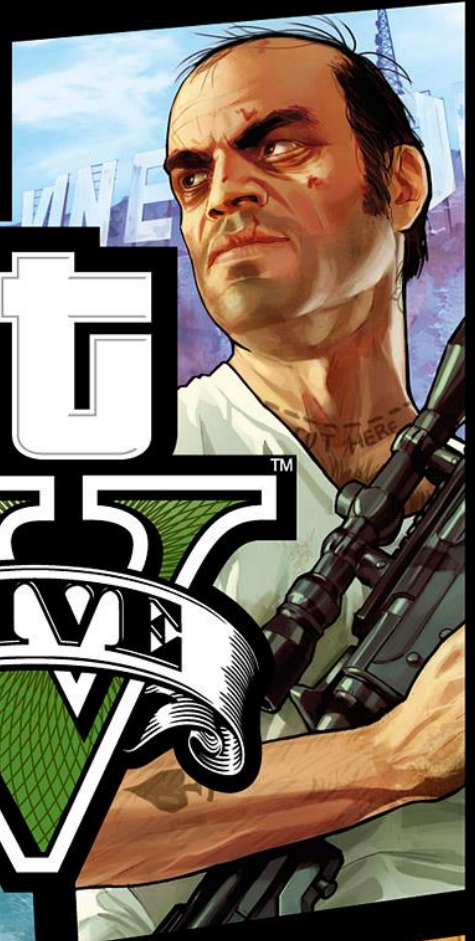




grand theft auto



GTA V Story jump:

By TroubleX27/Pgx27 and FancyFireDrake.

Set within the state of San Andreas, the story follows three protagonists—retired bank robber Michael De Santa, street gangster Franklin Clinton, and drug dealer and gunrunner Trevor Philips—and their attempts to commit heists while under pressure from a corrupt government agency and powerful criminals.

Here is 1000cp to get you started.

Origins:

The Retired Veteran (Free):

- You are a retired criminal, one who used to be a legend known by anyone in the business. You saw a way out and took it, now living in blissed retirement. Perhaps it's time to shake of the dust and do one last score?

The Young Hustler (Free):

- You are a young hustler, one who is just out of adolescence and into the early stages of adulthood. Perhaps, with some luck and the right contacts, you could become one of the greats, rich and respected. But that is still some ways of.

The Mad Hipster (Free):

- Not accepted in the military due to being deemed mentally unstable, you instead went of the deep end, and ended up becoming the one thing no one should ever end up as; the Proto Hipster. Perhaps it's time to get serious and start doing crimes right.

Age, Gender, Time and Location is all up to you.

Perks:

Generic Perks:

HUD Stats (Free):

- You have your very own HUD you can pull up, showcasing your stats; Stamina, Shooting, Strength, Stealth, Flying, Driving and Lung Capacity. When these stats are maxed, you have reached peak human potential, being equivalent to the best Olympic Athletes. You will also find you have an automatic health regeneration. Whenever the you take damage and your health dips below 50%, then you will automatically replenish lost health up to the halfway point. This can only be done if you stand still on the spot and don't walk or run, but you will heal yourself while driving a vehicle. Taking cover makes the regeneration slightly faster. You can also heal yourself up to 100% by eating food/snacks or drinking soda/water.

Not squeamish (free for this jump, 100 to keep):

- You have an iron stomach that can handle violence and a life of crime without vomiting. This doesn't make you evil or impact you in any other way like affecting your morals. You simply can endure the harsh things in this world.

Sympathetic Psycho (100):

- People tend to not mind any blatant... how to put it best... eccentric parts of your personality. If you are a psychotic killer and people avoid you, it's because you are a killer not because of the psycho part. As long as you are not harming them, they won't mind anything unusual you have as a personality trait.

Booty call (100):

- Who doesn't want a warm body to sleep next to at night? Should be pretty easy for you to get though. You have a way with girls, easily able to get into relationships with people you desire and keep up at worst a friends with benefits relationship for mutual pleasure.

See the sights (200):

there is always something to do here. Getting bored in San Andreas is a difficult thing and you can keep that with you. You always find some way to entertain yourself, even with the more mundane things like doing a Triathlon.

Random Encounter (200):

- There are many people with their own stories in San Andreas. You could run into such stories with ease by using this Perk. Start the day driving a guy to his wedding just in time, for lunch go Skydiving with an adrenaline Junkie and for the evening save a girl from rival criminals. These encounters can be toggled on and off but you'll always get something out of these encounters, ranging from monetary rewards, a phone number to call for some fun or simply a great drinking story.

