

# COUNTER-STRIKE

v1.0



Welcome, Jumper, to a fight of a different kind. This is not a fight for ideology, religion, money, or power. This is not a fight about countries, love, glory, nor hate.

This is a fight for fun.

You will be put in an advanced combat simulation for the next ten years, pitted alongside and against enthusiasts of this sport, some of whom have been aspiring to be the greatest for many years.

The simulation depicts everyone playing as either the counter-terrorists, elite fighting forces who are responding to the great threat to the wooden boxes that the bomb sites are littered with, or the Terrorists, blood-thirsty gangsters who are looking to make a message of the Counter-Terrorists or money. It's not really important, though. For all anyone cares, they are bodies holding guns they control.

Well? That's all you need to know, Jumper! Go, go, go!

...

Oh, yeah. I almost forgot. Take these.

+1000cp.

You have a goal to accomplish, jumper, but don't forget to have fun, eh?

## WINNING CONDITION

As I said, you have a job to do here. Your chain is not ended by death. You have a different challenge entirely. The simulation uses a sort of ranking system that rates people based on their skill level and places them in games with others with a similar skill level. When you initially start, you will be a rankless rookie. (or not, depending on your background) As you win and lose games, you will be moved up and down the ranking scale depending on your performance.



Your goal is to be at **LEAST** Master Guardian Elite by the end of the jump. This is the bare minimum for passing the winning condition, but rewards await for those who achieve the level of Global Elite. Having any rank below Master Guardian Elite at the end of the jump will result in the ending of your chain, even if you got de-ranked to Master Guardian II just because of your last game. Even if it was your teammate's fault.

You can still access all of your powers in the Simulation, though any attempts to change the maps that you play on in any significant way will be met with Failure, for obvious reasons. Everything else is fair game.

## BACKGROUNDS

**The Drop-In (Free):** If I have to explain what this is, you should probably be taking a different jump. You suddenly enter the simulation with no reputation, rank, or experience. Maybe you want to make a reputation yourself?

**The Pub Scrub (100CP):** You're a new player who just heard about this game from his friends or saw it in a stream online or something. You're not the greatest at the game, but you came into the game with some friends and don't have too much trouble finding more experienced players to take you under their wing. You begin with the rank of Silver IV.

**The Smurf (200CP):** You've always enjoyed the sensation of pubstomping. To that end, you made a new account for yourself, starting out without a rank. You've got some skill, but playing lesser players; while fun, hasn't exactly helped you grow into something better, so you're not **THAT** good.

**The Professional (400CP):** You've become so adept at this game that you decided to go pro and start playing in scheduled games that are broadcasted on streams all over the internet. You have attained the rank of Global Elite, though this does not mean it will be easy to maintain, and you are well known by all who play Counter-Strike.

Gender/Age: Same gender as before, though the avatars in Counter-Strike are all male, so this kind of redundant.  
Roll 1S+1d8 for your age.

You will be playing on set maps for the rest of your time here, so you will not be rolling for a starting location.

**PERKS:** All Backgrounds gain the 100CP perk under its category for free, except Drop-In. Discounts are 50% off for the respected background.

## **UNDISCOUNTED:**

**The HUD(Free in-jump, 200CP to keep after):** You gain a hud that manages to naturally sit on the edges of your vision allowing you to see how much ammunition you are carrying in the weapon that you are carrying, how protected you are, how much money you have, and how healthy you are, all based on numerical values. It doesn't stop there, though. From now on, your health will work like a health bar in a video game. Getting injured by a gunshot, for example, will simply subtract an appropriate amount from this pool of Health.

**Sprays (50CP):** You can spray an image onto any flat surface. This image can be anything, from decoys to something funny. Also dicks. In fact, especially dicks.

**HLDJ (100CP):** You can play any kind of music to everyone in the same match as you. People tend to like the music that you play, so no one will bitch at you for doing this. Outside of the jump, you can set a maximum range for the music, as short as a few feet from you and as far as a couple of miles away.

## **The Drop-In:**

**Weapon Speeds (100CP):** Depending on the size and weight of the weapon you are wielding at the moment, your movement speed will change, and always positively. Holding a heavy sniper rifle will not affect your running speed, but having a handgun or a knife out will make you move noticeably faster than you did before.

**The Crosshair (200CP):** You've gained a crosshair that naturally sits in your vision whenever you will it to. This crosshair will show you precisely

where your weapon is pointing, essentially rendering iron sights nearly useless. However, using a scope will remove this crosshair in favor of the scope.

