version 1.2 by spazzwave

Welcome to San Andreas, 1992.

The state is a powder keg of gang violence, corrupt cops, and the crack epidemic tearing communities apart. Carl Johnson, known as CJ, is about to return home to Los Santos after five years in Liberty City, drawn back by the news of his mother's murder.

You arrive in a world where gang territories are fought block by block, where corrupt cops like Tenpenny run the streets, where street racing and turf wars are daily life, and where the conspiracies are far more truthful than what anyone expected. Did you find your subdermal neurophone yet?

This is your story now. Will you help CJ save Grove Street? Join the mafia in Las Venturas? Work for the cops? Or carve your own path? Take these **1000 CP,** and good luck.

ORIGINS

Any origin can be taken as a drop-in. You can freely choose your age and gender. Origins give discounts on their perks.

Local

You're a San Andreas native who's managed to stay out of the major power structures.
Maybe you run a legitimate business, work a regular job, or hustle in ways that don't involve colors or badges. You know the streets, understand the culture, and can navigate the various territories without automatically being labeled as an enemy. You're not important enough for the big players to care about, and you'll have to build your reputation from scratch.

You don't have the built-in connections of the other origins, but you also don't have their baggage. You're a free agent, and in San Andreas, that's valuable. You get basic street smarts and an understanding of how things work, but you'll have to build your reputation from scratch.

Gangbanger

You're a member of one of San Andreas's many street gangs.
Choose from Grove Street Families , Ballas, or Vagos. You've earned your colors through violence and loyalty, and you carry the respect and enemies that come with them.

You know the hierarchy of gang life, understand territory and respect, and can read the complex social dynamics of the streets. Your gang brothers will back you up in a fight, but they'll also expect you to ride when they need you. You've got a rep to maintain, territory to protect, and enemies who want you dead. You come into this jump with street credibility and connections, but also with a target on your back.

Corrupt Cop

You're a member of the LSPD, SFPD, or LVPD.
And like most cops in San Andreas, you've learned that the badge is just another tool for getting paid. Maybe you started with good intentions, or maybe you were always in it for the power and money. Either way, you've learned how to work the system, how to shake down criminals, and how to make problems disappear for the right price.

You have the authority and resources of law enforcement, access to police databases and equipment, and the ability to operate with legal impunity as long as you're careful. You know how the department works, where the corruption runs deepest, and how to navigate the politics. You might work with **C.R.A.S.H.**, or you might be running your own schemes. But remember: cops who get too greedy or too sloppy end up dead or in prison, just like everyone else.

Mafia

You're a made man (or woman) in one of San Andreas's organized crime syndicates. Choose from the Las Venturas mob families , the San Fierro Triads, or the Loco Syndicate operating out of San Fierro. Each operates on principles of structured hierarchy, loyalty codes, and long-term criminal enterprise that distinguish them from street gangs.

You understand the politics of organized crime, how to run legitimate businesses as fronts, and have connections throughout the criminal underworld. Depending on your chosen organization, you know casino operations and money laundering, smuggling networks and international trade, or drug manufacturing and distribution. You're part of something bigger and more sophisticated than street-level gang activity, with access to resources and protection that street gangs can only dream of. But you're also bound by tradition and hierarchy: you answer to your superiors, show proper respect, and follow the codes of your organization. And breaking these codes brings consequences that make gang violence look merciful.

Locations

Choose an option for free or roll randomly for +100 CP

[Ganton, Los Santos / Grove Street territory]
[East Los Santos / Ballas territory]
[Glen Park, Los Santos / Contested territory between gangs]
[Las Colinas, Los Santos / Vagos territory]
[Chinatown, San Fierro / Triads territory]
[The Strip, Las Venturas / Casino capital controlled by the mob families]
[Red County /Rural area]
[Bone County / Desert Area]

General Perks

San Andreas Radios [Free]

You gain permanent access to all radios of San Andreas, no matter where you are or what world you're in. Any vehicle you enter, any radio you turn on, or even just your own mind can access these radios, from classic country to hip-hop. They will also comment on major events in your life, tell the local news, have interviews with your enemies and anything that might be relevant to you. The commercials and the satirical observations also adapt to wherever you are, offering hilariously inappropriate products and news that fit the setting. You can activate, deactivate, and switch between stations at will.

Charming Lover [50]

You're inexplicably excellent at every activity that could possibly constitute a date. Dancing? You've got rhythm. Driving? Smooth and impressive. Shooting pool? You can run the table. Video games at the arcade? High scores. Go-kart racing? First place. Dining out? You know exactly what to order and can carry on engaging conversation throughout the meal. You even make these activities look fun and engaging, and your enthusiasm is infectious. You can also adjust your skill level to keep things enjoyable for both of you, and you will know which activities will appeal to which people.

Relationship Bar [50]

You gain an intuitive sense of where you stand with any romantic interest, as if you could see an invisible progress bar above their head. You know exactly how attracted they are to you, what their current mood is, what activities or gifts would improve your standing, and what actions might upset them. In fact, you can tell when someone is starting to develop feelings for you, when you've hit a plateau and need to change tactics, and when you're at risk of screwing things up. This extends to existing relationships as well.

Grove Street Casanova [50]

You've got game, homie. You possess a natural charisma and social intelligence that makes romantic pursuit surprisingly easy. You instinctively know what to say, when to be bold, when to be sweet, and how to read romantic interest. You can strike up conversations with attractive strangers without awkwardness, turn casual encounters into dates, and navigate the early stages of romance with the confidence of someone who's done this a hundred times.

Universal Appeal [100]

You've got something for everyone. Regardless of what type of person someone is typically attracted to, you register as appealing to them. The tough girl who usually likes bad boys? You've got that edge. The career woman who wants someone ambitious? You radiate potential. The free spirit who needs someone spontaneous? You're full of surprises. You're not everyone's ideal type, but you're well within the acceptable range for most people's romantic interests.

Nerves of Steel [100]

Fear doesn't control you. You can stare down rival gangs, face overwhelming odds, and challenge authority figures without hesitation. Of course, you still recognize danger, but panic and intimidation simply don't affect you. Your nerve holds steady in gunfights, during high-speed chases, and when the law is closing in. Others find your unshakeable composure both impressive and unsettling.

Shadow Operator [100]

You've learned how to move through San Andreas like a ghost. You instinctively know how to avoid security cameras, find blind spots in patrol patterns, and move silently even on noisy surfaces. Guards and civilians don't notice you unless you want them to, their eyes just sliding past you as if you were part of the background. You know exactly when to move and when to stay still, which shadows provide the best cover, and how to blend into crowds seamlessly. Breaking into buildings, following targets, or escaping pursuit becomes significantly easier when people simply don't register your presence. This isn't supernatural invisibility - you're just that good at not being noticed. You also have an intuitive sense for when you're being watched or followed, giving you time to disappear before trouble arrives.

Gym Rat [100]

Physical training comes naturally to you. You build muscle faster, learn fighting techniques quicker, and your body responds to exercise with incredible efficiency. Dedicate yourself to training, and you can go from skinny to bodybuilder in months instead of years. Your muscle memory is exceptional, and fighting styles stick with you permanently once learned.

Police Scanner [100]

You have an intuitive sense for law enforcement activity. You can feel when cops are nearby, sense when you're being investigated, and get advance warning of police raids or stings. This isn't perfect intelligence, but it's enough to keep you one step ahead of the law most of the time.

Opportunistic Employment [100]

You have quite a talent for finding legitimate work wherever you go, often in the most unexpected ways. Simply by showing interest in a particular profession, in this case getting behind the wheel of an emergency vehicle, picking up the right equipment, or arriving at the right place, you'll find yourself presented with paying work in that field. No applications, no interviews, no certifications required. Be it firefighting, emergency medical services, vigilante justice, public transportation, or even deliveries and other jobs not mentioned here, you can start doing it and getting paid immediately.

Criminal Contacts [100]

You know people in San Andreas. Everywhere you go, you can find someone who owes you a favor, knows a guy, or is willing to do business. Need a weapons dealer? A chop shop? A forger? Someone who can make problems disappear? Give it a day or two, and you'll have a lead. Better yet, these connections don't dry up. Once you make contact, they stay loyal enough to pick up the phone, savvy enough to keep things quiet, and smart enough not to ask questions you don't want to answer.

+ Respect [100]

In San Andreas, respect is currency. You instinctively understand how to earn it, maintain it, and leverage it. You can read social hierarchies at a glance and know exactly what actions will raise or lower your standing with different groups, and displaying wealth, success, and power will make people take you more seriously, such as designer clothes, expensive cars, and authority. You'll also never accidentally disrespect someone important, and you always know how to make an impression.

Ammu-Nation [100]

No matter where you go, you can find someone selling weapons and ammunition within a reasonable time. These aren't always legal operations, but they're reliable. You can purchase most standard firearms, ammunition, and basic military equipment (pistols, rifles, shotguns, SMGs, body armor) at market prices. Heavier weapons like explosives, anti-materiel rifles, or specialized equipment may require more effort to source and cost significantly more. Your connections scale with you post-jump.

All We Had To Do Was Follow The Damn Train! [100]

But first, you need a ride. Fortunately, you've become a master of "permanent borrowing" when it comes to vehicles. You can break into any car, motorcycle, boat, or aircraft in seconds flat, bypassing locks and alarms with practiced ease that would make professional thieves weep with envy. And the best part? What would take a normal car thief minutes takes you mere seconds. Cops walking by won't even notice you're breaking in unless they're staring right at you, and even then you work so smoothly they might think you're just having trouble with your own keys.

I Got Family [100/200]

You're a phenomenal driver with skills that would make a stunt driver jealous. You can handle any vehicle, from lowriders to motorcycles to semi-trucks, with expert precision. High-speed chases, tight corners, and evading police roadblocks are second nature. You can even land motorcycles on moving trains if you need to. And for an extra **100 CP,** this extends to any vehicle, from boats to planes.

Peak Specimen [100]

Your body operates at peak human baseline health. Your immune system is bulletproof, and your physical proportions are naturally balanced and aesthetically pleasing. You don't get sick - no colds, no flu, and definitely no sexually transmitted diseases no matter how many hookers you pick up on the street corners. Your skin stays clear, your teeth stay white, sleep becomes more of a suggestion, and you can heal from injuries just by resting. Your body processes food, alcohol, and substances optimally without negative health consequences. You can party all night, get drunk and get high, sleep with whoever you want, eat street food daily, and wake up feeling fine. Your organs function perfectly, your cardiovascular health is pristine, and your body maintains itself in excellent condition with minimal effort on your part.

Pay 'n' Spray [200]

You've got an in with every chop shop, body shop, and vehicle service center in existence. Whenever you drive a damaged, wanted, or just aesthetically displeasing vehicle into any garage, repair shop, or even a large enough enclosed space, it emerges within seconds completely restored. Bodywork is perfect, paint is fresh (you can choose new colors), and somehow any heat you had from law enforcement evaporates. Police forget they were chasing that vehicle. Witnesses' memories get fuzzy. It's like the vehicle's criminal history gets wiped along with the dents. The effect is so reliable that you could drive a burning, bullet-riddled wreck into a parking garage and drive out in a pristine ride thirty seconds later.