By the book (200):

- ...even by this worlds Standard this might be a bit much... basically your good at getting Information in... violent ways. Which is a good way of saying your good at torture which Trevor can attest doesn't actually do jack in making someone confess and is only for the torturer. Have fun psycho.

Weapons wheel (300):

- GTA characters are walking arsenals and now you are too. you have a small pocket Dimension in which you can store any weapon you can hold with two hands, and any ammo needed for it.

Hospital Visit (300):

- A staple of the Series. With a quick visit to the Hospital, even the biggest of wounds can be patched up. Just pay the fee and any injury, no matter what kind or how severe, will be fixed up.

Mystery Hunter (300):

- With how large this world is one would be expecting some mysteries here and there. In fact many have a bit of a hobby of finding out what myths are true or not. With this Perk come two features. One: You have a sense for finding the mysterious, inexplicable and hidden in a world

you are in, like say UFO's and Big Foot. Two: if the world you are in is truly ordinary you can 'summon' such mysteries.

Three Minds one Thought (400):

- Teamwork makes the dream work when you are involved. When you are on a team of people you seem to work as if controlled by a single individual. You know how to support each other the best. With this three guys might be able to take on the world.

Cheats (600):

- You have access to the staple of Rockstar games; Cheats. You now know 35 numbers, which when put into a phone and called will turn on a cheat for you. Every single GTA V cheat is now yours, from the Invincibility cheat to the Skyfall cheat.

Save and Load (800):

- You have the epitome ability of a game character; the Save and Load function. You have the ability to create save-points which you can load whenever you want. You have no limits on how many save-points you can create. Should you die, you will simply load back to your latest save. You will also have an Autosave-point that happens every time you finish something important.

The Retired Veteran Perks:

Cold as ice (100):

- Nothing fazes you. You will keep your cool no matter what happens, even if you are outclassed and outgunned fighting for your life. Fear will never get a grip on you nor will it affect your thinking in any negative ways.

A Good Father and Husband... (100):

- Is a rare thing to have OR be. But maybe this Perk will make it a little easier. When one of your Family is in danger, you immediately know where they are, why they are in danger and how to save them. Such an experience would probably strengthen your ties. If that's not enough, you have a sense for what to do to mend the bridges.

Area Kill (200):

- You now have a special ability similar to bullet time. While active, you enter a bullet-time-like effect, allowing you to slow time and gain the advantage in shootouts. This allows you to focus and plan your movements and aiming while shooting. As the ability is activated, your vision acquires a blue tint and the world is slowed down, including your movements. This also gives you a highly intuitive proficiency with any kind of long range weapon.

Dreams do come true (200):

- Who doesn't have dreams? It could be something as extravagant as make a movie or as simply as have enough money to live comfortably. Well now it seems life wants you to follow your dreams. Opportunities to fulfill your dreams pop up on occasion and any effort you make will be strengthened and guaranteed to be effective.

Experience (400):

- You are an experienced bank robber and an incredible thief, being equal to Michael De Santa at his best. This also makes you a natural leader, especially for groups filled with thieves and other ruffians.

Just in Time (400):

- Even you can be in trouble sometimes. And in that moment it would be good for someone to come to your rescue. If you are in trouble you can always count on at least ONE person you are close to, to find you in time and help you.

The Time Has Not Come (600):

- You are a master at dodging death. You survive and move on that's what you do and you can do it with luxury. You always know just what to do to get out of a jam, even if that is betraying your allies.

The Perfect Crew (600):

- You can find the perfect allies at any time for whatever job you need to have fulfilled. Valuable allies just seem to flock to you and will be more than happy to work with you. That irish guy you helped pull off a small robbery or that woman who you drove to a safehouse while she was dying? They'd easily become loyal and VALUABLE allies.

The Young Hustler Perks:

Perspective (100):

- You are able to change your perspective, allowing you to go from First-Person View to Third-Person View, similar to GTA V game. You will find this to be completely natural, not feeling any discomfort or anything negative from the experience. While in an outside perspective, the car will be driven automatically, like as if you're driving in a video game.

Car Retriever (100):

- Franklin started his Journey as a small time thief, retrieving vehicles for his boss. Till one day he got to Michael's Son. You have a talent for stealing vehicles, them not giving alarm when you do anything and able to drive away convincing everyone that it is yours.

In the Hood (200):

- You can select one Gang in the World you are in to be a part of. They will see you as one of your own, happily include you in any get togethers and activities and come to your aid when you give them a call.

