak that is in constant agony and driven to near suicidal levels of aggression.

Fucking Boring - +300

As your time here progresses you will eventually come to an inescapable conclusion that this world is not just tedious but also flat out fucking boring. Themes will repeat themselves over and over as if some shitty writer couldn't come up with any new ideas and are just rehashing the same plot thread and mechanics over and over while hoping no one will notice they're just changing the names and applying some different set dressings, and try as you might you simply can't help but notice it.

The further you get and the more you experience the more you come to the realization that you've seen it all before, your enthusiasm for the world and your investment in the things that happen in it slowly but inevitably giving way to apathy as you just can't work up the motivation to do much more than go through the motions. And go through the motions you shall because this is the place you're stuck in for the next decade.

End Choices

Go Home -

You've decided you had enough of this whole jumping business and want to go home which is fair enough I suppose. You keep everything you've gained up to this point and return back to your world of origin.

Stay Here -

So you've taken a shine to this world have you? I suppose being a super powered Agent of Justice isn't a bad way to spend your time and it's likely you'll have plenty of things to keep you occupied. Farewell Jumper, I hope you enjoy your retirement.

Move on -

Decided that one world isn't enough have you? On to the next jump with you then, try not to let the door hit you on the way out.

Notes

Words in **bold** denote the start of a new subject.

Agents seem to work according to a bit of comic book logic in how they handle things. For example they can pick up even massive heavy objects without those things deforming or breaking under their own weight and seem to be capable of applying significantly greater amounts of leverage to things even when it seems like they shouldn't be capable of it. Likewise they can run at tremendous speeds without physically launching themselves into the air at every step (unless they want to that is), and when they do leap into the air they do so without harming or damaging the thing they leapt off of despite the intense amount of force it must require for them to jump the distances they do.

They also don't seem to cause damage from falling onto things unless they explicitly intend to do so, such as the Agent's infamous "ground pound" ability, and their regeneration seems to restore their body even though there's logically no source for where all this extra meat is coming from. These particular traits also apply to you where and when they would be to your benefit, effectively allowing you to operate on a sort of "rule of cool" like the Agents from the games.

Obtaining orbs is just a gameplay abstraction for the training that Agents go through in order to develop themselves, however if you take the Orb Collector perk it ceases to be a gameplay abstraction for you and any companions that take the perk and becomes a reliable and straightforward method by which you can advance yourself. If you didn't take either level of the orb collector perk then you can still advance your abilities the normal way through training and effort, it's just not as quick or simplified.

As for how they're used in the games each orb is of a specific type being one of the five abilities represented in the game, those being strength, agility, firearms, explosives and driving. In the

context of the perk there is only a single type of orb that you collect and it works more like spending “souls” in the Dark Souls series or blood echoes / runes in the Bloodborne and Elden Ring games respectively. You can find and obtain orbs out and about in the world at large or through defeating enemies, and can mentally spend them to enhance your physical attributes and mundane skills if you purchase the 200cp version, or if you have the 400cp version you can use them to improve any stat, trait or ability you have though how those improves manifest is largely up to you to decide.

If you and one or more Companions all have the Vehicle Master perk you can substitute for greater and greater amounts of crew. For example if you and four companions all had the perk the five of you could somehow handle a vehicle that would normally require a crew of fifty with no loss in performance.

While it is not certain the implication is that the setting of Crackdown does not take place on Earth, though neither is it set in space or anything like that. The closest comparison I could make is that it's a bit like some of the Ace Combat games where it's got humans and recognizable human civilization but which live on an entirely different world from Earth. That said, a loading screen in Crackdown 3 implies that the Agency first started up in 2019 which implies that maybe the series *does* take place on Earth. Since it's ambiguous either way you may choose which you prefer when doing this jump, whether it's on Not-Earth or Earth-But-Different.

The tech level of this setting is kind of all over the place, you've got stuff that looks like it would fit in with normal modern day stuff and then you've got shit like Agents, self aware AI, combat viable man-sized robots, teleportation and rapid cloning technology, energy shields, various different types of directed energy and particle weaponry, mecha, superhuman mutants (as in literally mutated people) and all sorts of other stuff that feels like it should belong in a comic book. As a result there's a fairly wide amount of leeway in what is possible and in particular what you can do with the Science of Tomorrow perk.