Quest Mark [200]

You always know what the next productive step toward your goals is. You can't see the whole plan, but you always know what you should be doing right now to move forward. These steps are practical and will lead to success, though they might be dangerous or difficult depending on the ambition of your goal. You also always know the general location of your immediate objectives, like the location of a person, place, or thing.

Two Number Nines [200]

You have an absurd metabolism and constitution. You can eat whatever you want in whatever quantities without negative health effects. Fast food every meal? No problem. Your body processes everything efficiently, you never get food poisoning, and you can use food to rapidly heal injuries. A few burgers or some soda, and you're back to 100%. You also never gain unwanted weight, for your body maintains whatever physique you train it to achieve.

Infinite Stamina [200]

You possess an almost superhuman endurance, at the level of Triathlon athletes. Your body simply doesn't get tired from running, swimming, and other physical activities. You can run forever, swim across the state, and engage in extended physical activities without ever getting winded. You can sprint across Los Santos, bike up Mount Chiliad, or simply fight for hours without ever tiring out.

Weapon Wheel [200]

You are able to store and instantly switch between an entire arsenal of weapons that would realistically require a moving truck. You can carry a weapon of each type, such as pistols, shotguns, SMGs, heavy weapons, melee weapons, explosives, and swap between them instantly. The weapons don't weigh you down, don't create visible bulges, and you can draw exactly what you need in a fraction of a second.

No Snitching [200]

You benefit from an unusual social phenomenon: people who witness your crimes tend not to report you to authorities if you escape the immediate scene. Witnesses who call the cops will claim they lost sight of you rather than admit they let you escape. Even the original caller won't provide details about your identity or past crimes. This does nothing for video evidence or direct victims testifying, but casual witnesses have very short memories when you get away.

Street Chemist [200]

You've mastered the art of cooking prime-quality narcotics. No matter the drug, you can manufacture it with exceptional purity using improvised equipment and readily available materials. A warehouse becomes a production facility, and you know exactly how to set up shop without blowing yourself up or poisoning the product. You understand every step of the manufacturing process, from sourcing precursor chemicals to final packaging. Your product is consistently potent, your yields are maximized, and you can identify quality issues in other people's work at a glance. You also know how to scale operations efficiently, knowing what equipment you need, how many workers to hire, and how to maintain quality control even when cooking in bulk.

We need to COLLECTI-VUH-SIZE! [200]

It’s all about the game, can you dig it?

You're one of the best pimps alive, with street smarts and business acumen that would make even the most successful entrepreneurs jealous. You understand the hustle at a level few ever reach, combining charisma, management skills, and a pimp slap that will make a hoe think twice about spending your money. Also, your sex skills are so valued that people are willing to pay you for the privilege. Spend a night with you, and anyone will walk away cross-eyed, smiling, and oddly eager to press an extra envelope into your hand if desired before they leave. And you? You’ll wake up sharper than ever, with your vitality and spirits restored, rather than drained after a night of passion that’d kill a lesser person.

Dollar Sign [200]

Your income sources operate perfectly without your direct involvement or oversight. Employees show up, do their jobs competently, and the problems get solved by competent managers. You never need to be present, never need to check in, and never need to micromanage. As for the income? It is automatically tracked, collected, and delivered to you. Yes, even the cash from the gang operations somehow makes its way into your accounts without you counting. You don't need to handle physical money, deal with financial paperwork, or track anything manually anymore.

Assassin [400]

You fight like someone who's seen real action. Your combat skills are exceptional, with you being proficient with all manner of firearms, melee weapons, and your own fists. More importantly, you stay calm in firefights, can clear rooms efficiently, and have tactical awareness that keeps you alive when bullets start flying. You know how to use cover, when to advance, and how to make every shot count. This includes an almost preternatural tolerance for pain and a sense for danger that keeps you from being taken out by surprise attacks or lucky shots.

All We Had To Do Was Follow The Damn Plan [400]

You're a master strategist and planner. In fact, you're so good you could plan a bank heist despite never having done it before. And this extends to anything that could benefit from a master planner, such as gang wars, business takeovers, conquering a city after losing everything, you name it. Your plans account for dozens of variables and contingencies. But most importantly, you can coordinate groups of people to execute these plans effectively. Wouldn't want your bank heist to fail because your hacker thought it was a good idea to gloat to his rival.

Drug Kingpin [400]

You're a master at the drug game, homie. You know how to cut product to maximize profits without pissing off customers, how to identify reliable dealers versus snitches, and how to expand your operation without drawing too much heat. You can also sense when the DEA is sniffing around or when a rival is planning to move on your territory. Your drug operations are significantly more profitable than they should be; your product stays pure when you want it to, and somehow you always know which cops can be bought and which ones are true believers.

Tech Genius [400]

You possess the brilliant mind of a master hobbyist and engineer, capable of designing, building, and operating remote-controlled devices with supernatural expertise. Like Zero, you can construct RC vehicles that operate with impossible precision and far exceed what commercially available models should be capable of. Additionally, you have an intuitive understanding of electronics, radio frequencies, and remote systems that extends far beyond just toys. You can hack security systems, tap phone lines, build surveillance equipment from hardware store components, and jury-rig communications devices that would make professional engineers weep with envy.

Nine Lives [600]

You're absurdly hard to kill. Be it bullets, blades, beatings, explosions, car crashes, or even falls from buildings, you can take punishment that would leave normal people as smears on the pavement and walk away from it. Sure, you'll be hurt, maybe badly, but as long as you're still breathing when someone gets you to medical care, you'll make a full recovery in a matter of hours. With a few hours of treatment, it doesn't matter if you had broken bones, gunshot wounds, burns, or internal bleeding; you're simply back on your feet like nothing happened. You don't even need to stay in the hospital for observation. This isn't regeneration or instant healing; it's just your body responding to medical treatment with impossible efficiency. You're tough enough to survive things that should absolutely kill you, with an unyielding will to keep going no matter how messed up you get, and resilient enough to bounce back from near-death experiences faster than anyone has a right to.

Jack of All Trades [600]

You're competent at virtually everything you attempt. Be it driving, shooting, flying, swimming, burglary, mechanics, business management, even real estate, you simply pick up new skills frighteningly fast and maintain a high level of performance across all of them. You might not be the absolute best at any one thing, but you're dangerous because you can do everything well.

Savegame [600]

Life doesn't always give you second chances, but you've earned one. Once per jump, or once every ten years (whichever comes sooner), you can designate a single moment as a "save point" when things are going well. This save point captures not just your physical state, but your circumstances, relationships, resources, and position in the setting at that exact moment. Once saved, you can reload any time you want, returning to that exact moment. Once you reload, you need to wait another decade (or another jump) before you can use it again. Because sometimes you need your own private rewind button.

LOCAL

Street Smart [100]

You've lived in San Andreas all your life and know these streets like the back of your hand. First, you can navigate any neighborhood without getting lost, even in areas you've never been before, as you instinctively understand how cities are laid out. This also gives you knowledge of the best shortcuts. Second, you know where to find the best deals on everything from food to weapons and how to see if a shop is a front for other operations or if it's legitimate. And third, you can read the vibe of an area instantly, and know which area is hostile, neutral, or friendly to you. You can also distinguish when an area is controlled by gangs, cops, or other factions just by observing the atmosphere.

Homegrown Hustle [200]

You've got that entrepreneurial spirit that comes from growing up with nothing and learning that money doesn't come to those who wait. You're naturally talented at spotting business opportunities others miss, whether it's a good location for a venture, an underserved market, or a deal too good to pass up. And any small business you start? They are twice as likely to succeed, thanks to your grasp of supply and demand that helps you price goods and services perfectly. You're also much better at managing cash flow, knowing when to reinvest and when to pocket profits.

Ghetto Superstar [400]

You've got style, charisma, and that indefinable quality that makes people want to be around you. You're exceptionally talented at one particular skill, whether it's rapping, DJing, dancing, basketball, lowrider customization, street racing, or any other talent that earns respect in the hood. When you perform or demonstrate this skill, people take notice. You can draw crowds, win competitions, and earn money and respect through your talent alone. Don't worry about being good; you're good enough to go professional if you wanted to, good enough that people record your performances and spread your reputation. Your talent also serves as a social lubricant, opening doors that might otherwise be closed. People are more willing to talk to you, recruit you, or cut you deals because they've seen what you can do and want to be associated with success. Local radio stations might play your music, street racing crews might offer you sponsorships, or local businesses might want you to represent their brand. Your talent makes you memorable and gives you an "in" with various subcultures throughout San Andreas.

Protagonist Energy [600]

You show up just as important conversations are happening, stumble into situations where your skills are needed, and meet important people precisely when meeting them would be most beneficial. Need money? You can bet the right job will come along right when you need it. Don't know where to go in an investigation? Useful information will fall into your lap. In fact, this luck even helps you in social situations, making you say the right thing at the right moment without planning it. A cop is holding you at gunpoint? You will say exactly the right response to make him be distracted long enough for you to get your gun. You're not invincible, but luck follows you like a loyal dog.

Gangbanger

Tag, You're It [100]

You know your gang's territory like the back of your hand, and you're skilled at marking and defending it. First, you have solid graffiti skills that make you a pro at marking territory and covering rival tags. Second, you're skilled at territorial management: posting lookouts, patrolling effectively, and controlling key corners without overextending. And third and last, you can read territory boundaries intuitively, identifying which areas are controlled by a gang, which areas are neutral, and which territories are the easiest or hardest to expand into.

Ride or Die [200]

When snitch culture runs deep, the cops flip informants daily, and everyone's looking out for number one, the most important thing you can have is loyalty. And you inspire that in others. When you recruit someone to your cause, whether through friendship, respect, shared goals, or just working together long enough, you become more than just a person to them. You become someone worth bleeding for, worth keeping secrets for, and standing beside when the whole world's shooting at you both. Cops offering immunity? Your people will laugh in their faces. Rival gangs trying to flip them with better offers? Not happening. Even torture is less effective. Of course, don't expect people to change their morals or become loyal if you recruit them at gunpoint with this.

Hood Tactics [400]

You've survived more drive-bys, turf wars, and street fights than you can count. You have an instinctive understanding of urban warfare: the best cover, the best angles, how to move between buildings, when to advance, and when to fall back. In any type of gang combat, such as a drive-by or a turf war, your tactical awareness and combat ability are dramatically enhanced, including your ability to coordinate gang members and to improvise. At this point, it's more of a habit than anything else.

Territory Control [600]

You have a supernatural ability to claim and hold territory. Any area you declare as "yours" and defend becomes progressively more difficult for enemies to take or hold. Their plans seem to go wrong more often than not, while your people get luckier fighting against them. As for your business inside your territory? They become more profitable. Drug operations run more smoothly, rackets face less resistance, and any other illegal activities attract less police attention. Even legitimate businesses attract more business, increasing the flow of money in your territory. You also have a sense of when enemies are approaching your territory and from what direction they are coming.

Corrupt Cop

Badge and Gun [100]

You have a legitimate badge and know how to use it. You understand police procedures, laws, and how to bend or break them without getting caught. You can talk your way past other cops, access police resources, and your authority is generally respected by civilians. You also have basic competence with police firearms, batons, and hand-to-hand techniques. You're not elite, but you're trained to department standards. Post-jump, your badge and credentials transfer to equivalent law enforcement positions in new worlds.

