

Welcome to Liberty City!

...or San Andreas, or Blaine County, or Anywhere City- really, just welcome to the universe of **Grand Theft Auto**- where stealing cars is just the gateway to stealing lives!

Anyways, you know the status quo Jumper- satirical take on North America and its government, crime, police force and anything else it feels like parodying this time around. Despite the layer of ridiculousness coating it, there's still real danger here as people betray, kill, murder in a society that isn't too much better. Maybe you'll try to fit in, maybe you'll try to stand out- it's your story, Jumper, you get a hand in how it goes.

Here's some stuff to get you started-

Picked up: 1000 CP

-and here's hoping that you end up on top, Jumper. Death is only funny once, despair is continuously funny.

Section 1: Profile

Firstly, roll a d10 plus 21 to see how much you're getting on in years- swapping genders is 100 CP, but also lets you simply pick your age within the range.

Now, who exactly are you?

Free- **The Wild Card**: This is your Drop-In option, nobody knows who the hell you are, barely anyone knows you exist beyond the landlord of your apartment, and you're ready to make any sort of impact you want- without any assistance, of course.

50 CP- **The Thug**: Let's face it; you're a criminal, nothing to hide there. Thankfully, you're nothing new in this world so you at least have a bit of infrastructure to run your life off of. Fitting your name, you don't get paid to think- you're athletic, buff, and good at screaming at people to lay on the floor. Watch your back.

50 CP- **The Playboy**: It's funny a pasty-face person like you would get involved with this sort of activity, but looks are only skin deep. You're rich, to say the least and you've got good connections- plus, getting away is easy when they're in a Panto and you're in an Infernus. On the other hand, do you really know what you're getting into? After all, you are the poster-child for 'Rich Idiot with No Day Job'.

100 CP- **The 'Good Guy'**: You know that this world is half-empty on the best of days, and that usually there's very little difference between you and the dime-a-dozen thugs you kill- but you at least *try*, damnit. You used to be a boy in blue- you thought you could make a difference, and then you found the force was incompetent at best, corrupt at worst. So you left, taking with you a mind trained to track and hunt down crime, a decent body for running down the guilty, and an ideal. More than most can say.

Section 2: Drop-Off

Roll 1d7 for your location- or cough up 50 CP and see if we *can* have what we want. (Note- there are differences between locations depending on which game you're referring to. For the sake of brevity, we're going with a wackier GTA III/Vice City/San Andreas perspective as default.) Not taking into account flight restrictions, you can go from any city to another within a few hours at most.

- 1- **Liberty City:** Voted 'Worst Place in America' for a reason, people! This is the proving ground of Claude & CJ, and it's quite the colorful place for being a piece of utter crap! Crime here is high; you literally can't go from alleyway to alleyway without finding at *least* a stoner with some stolen Siamese. The police are pretty apathetic as long as you stay below 3-stars.
 - 2- **Vice City:** This place just *sounds* like the place you want to raise your children, right? Tommy Vercetti lives here, and it's a Miami-expy paradise as long as you've got both the money and the loose morals. The mafia has a hold here, and not many people commit a lot of crime without working at least on some level for them. (Those that don't are either very lucky, or just ran out of luck.)
 - 3- **Los Santos:** It's the pastiche of Los Angeles- and to be honest besides not having enough smog, they're probably not far off. It's a wide-open city full of highways and streets filled with drunk drivers and gang activity, which is what constitutes a lot of the crime here- if you want to get somewhere, you're in a gang for the most part. CJ lives here, and you might catch the GTA V trio hobbling about occasionally.
 - 4- **Blaine County:** Ah, the country- full of hicks, tied-up chicks, nudist cannibal cults and the sounds of nature. Mostly of your throat being torn out by wildcats! The GTA V trio passes through here, Trevor being the guy who lives here. As long as you keep your head down and your mouth shut, it's a good place to hide out when the cops or mafia are after you, and the country boys out here aren't all bad- just most of them.
 - 5- **Anywhere City:** Wait, where are you? Well, to be honest the city doesn't bare any real resemblance to a real-life city, though the most likely suspect is New York. It's a pretty bland city for the most part, but police force here is a bit less covering- no military coming after you. But the crime is also diluted, so you're going to have to stretch budgets wide and thin to survive here.
 - 6- **London:** An actual real-life city in GTA? The good news- you get to go to London! (Circa 1969, though nothing's stopping you from coming into your own later.) The bad news- it's no better than any other city. Also, get used to driving in the left lane and being called '*chav*' and '*bloody idiot*', as well as James Bond pastiches.
- 7/8- Free Choice: Well, aren't you just a lucky son of a gun? You get to pick and choose where exactly you end up for free- this includes both any city or province not included above, or any other real-life city. See how GTA's version of Chicago or Detroit is holding up, or visit Niko's home country.

