

GETTING UP



Intro

In a city where freedom of expression is being choked by a tyrannical mayor, a youth named Trane, is trying to build his reputation from a rookie to the most reputable graffiti artist of all. However, this simple ambition will see him clash head-on with this city's darkness. Where will you fit in the grand scheme of things? You will be staying for one whole year, so make it count.

+1000 CP

Here take these with you, and paint your own path to greatness.

Origin/Background

Solo Act: This one should be obvious and also serves as the drop-in option.

Crewrunner: The 'native' option, you begin with an already made history in the setting and you can choose to be part of one of the local crews/gangs in town such as the Vandals.

Security: This option is a bit more complex, you can either be a private but armed security officer or publicly funded city police also armed.

Location

Your time here will be spent in the city of New Radius, there are other cities and places in the world, no doubt, but the story takes place here and nowhere else.

Instead, you will choose from one of these specific locations within the city:

Trane's Hood: project housing at least 15 stories tall, its rundown and quite dilapidated.

Pool Yard: a big lot containing large empty swimming pools that have long since been abandoned and are frequented by street gangs.

Storefront Row: a long street with adjoining alleyways comprised of small businesses and shops, also patrolled by CCK forces.

Subway Underground: pretty straightforward, this is how people access the subway systems and tunnels.

Meat Packing Plant: hideout of the VANR street gang, proceed with caution.

Ghost Yard: a large warehouse lot containing out of service train cars.

New Radius Pier: an abandoned amusement park, where only vagrants and gangs hang about.

Lumen Square Station: the Central Hub of the city's transportation system, from here you can travel to anywhere else in the city.

Perks

Perks are discounted by half for their respective origins

General:

Graffiti Artistry [Free for all]: You now possess a modicum of artistic talent, with a knack for using spray paint cans, markers, and stencils. This talent starts off fairly basic but can be improved with practice.

Moniker [Free for all]: You have a name now and a reputation that flourishes or fails along with it. This is a rep perk that allows it to be shaped by your actions and deeds, it will also self-update in future jumps.

Run Fast, Bitch [Free for all]: You are significantly more athletic and quick-footed than you were before and your running speed when pursuing targets or escaping from danger is also increased.

Yo Son...You Wanna Battle! [Basic level is free for all, additional 100 CP for next tier]

Basic: You know the proper form to throwing punches and kicks, additionally you know one power/special move to start, though more can gradually be created or learned, that deals high damage. Lastly, you have a simple but effective skill at weapon handling, especially improvised ones. This puts you above common thugs and on par with someone who took an intensive self-defense course. You also know the roll-evade maneuver that allows you to easily dodge almost anything as long as it is timed right.

Advanced: In addition to the previous level, you also know grappling techniques and are more adept at takedowns and beatdowns. You can now utilize “insult moves” or attacks that are specifically aimed at humiliating an opponent, these are a kind of special move that do a bit more damage and can stun a target for a few seconds. Finally, any environmental attacks or exploitable effects within the environment do higher amounts of damage than they normally would.

Intuition [200 CP]: You possess a rather powerful intuitive sense, whenever you set or declare a goal/objective for yourself you will see large orange **X's** and smaller blue **x's** projected within the environment. Orange will mark and lead you directly toward your goal, while the blue will mark and lead toward things relevant or of benefit to your main objective.

Solo Act

Hoodie Ninja [100 CP]: You are surprisingly stealthy. You know how to step quietly, stay hidden behind cover, and possess a good sense of how noticeable to others you are and can fairly accurately judge where an entity's detection range is. You are an expert at free climbing within an urban environment, naturally this makes you a world class parkour traceur as well. Comes with extreme grip strength and a sense for whether your movement will be safe.

Get It Out the Mud: [200 CP]: Your resourcefulness has no limits. Even in a police state with limited resources, you possess a remarkable talent for acquiring what you need to survive and thrive. Whether it's finding hidden stashes, bartering for supplies, or improvising tools and weapons, you can make the most and best out of scarce resources and fewer materials.

Graffiti Soul [400 CP]: Your artistic ability has increased to a top tier professional's level and now your art has an ethereal quality making it capable of captivating virtually anyone. This transcendent quality also renders art that you make capable of profoundly and deeply affecting the viewer. Your art is capable of fully inspiring hope amidst despair, heal psychological/emotional trauma, motivate the inactive to take action, foster compassion in the heartless, and with some practice even directly influence a viewer's behavior and choices. Watch as the city will now marvel at the pieces you put up.

Crewrunner

Ruffneck [100 CP]: This is a toughness perk, if you're going to run the streets you better brace for some pain. Now even bats, bricks, and the occasional knife won't be enough to slow you down, although too much of a bad thing still remains a bad thing. Also comes with a more intimidating visage and you leverage this into being more convincing to others.

Streetwise [200 CP]: Your experience in these streets have honed your instincts and intuition to a razor-sharp level. You are now remarkably accurate when it comes to reading people, discerning hidden motives, and detecting potential threats or double-crosses. This streetwise intuition will help you to make calculated decisions, anticipate the actions of rival gangs or law enforcement, and altogether avoid dangerous situations.