Evidence Locker [200]

One truth about the justice system: the truth doesn't matter nearly as much as what can be proven. And you're an expert on that. You know how to make physical evidence disappear without a trace. Drugs vanish from lockup. Weapons get "accidentally " destroyed. Surveillance footage disappears. You're also skilled at planting evidence convincingly and writing reports that tell the story you want to be told. And most importantly of it all, your paper trail is always clean.

Thin Blue Line [400]

You've successfully cultivated the most valuable asset a corrupt cop can have: the trust and loyalty of other officers. You're seen as a good cop by your colleagues, with them believing you're solid, reliable, and someone who has their back. When you call for backup, other cops respond without hesitation and as a priority. You also have allies in the department who'll cover for you, and you're largely immune to internal investigations unless you really screw up. And when you need a partner? You know exactly who can be corrupted.

Above the Law [600]

You've achieved something rare and dangerous: you've become truly untouchable within the system. You're not just a corrupt cop; you're an entire node in a web of corruption that extends throughout law enforcement, the justice system, and local government. You have the connections, the leverage, and the protection to operate with near-impunity. You can make a phone call and have charges dropped, evidence ruled inadmissible, witnesses recant testimony, or investigations redirected toward convenient scapegoats. Need a warrant issued on flimsy evidence? You know a judge who owes favors. Need a prosecutor to tank a case? You have leverage. And even if someone does try to bring you down, you have enough dirt on enough people to make it career suicide. You're untouchable... unless a riot happens.

mafia

Made Man [100]

You understand the life of a made man. You know the importance of respect, how to conduct yourself in any organized criminal circle with class and professionalism, and how to present yourself as a serious criminal rather than a street thug. You can also network effectively with other criminals and build connections that elevate your reputation in the hierarchy. But you also have the most important skill a made man needs: how to keep secrets. You have perfect control over what information you share with whom, never accidentally letting something slip even when drunk, angry, or under stress. This also makes you good at withstanding interrogation and knowing how to identify potential informants by sensing if someone is asking too many questions.

Eyes Wide Shut [200]

Your senses of touch, smell, and hearing are significantly enhanced, letting you navigate the world without sight. You can walk in complete darkness using the sound or the air currents, identify people by scent, feel vibrations through the floors and walls, and somehow use a gun even if you are blind or with your eyes closed. You do occasionally need to triangulate your position by focusing your hearing or touching a surface, but your awareness is considerably enhanced.

Family Business [400]

No mafia can exist without a criminal empire, and you know how to run one with the same professionalism and efficiency as a legitimate corporation. First, you understand all the necessary methods of money laundering and how to manage front businesses so they appear profitable while covering for criminal activities. Second, you're a truly competent manager, making these businesses actually more profitable than they would be if they were managed by less competent people. And third, your operations are better protected from law enforcement, as you understand how to structure your operations to minimize evidence and compartmentalize information. Things run smoothly because you know how to keep people and operations organized.

The Real Don [600]

You have the complete package of skills, instincts, and presence that separates true dons from pretenders. You have an almost supernatural ability to read people, understanding their motivations, their loyalties, their weaknesses, and their potential. You can identify valuable recruits, spot traitors before they betray you, assess enemies accurately, and understand allies completely. You also have an exceptional strategic mind, being able to plan your next ten moves while predicting how your enemies will respond. And at last, you know how to acquire, maintain, and project each type of power that there is: political power, economic power, social power, and physical power. Your rise is only a matter of time.

Companions

Your Own Gang [200]

You can create your own gang from the ground up, having access to a crew of 100 nameless but competent members. They're not as skilled or loyal as your named companions, but they're useful for holding territory, running businesses, and providing backup in large operations.

You can design their appearances, their composition (such as how many men and women are in the gang), their ethnicity, and their reputations (such as whether they're known as ruthless, honorable, or flashy). Your gang members are competent enough to maintain operations without constant supervision, and they will naturally expand their skills over time as they gain experience.

Should anyone die, they will be gradually replaced at a rate of five per week. Your gang will follow your orders as their leader, and while not fanatically loyal, they are unlikely to betray or abandon you unless subjected to extreme circumstances (mind control, supernatural influence, etc.).

Finally, your gang adapts to each new world you visit. Their skills, gear, and knowledge will shift to fit the setting, though their overall identity and structure remain intact. However, they will never overshadow your named companions in individual capability.

Rosa Martinez [50]

Rosa Martinez grew up in the unforgiving streets of East Los Santos, where survival meant being tougher than the next person and never taking shit down. The youngest of four siblings, she watched her older brothers get caught up in gang life while her mother worked three jobs to keep food on the table. She saw her brothers die to gang life: one by a drive-by, another by a turf war, and the last for being in the wrong neighborhood. That taught her a lesson: the only thing that matters is power. Either you have it, or you don't. So over the next several years, she made her own crew, and by her twenties, she already had a reputation: La Rosa, one of the most dangerous women in Los Santos. She's not without regrets. Sometimes, late at night when she's alone, Rosa wonders what she could have been if circumstances were different. She was smart enough for college, charming enough for legitimate business, capable enough for almost anything. But now the only thing that matters is considering her next move. She's made money, earned respect, and built something in a world that tries to crush women like her. But she's also tired of watching kids follow the same path her brothers did, tired of funerals for people barely old enough to drink, tired of the weight of bodies she's put in the ground. Rosa is fierce and protective to a fault. Once you're in her circle, she'll ride or die for you without question. Just don't disrespect her or women in front of her, because she'll shut you down fast. No warnings. No second chances.

Katie Morrison [50]

Katie Morrison came from the wealthy suburbs of San Fierro, where her parents' money bought her everything except their attention. The daughter of a plastic surgeon and a real estate mogul, Kat grew up in a world of country clubs and cotillions, but she always felt suffocated by the expectations and superficiality. At eighteen, she shocked her family by dropping out of college and moving to Los Santos with nothing but a suitcase and her father's sports car, which she "borrowed" permanently. She wanted real experiences, real danger, and real excitement. What she found in Los Santos was a world where her looks opened doors, but her wit and adaptability kept her alive. She's spent the last few years floating between the city's nightlife scene, occasionally running cons, and genuinely enjoying the chaos that her old life could never provide. Kat is playful, flirtatious, and surprisingly clever beneath her sexy valley girl exterior. She loves making people underestimate her, for no one expects the pretty blonde to be smart and cunning. She's also an adrenaline junkie who gets bored easily, always chasing the next thrill, such as a high-speed chase, a dangerous heist, or a fun party. She's surprisingly loyal to those who treat her as more than just a pretty face, though she'll never admit how much genuine connection means to her. She's the kind of girl who can make a boring day into a story you will not tell to your children, but absolutely brag about to your friends. And if you ever get tired of her antics, well, you'll just have to keep up. Because Kat isn't slowing down for anyone.

Cesar Vialpando [50]

Cesar is the embodiment of loyalty and honor. He's a man of few words, preferring to let his actions speak for him, but when he does speak, people listen because they know he means every word. Family comes first for Cesar, whether that is his blood family, his girlfriend Kendl, or the brotherhood of the Aztecas. He's protective of those he loves and will go to war without hesitation to defend them. Despite being in a gang, Cesar doesn't glorify violence and prefers to resolve conflicts through dialogue and mutual respect. He genuinely believes in the positive aspects of gang culture, and works hard to minimize the destructive elements. As you can imagine, Cesar has a strong moral compass and will speak up when he sees injustice, even if it puts him at odds with his own people. Treat him with respect, and you'll earn one of the most dependable allies you could ever hope for.

The Truth [50]

The Truth's real name is unknown, for he abandoned it decades ago along with his former identity. What is known is that the guy lived during the hippie movement, attended Woodstock, and used a lot of drugs. Somewhere along the day, the guy got involved in things deeper and stranger. Someway, somehow, he got involved with government conspiracies, psychedelic experiences that revealed schizo truths, and possibly intelligence work. Thanks to that, he's incredibly paranoid, and completely justified so, for you can bet the guy has been surveilled by various government agencies over the years. He's met whistleblowers, seen classified documents, and witnessed events that never made the news. As a result, his stories are so outlandish that no one believes him. Even if those stories are true. Despite all of that, he's a genuinely kind man and welcoming to those he considers allies or fellow travelers. He will share his last joint, offer shelter to strangers who seem "vibrationally compatible", and help people he barely knows because "**the universe brought us together for a reason, man**". Just be prepared to do a lot of crimes with the guy, for he will absolutely smuggle weapons and steal government property to fight **"The Man".**

Luscious D [50]

Luscious D is what happens when someone watches every blaxploitation film from the 1970s, takes detailed notes, and decides to live their entire life as a walking homage to the genre. He's committed to the pimp aesthetic with a dedication that borders on religious devotion, and absolutely nobody can tell if he's serious or performing an elaborate bit that's lasted two decades. But despite his ridiculous presentation, Luscious D is shockingly effective at his profession. His complete lack of self-awareness somehow circles back around to being genuine confidence. Women find him entertaining rather than threatening, clients appreciate the performance aspect, and rivals can't take him seriously enough to see him as competition until he's already eaten their lunch. Once a teenager from a middle-class family in Ganton, he watched a pimp movie on cable and had what he described as a "spiritual awakening". His parents thought it was a phase. It was not a phase. He dropped out of college, legally changed his name to Luscious D (the judge tried talking him out of it, didn't work) , bought a Cadillac that he named Sweet Cream, and invested most of his money in the most outrageous wardrobe Los Santos had ever seen. Despite logic being against him, Luscious D is actually good at the business side of things. He approached pimping like a startup, and now he's one of the most successful pimps in Los Santos. His hoes even have dental insurance, can you believe it? What matters is that Luscious D turned the oldest profession into the newest empire without ever once breaking character, and with him working with you, the sky is the limit.

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Ship Builder stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Items

You have a **300 CP** stipend to spend here. You can freely import items. Items destroyed repair themselves in three days. Vehicles have infinite fuel. You have a blueprint of anything bought here. You can discount two items per price tier. Discounted **50 CP** and **100 CP** items become free.

Wardrobe [Free]

You have a wardrobe filled with a variety of clothes from every store in San Andreas, from the cheapest Binco to the high-end Didier Sachs. You'll always have access to sharp suits when you want to look professional and an assortment of easygoing, comfortable outfits for everyday life. The wardrobe also adjusts itself to your line of work. Whatever role you take on, it quietly adds the appropriate clothing and gear: uniforms, badges, tools, and other essentials that match the job perfectly and pass inspection. Everything fits well, feels good to wear, and handles its own cleaning and upkeep without you ever needing to think about it.

Wallet and Phone [Free/100]

A chunky cell phone and a wallet with basic identification. The phone has unlimited minutes and surprisingly good reception across San Andreas. For **100 CP**, your wallet contains enough cash for basic necessities, and it replenishes weekly.

Camera [50]

A high-quality digital camera that's years ahead of 1992 technology. Takes crystal-clear photos and videos with unlimited storage. Images taken with this camera serve as perfect evidence and documentation, and somehow always capture exactly what you need to see.

