GRAND THEFT AUTO: VICE CITY

V1.0 by Songless

Welcome to the eighties! This is a world where organized crime is plentiful, violence and power go hand in hand, and the underworld seems larger than 'above board' society at times.

Criminal organizations are already well entrenched in places such as Liberty City, but there are still plenty of opportunities to be found elsewhere. Further South, in the Florida sunshine, the drug trade flourishes… and Vice City is twenty-four carat gold these days.

One of the larger cities on the Florida coast, Vice City is a place of contrasts and extremes. The towering high rises and commercial buildings of Downtown stand right next to the slums and alleyways of Little Haiti, gang outfits and weapons are as common as bikinis and rollerskates, and while preachers decry all manner of sinfulness on the radio the general populace is more concerned with finding their next drug fix or bedroom partner.

At times, it will feel almost like a parody, with no excess of the American Dream left unremarked and no acts too horrific not to laugh about. But make no mistake: this is a world that runs on violence and crime, and you'd better be ready for what you'll run into here. This is not a place for the faint of heart, no matter how carefree and idyllic places like the Ocean Drive boulevard might seem at first glance.

You start your time here in this shining jewel of corruption and sin, the same day a certain plane lands at Vice City's Escobar International Airport. The city's unstable equilibrium is about to be thrown into chaos as Tommy Vercetti, recently released from prison and sent to Vice City on behalf of Sonny Forelli, tries to make his first drug deal… and instead finds reason to get involved with - and take down - some of the biggest players in the city.

Whether you decide to get involved in that disastrous deal and the events that follow, try to get your own slice of the drug trade, or just lounge on the beaches all day, this will be your home for the next ten years.

Expect to see a lot of corrupt, violent or otherwise shady individuals of all stripes, try to avoid getting caught between the latest gang war spilling out of Little Havana and Little Haiti, and enjoy all the drugs that money and favors can buy.

You have **1000 Crime Points** to get started.

BACKGROUNDS

There are many kinds of crime - and many kinds of criminals for much the same reason. Whether it's violence, money, drugs or infamy, each has their own goals and their own way to achieve them. So what kind are you?

First, you can be an **Out-Of-Towner** much like Tommy Vercetti himself. Without a stable organization for backup and forced to rely on your own skills, you've learned to make a place for yourself wherever you choose to stake your claim… even if doing so means buttering up the powers that be or stepping over a lot of bodies.

You can also become part of the **Mafia**. The more entrenched criminal organizations around, the Mafia currently has little presence in Vice City… for now. They like to see themselves as a higher class of criminal, but they can be as treacherous and violent as the most unhinged thugs in Vice City.

Your third choice is becoming a **Ganger**, a member of the various smaller factions in Vice City. Though you and your fellows have little power in the wider city, you're well entrenched and have quite the little business in drug running. Play your cards well, and you could be as powerful as any of the big players.

Finally you can become one of the **Corrupt**, the ones seeing themselves as high society and lording it over others… or at least you hope to be - even the rich and powerful need aides and flunkies. This is the world of financial shenanigans, of real estate strangleholds and blackmail rather than cocaine and violence. At least, most of the time.

Regardless of your choices, you may choose your gender for free and pick any age suitable for an adult. Any of the backgrounds can be chosen as a 'Drop-In' or the more classic reincarnation-style insertion complete with history and connections. You may likewise choose to be a Vice City ‘native’, or someone from elsewhere in the world who’s either visiting or taking up more long-term residence.

PERKS

Non-Discounted

- V.C. Driver’s License (Free for all)

It wouldn't be Grand Theft Auto without lots and lots of cars. No matter who you are or where you've come from, you'll want to be able to get where you're going. This Perk grants you some basic driving skills, including everything you need to handle the various cars, boats, helicopters, and so on you might drive, sail, or pilot while you're here. It doesn't give you *more* than that, though - you've got the level of experience of someone fresh out of their driving lessons, not a career racer, elite pilot or anything like that.

- Not A Scratch (100CP)

It's tough driving a car in Vice City - scratches and dents appear easily, to say nothing of bullet holes. So why not get some higher quality stuff? This Perk makes it so that every vehicle you drive, pilot or otherwise are in control of is just a bit tougher, shrugging off minor scrapes entirely and reducing all other damage by a good amount. You're also effectively immune to flat tires due to bad luck, though gunfire and the cops' spike mats are still a problem, and your car automatically cleans itself of any dirt, blood, and other such detriments provided you don't mind waiting a few minutes.