Section 3: Skills of the Trade

You can't exactly get much of anywhere without some knowledge or skill in a front. 100 CP perks for all identities except Wild Card are free (Wild Card gets it discounted), and all other identity perks are discounted 50%.

(Free)- **Style:** You've got a way of handling yourself, and it bleeds over into the 4th wall- you're associated with a certain instrument or melody that plays when you complete a 'mission', you have a certain way of tallying up results (the face of your phone, a crime report, etc.), and you simply carry yourself in a certain way. Wild Card has to do all this himself- the Thug gets a rap aesthetic, corny gold and carries himself a *gangsta*, the Playboy gets an outdated disco-like aesthetic, out-of-place silver and platinum and is a rich idiot, and the 'Good Guy' is associated with a dark violin piece, associated with rust and disrepair, and acts the part of a 'bad cop'. These are all default; you may choose your own 'Style'.

(100 CP- Wild Card)- **Behind the Scenes:** You aren't the type to pop in out of nowhere and blow thugs away- you have your own way of making an impact. Hacking, sabotage, black markets, all these and similar are your proving grounds- you'll be known by them and hired/hunted because of them.

(100 CP- Thug)- **Fight Harder:** You've got muscle, at least. Hand-to-hand, baseball bats, knives, hatchets and beer bottles- if it can kill with a blow, you've used it at least once, and it's where you shine. As long as you can reach them, it's pretty safe to take a knife to a gun fight for you. Yes, if you lift cars they count.

(100 CP- Playboy)- **Daddy's Money:** You know how these lesser beings work- they want *money*. You know how to wave said dosh around in order to get your way. Hiring bodyguards, making people disappear, buying expensive clothing with fake bills, if it relates to the usage of cash you've got a decent handle on it. You aren't completely stupid with it, though, and you do know the basics of saving and dispersing money between banks.

(100 CP- Good Guy)- **Fight Smarter:** You've got brains, why don't you use them? You don't walk into the trap; you trap the trap and catch them unaware. You don't duel the knife-nut, you pull out your gun and shoot him. You don't chase down the corrupt politician; you plant a bomb under his limo and detonate it from 2 blocks away. This also gives you a bit more competency in using firearms- hey, use them long enough and you pick up a few tricks.

(100 CP)- **Driver's License:** Unlike most of the pedestrians (and the criminals too), you actually took your driving test instead of just repainting your student ID. You can actually drive the normally somewhat-flighty GTA vehicles with a good degree of competency, and keep chases much closer. This extends to all vehicles, although you're not chasing down a supercar on a Lawn Mower.

(100 CP)- **Radio Deal:** You occasionally are called to appear on GTA's many radio stations- no matter how absurd these talk shows get you will never die from them, and you'll be known as 'that funny guy on the radio' to all of your friends. As compensation for putting up with religious nutjobs, crazy

environmentalists and more they give you a lifelong subscription to JUMP-XM. Never be without your favorite real-life and video-game tunes on your car stereo, phone, tablet or PC.