The Book [50]

Big Smoke was right - this is THE Book. A pristine leather-bound Bible that's more than just scripture. When you read from it or quote it, your words carry unexpected weight and authority. People listen when you invoke biblical wisdom, even hardened criminals pause when you drop the right verse at the right moment. The Book also provides genuine comfort and clarity when you're struggling with difficult decisions, helping you find relevant passages that speak to your situation.

Perfect Gift [50]

A mysterious gift that adapts itself to whoever you intend to give it to. When you present this gift to someone, it transforms into exactly what they'd want to receive at that moment, whether that's flowers, jewelry, a meaningful memento, or something more personal. The gift is always appropriate to your relationship with the recipient and calibrated to make the best impression possible. Once given, the item reappears within 24 hours.

Spray Paint Cans [50]

An unlimited supply of spray paint in any colors you need. Perfect for tagging territory, creating graffiti art, or vandalism. The paint is remarkably permanent when you want it to be, but can also be made temporary if needed. You have supernatural skill at spray-painting.

Gimp Suit [50]
A full-body, skin-tight black latex bondage suit complete with an integrated hood, built-in posture collar, locking buckles, and strategically placed zippers that make you more intimidating and disturbing to enemies and attractive to perverted women. Provides surprising protection against damage and makes normal people deeply uncomfortable in your presence.

Tony [50]
A talking macaw (or other talking bird, such as a raven or jackdaw (you can choose the name yourself)). This intelligent and trained bird will make a great pet. It requires little care and is guaranteed not to get lost. When you talk to it, you become calmer, or you can simply chat with it, expressing your thoughts. It's generally a good conversationalist, although its responses aren't always on topic. You can choose the bird's personality and, for example, its primary source of phrases, such as movies or a book. Otherwise, the bird can also accompany you outside and can follow simple commands.

Madd Dogg's Rhyme Book [100]
A high-quality rhyme book filled with seemingly endless blank pages that seem to inspire creativity the moment you open it. When you write in this book, the rhymes flow easier, the wordplay comes sharper, and the bars hit harder. This isn't magic that writes for you - you still need the skill - but it helps you capture that creative lightning in a bottle. Any lyrics, verses, or concepts you write in this book are automatically organized and easy to reference later. You'll never lose a brilliant line you thought of at 3 AM, and you'll never forget how a verse was supposed to flow.

Burner Stash [100]
You have an unlimited supply of untraceable burner phones, false identification, and throwaway weapons. Perfect for conducting business that can't be traced back to you. New items appear in a hidden location you designate whenever you run low.

Loyal Assistant [100]
You have a dedicated assistant who helps with your daily life, business, and operations. They handle scheduling, paperwork, errands, and support tasks. They're competent, loyal to a fault, and genuinely want to help you succeed. They're not superhuman, but they're reliable and can't be bribed, blackmailed, or turned against you through normal means. They are a regular person with normal capabilities, but their loyalty is absolute. You can customize their appearance.

Loyal Doorman [100]
You have a personal bodyguard who will assist you in dangerous situations or during negotiations with your opponents (for example, with their impressive appearance, or they can conduct these negotiations for you). They can also oversee your more illegal activities or resolve less complex matters in this area (for example, by conducting investigations). They are generally an ordinary person, but with good operational and combat training. They come with a bulletproof vest and a 9 mm pistol , which generally allows them to easily deal with a group of ordinary opponents (4-6 ordinary street thugs are not too much of a problem). They are extremely loyal and competent, and you can customize their appearance and personality. This purchase can be used as a direct upgrade for the "Loyal Assistant."

Backup [100/200]

Need muscle in a hurry? You can summon 4 loyal soldiers to your location once per day. They arrive armed and ready for action, completely loyal to you. For **200 CP,** your reinforcements arrive as a full vehicle squad of top-tier soldiers, significantly more competent and better equipped than the average ones.

Territory Map [200]

A map (digital or paper) that constantly tracks who controls what across the region, highlighting territories, faction borders, influence zones, and hotspots with real-time accuracy. The map is constantly updated and can generate temporary copies of itself that last for one day, being useful to give tactical knowledge to your subordinates.

Bar [200]

A neighborhood bar where locals gather to drink, talk, and unwind. Your establishment generates steady income from alcohol sales and has the authentic dive bar atmosphere that makes people feel at home. This isn't a fancy cocktail lounge - it's a working-class watering hole with pool tables, a jukebox, cheap beer, and regulars who've been coming for years. The real value of a bar is information. People talk when they drink, and bartenders hear everything. Your staff knows how to listen, remember, and report back anything interesting. You can conduct business in the back room, store things in the basement, and your regulars provide a built-in early warning system if cops or rivals are sniffing around. The bar maintains its liquor license despite any potential "incidents," and the local cops usually look the other way as long as you pour them free drinks when they stop by.

Sugar Babies [200/400]

Hoes. You got a lot of hoes. For **200 CP**, you have twelve hoes that know that their money is your money, and will not leave you for anything. They are beautiful, they are willing, and they will follow any order of yours. Most importantly, they can teach other hoes how to make men utterly addicted to them. Additionally, all the hoes have a tattoo of any design you wish. For **400 CP**, your girls aren't just pretty faces anymore - they're femmes fatales in the truest sense. Each one is intelligent, cunning, and capable of handling themselves in dangerous situations. They can gather information from clients, spot undercover cops, manage financial books, and handle basic security work. They're trained in self-defense and can use firearms competently if shit goes sideways. They're still working girls, but now they're also your eyes and ears on the street, capable of operating independently and reporting back valuable intelligence.

LB [200]

You have a clockwork ninja who handles logistics for your operations. Need a getaway vehicle? It'll be parked where you need it. Need muscle for a job? They'll know about it and show up armed. Need to organize a party in the hood? Word will spread, and people will show up. Of course, LB will only help with criminal or street activities, so don't expect him to organize your marriage or the family reunion.

Arsenal [100/200/400]

You have access to an arsenal filled with weapons and ammunition. For **100 CP**, you have access to pistols such as 9 mms, Silenced Pistols, and Desert Eagles. For **200 CP**, you gain access to SMGs such as Tec-9s and Micro SMGs. For **400 CP,** you gain access to rifles such as AK-47s and Shotguns. All weapons are excellently maintained and come in a quantity big enough to arm an entire gang. Both the weapons and ammunition are replenished weekly.

Explosive Arsenal [100/200]

You have access to an arsenal filled with explosives and grenades. For **100 CP,** you have access to Molotovs and Tear gas. For **200 CP,** you gain access to C4 and Hand Grenades. All explosives come in a quantity big enough to arm an entire gang. The explosives are replenished weekly.

Armor Vest [200]

A respawning body armor vest that provides excellent protection against bullets, melee weapons, and blunt force. When destroyed, a new one appears in your closet the next day. Looks surprisingly stylish under or over clothing.

Infinite Ammo [400]

An item that provides infinite ammunition for any handheld weapon you're carrying. You never need to reload, for your guns simply have ammunition when you need it. This doesn't work with explosives or thrown weapons, but works perfectly for everything else.

Minigun [400]

A handheld minigun with unlimited ammunition and a surprisingly manageable recoil. Capable of shredding vehicles and opponents with ease. Somehow you can carry this despite its immense weight, and it never overheats or jams.

Rocket Launcher [400]

A high-tech rocket launcher with perfect heat-seeking capabilities. Never misses aerial targets and is devastatingly effective against vehicles. Comes with infinite ammunition and weighs much less than it should.

Contact List [400]

A constantly updated list of contact information for everyone important in San Andreas. Want to call Sweet, Kendl, Cesar, or even Woozie? You have their numbers. The list updates with new contacts as you meet important people.

Nightclub [400]

You own a high-energy nightclub that's the hottest spot in whatever city you choose. The club generates excellent income from cover charges, bottle service, VIP sections, and bar sales. Your venue can attract celebrities, athletes, criminals, and anyone else who wants to be seen at the place to be. The sound system is top-tier, the lighting is professional-grade, and the atmosphere is electric. You can book DJs, host performances, or rent the space for private events. More importantly, a nightclub is a perfect front for various operations - money laundering through cash-heavy bar sales, meeting rooms disguised as VIP sections, and the constant flow of people provides cover for all sorts of activities. Your security is professional and loyal, keeping out troublemakers while quietly handling "special situations." The club maintains all necessary licenses and permits despite any questionable activities, and somehow the fire marshal never notices capacity violations. Comes with a full staff including bartenders, security, promoters, and cleaning crew - all competent and discreet.

Delio and Furax Legal Services [400]

You've got a legal dream team with all expenses already paid on permanent retainer: Delio and Furax, San Andreas's most shameless defense attorneys. These two ambulance-chasing lawyers specialize in getting criminals back on the streets through every legal loophole, technicality, and courtroom trick in the book. Whenever you get arrested , Delio and Furax spring into action with supernatural efficiency. Within hours of your arrest, you're released with all charges either dismissed, reduced to trivial infractions, or tied up in legal proceedings that somehow never reach trial. If taken with Legal Services Firm, then both can be combined to have Delio and Furax work for your firm.

Green Saber [400]

Once per jump, you can designate any organization, faction, gang, corporation, or group of significant size. Within that organization, a high-ranked member becomes your mole. They can feed you information about the organization's plans, resources, weaknesses, and internal politics. They can also create a distraction, get you in secure locations, or even deflect suspicion away from you. However, the mole will not do anything that would expose them without good reason. They will not martyr themselves for you after all.

Epsilon [600]

You lead a religious movement or cult with genuine followers. It can be as absurd as you want (denying basic science, making ridiculous claims) or relatively conventional. The movement generates substantial income through donations and activities, benefits from tax exemption, and is enough for any cult leader to live luxuriously without working. More importantly, followers are genuinely happier and more fulfilled through their participation. This psychological benefit extends to any group that follows you, like cult members, employees, soldiers, etc. They're more motivated, more satisfied, and more loyal. This doesn't override their free will, but it makes following you genuinely beneficial to their mental health.

The Big Payout [600]

You start your time in San Andreas with serious money - $10 million in clean, untraceable cash that's already been laundered and documented through legitimate sources. This isn't hot money that'll get you investigated; as far as anyone's concerned, you earned this through smart investments, inheritance, or business ventures. This money doesn't replenish during your stay in San Andreas, so spend it wisely. However, when you move on to your next jump, it refills with an equivalent amount of starting wealth appropriate to that world's economy and time period.

Properties

Diner [100]
A classic American diner that generates modest income from regular customers and late-night traffic. The 24-hour operation provides cover for odd-hours activity, and the staff develops relationships with regulars who tend to talk. Nothing fancy, but solid and reliable.

Safehouse [100]
A modest apartment or small house somewhere in San Andreas. It's yours, fully paid for, and provides a safe place to rest and store items. Comes with basic furnishings and all utilities paid forever.

24-7 [100]
You own a 24-7 convenience store that generates steady income from neighborhood traffic, late-night munchies, and people who need cigarettes at 3 AM. Your inventory automatically restocks, and the supply chain works perfectly. You can take whatever you want from the shelves for free. It's not glamorous, but it's a reliable income.