Who Run It? [400 CP]: You are an organized person and excel at organizing people. Finding, Recruiting, and reigning in groups of some pretty rowdy and rough people are a breeze for you now. Your ability to inspire loyalty and rally your crew behind you ensures their dedication and unity in the face of adversity. Finally, you are skilled at manipulating rivals and negotiating strategic alliances, allowing you to navigate complex power dynamics and maintain a position of strength.

Security

Crime Sense [100 CP]: You are now a walking crime radar; you can sense when crime and general evil doing is taking place in your immediate area. You also have keen observation skills and an intuitive grasp of situational awareness allow you to anticipate and react to security breaches with precision. You are also adept at sniffing out hidden and covered up criminal wrongdoing.

No Bleeding Me [200 CP]: This will simply allow any attack you make non-lethal as you wish. Hadouken fools to your hearts content and feel absolutely none of the worry of going too far or being too rough. You also possess an innate ability to assess and analyze potential threats within your surroundings.

Lockdown [400 CP]: Your mastery of lockdown procedures is a sight to be seen. You can quickly identify vulnerabilities in a site's security and devise effective strategies to strengthen defense and mitigate damage from those weaknesses. You excel in implementing and maintaining secure lockdown protocols for areas under your care or control. You also possess extensive knowledge of security systems, access control mechanisms, and physical fortifications which allow you to be highly effective at securing/controlling entry and exit points.

Items/Equipment

Items are priced as follows; similar items you own may be imported

Soda Cans [Free for all/50 CP to keep]: Tasty beverages that work surprisingly well as healing items. Comes in a 6-pack and replenishes each day.

iPod Classic [50 CP]: This device can contain any number of songs that you can remember hearing at least once. Self-updates as you are exposed to new sounds and music.

Fresh Gear [Free for all/50 CP for additional sets]: a nice set of clothes befitting your origin.

Gold Montana Spray Can [Free for Solo Act/50 CP]: a rare can of the finest paint on the market. Can spray out continuously for an hour straight before needing to be refilled. Just shake the can to refill when empty as well as to change colors and textures whenever you desire.

Simple Art Supplies [50 CP]: contains replenishing supply of brushes, markers, stencils, and stickers for you to spread your art and message with.

Satchel/Messenger Bag [Discount one for all/100 CP]: a seemingly magical pouch of holding things, it's much bigger on the inside and can preserve items many times longer than they normally would.

Black Book [100 CP]: a small book that can be used to sketch design concepts and allow you to research symbological effects of other drawn, written, or etched works and learn to apply them to your own pieces.

Improv Weapon [Discount for all/100 CP]: anything that could be found in the streets such as pipes, bats, rebars, crowbars, chain-link with padlock on them. Can also be a more formal weapon like a club or baton. Whatever you choose it is more durable and long lasting than a more mundane version of it and it can be retrieved from just about anywhere on your person.

Special Herbs & Spices [100 CP]: this is guaranteed to get you high no matter what and provides a medium boost to your creative, imaginative, and intellectual ability for up to 4 hours before starting to fade. Can be smoked or ingested for full effects.

Turf [Discount one for all/300 CP]: an undisclosed location you have “reclaimed” for your own purposes. Options include an abandoned garage, a station house/outpost, or a defunct art school. Whatever you choose can be upgraded or altered and will keep any changes at your discretion.

Companions:

Import or create (100 CP): Import an existing companion or create a brand new one. They are given an origin and 600 CP to spend how they like.

Canon (100 CP): Invite someone from the setting to go along with you on your journey.

Drawbacks

Self-Insert [100]: You take the place of Trane and will go through every single trial and ordeal he goes through in the game story.

Punk Ass [100-200]: Everything hurts more, no extra damage just hurts more; additional tier does include extra damage.

Haters [100 per rival]: a rival faction hates your ass; additional tiers increase number of rivals.

Shine Blockers [100 per rival]: a rival solo act is actively against you; additional tiers increase number of rivals.

Just Get Involved [100-200]: You will essentially be on the story's rails until conclusion, no matter what the world will conspire to have events happen in front of you or at least near you, additional tier forces you into plot and action no matter what.

Bare Back [200]: You're locked out of your warehouse and all out of context items are confiscated until the end of the jump.

Raw Dawg [200]: All out of context powers, perks, or abilities are disabled for the remainder of the jump. You are stripped down to your body-mod and in jump purchases.

Getting Up is Getting Dangerous [300]: Increased hostility from the world as your reputation increases.

Change the Difficulty [100-300]: This makes the setting more difficult. First level means everyone is a lot more competent and skillful than normal. Second level means in addition that the gear and resources are also of higher quality and effect. Third level makes the setting unreasonable because no matter how powerful you are this world's enemies will always be a significant threat and able to harm you.

Ending

It was short but alas your time here is at an end.



So...What next?

Call it quits and go back to your native mundane reality?

Settle down in this shithole? I doubt it, but you do you

Leave for greener pastures and continue onto the next jump?