(300 CP- Wild Card)- **Trader Joe:** You've got all the things an self-respecting criminal would want to buy, and the ability to swindle all their money away on raising the price and screwing them on a deal. Guns, drugs, a warm bed for the night, no matter what you choose to sell you're able to make a much bigger profit off it. Be warned though- people will only put up with so much of your crap, so you'd best deliver on some level.

(300 CP- Thug)- **Boss Said Knock You Out:** Since you obviously don't have the fine touch for manipulation, you go for pure intimidation. Anything you choose can become more menacing- your walk, your stance, your driving, dragging your fingers across the wall can become a threat. In addition, you gain a boost to your capabilities the more your target is afraid of you- though that may be because they need a change of pants.

(300 CP- Playboy)- **Scum of the Earth:** You can tell lies with a shit-faced grin, you can screw over a person's entire existence and not give a damn, and you can burn a hospital to the ground to kill one person. You are truly a bastard, and you're good at what you do. You gain a boost to your capabilities when you go overboard with your zeal and zest. Expect your personal life to suffer heavily as a result, however.

(300 CP- Good Guy)- **'I.T.' Guy:** IT as in 'Interrogation & Torture', that is. Let's face it, sometimes you have dirty business you need to get done with quickly. Thankfully, you have a very good grasp on how to coax information out of someone- but that's slow, and making deals usually means having to hold up your end of the bargain, so you also know a bit of 'accelerant' to get the guy nice and loose-lipped. A bullet in the knee here, a violent shock to the temples here...hey, in the end they'd do the same to you. Why not give back to the community?

(Variable)- **The Crew:** Sometimes there's just a job you can't do alone- and that's what friends are for, right? It's your companion import option- 100 CP covers one friend, and add 50 for one more each- or just buy in bulk and get 8 companion imports/created companions for 300 CP. Each one can choose your background for free (except Wild Card), and they all have 500 CP to spend. However, they can only take 200 CP in Complications, and any they take will redirect onto you if they die, and you'll have to wait for their respawn for them to take their heat back.

(600 CP- Wild Card)- **World Under My Thumb:** You've got an eye for crime and the voice that nobody wants to hear raised above a quiet tone. You're able to control an entire gang, even an empire if you're skilled enough, and run it like a true Kingpin. You're the Boss, the Don, the Big Shot. Don't let it go to your head- your head is only as protected as your bodyguards are trained.

(600 CP- Thug)- **Ain't No 2-Bit**: People think you're a one-trick pony, an old dog with no new tricks. You're able to show them that you've got a pretty sharp mind up there hidden by all the hookers and blow. Springing traps, executing stings, you see the assassin hiding in the closet and you know that shoeshine boy's got a bomb in his box. This only provides a moderate increase to overall intelligence/common sense, but unless continuously proven otherwise most will believe you are not nearly as intelligent or free-thinking as you really are. Go get 'em, champ.

(600 CP- Playboy)- **Lies, Damned Lies and Statistics**: They can scream all they want, show all the pictures, give their 'evidence'. In the end, there's no solid proof you did it. You see, you've had the opportunity to learn how to do something even the professionals struggle to do sometimes- you know how to burn the paper trail, blur the signs and cover your tracks. Drop a lighter at the scene? Attributed to some other poor shmuck. Leave a few hairs on the ground? You were there last week on business, nothing to be concerned about. You plan out your 'outings', and can figure everything out up to almost a year in advance- and everything will be ready to spring, and you'll be left laughing as the world burns trying to figure you out. Note that if you leave some of your blood or a carved gun with your name on it all the planning in the world won't save you now.

(600 CP- Good Guy)- **Stalker**: Sometimes people get a bit too engrossed in their work, time starts slipping into the early hours of morn' as they keep their busy little fingers typing. Your work, as it happens to be, consists of killing people. Some may call you a bit mad, a serial killer in the making, a true madman. You can let that all slip away for the end result- someone's going to be dead, and it won't be you. Distractions? What are those? Sleep? Who needs it? In the end, you're the perfect stalker- sleepless, tireless, relentless, powerful and always, always watching. Those killers and thugs won't wait, so why would you?