Sex Shop [100]
An adult retail store selling magazines, videos, toys, and novelty items. The shop generates modest income from sales while serving as an excellent front for less mainstream activities. The back rooms can host private video booths (useful for surveillance equipment testing), and the inventory explains possession of cameras, recording equipment, and other items. Includes retail space, storage, and private viewing booths.

Tattoo Parlor [100]
A professional tattoo and body modification studio that generates income from ink work, piercings, and cover-ups. Your artists are genuinely talented, capable of attracting clients from all walks of life. The private rooms in the back are soundproof and have lockable doors, useful for conversations that need privacy.

Barber Shop [100]
A neighborhood barbershop or beauty salon providing haircuts, shaves, and styling services. The shop generates modest income and serves as an excellent community hub. Comes with professional equipment and a location in a neighborhood of your choice.

Gang Safehouse [200]
A big house that serves as your gang's headquarters. Comes with meeting space, weapons storage, and living quarters for members. Your gang naturally congregates here, and the location is quite defensible. Has multiple exits.

Gym [200]
You own a fully equipped fitness center, complete with weights, cardio equipment, a boxing ring, a training area, and locker rooms. The gym generates income from memberships and personal training services, but the real value is in the clientele and atmosphere.

Zero RC Shop [200]
A fully stocked hobby shop specializing in remote-controlled vehicles, model kits, and electronics components. The shop generates decent income, but the real value is in the workshop and equipment. You have access to professional-grade tools for building, modifying, and repairing electronic devices. The shop can provide perfect cover for building surveillance equipment, modified drones, or other technical gear. The workshop in the back is equipped well enough to make Zero himself jealous.

Italian Restaurant [200]
You own a legitimate Italian restaurant that serves as a perfect front for criminal activities. The restaurant is profitable on its own, provides a neutral meeting ground, and has a back room for private business. The food is excellent, and the staff is loyal and discreet.

Abattoir [200]
A fully operational meat processing plant that serves as an excellent front for less savory activities. The legitimate business generates steady income from supplying restaurants and markets across San Andreas, while the back rooms and cold storage can provide perfect spaces for... other operations. The thick walls muffle sound, the industrial equipment explains any unusual noises, and the constant deliveries of livestock make additional "cargo" easy to smuggle in. Your workforce knows to keep their mouths shut and their eyes down. The facility maintains all necessary health certifications despite what might be happening after hours.

Doherty Garage [200]
A large garage in San Fierro, or another location of your choice, with plenty of workspace, vehicle storage, and equipment. Perfect for vehicle modifications, repairs, or running a chop shop. The garage has top-tier equipment that never breaks down.

True Grime Street Cleaners [200]
A municipal sanitation company with contracts across San Andreas. True Grime generates steady income from garbage collection, street cleaning, and waste disposal services. Sanitation workers are invisible - people don't pay attention to garbage trucks, which makes them perfect for surveillance, package delivery, or disposing of evidence. Includes a fleet of trucks, disposal facilities, and a workforce that knows how to keep quiet.

Courier Service [200]
You own a legitimate package delivery company covering San Andreas. The courier service generates steady income from contracts with businesses, legal firms, and individuals who need documents and packages delivered quickly. Your drivers have access to every building, your vehicles are everywhere without raising suspicion, and you control a distribution network perfect for moving anything that fits in a box. Need to deliver weapons? Drugs? Cash? Surveillance equipment? Your couriers can handle it professionally with complete deniability—it's just another package. Includes a dispatch center, vehicle fleet, and trained drivers who understand the value of not asking questions.

RS Haul [200]
You own a trucking and freight company with a fleet of semi-trucks and warehouses across San Andreas. RS Haul generates solid income from hauling cargo for legitimate businesses while providing perfect cover for smuggling operations. Your trucks travel interstate routes regularly, your drivers have commercial licenses and clean records, and your cargo manifests can be... creative. You can hide anything in legitimate shipments. Includes a truck fleet, warehouses, and a dispatch center.

Sunnyside Taxis [200]

You own a taxi company with a fleet of cabs and drivers covering San Andreas. Sunnyside generates steady income from fares while providing an excellent surveillance and intelligence network. The taxi business also provides perfect cover for transportation without raising suspicion - your cars can pick up or drop off anyone anywhere, and passengers don't question where taxis are going. You can use the fleet for getaway vehicles, surveillance, or simply moving people and packages discreetly. Includes a dispatch center, vehicle fleet, and drivers who understand that some fares aren't logged.

Cluckin' Bell [200]

You own a fully functioning Cluckin' Bell location, complete with a reliable crew, steady customers, and a supply chain that never breaks down no matter where you set up shop. Even if you drop this place in the middle of the desert, fresh ingredients will keep rolling in like nothing's unusual. The restaurant brings in a comfortable, consistent income, and you can grab meals on the house whenever you like, for free. Don't worry, the ice cream machine never breaks.

The Well Stacked Pizza Co. [200]

You own a fully functioning Well Stacked Pizza location. The restaurant brings in steady income from lunch rushes and late-night delivery orders (because who doesn't want pizza at 2 AM?). The supply chain never breaks down no matter where you set up shop, which means you could place this in the middle of nowhere and it still would have fresh ingredients. You can grab meals on the house whenever you want, and the pizza is genuinely excellent.

Burger Shot [200]

You own a fully operational Burger Shot location. Your restaurant comes with a competent staff, steady customer flow, and a supply chain that operates flawlessly no matter what. The income is consistent and comfortable, perfect for funding whatever else you've got going on, and you get free meals whenever you want. The place runs itself, profits stay steady, and somehow you never have to deal with health violations despite the grease.

Rusty Brown's Ring Donuts [200]

You own a Rusty Brown's Ring Donuts location, serving fresh donuts, coffee, and breakfast. The shop is open 24/7, has a steady stream of customers, and generates reliable income without you needing to manage anything. Your supply chain is supernatural—fresh donuts appear every morning, coffee never runs out, and you never have to worry about inventory. The donuts are legitimately good too, the kind that make people want to come back every day. You get free food and coffee whenever you want, which is perfect for those long nights.

Wang Cars [200]

A legitimate car dealership selling new and used vehicles. Wang Cars generates good income from vehicle sales, financing, and trade-ins. You control inventory, can acquire specific vehicles through dealer networks, and have legitimate reasons to possess numerous cars and automotive documentation. The dealership can also serve as a perfect front for a chop shop operation - stolen vehicles can be given new VINs, parts from questionable sources can be explained, and customers don't ask too many questions about below-market prices. You employ mechanics, salespeople, and administrators, all of whom can serve dual purposes. Includes a showroom, service bays, lot space, and an office. Perfect for someone who needs to move vehicles legitimately... or otherwise.

Strip Club [200]
You own a fully operational gentlemen's club complete with a stage, private rooms, a bar, and security. The dancers are professional, the bartenders are observant, and the security is loyal. Perfect for gathering intelligence, laundering money, or conducting business in private areas. The club maintains its licenses despite any questionable activities, and somehow never gets raided when it matters.

Pawn Shop [200]
A neighborhood pawn shop offering loans, buying goods, and selling secondhand items. The shop generates steady income from interest on loans and resale of pawned items. Pawn shops are perfect for fencing stolen goods—electronics, jewelry, tools, and weapons all move through legitimately. You deal in cash, transactions are quick, and customers value discretion. Your records can be... flexible... when needed. Includes display cases, a secure storage area, and a shooting range in the back for testing firearms.

Inside Track [200]
You own a betting shop specializing in horse racing, with screens showing races from tracks across the country. Inside Track generates steady income from betting operations, taking a percentage of all wagers. The business is perfect for money laundering—cash comes in, bets are placed, and winnings are paid out, all difficult to trace. Includes multiple betting terminals, comfortable seating, and a bar area. The numbers always work in the house's favor.

Race Tournament [400]
You own and operate the official racing circuit across San Andreas - land, boat, and air competitions. The tournaments generate substantial income from entry fees, betting, sponsorships, and spectator attendance. You control the racing scene, which means you're connected to street racers, professional drivers, mechanics, and wealthy enthusiasts who bet serious money. The races provide perfect opportunities for money laundering through betting operations, and your position lets you fix races when profitable. Includes multiple racing venues, timing equipment, and promotional infrastructure.

Ammu-Nation [400]
You own multiple gun stores that generate excellent income from weapon sales, ammunition, and accessories while giving you legitimate access to firearms inventory and customer information. You know who's buying what weapons, can acquire guns through legal channels, and have relationships with manufacturers and distributors. You can "lose" inventory to paperwork errors, sell to customers who wouldn't pass background checks, and maintain a completely legal storefront while serving less legal clientele. Includes retail space, a firing range, and a full inventory that restocks automatically.

Hunter Quarry [400]
You own a massive stone quarry and mining operation outside the city. The quarry generates substantial income from selling crushed stone, gravel, and construction materials to builders across San Andreas. You control heavy equipment (dump trucks, excavators, crushers), employ operators and miners, and have legitimate reasons to move massive amounts of material. The remote location provides absolute privacy for activities that need isolation, the deep pits can make things disappear permanently, and the constant blasting explains any unusual sounds. You also have access to industrial explosives with legitimate documentation. Includes mining equipment, processing facilities, and a small workforce.

Final Build Construction [400]

You own a construction company with contractors, equipment, and ongoing projects across San Andreas. The company generates excellent income from building contracts while providing perfect cover for numerous activities. Construction sites explain the presence of workers, vehicles, and equipment anywhere in the city. You can dig holes legally, transport materials without suspicion, and access buildings under the guise of renovation work. The company also provides legitimate employment for muscle, explains possession of tools that could be used as weapons, and gives you advanced knowledge of building layouts. Your workers can install surveillance equipment during construction, create hidden rooms, or modify buildings to your specifications. Includes heavy equipment, tool inventory, and construction crews.

Clothing Store Chain [400]

You own a chain of clothing stores across San Andreas. The chain generates excellent income from retail sales while serving multiple purposes. Clothing stores handle massive amounts of cash, have high inventory turnover, and can explain unusual financial activity through "seasonal sales" and "inventory adjustments." You control fashion trends in your market segment, can employ people legitimately, and maintain storefronts in multiple neighborhoods. The stores also provide cover for other activities - back rooms for meetings, delivery trucks for transport, and legitimate business income that can absorb money laundering. Includes multiple retail locations, warehouses, and supply chain infrastructure.

Stadium [400]

You own one of San Andreas's major sports venues, which generates a substantial income from sporting events, concerts, and other entertainment. You control the parking, concessions, and event scheduling, all of which can provide excellent opportunities for money laundering and moving product. The massive crowds provide perfect cover for meetings, and the security infrastructure lets you control who gets in and who gets "escorted out." Includes a luxury box for your personal use.

Vank Hoff Hotel [400]

A luxury hotel in the heart of the city - elegant rooms, fine dining, conference facilities, and concierge services. The hotel generates excellent income from guests, events, and premium services. Hotel rooms provide privacy for meetings, the staff overhears conversations, and the guest registry tells you who's in town and why. You can comp rooms for associates, deny accommodation to enemies, and maintain a legitimate high-society presence. The hotel also provides perfect cover for escorting services, gambling operations, and money laundering through inflated room rates and service charges. Includes a restaurant, bar, and luxury penthouse suite for personal use.