**Spray Patterns (400CP):** Any weapon that you pick up seems to have some kind of spray pattern that makes the weapon very predictable in where it hits. While it may seem purely random when you first pick that weapon up, you might find in practice that the weapon might fire in a sort of "T pattern". All weapons of the same kind will fire the same pattern, so if you figure out the AK-47, you can use all AK-47s exactly as effectively. Good recoil control can result in pinpoint accuracy with EVERY shot.

**Buy Menu (600CP):** In the game, a buy menu already exists, but there's a difference with this. With this, you can access the menu, anywhere, anytime. If you've got the cash, you can just buy weapons on the spot, and make a giant pile of AKs. Outside of the jump, this can be useful if you need to get a shitton of guns, really fast. In-Jump, you are restricted to in-game cash, but out of the jump you can use any currency. You are restricted to the weapons from Counter-Strike at first, but when you come in contact with a new weapon outside of the jump it is added to the menu. The price varies depending on the power and quality of the weapon.

## The Pub Scrub:

**It's Just a Game (100CP):** Losses roll off of you like nothing. You are not very easily deterred by failure, and your high morale is infectious. While this doesn't necessarily make you a better player directly, you'll be a lot more consistent in your play due to the fact that you are not emotionally affected by mistakes, by you or others. In more serious situations and environments, and be seriously beneficial to your mental health.

**A Little Help from My Friends (200CP):** You always seem to find experts in what you are doing that are willing to help you learn to be better at a skill or trade. Here, you will often run into high-ranked players that are willing to impart strats and tricks, and might queue up with you if you have no one else to.

**Clutch or Kick (400CP):** With the mere utterance of this phrase, you can push individuals to perform above and beyond what they normally can when everything rests on them. If they succeed, they will be satisfied and the effect will wear off. If they do not, they will become driven to redeem themselves and will still push themselves beyond what they normally do. Constantly using this will cause its effects to stop working for a while.

**Beginner's Luck (600CP):** You have no right to be able to do the things you do. You make spinning jump shots with a Five-Seven through the doors on Dust II on catwalk.. You are the very definition of beginner's luck. You don't constantly do these sorts of things, but it's frequent enough to be rather helpful, and piss off the enemy team.

## **The Smurf:**

**Smurf Village (100CP):** Your teammates in any activity become a bit better in your presence. Not a massive increase in skill, but noticeable. Maybe some of that skill is rubbing off on them, or they're smurfing too, but hiding it better.

**All Skill (200CP):** Anytime you are in any armed conflict, the enemy seem to be a bit worse. They make more basic and fundamental mistakes, and don't expect you to be as good as you are. They will eventually stop making these mistakes and get used to your skill level, so the benefits will eventually wear off.

**Hit those Hops (400CP):** An old art lost to the ages, you have actually figured out how to bunny hop. With well-timed jumps, you can begin a chain of jumps that propel you to speeds that even an olympic runner can't catch up with. Plus, not only are you fast, but REALLY hard to hit, what with the constant bouncing.

**Team Captain (600CP):** As a result of your superior skill in almost every game you get into, people almost always follow your word to the letter. People that barely met you can't help but put you in a position of leadership or power. As long as you don't do anything outright malicious to them, they'll gladly keep following your orders even if it's leading them either to a loss or to their end.

## **The Professional:**

**The Fans (100CP):** Whenever you take part in any kind of conflict, you gain loyal followers that cheer you on on message boards, chats, streams, and any other kind of forum or method of communication that may exist in the jump. You occasionally may get donations, ranging from small gifts to, rarely, large amount of money. You are also easily considered for induction into pro teams, or maybe sides of a war (depending on what you are doing) due to your abilities.

**The Teammates (200CP):** On your command, you may summon a team of four Terrorists/Counter-Terrorists to fight in your side of any fight. They are remarkably good at combat, on par with a Legendary Eagle Master player. They disappear at the end of the fight they were summoned for.

**Map Knowledge (400CP):** You recognize every place you go as if you've played games of CS on it for years. You know every place a person could try and ambush you, and have a great sense of where you should be. In-jump, you gain virtually limitless knowledge on every map in the game, and will never be taken by surprise because of a hiding spot you've never seen before or anything like that. As a result of this, your game sense is impeccable.

**Reflexes (600CP):** You don't play this game for years and not get the reflexes of a house fly on speed. Your reflexes are so good you can spot and shoot at things that even seasoned veterans would fail to spot. You react to sudden attack perfectly, spinning around and easily dispatching foes that had the drop on you. People know damn well not to peek on you.