(600 CP)- **John Woo Shit**: Bullets, casings and the smell of gunpowder- all in a day's work for a budding gunman. This is beyond just 'familiarity' with how to pull a trigger pointing at someone else- 2 guns are nothing, even sideways they'll hit more often than not. Hell, dual-wield lever-action shotguns, fire 2 sniper rifles, hoist a flipping minigun if you've got the muscle- you'll be the one with a smoking barrel and they'll be the ones looking like a plate of Swiss cheese. As a bonus, you don't have to choose between throwing your pieces away or trying to load 1 with 2 in the hand- just try ejecting a mag and flipping new ones into the air, enough practice and you'll catch them right in the hole.

Section 4: The Tools

Every girl has her favorite toy- why don't you pick up a nice piece for yourself?

(Free)- **Street Clothes:** Nothing special, but at the very least you won't be noticed.

- (50 CP- Free Thug)- **Represent:** You'll find these, erm, '*tasteful*' clothes on most of the dregs of society- and now you've got the perfect package of them. People know what they're in for when you walk in.
- (100 CP- Free Playboy)- **Dandy:** A suit, a cocktail dress, no matter what it is it exudes class- or maybe it's just so expensive people overlook the gaudiness. Expect to be able to waltz into parties and clubs unhindered.

(50 CP- Free 'Super-Size' Playboy)- **Loadsamoney:** Not enough to 'whop it out' after a few big purchases, but around \$30,000-40,000 will start you off well. Playboys have enough dosh to keep a nice mansion going and have a toe in the stock market.

(Free)- **Piece:** Even the rich need a bit of self-protection and this will hide nicely in some pants, a coat or any other place. It may just be a plain-old pistol, but against guys with knives and bats? It's a killer.

- (50 CP- Free Thug & Good Guy)- **Bullet Hose:** You've got a short stock, a long mag and a 'giggle-switch'. What else could you ask for in an SMG/machine pistol? It's nothing great, but it'll hide as well and only have a 40% chance of going off while walking down the street!
- (100 CP- Free Thug, Discount Good Guy)- **Enforcer:** The M4, the AK47, the AUG, no matter what you call it it's got a stock, a nice big mag and fires every time you pull the trigger. You'll have to carry this out open or in a case, but it should fit nicely into a suitcase...
- (300 CP- Discount All but Wild Card)- **Rainy Day Savings:** You've got an innocuous case somewhere in your closet, basement or other-such secluded location that you've been saving up for a bit of a spotty day- not money or some fun things, though, unless you count a whole hell's worth of firearms. Enough to keep off a SWAT siege in your mansion for at least 2 hours!

(Free)- **Home:** Even bad boys need a place to lay their heads. Wild Cards have a nice but small home somewhere in their starting location, Thugs have a seedy apartment or studio that has a surprising amount of hard-to-detect storage space, Playboys have their mansion large enough to hold a 5-member family in comfort and 'Good Guys' have a house that's oddly hard to find or track down.

(Variable)- **Box on Wheels:** Well, you can't exactly get much of anywhere in Grand Theft **Auto** without an **Automobile**. Look down below for exact prices and discounts/freebies. (Use the wiki for Vehicle Categories, sorry if it's quite clunky. If you don't exactly know what vehicle would fall into which category just go with what seems more likely.)

- Compacts & Hatchbacks- One Free All
- Sedans (50 CP)- Free Thug & Good Guy, Discount Wild Card
- Vans (50 CP)- Free Good Guy & Wild Card, Discount Thug
- SUV (100 CP)- Discount Thug & Playboy

- Off-Road (150 CP)- Discount Playboy & Good Guy
- Coupes & Sport Classics (150 CP)- Free Playboy, Discount Wild Card
- Muscle & Sport (200 CP)- Discount Playboy & Thug
- Super/Super Sport (300 CP)- Discount Playboy
- Emergency (50 CP)- Free Wild Card
- Commercial/Industrial/Service (50 CP)- Free Thug
- Military (200 CP)
- Anything that Flies or Floats (250 CP)
- Motorbikes (100 CP)
- Pedal Bikes/BMXs- Free All

[Possible More Gear if wanted]

Section 5: Roadblocks

Sometimes you need just a bit more, just to get by- well, here you can get that bit of extra Choice, but it'll cost you. Only up to 600 CP can be gained here.