Madd Dogg's Crib [400]

A luxurious mansion in a location of your choosing with amazing views, a recording studio, a full gym, a pool, and multiple vehicle garages. The security system is top-notch, and the house comes fully furnished. The recording studio is professional-grade and perfect for anyone in the music industry.

Radio Station [400]

You own a licensed radio station broadcasting across San Andreas. The station generates income from advertising and sponsorships while giving you direct influence over public opinion. You may control what news gets reported, which artists get airplay, and what messages reach thousands of listeners daily. You can shape narratives, announce events, send coded messages, or simply promote your legitimate businesses. Includes broadcast equipment, recording studios, and a small staff of loyal employees who understand editorial discretion.

Legal Services Firm [400]

You own a legitimate law firm with attorneys specializing in criminal defense, corporate law, and civil litigation. The firm generates excellent income from legal fees while providing invaluable protection and capabilities. Your lawyers can represent you and your associates, understand exactly how to work within (and around) the legal system, and have access to court records and legal proceedings. The firm can file lawsuits to harass enemies, create legal complications for competitors, and establish shell companies or trusts. Your attorneys also provide advice on structuring criminal enterprises to minimize legal exposure. The attorney-client privilege protects communications, and the firm's reputation provides legitimacy. Includes offices, a law library, and relationships with judges and prosecutors.

Railway Station [400]

You own a major railway station. People and goods move through constantly, making it perfect for smuggling, surveillance, or simply moving your own assets around San Andreas efficiently. The station also provides legitimate business connections with transportation companies and logistics firms. Includes all facilities: platforms, waiting areas, offices, and storage.

Verdant Meadows Airstrip [400]

A massive desert airstrip with hangars, a control tower, and plenty of open space. Perfect for storing aircraft, running flight operations, or just having a remote base. Includes a small house, fuel supplies, and all necessary equipment for aircraft maintenance.

Blastin' Fools Records [400]

You own a record label and recording studio - a hub for San Andreas's music industry. The label generates income from artist contracts, music sales, and licensing while giving you influence in entertainment and culture. You can sign artists, produce albums, and control what music reaches the airwaves. You can launder money through inflated production costs, pay associates as "session musicians," and maintain a glamorous public image while conducting business behind the scenes. Includes professional recording studios, offices, and connections to distribution networks.

Power Station [400]

You own an electrical power generation facility. The station generates substantial income from selling electricity to the grid and maintains contracts with municipal governments. This is critical infrastructure, which means you have leverage. You also have access to massive amounts of electricity for any power-intensive operations, legitimate reasons to employ electrical engineers, and industrial facilities that explain unusual energy consumption. The security and restricted access make the site useful for activities that need absolute privacy. Includes all generating equipment, substations, and a skilled workforce.

Agriculture Operation [400]

You own a large-scale farming operation in San Andreas's rural areas. The farm generates income from agricultural production while providing rural infrastructure useful beyond farming. You control significant acreage with privacy, employ farmworkers who understand rural discretion, and have legitimate reasons for chemicals, equipment, and unusual activities. Farms can hide manufacturing operations, provide isolation for activities requiring secrecy, and explain large cash transactions through agricultural sales. The property also includes barns, outbuildings, and remote locations perfect for storage or meetings. Rural operations receive far less scrutiny than urban businesses, and neighbors mind their own business. Includes farming equipment, land, and agricultural infrastructure.

Loco Syndicate Factory [400]

You own a large-scale manufacturing facility that can produce drugs hidden within an industrial building. This isn't some amateur setup in a garage - this is a professional operation capable of producing massive quantities of product. The facility comes equipped with industrial-grade cooking equipment, ventilation systems that prevent detection, multiple escape routes, and an experienced crew of trustworthy chemists who know their trade. The location appears legitimate from the outside, with fake paperwork, regular "deliveries," and enough cover businesses to explain the activity. Your operation can produce consistently high-quality product that commands premium prices, and the facility is designed to be quickly sanitized if law enforcement gets too close. Security is tight, with lookouts, cameras, and loyal armed guards who understand that loose lips sink ships.

Security Company [400]

You own a legitimate private security firm providing guards, alarm systems, and armored transport services. The company generates solid income from contracts with businesses, wealthy individuals, and even government facilities. Your guards are trained and licensed, your equipment is professional-grade, and your reputation is solid. The real advantage? You know the security layouts of your clients' properties, you have legal access to restricted areas, and your armored trucks can transport anything without suspicion. You can also place your own people as guards in strategic locations. Perfect for gathering intelligence or conducting inside jobs.

Hospital [400]

You own a fully operational medical center - emergency room, surgical suites, patient wards, and diagnostic equipment. The hospital generates substantial income from patient care, insurance payments, and medical services. More importantly, you control medical records, have access to drugs and medical supplies, and employ doctors and nurses who understand patient confidentiality. Gunshot wounds get treated with no questions asked, plastic surgery can change faces, and medical records can be altered or created as needed. You can also use the facility for legitimate purposes, providing healthcare to your people or the community. Includes ambulances, a morgue, and a full medical staff.

Zombotech Corporation [600]

You own a legitimate pharmaceutical and biotechnology company with research laboratories, manufacturing facilities, and distribution networks that generate substantial income from drug patents, medical research contracts, and pharmaceutical sales. However, the company has capabilities that may extend into darker territory. The laboratories are equipped for advanced biological research that could tread the line between medical science and bioweapons development. Your scientists have expertise in virology, genetic modification, and biological agents. Facilities have containment protocols that suggest they're designed to handle more than just medical research. The company maintains plausible deniability through compartmentalization - most employees work on legitimate projects and have no idea what's happening in the restricted labs. Your public reputation is that of a slightly eccentric pharmaceutical company, not an obvious bioweapons developer.

Casino [600]

You own a fully operational casino in Las Venturas. Comes with a penthouse suite, built-in security, and a staff that’s loyal to you. It not only provides significant income, but is also excellent for money laundering. The perfect front for any operation.

Vinewood Studios [600]

You own a film and television production studio - soundstages, editing facilities, and production equipment. The studio generates substantial income from producing movies, commercials, and television content while providing incredible opportunities for money laundering and influence. Film production involves massive budgets that are notoriously difficult to audit - you can pay associates as crew members, inflate costs arbitrarily, and explain large cash movements as production expenses. You also control media narratives, can produce propaganda or promotional content, and have connections throughout the entertainment industry. Includes multiple soundstages, post-production facilities, and industry connections.

SAN News [600]

You own a television news network broadcasting across San Andreas. SAN News generates substantial income from advertising while giving you direct control over televised information. You decide what stories get coverage, how events are framed, and which investigations receive airtime. Your reporters have press credentials that grant access to crime scenes, government buildings, and restricted areas. You can shape public opinion, protect allies through favorable coverage, and destroy enemies by exposing their activities. The network also provides early warning about developing stories and intelligence from investigative journalism. Includes broadcast facilities, news vans, helicopters, and a full news team.

Docks [600]

You own a significant section of the commercial docking facilities of a city of your choice. This is serious infrastructure: multiple berths, warehouses, loading equipment, and customs clearance capabilities. The docks generate substantial income from legitimate shipping operations, but the real value is in control. You can move any cargo in and out of San Andreas with minimal scrutiny. Your customs contacts look the other way, your warehouse workers know not to ask questions, and your paperwork is always in order. This is the kind of asset that drug organizations and smuggling rings would kill for. Includes office space, multiple warehouses, and a small security force.

Airline [600]

You own a commercial airline company that generates substantial income from passenger flights, cargo transport, and charter services. You control aircraft, pilots, and flight schedules, giving you unparalleled mobility across and beyond San Andreas. Your planes can transport people and cargo internationally with less scrutiny than ground transport, your flight manifests can be... adjusted... when necessary, and your pilots understand that some passengers and packages don't appear in official records. You have legitimate access to airports, customs areas, and international routes. This is the kind of asset that drug cartels and smuggling organizations would kill for. Includes aircraft (passenger and cargo), hangar space, and a full crew of pilots, mechanics, and flight attendants.

Xoomer Gas [600]

You own a petroleum company controlling gas stations, refineries, and distribution networks across San Andreas. The company generates enormous income from fuel sales at multiple locations while giving you control over critical infrastructure. Your gas stations are everywhere, your tanker trucks move constantly, and your underground storage tanks can hold more than just gasoline. The business provides perfect cover for a distribution network—your vehicles have legitimate reasons to be anywhere, your facilities can store contraband, and your cash-heavy retail operations can launder money efficiently. Includes multiple gas stations, refineries, distribution centers, and tanker fleets.

Territory [600]

You own several blocks of prime territory in a neighborhood of your choice. This territory is recognized as yours by all gangs, generates income from local businesses, and provides a recruiting base.

Big Smoke's Crack Palace [600]

You own a fortress. The building is massive, multi-story, and built like a bunker. The exterior appears industrial or commercial, but inside it's a labyrinth of drug labs, storage facilities, counting rooms, armories, and defensive positions. The compound has multiple layers of security: outer perimeter guards, internal checkpoints, reinforced doors, surveillance everywhere, and enough firepower to hold off a small army. Your guards are numerous, well-trained, and loyal enough to die defending the palace. The facility can produce and store enormous quantities of product while also serving as your personal fortress and command center. It includes luxury living quarters for you, meeting rooms for conducting business, and enough space to house countless soldiers. This is the kind of stronghold that becomes legendary in the criminal underworld.

Property Portfolio [600]

You own multiple properties throughout San Andreas, such as businesses and apartments. They generate passive income and provide legitimate fronts for any activities. The properties are properly documented and legally yours.

vehicles

BMX Bike [50]

A quality BMX bicycle that's perfect for navigating the streets of Los Santos. It's incredibly durable, can take jumps that would destroy normal bikes, and never gets stolen when you leave it somewhere. It always seems to find its way back to you.

Jetpack [100]

A sixty-million-dollar black project of the US government. Once worn, it gives you stable, comfortable flight at speeds up to 100 km/h and altitudes only limited by your capacity to breathe. The controls are perfectly responsive and intuitive, and the jetpack is quite silent despite its propulsion method. Don't let the US government see you with this.

Greenwood [100]

A pristine 1960s Greenwood sedan, perfect for carrying you and three other companions around. This particular example is in perfect condition, handles beautifully, and is supernaturally reliable. The car is more durable than it should be and repairs minor damage over time when parked.

Pimped Ride [200]

A heavily customized car of your choice from 1990s San Andreas. Choose the base model, and it comes fully modified with hydraulics, custom paint, performance upgrades, a sound system, and nitrous. The car is more durable than it should be and repairs minor damage over time when parked.

Monster Truck [200]

An enormous monster truck capable of crushing regular cars beneath its massive wheels. Excellent off-road capabilities and nearly indestructible. It comes with a custom paint job and its own garage. People will get out of your way when they see this coming.

Mothership [200]

A massive, colorful van that The Truth would be proud of. The interior is far larger than the exterior suggests, containing a full living space in case you need somewhere to sleep. Comes with an endless supply of marijuana.