Driving Focus (200):

- You now have a special ability which allows you to slow down time while driving any vehicle, not just land vehicles. This allows yo to easily take corners at full speed and make precise maneuvers quickly. As soon as the ability gets activated, your vision darkens slightly and takes on a slight hue of green, during which the world becomes very slow, and all of the lights on the screen become blurry and leave trails. Control over the vehicle become smoother and allows you to pass through narrow gaps between other cars to do dangerous turns and slides without losing control or speed of the vehicle and overall improve performance, all while the speed of the vehicle you are driving will dramatically increase. This also gives you a highly intuitive proficiency with any kind of vehicle. You will also find that any vehicle you drive will never need refueling.

Opportunity (400):

- You have some form of luck that always guides you towards opportunities you would like to take. You need money, perhaps you come across some retired bank robber and help him out, causing him to bring you in on a job when he suddenly decides to get out of retirement. You will find that many opportunities will come across your path. All you need is to take them.

Happy Ending (400):

- You just have to hang in there. With enough time things will work out. You could get your happy ending even as a low gangster. You could get the girl of your dreams even after they married some doctor, have enough money to live comfortably and clean up all loose ends. Of course you will have to work for that happy end but at least you can be assured that if you put the work in there is one waiting for you.

Fast learner (600):

- Going from low time criminal to one of the most proficient robbers in the history of the country is child's play for you. You have an incredible talent for quickly learning new skills that are required for you at the time. If someone tells you you have to be a good shot for a job you could spend a day or two at the shooting range and be the next Simo Häyhä or become an expert Assassin after a couple of hits.

A True friend (600):

- Sometimes you gotta leave it to the newbie. Without Franklin Trevor and Michael would have been screwed more times than one can consider counting. You have a talent for saving and supporting people you consider friends. You have a sense for when something is wrong or if they are in danger and seem to grow more competent, stronger and tougher whenever you are trying to save one. You also have a knack for making two friends reconcile.

The Mad Hipster Perks:

Pilot (100):

- You are a talented pilot, capable of flying anything that can fly, with a natural ease that comes from both extensive training and experience.

Underworld Connections (100):

- You know your way around the black market. Within your phone are contacts to various criminals. Mafia Bosses, Chinese Gangsters looking for good weapons etc. Just give them a call and by default they will be open for partnership and if they like your product become a good partner.

Stockholm Syndrome (200):

- You may be a criminal but that doesn't mean you have to be a heartless jerk. Oddly... people you kidnap appear to have these thoughts about you too. When you say, steal a Mafioso's neglected and abused wife, you two can easily come close to the point where there could even be a genuine love.

Red Mist (200):

- You now have a special ability which allows you to take less damage and inflict more damage on others, practically making you invincible for as long as it is active. As the ability is activated, you will burst into rage, and any damage you take is reduced to half and any damage given is doubled on enemies. While the ability is active, you are unable to die, allowing you to survive lethal events such as explosions, heavy collisions, or being hit by trains or other locomotives. Your vision acquires an orange shade with a ripple visual effect and a buzzing sound effect, time slows down slightly, but never as slow as any of the other abilities. The only drawback is your rage becomes almost impossible to control, and will cause you to lash out on whatever angered you. This also have a side effect of making you immune to any negative consequence coming from drug abuse or anything similar, effectively making you immune to whatever it is. STDs, harmful effects of Drugs, lead poisoning from bullets, etc.

Crazy enough to work (400):

- Trevor is crazy no doubt there. However he also happens to be surprisingly competent? His missions are some of the craziest and he always seems to prevail. And like Trevor, you have a bit of madness in you. But madness is just genius that haven't been tested yet. No matter what harebrained idea you might decide to do will succeed. Perhaps not in the way you intended, but in the end it will always give lasting positive effects, perhaps even granting you something better than whatever your goal originally was. The crazier your plans are the more success they seem to have, even if it shouldn't be possible. This may not be guaranteed but robbing the Military with nothing but a plane you crash into the hanger has a higher than 0 % of success.

Hostile Takeover (400):

- Sometimes being a little more violent in a business venture can pay off. That's how Trevor got his Strip Club after all. If you were to kill the owner of a business in a way that doesn't attract attention to you, you could easily arrange things in such a way you are the new owner of whatever establishment they were running. In general with this perk, an added dose of violence will help whatever business you run.

The Truth Comes Out (600):

- Who likes being lied too? Especially when it concerns a buddy of yours who you think was in prison but is actually dead. Lies told to you will always appear to you as such and even the best of deception, with time, will be revealed to you.