- Blue Collar Construction Work (100CP)

What goes up must come down, and you're more than happy to give it a hand. Whether you've worked for a construction company or you've had fiery aspirations as a kid, you're a master of demolitions - especially when it comes to bringing down buildings. Placement, formulation, hell - get a decent moonshine still going and you could whip up some pretty impressive improvised explosives then and there. Although guns and chainsaws can be fun for a bit, it's only dynamite and the like that lets you change Vice City's skyline with one press of a button.

- Just Like ‘Nam (100CP)

Assault Rifles? Napalm? Rocket launchers? You might as well get a job at Ammu-Nation, because your ability to get a hold of hardware civilians *really* shouldn't be found with is nothing short of superhuman. Sure, a lot of it might be surplus or discarded military gear and you probably shouldn't ask many questions about where it came from (or who you're selling it to). Still - nobody in Vice City can get their hands on a Minigun faster than you can, and that's a kind of power all on its own.

- Air Wave Expert (100CP)

Who drives through Vice City without the radio on? From music to advertisements to on-air debates, radio keeps countless people going day to day… and you should know. You're a gifted D.J. who can find and combine the greatest hits with ease, and you're a talented entertainer and radio host as well. Whether you decide to *Press The Issue* with Maurice on VCPR, pull up a chair on K-Chat, or just play the best songs of the day, you've got everything you need to excel in radio… though admittedly the overall competence of the competition here doesn't always make that difficult.

- God Of Driving (200CP)

If it's got wheels, you can drive it. Even if it doesn't you still might, because you're just that good a driver. Where others might struggle with parallel parking, you're setting records doing laps around Downtown. You could make a Rancher handle like an Infernus, you could out-race a sports car in a sedan, and you could make a Faggio *dance*. Make no mistake - you are the greatest driver in Vice City, and that's no empty boast.

- Hardy (200CP)

Who knew delivering pizzas was this good for you? Well, given the average danger of a Vice City rush hour, that's not that much of a surprise. Or maybe you've got some experience as an ambulance driver? Regardless, you've learned how to keep going through even grueling physical adversity, to the point you've reached a near superhuman level of stamina, pain tolerance and overall 'hardiness'. You're not bulletproof, but you can find the strength and fortitude to keep going where others would have collapsed in a wheezing (or bleeding) mess on the street.

- Cleaner (200CP)

Gunfire, screeching tires, the thrill of the hunt - whether you've been taking out criminals or merely your rivals you know how to handle yourself in a fight. Guns are more accurate in your hands, and you'll find that this is doubly true any time you're firing while on the move - be it by running or doing a drive-by on a motorcycle. You also get more protective benefits out of any body armor you wear, and can easily conceal such protection under ordinary shirts, working clothes or even formal wear.

- Locksmith (200CP)

Have you been taking lessons from Cam, by any chance? From ordinary tumbler pins to state of the art security, there's few locks you've never seen before and fewer that keep you out for long. Even a modern bank vault door wouldn't last more than a few minutes against you, though you'll probably want to get any passcodes and biometrics ready before you start. Maybe someone can grab the bank manager for you while your nimble fingers get to work?

- Icon Of Immorality (300CP)

Violence and sex go hand in hand, and you're *definitely* comfortable with the latter. Whether you're going for the classic 'arm candy' or you prefer six packs and bulging biceps, you've got the seduction skills to find your preferred company and the bedroom talents to make it worthwhile for both (or all) involved. In fact, much like the infamous Mercedes Cortez herself, you've turned sluttiness into nothing short of an art form. Indeed, your lack of 'exclusivity' - perceived or real - only ever makes you more desirable… even to those who normally want everything only for themselves and without any expectation that you'll restrain yourself should you reciprocate.

Out-of-towner

- The New Guy (100CP, free for Out-Of-Towners)

Starting at the bottom is hard enough when you're already part of a group. As a loner, it's several times worse… at least, it would have been without your talent for getting to know people. You have a nose for finding just the right people of wealth and power - usually the kind who are in need of reliable help and don't want any questions asked. You'll still have to earn their favor after, of course, but getting that first step out of the way has never been easier.