Rustler [400]

A fully functional WWII-era fighter plane. Comes with working machine guns and excellent handling. Includes a legitimate registration and a small private hangar. The plane is extremely durable and repairs itself over time.

Banshee [400]

A powerful sports car with incredible speed and handling. This Banshee is tuned to perfection and comes in any color scheme you desire. It's fast enough to outrun police helicopters and handles like a dream. The car is more durable than it should be and repairs minor damage over time when parked.

Shamal [400/600]

A sleek private jet, perfect for flying across San Andreas in style. The Shamal is fast, comfortable, and comes with a legitimate registration. The interior is luxurious with leather seats, a minibar, and enough space for you and several passengers. The plane handles beautifully, has excellent range, and includes a small private hangar at the airport of your choice. For an additional **+200 CP**, the jet is upgraded to true luxury status with a bedroom suite, full bathroom with shower, conference area with communications equipment, premium entertainment system, and a galley kitchen stocked with top-shelf liquor and gourmet food. It comes with a professional pilot and flight attendant (you can customize their appearance and personality) who are completely loyal and discreet about whatever illegal activities you're involved in. The plane maintains itself mechanically and never needs refueling. Perfect for a don, a drug lord, or anyone who needs to travel while living like royalty.

Cargo Ship [400/600]

A large cargo ship, slightly smaller than a Panamax-class ship, but still quite large. You can choose a specific type (bulker, container ship, transport (cars or even trains)) or their variants, including cargo-passenger ships. The ship itself will not generate income, but you can use it as a mobile base or place suitable objects on it. A small crew (approximately 15-30 people) (you can customize the crew and features yourself) will service the ship. The ship itself will initially be somewhere at sea. If you want to profit purely from it, you can send it on a cargo voyage, although the ship will be unavailable for a while. For an additional **+200 CP**, you can upgrade the ship to a fully equipped liner, which can be used as a floating hotel or as a cruise liner. You can choose any type of bulk cargo or passenger ship, depending on your purchase level. If you already have followers, you can import them as a crew.

Hydra [600]

A military VTOL jet fighter with working weapons systems. Comes with legitimate (but questionable) documentation and a military-grade hangar. Can switch between hover mode and jet mode seamlessly. The weapons can be toggled between rockets and perfect heat-seeking missiles. Respawns if destroyed after 2 weeks.

Rhino [600]

A fully functional military tank with a working cannon. Comes with "legal" paperwork (don't ask how) and a reinforced garage. Nearly invincible to conventional weapons and damage. Will explode vehicles on touch except other tanks. Surprisingly, the police only get moderately upset when you drive this around. Respawns if destroyed after 1 month.

SCENARIOS

The Human Heart

There are six special girlfriends scattered across San Andreas. Conquer their hearts completely and gain benefits.

Denise Robinson

I like a man who keeps it gangsta.

The original ride-or-die from Grove Street. Denise doesn't ask questions, and she doesn't judge, for she just wants a man who can handle himself.

Reward: Street Certified

Through Denise's acceptance and the respect that comes with being her man, you've learned how to read the streets. You understand gang dynamics, territorial boundaries, and hood etiquette instinctively. You know how to carry yourself in rough neighborhoods using the right posture, the right words, when to show respect and when to stand firm. Locals recognize you as someone who belongs, not an outsider or a threat. You'll never accidentally disrespect someone's set or wander into the wrong territory blind.

Michelle Cannes

I love adrenaline.

She works at a garage and has a thing for guys who can handle a vehicle. Sporty, flirtatious, and always up for a thrill.

Reward: Professional Grade

All those hours racing around with Michelle have made you a legitimately skilled driver. You have the reflexes, spatial awareness, and technical knowledge of a professional. You drive with the confidence of someone who could hold their own on a professional circuit, easily threading through traffic, handling tight turns, and pulling off maneuvers as if the car was part of you.

Helena Wankstein

You city boys are all the same: soft.

A tough-as-nails country girl living on a farm in Flint County. She values self-reliance, outdoor skills, and someone who isn't afraid to get dirty.

Reward: Rural Backbone

Helena's lifestyle has rubbed off on you. You've developed genuine competence in rural survival and country living, such as tracking, hunting, basic veterinary knowledge, crop awareness, land navigation without technology. You can handle firearms with the practiced ease of someone who grew up around them as tools, not toys. Your endurance and work ethic have improved significantly, with physical labor that would exhaust city folks barely winding you. You're comfortable in the wilderness and can live off the land if needed.

Katie Zhan

A little pain never hurts anyone... permanently.

A nurse who likes to live dangerously. She's attracted to guys who take risks and appreciates someone who can handle themselves in a fight.

Reward: First Aid

Dating a healthcare professional has its advantages. Katie has taught you practical emergency medicine, giving you the knowledge of treating gunshot wounds, stabilizing fractures, managing blood loss, and recognizing shock symptoms. You know how to keep yourself and others alive until proper medical care arrives. You also understand human anatomy well enough to know where to hit (or avoid hitting) for maximum effect. Your pain tolerance has increased from experience, and you stay calm under physical stress that would panic others.

Barbara Schternvart

I like a man with some meat on his bones.

A police officer in El Quebrados with a taste for men with a bigger build. She's practical and values substance over appearance.

Reward: Badge Privilege

Your relationship with Barbara has given you invaluable insight into how law enforcement thinks and operates. You understand police procedures, shift patterns, response protocols, and bureaucratic blind spots. You know how to talk to cops, what rights you actually have, and how to avoid raising suspicion. When you do encounter police, you have a talent for de-escalation and talking your way out of minor situations. You're not immune to the law, but you understand the system well enough.

Millie Perkins

I like it when you're rough with me.

A croupier at Caligula's Casino with access to restricted areas. She has particular tastes and appreciates a man who isn't afraid to be aggressive.

Reward: Social Engineering

Millie has taught you the subtle art of manipulation through her world of high-stakes gambling and security systems. You've become exceptionally skilled at reading people, building rapport quickly, and getting access to places you shouldn't be. You understand social hierarchy, how to dress for any occasion, and how to blend into environments where you don't belong. You can convincingly play roles, forge professional relationships, and extract information through conversation without raising alarms. To others, you may even look like a psychic.

For conquering all of them:

Relationship Stability

Your relationships don't decay due to absence or distance. Traditional wisdom says that relationships require constant maintenance and regular contact to stay strong, but yours don't follow that rule. You can go weeks or even months without seeing a partner, and when you reconnect, you pick up right where you left off with no resentment about the time apart. Your partners don't move on while you're away, don't start seeing other people out of loneliness, and don't feel neglected or abandoned. They remember you fondly, look forward to your return, and are genuinely happy to see you when you show up again. Of course, if you never come back or make zero effort to maintain any contact, this perk doesn't work. You can also take the girlfriends as companions.

Treasure Hunter

San Andreas is full of hidden treasures and challenges scattered across the state. Complete these collection scenarios to gain permanent benefits that reflect the skills and knowledge you've developed along the way.

For acquiring the 50 rare oysters, which now sit in a display case as proof of your dedication:

Reward: Ocean Explorer

All that time underwater has transformed your respiratory system. You can hold your breath for 30 minutes underwater, a period that would be impossible for normal people. Your swimming ability has reached Olympic levels through constant practice in ocean currents and deep water. You're comfortable at depths that would panic most swimmers, and you can judge underwater distances and navigate in low visibility with ease.

For tracking down all 50 unique horseshoes:

Reward: Lucky Bastard

You win at games of chance far more often than you did before. You can count cards better than the most talented players on the planet, read the pattern of a slot machine, and even pick winning numbers more often than random chance would allow. You also have an intuitive sense for when to bet big and when to walk away. People might get suspicious, but it's not like they can prove anything.

For tagging over all 100 tags in Los Santos:

Reward: Los Santos Legend

You earned the respect of whatever gang you associated with, securing your place as a trusted ally. You have encyclopedic knowledge of the gang territories in any city you are in, knowing which blocks belong to whom, where the borders are, and which routes are the safest. Other gangs also recognize you as a serious player, with your reputation preceding you in the streets. You can also predict where turf wars are likely to erupt.

For photographing all 50 significant locations around San Fierro:

Reward: Photographic Analysis

Your focus and care have trained your eye to become sharp, patient, and tuned to detail. You have a developed visual memory that lets you recall visual details with perfect accuracy, be it a face, a license plate, or even a document you've glanced at. This also helps you spot inconsistencies, hidden clues, and patterns that most people would never notice. You also gained a sixth sense for where "interesting" things are happening, like the feeling that pulls investigators towards breaking stories.

King of the Streets

The cities of San Andreas are divided into territories controlled by various other gangs, and you're going to take it all. You must lead your gang to conquer and hold at least 75% of all gang territories in one of the three cities of San Andreas for a minimum of one continuous year before you are allowed to complete this scenario, although you may optionally choose to extend this further to conquer more territories.

For successfully holding 75% of a city's territories for one year, you gain:

Reward: City Turf

You permanently own the territories you conquered, and they may travel with you to future jumps. The territories generate passive income, retain any modifications you make, and locals within your territory recognize your authority. You don't need to micromanage - your territories are maintained by competent subordinates who handle day-to-day operations. The territories also provide a recruitment base of loyal followers who see you as their leader.

Reward: Four-Star General

You've proven yourself in the streets. You have an intuitive understanding of urban combat, territorial control, and gang warfare that would make military strategists jealous. You can read city layouts tactically, identify defensive positions, predict enemy movements in urban environments, and coordinate forces across multiple locations simultaneously. Your instincts for ambushes, flanking, and tactical positioning in cities are flawless. You also have an enhanced ability to inspire loyalty in fighters under your command - they believe in your leadership because you've proven you can win.

For conquering at least 75% of all gang territories in all three major cities:

State Empire

Your territory control expands to include not just city territories, but also rural areas and highways connecting the cities, Small towns, and settlements throughout the state, as well as strategic locations such as airports, docks, industrial areas, etc. Your influence extends to supply chains, transportation routes, and infrastructure. You effectively control a small state's worth of territory that generates substantial income and provides a massive recruitment base.

You also gain:

Godfather

You've conquered an entire state through criminal enterprise. You understand organized crime at the highest levels - not just street violence, but money laundering, political corruption, international smuggling, and building criminal empires that span jurisdictions. You can identify opportunities for expansion, recognize when to use violence versus when to use influence, and build organizations that survive beyond your direct involvement. You also have an instinctive understanding of how to corrupt systems, compromise officials, and build networks of loyal operatives across vast distances. Law enforcement will always underestimate how far your reach extends until it's too late.

For conquering 100% of all gang territories in all three major cities:

San Andreas

Upon completion, you may choose to manifest San Andreas as a pocket dimension you can access in future jumps. The territory is fully populated, functional, and loyal to you. It includes all three cities in their entirety, rural areas, forests, deserts, and countryside, full infrastructure, the entire population, a functioning economy and its services, as well as your criminal empire and legitimate businesses.

Furthermore, you also gain:

King of San Andreas

You've built and maintained a functional criminal empire controlling an entire state. You understand not just crime, but governance, economics, infrastructure, and how to keep millions of people under your control - whether they know it or not. You can enter any setting and build organizations that scale from street gangs to shadow governments. You understand every level of power, from enforcers to politicians, and you can navigate the transition between criminal and legitimate authority seamlessly. You're not just good at crime - you're good at building and maintaining power structures that endure.