Losing heat (600):

- it is incredible easy for you to keep out of jail and dodge the consequences of your actions even as a well-known resident psycho. Once you Lose cops in a chase, they seemingly won't remember you. It would be as if no evidence of your crime existed if you can survive the Initial chase.

Items:

Generic items:

Phone (Free):

- You have your very own iFruit phone. It has all the apps of the GTA V phones, including the Quick Save app if you have the Save and Load perk. It also allows you to save Cheat Code numbers, should you have the perk. By entering the Internet on the phone, you can buy anything you can usually buy in GTA V story mode, no matter what world you are in.

Personal Vehicle (Free):

- You have your very own Personal Vehicle. It will keep any additions and changes made to it, will never run out of fuel or need any maintenance, and should it be destroyed, you will find it returned to you whole the next day. It has to be one of the cars you can get in GTA V online, but can be anything from a Buggy to a Zentorno.

Psychiatric Evaluation (Free):

- At the end of a 'playthrough' aka Jump you get this sheet of papers filled by a competent unanimous psychiatrist who watched your actions throughout the Jump. They will give a summary on your mental state and you as a person how you acted and behaved.

Trackify (100):

- You can apply one thing at a time to this App on your phone. This can be a person or something like 'Nuclear Waste'. It will work like a Sonar to detect said thing.

Stocks (300):

- These stocks allow you to be part of any business you assign them too in the world you are in. This can apply to anything from a small time club to a private military like Merryweather. You will be treated as a shareholder and entitled to a degree of the profits. You get new stocks per world you enter.

Business Venture (300):

- You have one of the Businesses that can be bought in San Andreas. This could be anything from a Cinema, to a Taxi Company, to a full on Golf Club. It will always be guaranteed to get you a good sum of money and almost seems to run itself.

FIB Safehouse (400):

- This building, small as it may be, has one undeniably useful feature. It is nigh impossible to find by any means. If you ever don't want to be found or need to do things no police should interrupt in like 'extracting' information than this is the place to go. Crimes committed here will never leave this room unless you take them out.

Ammu-Nation (400):

- This trustworthy arms dealer chain will follow you on your chain. You are considered a friend by the owner and will get good discounts on your purchases. In future worlds the catalog will update to include whatever run of the mill weapons are present there. There is also a shooting range here that boosts the rate at which you train with firearms and distance weaponry. No one will also mind you possessing a weapon from this place. San Andreas is dangerous after all and so are other worlds.

JIB (600):

- Jumper investigative Bureaus. Your own secret agency being equal to the FIB and IAA in size and funding. They are loyal to you even above the state of the Country

The State of San Andreas (600):

- You now own San Andreas, and will bring it with you on your journey. San Andreas is one of the country's most diverse visitor destinations, known for its huge size and incredible variety. Although justly celebrated for its 3 widely different main cities each with its own style and attractions to offer — Los Santos with its celebrities and sprawling ghettos, San Fierro with its eclectic artist community, and Las Venturas with the glitz and glamor of casinos — it has so much more beyond that; such as mountains, ghost towns, dense forests and hot, dry deserts. Take time to visit the whole state and support local businesses.

The Retired Veteran items:

Liquor (100):

- You now have a never-ending supply of whatever kind of liquor you want.

Personal gun (200):

- You can chose one weapon from GTA V, which you will receive. It will never run out of ammo and will never need to be reloaded. It is incredibly accurate and comes with all the attachments you can have.

Old Scores (400):

- You have a large amount of money stored away from former heists, enough to live a luxurious life in retirement if you spend it right.

Villa (600):

- You now own a beautiful villa similar to the one Michael owns, designed to your preferences. Any family raised here will grow up to be exactly how you envision it to be.

The Young Hustler items:

Weed (100):

- You now have a never-ending supply of Weed and all the equipment needed to enjoy it.

Warehouse (200):

- You can store and save four cars inside this warehouse, which will all be fully repaired and refueled the next time you enter it. Should you leave any of the vehicles "saved" in the warehouse outside somewhere, or they are stolen, destroyed or something else, they will return while the next day inside the warehouse. You will also have access to an unlimited "Special Vehicles menu".

Penthouse (400):

- You now own an incredible High end house similar to Franklin Clinton's 3671 Whispymound Drive. You don't have to pay anything for it, and it will have cute maids coming to clean every week.

Auto Invest (600):

- What you have here is an Investment Account which will automatically invest any money you put into it. The investments will always be good, and will always be done the exact way it should be, granting you maximal amount of profit.