It is suggested that in the second Crackdown game that the “antidote” to prevent Agents from being mutated into Freaks due to being infected by the Freak Virus also caused them to lose their enhanced abilities. This smacks of poor writing to me and a thinly veiled excuse as to why there aren't any elite agents around at the start of the second game that could quickly and easily deal with the events of the game.

As such feel free to assume that the “antidote”, should you end up taking it, does not remove your enhanced abilities. In fact feel free to assume that you have a conditional immunity to anything that might suppress the abilities gained from your Enhanced perk as a side effect of its use. That said your abilities *can* still be suppressed or even removed if that is a *specific and intended aim* of a given procedure, you just won't lose them as a result of a side effect from something that isn't intended to remove them.

The Agent of Destruction perk is basically a focused form of plot armor that makes you disproportionately effective in combat. It doesn't make you stronger or more capable than you normally are but heavily tilts the odds in your favor against your enemies whenever you are fighting them, constantly presenting you with potent and exploitable opportunities and advantages. How precisely this manifests likely depends on the nature of the enemy and battlefield in question but it's a pretty significant edge in your favor regardless.

In case it's not clear from the description of the Missing DLC drawback the Crackdown series very much suffers from a lack of consistent story telling. At the end of the first game it's revealed that the leader of the Agency is actually evil and the whole thing with the gangs was a set up from the start to cause absolute chaos in order to convince people to accept absolute tyranny in order to stop the crime with an eventual aim at a global takeover.

That plot point is never brought up, referenced or mentioned again in Crackdown 2 or 3. Same thing with the end of Crackdown 2 where a mad scientist responsible for mutating and killing thousands of people at minimum gets the severed hand of an Agent with the obvious implication they're going to do something nefarious with it. That whole event may as well have not even happened because Crackdown 3 doesn't reference it at all so far as I can tell.

Speaking of Crackdown 3 at the end of the game there's this set up where there is obviously a Man Behind The Man situation going on and this unknown sinister evil voice guy (we don't actually see him) has in his possession the severed arm of Commander Jaxon with the implication he's going to use it for some nefarious purpose (not unlike what happened with a *different person* at the end of Crackdown 2) but then the DLC that was supposed to explain all of that as far as I can tell just never got made and so the game ends on a cliffhanger with no explanation of who the real big bad even is or was or what they're trying to do or where the story is going to progress to.

As you might have guessed by this point this is kind of a big problem with the Crackdown series as *literally every game* ends by doing something like this and then never addressing it. Anyway unless you take the Missing DLC drawback you can assume you are in a version of the world where things make sense and there are actual explanations and consequences to all the various things going on.

Since the leader of the Agency is only a "bad guy" according to a very short bit of dialogue during the epilogue of the first game you can fanwank that that actually *didn't* happen and the leader of the Agency is genuinely a good guy trying to do the right thing, because Crackdown 2 and 3 sure as hell don't seem to care about how Crackdown 1 ended and I don't see why you should care either. Obviously this doesn't apply if you work for The Agency and took the Are We The Baddies drawback.

On the Morality Megacorp behavioral bonuses the key word is "openly". Your company can be doing some seriously horrific messed up stuff and as long as no one finds out about it you'll keep your bonuses from being an "openly" good business. The same applies in reverse, your

evil megacorp that kicks puppies and knocks over old ladies could still gain the bonus from being openly bad and evil even if it secretly funds orphanages and charity groups so long as those things remain unknown to the public and the public perception of the company still remains that your company is bad / evil.

Also in case it wasn't obvious Commander Jaxon is the character played by Terry Crews in Crackdown 3, and Agent America is literally just MCU Captain America but as an Agent. Agent Diana is based on the DCAU version of Wonder Woman (ie: the best version) and she may or may not have a thing for snapping necks and tying people up at your discretion. Her bio-armor also may or may not (leaning towards may) look like an Agent themed leotard reminiscent of Wonder Woman's outfit from the DCAU. Alicia Zula meanwhile is an adult version of Azula from Avatar the last Airbender except also a super scientist that developed her own augmentation process and gave herself mild superhuman physical abilities (compared to Agents at least) alongside potent pyrokinesis and electrokinesis.