+0 CP- **Funkalicious:** Holy crap, you're wearing a Hawaiian shirt and everything that's on the radio is funk- or maybe it's all rap and everyone around you is still talking about the 80's and 90's like it happened yesterday. When the hell are you?

+100 CP- **It Never Gets Easier:** You're a rare sort in this world- you've got a conscience and you let it talk to you, and it doesn't say nice things about what you do. No matter how sturdy your will is, guilt will follow you like the Reaper himself.

+200 CP **It Only Gets Harder** (Can take only if the above is taken): The guilt before was just a single weight, growing larger as you committed worse atrocities- now they stack. Everything you do will haunt you, not just the biggest things, and even the most shut-off and closed-minded person will start to go mad after their 200th life taken.

+100 CP- **Freaking Pedestrians:** Civilians in GTA aren't the smartest things in the world normally, and now they're even *worse*- more than half the time they'll jump into your car when you drive near them, and even standing near them might 'warrant' a call to the police. Oh, and they don't care if they jumped into you or not.

+200 CP- **Paper Mache Vehicles:** You'd be forgiven for thinking you're Cole for how often cars want to explode when you sit in them. Enough bullets anywhere (even into the tires) will eventually light your engine on fire and cause the car to violently combust even if it doesn't have a fuel tank! Oh, and it's only this bad if you're actually in the vehicle, others can take 4 whole clips of assault rifle into the engine before catching ablaze.

+200 CP- **Angry Pigs**: Cops in GTA are usually kind of lame and lazy- oh sure, if you get above 3 stars or more good luck shaking them off, but usually you can just hide out around the next 2 blocks or so and they'll give up. Not anymore, Jumper! Even at 1 star they'll be pretty vigilant, and anything above 2 stars is really hard to shake off- those choppers are relentless. In addition, they don't even care sometimes if you hide- only complete invisibility will ward them off completely.

+300 CP- **Soured Name**: What the hell did you do this time?! For some reason or some other, the local gangs and criminals really don't like you- as in, standing close for more than 7 seconds means pulling out the firearms and going hog-wild.

+200 CP- **APB** (Can take only if the above is taken): Oh great, now everyone has a bone to pick with you- gangs, the mafia, the mafiya, the local psychos and even the freaking dogs don't like you. God help you.

+600 CP- **John Woo-less**: Let's face it- you can't shoot worth a crap, and half of the time you can't whack anything either. Driving into people still works, but how are you going to get a car everywhere you need to fight?

+1200 CP- **Carmageddon**: Oceans rising and forming tidal waves, cars suddenly moving at half of Mach 1, random explosions! You're going to die eventually if you pick this- durability can only save you so much from car-sharks, actual sharks and being slammed into the roof of your home by tidal waves.

Section 6: The Path

Well, 10 years and look how you've done- maybe you took over the gangs, maybe you cut a bloody swath through them or maybe you just had the time of your life. Either way, hats off to you for making it this far. Now it's time to decide how you will proceed.

It's Over- You've had your fun, done your time, and now it's time to head back to grassroots. You go home, taking whatever you earned and bought with you. Remember, though- you may leave the life, but the life never leaves you.

It Gets Easier- So; you've had a taste of what's here, and you want more? That's perfectly fine; you get to stay here for the rest of your life. Take this world into your own hands and mold it in your image. Don't worry, your affairs are taken care of back home.

It's Not Over, Not Yet- Well, there's still all those other green pastures out there, and I'm not forcing you to tack down here- go off and see what else other worlds have to offer, maybe you'll come back sometime.