## Items/Companions

**Friends List:** For 50CP each, you can import any companion into ANY of the backgrounds barring The Professional, and they receive 300CP to spend on whatever they choose, including items. They cannot take any drawbacks, unless it's just for fun, but they won't be getting any CP from them. If you have no companions to import, you will either meet a player that matches the background they have in personality, OR you will get an AI teammate that follows you through matches that slowly develops a personality of their own. Should you pick the AI, it can retain the appearance of any of the Counter-Terrorist or Terrorist skins, and come out of the game at the end of your ten years.

**Weapons:** You gain any purchased weapons at the beginning of any round in the game for free if it is purchased with CP here.

**Pistols:** Sidearms, and eco options for the cash-stripped player.

**The USP/Glock (1 free for all):** The iconic starting weapon of the Counter-Terrorists/Terrorists. Comes with a suppressor that never wears out if it's the USP, or has a 3 round burst mode if it's a Glock.

**P250/228 Compact (25CP):** A cheap handgun that does a decent job of penetrating armor.

**Dual Berettas (25CP):** Two Berettas that you just can't help but keep together and dual-wield. Inaccurate, but it doesn't matter when you have 30 rounds and a quick trigger finger.

**CZ-75 Auto (50CP):** A newer weapon introduced later in the series, this weapon has two unique features. First, it is the only pistol you can find here that is automatic. Second, it has a reserve magazine on the bottom of the gun, allowing for quick reloads. Magazine has 12 shots, so don't fire too liberally.

**Five-SeveN (50CP):** A handgun that penetrates armor much easier than it's other one-handed brethren. Has a very generous magazine size of 20, but doesn't load as quickly or easily as other pistols.

**Tec-9 (50CP):** A Terrorist weapon introduced later in the series. Has 24 rounds and fires about as quickly as you can pull the trigger. Good for rushes.

**R8 Revolver (100CP):** A hand cannon that has a mean trigger pull, making firing it on a dime difficult to do. However, it's VERY accurate, and extremely powerful, dispatching most foes in a single shot to the head, or two to the body.

**The Desert Eagle (100CP):** The Big One. The Juan. The biggest handgun you can buy in the game of Counter-Strike. Kills with one to the head, and two to the body. With a magazine size of 7 and the ability to buy this on both teams, this weapon is in the hearts of all CS players.

### **Shotguns: Cheap weapons capable of extreme damage up close.**

**Benelli M3/Nova (100CP):** A pump-action shotgun that trades a quick firing and reload speed for better accuracy and range than other shotties.

**Sawn-Off (100CP):** A pump-action that had the barrel shortened and the stock removed. Much lighter and has a wider spread, but the range suffers severely.

**Mag-7 (150CP):** A pump-action shotgun about as light as the Sawn-Off, but loads not from individual shells, but rather a magazine, allowing for easy and quick loading. With skill, you can dominate early rounds with this.

**XM1014 (200CP):** Not as cheap as other shotguns, but for good reason. This shotgun is semi-automatic, which allows for much more room for error in your aim.

### **Submachine Guns: Automatic, cheap, and light.**

**Mac-10 (100CP):** The cheapest primary weapon there even is. This is not the most accurate weapon, but it's EXTREMELY light and has a high rate of fire.

**MP9/TMP(100CP):** An extremely cheap submachine gun that has a high rate of fire. It's pretty much the CT's answer to the Mac-10.

**PP-Bizon (100CP):** Has a mediocre fire rate and damage potential. The magic of this gun is that it has a 64 round magazine that can be reloaded quickly.

**UMP-45 (100CP):** A slow firing SMG with a smaller magazine size of 25. Has excellent armor penetration, making it good for later rounds if you need a cheap weapon.

**MP5/MP7 (100CP):** A very versatile weapon that is cheap and is generally average in all respects.

**P90 (200CP):** A weapon with a large magazine size and an extremely high firing rate. It's very light as well. Successful well into late rounds.

## **Assault Rifles: The backbone of any CT or T team.**

**The Galil (200CP):** Has an above average magazine size, but the damage is lacking in comparison to the Galil's more expensive brother, the AK. The Terrorist Answer to the Famas.

**The FAMAs (200CP):** A cheap Counter-Terrorist answer to the Terrorist Galil. Only has 25 rounds in the magazine, but is accurate and can fire in 3-round bursts.

**M4A4/M4A1-S (300CP):** The workhorse of the Counter-Terrorist team. The M4A4 boasts a magazine size of 30 over the M4A1-S' 20, but the M4A1-S sports a suppressor that never wears out, and masks the location of the shooter.