If you have the Cloning Facility item and you run someone through the enhancement process then you can also give that person the "continuity of consciousness" deal that the Agent Task Force followers get. It won't make those people followers if they weren't already but you can give them clone bodies without needing to worry about that whole Ship of Theseus dilemma.

There is no evidence to suggest that Agent bio-enhancement is hereditary, though there is also nothing to suggest it isn't as the games don't mention it either way. It most likely *isn't* but if you want to fanwank that it is you can. Alternatively if you take Science Of Tomorrow and specialize in bio-enhancement you should be entirely capable of figuring out how to *make it* hereditary given sufficient time and research.

When in doubt feel free to fanwank in whatever way seems appropriate to you.

Jump by Brellin

Change Log

v1.0 -

- Jump complete and no longer in WIP status.

v1.1 -

- Added four extra perks, one at each price point, to better reflect some of the stuff related to the villains in the world of Crackdown. The perks in question are Minion Master, Catch And Release, Unlikely Business Models and Just As Planned.
- Also I addressed some minor typos and grammar issues and did a bit more proofreading.
- Additionally the Agent origin can now have you working for a group that isn't the Agency, or even just flying solo.

v1.2

- Added an extra Companion in the form of Agent Diana, added a bit in the notes that explains who Agent Diana is based on.
- Added a bit at the start of the Companion section noting you can spend CP to give extra CP to Commander Jaxon, Agent America and Agent Diana.

v1.3

- Added a Civilian origin
- Added some 50cp items to account for the fact that it's possible to have 50cp left over from the companion creation / import stuff.
- Added Monorail item.
- Added Regeneration Tanks item.
- Added Secure Communications item.
- Added Peacekeeper Reinforcements item.
- Added Local Contacts item.
- Added Laboratory Of The Future item.
- Added Morality Megacorp item.
- Added Hapless Bystander perk.
- Added Motivated And Dedicated perk.
- Added To Protect And Preserve perk.
- Added House Of Cards perk.
- Added the Agent Of Destruction perk.
- Added Corporate Commander companion
- Gave Commander Jaxon the Product Placement item and Motivated and Dedicated perk.
- Gave Agent America the second level of the Peacekeeper Reinforcements item.
- Clarified in the notes that you can use the Cloning Facility to give "continuity of consciousness" protection to anyone you run through the Agent augmentation process and not just the Agent Task Force followers.
- Changed Name of the Agent perk to Enhanced
- Added a bit to the Enhanced perk at the end to specify you can choose your enhancement to manifest in a different way if you want something different from a standard Agent package.
- Added note to clarify that you won't randomly lose your powers if you end up getting the "antidote" to the Freak Virus, nor lose your enhancements to other procedures that aren't specifically intended to suppress or remove your abilities.
- Thanks to the significant increase in perks and items you may now discount **TWO** perks and items per tier.

v1.4

- Re-wrote the Orb Collector perk to actually make it worthwhile to get the 200cp version and to increase clarity on how the perk is intended to function, as well as updated the notes section talking about it.

v1.5

- Added note that if more than one person has the Vehicle Master perk and works together with others that also have the perk they can substitute for larger amounts of crew. Ie: three people with the perk could handle a vehicle that normally requires thirty.
- The Enhanced perk is now Free but not Mandatory, in case you don't want it for some reason.
- Clarified that The Science Of Tomorrow can be bought multiple times for multiple different primary specialties.
- Added the Prime Specimen perk.
- Gave Commander Jaxon the Agent Bank Account and Local Contacts items as well as the Prime Specimen perk.
- Gave Agent America the To Protect And Preserve perk.
- Removed Agent Diana's Demolition Man perk, gave her the Go To X, Kill Y perk. Also she's now taller because apparently 6'6 isn't actually that tall for a lvl 6 Agent.
- Added the Hideous Mutant Freak drawback.
- Added Freak Outbreak! drawback.
- Added Back To Square One drawback.
- Did one final pass of proofreading and typo correction.
- Barring significant feedback this will likely be the final version of the Crackdown jump.