The Mad Hipster items:

Meth (100):

- You now have a never-ending supply of meth.

Plane (200):

- You now own one of the best-selling aircrafts of all time, with the Cuban 800 you really are buying a piece of history, rusted rivets and all. This light engine plane might look like it was put together with one of those Krapea hex keys, but these bad boys were built to last. It's a lot faster and more maneuverable than it should be, will never run out of fuel and if it is destroyed or broken, it will be fixed the next day. There will always be enough parachutes for you and your passengers should you need it.

Vanilla Unicorn (400):

- You now own the Vanilla Unicorn Strip club, I mean gentleman's club, which brings in a small but noticeable amount of profit. It comes with 8 loyal, incredibly attractive and highly experienced strippers, all who works for you and are willing to have a closer relationship than one normally has with ones boss.

Jumper Enterprise (600):

- You now have your very own criminal enterprise similar to Trevor, dealing in whatever kind of illegal business you want, whether that be drugs, weapons or whatever. Not only that, but the business is now protected from takeover, ruination, out-competition and any other way that would shut it down. Any illegal business you do will be completely protected and will never be found.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

The Trio (Free):

- This option allows you to take Franklin, Michael and Trevor with you on your Journey. However not only that but they will function as one Companion for Importing. If you want, you may only take one or two of them instead.

Shelby Welinder (Free):

- The cover model of GTA V, this woman is both incredibly attractive and charming, oozing charisma and confidence, which is weird considering her inexperience when it comes to men. Yet when she set her sights on you, there was nothing you could have done to prevent the eventual love forming between you two. Now you are in a loving relationship, which Shelby never intends to let you go from, following you to the end of the world if she has to. Hope you like cuddling, she is a bit of a clingy girlfriend.



Cara Delevingne (Free):

- Cara Delevingne, the radio host of Non Stop Pop Fm, is a hyper-energetic fan of dance-pop, fixated on making people get up and dance. You two met once out in a club, where you two immediately hit it off. One thing led to another and you eventually ended up in her room spending the night. You two have been dating ever since, her energetic personality being a bright light in your life. She looks like a curvier, more attractive version of Cara Delevingne from your home world.

Ursula (Free):

- Ursula is a mentally unstable woman, possibly because she had an unhappy childhood. According to her comments about her life, her mother tortured her by locking her in a basement and shaving her hair. Her mother also forced her to dress like a boy. Her mother later died, with Ursula keeping her hair in her backpack. This, along with her upbringing, caused Ursula to become mentally ill, making comments about her gardener getting sick and falling off a cliff and how the last person to pick her up choked to death on his own hand, implying that she killed all 3 of them. Yet even so, she is still quite attractive, and due to you driving her home one night, she has become slightly obsessed about you. It's said to never stick your dick in crazy, but should you do you will find an incredible lay, willing and ready anytime you want.

Antonia Bottino (Free):

- Antonia is the daughter of former Gambetti crime family underboss, Sammy Bottino. You saved her from being killed and buried by two guys, earning you her friendship. Due to her upbringing and family, she has had few friends and cherishes the ones she has.

Lacey Jonas:

- Actress that you helped escape from paparazzi. After that, you two kept in contact, and whenever Lacey wasn't on tour, she was with you. And with your help and support, she even managed to get free from her anorexia. You are her safe place, somewhere her fans doesn't bother her and somewhere she can be herself. She desires you, but does not dare do anything that would change your relationship in fear you would not want her. Perhaps you should show her differently.

Poppy Mitchel (Free):

- Americas favorite daughter who isn't as pure as she may appear. Actually she is, for now, but she doesn't want to be. Should you decide to make her impure and show her the pleasures of life, you will find her an utter nymphomaniac who craves you, her first and only. All of which will be kept private. Can't have you go and besmirch Americas favorite daughter after all.

Elisa Macallen:

- Elisa is a beautiful girl who you helped defend against her abusive ex. She gave you her number and she is always willing to go for a booty call. Should you like something more than a mere booty call, and instead wants a real relationship, you will find her to be the perfect housewife who will make arriving back home a genuine pleasure.

The lost girl (Free)

- This girl was almost kidnapped by the altruist, before you saved her. Or perhaps you didn't and instead took her for yourself. Whatever it is, this girl is lost and alone, and will never be found by her friends and family unless you let her go. If you do, you will find that thanks to your effort, she has fallen in love with you. If you don't let her go, make sure to

either break her or keep her hidden. Don't want the lost to be found after all.