**AK-47 (300CP):** The iconic Terrorist weapon. Sporting a magazine size of 30, the AK has a decent firing rate and an extreme damage per round. Headshots instantly kill any foes here, even wearing armor. The recoil can be difficult to control if the trigger is held down, but many consider that to be negligible in comparison to the sheer power of this rifle.

**SG553/Aug (350CP):** These rifles sport low-magnification scopes which allow for excellent aim and target acquisition. Pinpoint accurate if fired in bursts, but the recoil is a bit much if not fired in short bursts.

## **Sniper Rifles: The choice of a marksman.**

**The Scout (150CP):** A cheaper bolt-action sniper rifle favored by the most broke or accurate of shooters, depending on the person. Capable of 1 hit kills if it's a headshot.

**The AWP (450CP):** Hail to the king, baby. This sniper rifle does massive damage even if you hit your target in the chest, usually resulting in a one hit kill. Has a magazine size of ten, and is the loudest damn gun you will ever hear.

**Krieg 550/Scar-20 (500CP):** Referred to all as the auto sniper. The choice of the guy who's been beating everyone to death all game and is drowning in money. It's expensive, but you'll never have to buy another gun in CS ever again.

## **Machine Guns: Those things people buy in pubs for a laugh.**

**M249/Negev (300CP):** A big damn bullet hose. Inaccurate, but you've got 100 rounds to work with, so fuck accuracy. Hold it down until it clicks (note: almost never)



## MISC.

**Skins (50CP):** One purchase will grant you every skin available in CS:GO for a single weapon bought here with CP. You can change the look of the weapon at will, and you can put 3 stickers for free on that weapon, of in-game design, free of charge.

**Knife Skin (100CP):** You gain a single Karambit, Gut Knife, or any other knife existing in CS:GO at the time of you reading this jump. You also gain every skin available for that knife, and intuitively know how to do neat tricks with it.

**Drawbacks: Take as many as you want, I don't care.**

**Flashbang out! (+100):** Your teammates just LOVE to throw flashbangs in front of you. It doesn't happen all the time, but it happens enough to where it gets annoying REALLY quick.

**Is that my bazooka right there? (+100):** In almost every other match you get some guy on the mic constantly asking people to give him "his bazooka" and talking shit. He's not really any worse in skill level, just annoying.

**Map Voting (+200):** You are doomed to play Dust II for your entire time here. God have mercy on your soul.

**Sneaky-Beaky like (+200CP):** The enemy teams are much more crafty than usual, using tactics that you've never seen before at times. They aren't guaranteed to succeed or anything, but you're certain to get caught off-guard every one and a while.

**Scrubmania (+200):** All of your teammates kind of suck. They aren't absolutely horrible, but you'd better get used to carrying almost every game.

**Buy Primary Ammo (+300):** When you get any gun, you'll never have any reserve ammo, just the amount in the magazine. Enjoy.

**DOOR STUCK! DOOR STUCK! (+300):** Every single game, you will get blocked into a doorway by some guy with a knife. It happens every game at least once, and the guy doing it is a teammate who you can't friendly fire. It is sure to get both of you killed.

You also gain amazing rap skills.

**VACation (+600):** Any powers outside of this jump are sealed. Any powers you bought here are fine. You still have access to the warehouse, but you cannot use any items from it in gameplay. This goes for you and your companions.

**GLOBAL ELITE REWARD:** In recognition of your accomplishment of getting and holding the rank of Global Elite, I have a couple of prizes for you.

First,

The Perk, **Blood Money:** Whenever you kill people, in real life or not, you seem to get an amount of money put into a bank account, or *whatever* storage you prefer, the amount you get from killing that person scaling directly *with* the weapon you used to kill them. You get more money for using less powerful *weapons*, and less money for using more powerful *weapons*.

And,

**Skins:** You get the Skin purchase for every single gun that you bought, for free. You also get one free knife, and you are allowed to name them all once using a small name tag. They are also all outfitted with a Stattrack module, which will keep track of how many people you killed with that weapon. You still get the free stickers that come with each purchase.

Notes:

1. The whole simulation thing is really just a suggestion. This could just be 10 years of playing CS, and not a simulation just like it. Fluff it however you want, I don't care.
2. After the jump, any weapon you buy has infinite ammo, and you get the weapon IRL, and not just in-game.

Made by: *Dick* (HEAD present for some formatting and ideas)