- Gainful Employment (200CP, discounted for Out-Of-Towners)

Make sure to pick up your phone - it's not every day you get a job like this. Detailed instructions are provided, and untraceable payment will be provided upon completion of your task. All you need to do is eliminate your target using whatever method you prefer. Car accident, fire, 9mm cranial trauma - whatever gets it done. You'll be able to get these assassin jobs as often as you wish, though only one at a time. All you need to do is reach for any phone with the thought of doing a hit, and the phone will ring the moment your hand touches the horn. Payment scales based on the challenge, and your targets are guaranteed to not be anyone you'd miss or need for any reason, and some might even be potential future rivals or enemies. Escape or protection from prosecution is not included, nor can the caller's identity be found in any way.

- Beneath Notice (400CP, discounted for Out-Of-Towners)

You're nobody, and everyone knows it. Just another hired gun, just a new wannabe desperate for a powerful backer, small fries compared to whatever's messing with your coke runs or arms deals or what have you. Until you're not. You'll find it remarkably easy to just blend into the background, not making waves and letting everyone underestimate you until the time is right. Play your cards right, and you could murder your idiot boss without them ever realizing you were out to get him from the very beginning.

- Drive And Ambition (600CP, discounted for Out-Of-Towners)

You've got big plans, and you intend to see them through. More than that, you're the textbook example of how hard work *does* pay off. So long as you put in the effort, you'll find that you'll always have some option available to progress towards your goals. Though it might make you slightly more successful on its own, this is *especially* effective at preventing you from failing for good. Accidentally killed your last informant and don't know what to do next? Someone will come by with a new lead and maybe some extra firepower. An ally got captured and interrogated by the man you're double-crossing? Rescue the fool and use the momentum to start your 'hostile takeover' early. It might take a lot of work, and it probably won't be easy, but keep an eye out for opportunities and you could find yourself with the chance to take control of an entire city's criminal underworld.

Mafia

- Changing With The Times (100CP, free for the Mafia)

It's important to keep to tradition, but those who don't adapt to new developments are doomed to get left behind. You have a great talent for not just relying on experience, but also for realizing when you need to shake things up or try something completely new - like expanding into the drug trade instead of sticking with money laundering, protection rackets and gun smuggling.

- Misdirection (200CP, discounted for the Mafia)

You're not some common thug; you're *civilized,* and you know how the game works. You're a master at avoiding attention by the police, be it by appearing to be just another well-to-do gentleman, planning ahead for new car paint to throw off pursuers, a well placed bribe or two, and generally making sure nothing disturbs your image of an honest businessman… assuming you're not caught covered in blood and with a dozen dead bodies at your feet, anyway.

- No Honor Among Thieves (400CP, discounted for the Mafia)

The Families are built on a sense of duty and community, if a criminal one. But it's just as important to realize that while underlings shouldn't be sacrificed for no gain, they *are* expendable. Just ask Sonny. You've internalized this lesson well, and any time you *do* end up having one of your allies or subordinates take the fall, you'll be able to get a lot more out of their misfortune. Better, they won't hold nearly as much of a grudge over your actions - assuming they even survive, that is.

- More Than Merely 'Mr. Coke' (600CP, discounted for the Mafia)

Out of all the criminals in Vice City, how did *Ricardo Diaz* become the biggest drug lord in town? It's not competence, that's for sure. You're part of a much more respectable kind of group, where ability and dedication are what matters, rather than being a brain-dead moron - if a rich one - like Diaz. You'll find that your subordinates are far less needy when it comes to direct supervision and leadership, becoming more competent and successful without requiring any direct effort on your end. Hiring competent subordinates *does* pay off, after all, and you'll see increased profits *and* have more time to spend on friends and family… or lounging around and shooting your tape player in random bouts of anger, if you *do* happen to be a colossal fool. You can still get involved, of course, should you ever feel the need to smuggle some drugs or gun down some rivals in person.