Candy Suxxalot (Free)

- This young lady is the daughter of the famous Pornstar Candy Suxx, and seeks to eclipse her mothers fame by making porn as well, with you as her only partner. Candy has long red hair and green eyes like her mother, but unlike her mother, this Candy's large buttocks and breasts are completely natural. In homage to her mother, she tends to be scantily-clad almost all the time: she is only dressed in a blue bra with white stars in the center (likely representing the United States flag) covering only her nipples, a red bikini with white stripes, red high heels and a white headband.



Michelle (Free)

- A retired, single bank robber named Michelle de Santos was dying of boredom in her safehouse in Los Santos. Until she came across you and saw you as someone to teach her skills to. Now her life finally has some of that spice back that she was missing, and its all thanks to you. So, while she is planning heists and teaching you the craft, you can't help but feel she wants something more. All she is waiting for is a sign you want something more as well. Now, this quite attractive lady has all the Retired Veteran perks, alongside her flowing black hair, cold blue eyes and large breasts on a surprisingly fit body.

Frankie (Free)

- Frankie is a small-time criminal trying to either make it big or make it straight. You got to know her when she tried to steal your car. Instead of going to the police, you instead asked her out. A couple of months later, she comes to your place, wounded due to some gang related business she didn't want you involved with. You patched her up, earning both her gratitude and her loyalty. She is a true friend and is more loyal than a dog. But should you want to be more, you will find her heart not only open to it, but also wanting it. Do be aware that she is a bit

inexperienced with relationships, having never been beyond the first base before. Which is quite weird considering what an ebony princess she is, being tall, athletic and curvy in all the right places. She has all the Young Hustler Perks.

Trixie (Free):

- A recently escaped psychotic convict named Trixie. While trying to dodge the police, you helped her hide until the heat went down, and ended up getting to know her. This not only earned you her loyalty, which is irrevocably deep, it also made her obsessed with you, having never had anyone show her the same care you did. You now have an incredibly hot, psychotic woman obsessed with you and loving you in the only way she knows how. God forbid if anyone should ever hurt you. She has all the Mad Hipster Perks, and is also a former friend of Michelle, but believes she is dead.

Lester (Free):

- Lester Crest, the brains behind the Heists in GTA V. Despite Lester's physical disabilities, he makes up for this with a genius-level intelligence, a masterful expertise in technology and computing and a sharp eye for detail, which is what makes him an excellent planner for the various heists he has pulled off throughout his life. Should you take him with you, he will help you with all of his considerable intelligence and experience, being a loyal friend. He will also be cured of his wasting disease.

Chop (Free):

- Chop is a large Rottweiler dog that you now own. He is a lovable good boy who loves to cuddle, but won't hesitate to attack should someone threaten you, being very protective. Will love and protect any member of your family.

Scenarios:

Alien Car:

You have to collect 50 spaceship parts spread out across San Andreas. The Spaceship parts are small, glowing objects that are usually well-hidden inside buildings, crevices, rooftops, or underwater. They emit a slight humming sound that can be heard when the player is nearby.

Reward:

If you have succeeded in gathering the 50 spaceship parts, you will be gifted The Space Docker:

- The Space Docker is a highly modified variant of the Dune Buggy which, while sharing the same tube body frame from the standard version, it has many crudely-made body panels attached to it. The front of the vehicle features two circular headlamps emitting a green light and a pointy piece with three disks on the centre, while the upper area is covered by a large wooden piece. On the sides, various wooden planks can be seen strapped to the body, while two small wings can be seen behind the front wheels, each one supported by a cable and three hooks. The cabin area also features wooden pieces around the pillars and the roof. The rear area is covered by more wooden planks and a roof sheet over the engine bay, where it contains several electrical devices. The most outstanding feature of the vehicle are the two trashcans positioned on either side and supported by wooden planks, intended to emulate jet engines, as well as upper wooden pieces with rods mounted on them, appearing to be upper fins with large antenna. The underside area is identical to the Dune Buggy, with the exception of a trashcan lid mounted on the rear. The cabin compartment features the same components as the Dune Buggy, being the corresponding set of pedals, a steering wheel with a visible steering column reaching the steering arms, the gear stick connected to the engine and the main seats. Similar to the Dune Buggy, the Space Docker is also fitted with a CB radio. It comes with a light grey/red scheme with several red markings on it (possibly in accordance to the alien/space theme), as well as long coils of glowing blue EL wire wrapped around the vehicle's body, which light up at night. The vehicle uses unique wheel caps with red markings on them, together with standard-treaded tyres. It has a unique ability, in which it is capable

of gliding for short distances if driven off a jump or a ledge, and it is open to any additional changes and additions you would like to add to it.