Drawbacks

After Five Years on the East Coast... [Free/+200]

With this option, you can enter the jump as Carl Johnson. For **+200 CP,** the important story events will happen regardless of your actions. You can't prevent certain deaths, betrayals, and plot developments. Yes, that also means you will get dominated by Catalina.

Supplement Mode [Free]

This jump becomes a supplement to another jump of your choice. Your CP will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

Stay Extender [Free]

You can stay as long as you want past your initial ten years, leaving at any time you prefer once that first decade has concluded.

Extended Parole [+50]

You can extend your time in San Andreas by another ten years for each time you take this drawback. Maybe you've got unfinished business, maybe you want to see how things develop, or maybe you just love the chaos. Either way, you're likely committing to spending more time dodging bullets and managing gang wars. Can be taken multiple times, adding another decade each time. Hope you don't get tired of burgers and gang violence.

East Coast Driver [+100/+200]

You have terrible luck when driving. You'll hit obstacles, other cars will hit you, and you'll generally have accidents despite your best efforts. For **+200 CP,** everyone expects you to drive constantly. Even if you're injured or drunk, others will refuse to drive and insist you take the wheel. And as you can imagine, they will constantly comment on how horrible you are as a driver.

Blind Fool [+100/+200]

You have the marksmanship of a geriatric person. You can hit nearby targets, but anything beyond 6 meters is very unlikely to hit. For **+200 CP**, you can barely hit targets even at close range, and moving targets might as well be ghosts. I hope you know how to fight.

Racial Profiling [+100]

The people of San Andreas will treat you according to racial stereotypes. If you are a black man, expect to be disrespected in a Vago territory. If you are Italian, expect to be considered a mafioso. Everyone will have assumptions about you.

Radio Stalker [+100]

The San Andreas radio stations have developed an unhealthy obsession with you. Every station constantly reports on the activities of someone matching your description, often exaggerating or fabricating stories. DJs mock your failures, commercials parody your life, and news segments track your location. Everyone in San Andreas knows what you've been up to because the radio won't shut up about you. Privacy is dead.

Broke-Ass Nigga [+100]
You get paid a fraction of what missions should provide. Successful jobs pay terribly, legitimate work is barely minimum wage, and everything costs the same as it would for anyone else. Be prepared to grind a lot during your stay here.

Conspiracy Theorist [+100]
You keep witnessing genuinely supernatural or paranormal events, like a UFO flying in the sky, a Bigfoot near the woods, or a cult too strange even for normal cults. The problem? No one believes you. The evidence disappears, and you sound crazy whenever you bring it up. You know something's going on, but you will never be able to prove it. People simply see you as the conspiracy nut, even though you're actually right.

Remastered [+100]
You're stuck with the "Definitive Edition" during your stay here. Prepare to see everyone ugly and horrible to look at while low-resolution ugly textures and pop-in happen in the background. Hope you can handle the mental strain of living this for ten years.

Marked for Death [+100]
Choose a faction to mark you for death. They've put the word out, and their members will attack you on sight. Also, expect ambushes, drive-bys, and crews actively searching for chances to take you out. You can take this multiple times.

Crack Whore [+200]
You're addicted to drugs, be it crack, cocaine, or something else. You will need regular fixes during your stay here, and prepare for your addiction to be exploited.

ACAB [+200/+400/+600]
You might not have a problem with the police, but the police certainly have a problem with you. You get pulled, a lot, stopped and frisked regularly, and the cops will become suspicious far more easily than they would for others during your stay here. Anything that others would get a warning for will make you be arrested. For an extra **+200 CP,** you gain the equivalent of a 4-star wanted level permanently. For another **+200 CP,** you gain the equivalent of a 6-star wanted level permanently.

Mute [+200]
You can't speak, write, or communicate clearly. You can only grunt and gesture, and even those are limited. You can't write messages, use telepathy, or find workarounds. You're trapped in your own head for the entire jump, unable to communicate effectively with anyone.

Ass Technician [+200]
Motherfuckers always wanting to keep a nigga down! For the entire duration of the jump, you're locked into holding a regular 9-to-5 job, and there's no way to evade this. So no disappearing for days, no shortcuts, and no calling out because you're busy with a mission.

Family of Idiots [+200]

Your family members are aggressively stupid and hellbent on doing the dumbest possible things at every opportunity. They make terrible decisions, ignore good advice, get into preventable trouble, and drag you into their disasters. Worse, you care about them, so you can't just simply abandon them to their fate. You're stuck managing the problems they create while somehow still loving these absolute morons.

Let You Down [+200]

Remember how GTA IV was dark and gritty? San Andreas is that now. Forget the comedy and be ready for genuine tragedy and no happy endings. People here suffer trauma, and everyone is fucking over everyone. But hey, let's go bowling!

A Number Nine Large [+200]

You have the appetite of Big Smoke. You need to eat massive amounts of food regularly, or suffer penalties to your physical stats. Be prepared to suffer to maintain a healthy weight, and even more to handle your hunger.

Busta [+200]

Your faction respect constantly decays at an accelerated rate. You'll need to work twice as hard to maintain territory and keep your faction members loyal. Lose too much respect, and your own homies might turn on you.

Corrupt Save [+200]

Once per year, you experience a blackout where you will lose one month of progress. Your skills will decrease, your money will vanish, your relationships will be negatively affected, and you will wake up confused about the missing time.

Idiot Ball [+200]

One of your enemies will become significantly more competent and dangerous. They gain access to better resources, make smarter decisions, and actively counter your strategies. They're playing to win, and they're good at it.

Hot Coffee Scandal [+200]

Your private life becomes extraordinarily public in the most humiliating ways possible. Intimate moments get recorded and leaked. Embarrassing conversations are overheard and spread. Personal secrets become public knowledge. The media is obsessed with your scandals, and seemingly everyone has an opinion about your private business. Your reputation suffers constant damage from things that should have stayed private.

Sleeping With the Fishes [+400]

You don't know how to swim, and when you enter water deeper than chest-height, all your energy drains rapidly and your body becomes extremely sluggish. You can still move with great effort, but you're severely weakened. The only solution is wearing full-body protective gear that keeps you dry.

They're Among Us [+400]

It's all true. Aliens exist, government conspiracies are real, secret societies pull strings, and the paranormal is everywhere. You're aware of this, but the conspiracy is vast, well-organized, and actively suppressing evidence. You're caught in a web of supernatural intrigue beneath the surface of gang wars and crime. The moon landing was definitely faked, and that's just the tip of the iceberg. Hitler's hiding somewhere. MK-Ultra never ended. The truth is out there, and it's watching you.

I. LOVE. WAR. [+400]

Gang warfare never stops. Territories are constantly contested, truces break down immediately, and violence is continuous. Every neighborhood is a war zone, and you're caught in the middle, whether you want to be or not. Be Grove Street, Ballas, Vagos, or Triads, everyone's fighting everyone, always. Peace is impossible. The streets run red, and you can't stop it no matter what you do.

THE MAN [+400]

The FBI, CIA, the Russians, and three other agencies are everywhere, and they've got hooks in you. They know about your activities, have leverage over you, and constantly pressure you into doing illegal operations and morally questionable missions. They got you by the balls, and you're an asset whether you want to be or not. They show up at inconvenient times, demand favors, and threaten consequences if you don't comply. You’re a pawn in a game too big for you to understand.

Follow the Damn Train [+400]

Plans must work the first time, or they become impossible. There's never a Plan B. If you fail at your initial approach, be it a mission, a heist, a negotiation, or anything else, you will have to repeat the same method until it works. Failed to get the train? Prepare to do the same thing over and over again until you do better.

Et Tu, Smoke? [+400]

Your friends and associates are chronically prone to betraying you for personal gain. People you trust will sell you out, steal from you, or turn on you when offered better deals. Loyalty is fleeting, alliances are temporary, and you can't rely on anyone to stay solid. Everyone's got a price, and you'll discover it the hard way.

Crazy Bitch [+400]

You're in a relationship with someone incredibly manipulative, demanding, jealous, and emotionally abusive. You can't directly harm them, avoid them, or break up with them. They'll sabotage your plans, cause drama, demand your attention at the worst times, and generally make your life miserable. You're trapped in a nightmare relationship that you can't escape.

The Godfather [+400]

You must manage a legitimate business that's under constant threat from gang violence, protection rackets, and economic instability. The business must be profitable annually (net positive, not just gross revenue) without using your personal funds or resources to prop it up. If you fail to make it profitable for a year, you fail the entire jump.

Riot [+400/+600]

The entire population is in a constant state of violent riot. Everyone attacks everyone else in berserker rage, like a zombie apocalypse but with living people. Somehow, San Andreas will not get depopulated because of this. For **+200 CP** more, everyone in the world is united in their desire to kill you specifically. Luckily, no one has chosen to use nukes against you.

Zombotech Apocalypse [+600]

Zombotech wasn't just a pharmaceutical company with a creepy name, for they were actually developing bioweapons in secret labs beneath San Fierro. And now? Something's gone catastrophically wrong. A zombie outbreak now spreads across San Andreas, turning citizens into aggressive infected. The streets are being filled with the undead, gangs are either getting wiped out or fortified into survival groups, and society is collapsing in real-time. You still need to accomplish your goals in this apocalyptic scenario, but now you'll have to dodge zombies and raiders while the government "quarantines" (read: abandons) the entire state. The infection spreads slowly but steadily, starting in San Fierro and eventually reaching every corner of San Andreas. Good luck surviving the apocalypse AND dealing with your regular problems.

Nightmare Mode [+600]

The entire world operates on maximum difficulty. All enemies have perfect aim, vehicles are more fragile, ammunition is scarce and expensive, and missions have stricter time limits and failure conditions. Not for the weak.

Ending

End of the Line

Ten years have passed since you first arrived in San Andreas. You've carved out your place in this world, whether as a legend of the streets, a force for change, or something else entirely. The Grove Street Families stand either stronger, or weaker, for your presence, CJ's story has reached its conclusion, and the three cities of San Andreas have been forever altered by your actions.

Now, as the sun sets over Los Santos one final time, you have a choice:

Stay [500]:

You've grown attached to this place. Maybe it's the people you've met, the empire you've built, or simply the freedom of life in San Andreas. Whatever the reason, you've decided that this is where you belong. Here, take **500 CP** for the ride.

Go Back:

You return to your original Earth, memories intact and skills polished by everything you've been through. A boring choice, but who am I to judge?

Go Forward:

Hop into your Warehouse, hit the gas, and roll on to your next Jump. San Andreas was just one stop on an infinite journey. You've learned what you needed to learn, experienced what you came to experience, and now new worlds await.

changelog and notes

V 1.0 - First Version.
V 1.1 - Small fixes.
V 1.2 - Added many new drawbacks, items, and perks.

Do properties and vehicles count as items for the stipend/discounts?
Yes.

Does the infinite ammo item work on exotic types of ammo? If I have a gun mounted on my shoulder, does it count as handheld if I could hold it normally?
Yes and yes.