Wildlife Photography Challenge:

To succeed in this challenge you must get pictures of 20 animals in Los Santos for a photography competition.

Reward:

Animal Friend:

- Any animals will by default be friendly towards you and while they won't let you ride them or hunt them without fighting back, you will always be able to make more pictures with them and they won't attack you without provocation.

Peyote Plants:

For this Scenario you must collect all 27 Peyote Plants strewn around the setting. They have the power to make you send into the body of a random animal.

Reward:

Animal Within:

- You have a small plantation with these Plants and can use them to relieve such trips whenever you like. Fly through the air like a majestic eagle or simply chill as a cat.

Nuclear Waste:

For this scenario you must get a Sonar Collections Dock in Paleto Bay. Than you must retrieve and get rid of all the 30 Nuclear waste barrels in the Ocean.

Reward:

Radioactivity Activist:

- You are immune to radiation and can easily clean up any oceans or nature of a world you are in. The nature will recover and the ill effects of the contamination disappear soon.

Seeing the Truth:

The Epsilon Cult wants you in their ranks. You just have to pay some generous fees and make some truly stupid... I mean enlightening stuff. When you make it through their initiation process you can either stay with them... or take off with some money they kept.

Reward:

Higher Powers Follower/Heretic:

- Small confession? At least in this World the cultist is actually RIGHT! No seriously. There is a Heaven and the psycho who founded this Cult is in there. Well depending on what you did you have one of these:
 - If you have obeyed Epsilon Cult completely:
 - By default have positive relationships with any higher powers. Its followers will see you as an ally, you will have the charisma of an enlightened cult leader and a nice afterlife is reserved for you.
 - If you have betrayed Epsilon Cult:
 - You are capable of stabbing in the back anyone and anything without them seeing it coming. Not only that but you seem to be able to break worship to any Gods you assign this too and even kill Gods.

Altruist Cult (requires Altruist Target):

For this Scenario you must destroy the Altruist Cult in Los Santos. They hide in the Mountains within a Camp and are cannibals that feast on the young. They are also armed and numerous, and if you take this Scenario, they will get a boost in size and competence and will try to sneak in members of theirs in position of power like a member of the FIB.

Reward:

Cult Crusher:

- You have a talent for sniffing out and getting rid of cults. You know by a gut feeling if one is on even the same planet you are on and getting rid of it will be done before lunch.

Mystery of Leonora Johnson:

The death of Leonora Johnson could be solved by finding 50 pieces of a letter strewn around the place. You must find all of them and then deal with the murderer that avoided punishment so long

Reward:

Confession Letter:

- Once per Jump you can apply a crime to this restored letter. It will turn into a confession of the actual criminal, reveal why they did it and of course who it was alongside any co conspirators and if you tear it up even reveal where they are now. This letter is replaced with a new one each Jump.

Karma is a Bitch:

- You have a talent for delivering Karma to those who deserve it or have dodged it in the past. You can easily track down any who have committed serious crimes and are generally as twisted as the killer you slaughtered here. When acting as Karma's agent you even find yourself stronger and more competent. Hey who said a criminal can't be a Hero sometime?

The Big One:

You have to do what most believe to be impossible, and succeed in doing the Big One. Rob the Union depository. You are free to do it however you want to, but Jumpchan would prefer for it to be a proper Heist. Not a requirement, but still preferable. You have to steal at least \$201,300,000 to succeed in this Scenario.

Reward:

Not only do you get to keep the gold you stole, you also get this:

Wealth:

- You now have access to Infinite wealth via an interdimensional bank account opened in your name, which gives you access to infinite funds. A platinum card appears in your hand that is connected to this bank account. This account is completely hacker proof and only you and those you allow can withdraw money from this account and use this card. You can use this to withdraw money from any banks and ATM without any charges. The ATM and bank clerks will not question or wonder about the bank account or credit card. This bank account is available to you in all worlds and universes where banks exist. The credit card will appear in your hands when you want it, and if it is ever stolen or lost, then it will simply return to your pocket. Should you so desire, you can create valid currency out of thin air, which is incredibly useful when there are no banks or card systems. You can spend however much you like without worrying about the economy crashing with how much money is being circulated into it. It will actually help it and no one will question where the extra money is coming from. The extra money will sort itself out after a couple of weeks and disappear without it negatively affecting anyone or hurting the economy, only ever bringing positive effects. No one will question or investigate where you are getting your money from or how you are buying your things. You could buy entire companies and no one will care or investigate it. You won't have to worry about the IRS or other government agency that deals with money and taxes. They will never investigate you about your money and will never tax you. No one will ever question you about this.

- You also become able to create precious metals, materials and substances with whatever purity you want in whatever amount you want. The value of these precious metals and substances will never decrease if you ever decide to sell or hand them out in bulks, unless you want it to.

Drawbacks:

Supplement Mode - Ocp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - Ocp:

- Perhaps you don't want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - Ocp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - Ocp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - Ocp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Grass roots – 100cp:

- Whenever you get high you are in a violent hallucination forced to fight waves of enemies off. It could be anything from Clowns to aliens. Dying here will kill you in reality too. Good then that they won't do much other than charge at you or shoot you

My Dad was NOT nice to me! – 100cp:

- You have memories of an abusive childhood.

Green behind the Ears – 100cp:

- Your new at this stuff. This may or may not be the truth but your allies certainly will think so and treat you as such.

Night terrors – 100cp:

- like Michael you won't have a good night rest for a long while. At most you only get 6 hours of sleep per night and These have a high Chance to be unpleasant.

Can't leave San Andreas – 200cp:

- You cannot leave San Andreas under any circumstances. Planes will fall out of the sky and boats refuse to work past the borders if you try to use that. Just swimming or otherwise escaping San Andreas by yourself will also not work.

Crime never sleeps – 200cp:

- Maybe you wanted to stay out of the criminal side of this world and instead simply watch Vinewood movies or the like. That's no longer an option. No matter how hard you fight it you will always find yourself in the criminal world eventually. Maybe you somehow owe money to a Mob Boss or a friend of yours got themselves involved in some criminal activity.

Fresh Meat – 200cp:

- You somehow always end up in danger and in need of help. Maybe you get kidnapped by the Chinese crime Syndicate or surrounded by IAA and FIB Agents but the World really seems to have it out for you.

Subversive (+200):

- Any heists you attempt seem to have some downside or simply be worthless in the long run. If you plotted a heist to steal a superweapon you'd have to give it back. You're not gonna get much money out of any heists you try.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

I fought the Law – 200cp:

- But we'll see if the Law wins. You often get in trouble with Police and Law Enforcements. They just seem to have it out for you.

FIB OPEN UP! – 200cp:

- The FIB has it out for you. They now where you are and how you act and what you can do. However they use that information to blackmail you into doing their business which they will always be able to for some reason. Only after roughly a year has passed you will be able to get rid of the one calling the shots and free yourself.

Poor – 200cp:

- For some reason you never seem to have enough money and any means and plots you have to get more have a 9/10 chance of failing spectacularly.

YOU JUDAS! – 300cp:

- Someone will betray you while you are in this Jump. It will break your heart and possibly more. You will forget you took this drawback. Quick question. Do you like gasoline?

Altruist target – 300cp:

- The Altruists are a group of cannibals plaguing this World. They are willing to take people for their hunger in exchange for money. You however will not be able to make such a deal as they want your flesh above all else.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Doormat – 300cp:

- You just can't say no to people. Much like Franklin you seem to be compelled to help whenever you can, even total strangers or guys you know are assholes

Trevors Ire – 600cp:

- What did you do!? Trevor Phillips is on the Hunt for you. His Red Mist makes any weapons he wields capable of harming you and even if you kill him hell always be back for more.

Going online – 600cp:

- These is a new criminal that seems to have it out for you. They are a complete newbie to Los Santos... at least you THOUGHT they were because they do stuff like order orbital strikes and summon the army. They also want you dead. Good luck.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.

Ammu-Nation:

- Lets say you were to go to RWBY than you could for example buy Rubys Crescent Rose from Ammu-Nation. Blatantly supernatural weapons like say a Holy Sword will be available here, however they will cost a HUGE fortune.

Possible additional waifus:

- Runaway Bride who you helped escape from an awful looking marriage before it could happen.
- Maybe also character based of Patricia Madrazo, the woman Trevor kidnapped after the Madrazo mess, basically cheated on wife/girlfriend of a mafia boss that somehow ended up 'kidnapped' by you. hell could even have been an accident that she engineered or maybe she even hired you to kidnap her. Than you grew close to your 'victim' in her 'captivity'.
- Isabel Friedlander, An actual competent psychiatrist caring deeply for her patients who you connected with during a session.
- Mary Munchkin who is a mechanic.
- Bettany Angel who is a cop.

Special abilities:

- The special abilities; Area Kill, Driving Focus and Red Mist does not have a time limit on them.