Ganger

- Easy Pickings (100CP, free for Gangers)

You'd think that, with crime rates what they are, people would know better. Fortunately for you, they really don't. Just about any (civilian) car or other vehicle you try to steal will just so happen to be left unlocked, with the keys either in the ignition or in the glove box. This doesn't cover things like military vehicles or other such rides treated with a lot more discipline, but anything just parked down the street? Pick a car, any car, and get moving before the owner gets back.

- Courier (200CP, discounted for Gangers)

Everyone wants what you're hauling, whether it's guns, coke, or used bills. So first and foremost, you need to not get caught. You're a master smuggler and drug runner, with a particular gift for stowing away your goods where others wouldn't think to look. Why rely on your airbags when you can stuff another pound of drugs in there instead?
This also extends to avoiding the attention of the white hats, though those are rarely as much of a threat as your rivals.

- Gang Colors (400CP, discounted for Gangers)

How do you prove yourself a true friend? You gotta show you got big cojones, that's what, and not some itty bitty Chiquita ones! Failing that, you've got a sixth sense for how to get accepted by close-knit communities like gangs and biker clubs. Of course, knowing how to belong also extends to *impersonating* other groups, be it for infiltration or just causing a big ruckus and having someone else take the blame.

- Home Turf (600CP, discounted for Gangers)

You ever see a map? They don't draw all the lines - not the ones that matter, the ones people know not to cross. The areas under your control are bounded by such lines… the borders that declare this place is *yours*, and anyone else had better get the fuck out. Much like Little Havana and Little Haiti in Vice City, cops, rival gangs and other enemies will rarely - if ever - venture into your territory. They might not *fear* you, as such, but they know the risks, and it's so much easier to find a reason to go somewhere else or hit some other rival instead of taking a chance and maybe finding their end in an alleyway or ditch on your home turf...

Corrupt

- A Pastor's Voice (100CP, free for the Corrupt)

Why be right when you can simply be the loudest? You've got the speechcraft skills of a professional politician or religious figure, meaning you have the ability to spew even the most outrageous bullshit without so much as flinching. Sure, plenty of folks won't buy it, but by the time anyone's refuted your latest claims, you're already two more bald-faced lies further. All else fails, just say whoever is criticizing you is a filthy Communist and move on. Bluster and charisma beat honest facts every day, and you're here to win.

- Legitimate Income (200CP, discounted for the Corrupt)

Of *course* you've acquired your wealth legally. And if there was any doubt about that, you know a few more tricks to deal with even that uncertainty. From generous donations to creative bookkeeping to businesses with high cash flows, you're a veteran at pretty much every method of laundering money out there. With the amount of criminal money flowing through Vice City, that's really just good business - and often far more likely to keep you out of the competition's crosshairs than more overt kinds of crime.

- Law And Crime (400CP, discounted for the Corrupt)

The arm of the law might be long, but that just means it’s easier to twist. Although you don't know the law all that well, you do know the *court* inside out. After all, those enforcing it are still only human, and there's a reason lawyers are considered a unique kind of evil. You are a master at manipulating those (supposedly) enforcing the law, like cops, judges, and attorneys of all kinds. A little blackmail here, some illegal favors there, maybe some planted evidence and the court system will readily drop whatever case(s) they might have against you and your partners in crime. Or guarantee your rivals get put away for a nice, long while.

- Mogul (600CP, discounted for the Corrupt)

The property business ain’t all about high-falootin’ paper pushing. It’s about *dirt*! And the will to *claim* that dirt! You’re the kind of real estate savant that would make even Avery Carrington jealous - if there’s a way to acquire a building, plot of land, or similar kind of property cheaper or easier, you probably know it. Even, and especially, if it involves less-than-legal methods. Arson, sabotage, inciting gang wars or blackmailing officials… it’s all familiar ground to you. More than that, once you own a place or two, you’ll find yourself equally talented at using those to their

best potential to expand your assets, with no avenues of pressure, no dirty tricks, and no monopoly potential left unexploited.

ITEMS

Unless stated otherwise, all items may be purchased multiple times, and each automatically repairs and cleans itself to pristine condition over a day. They are likewise replaced if ever lost, destroyed or used up. You may import existing items of a similar type into purchases made here if you wish, such as merging a sci-fi communicator with the *Contact* phone to combine their functionalities, at no additional cost.

- Threads (One free for all)

It's not the Seventies anymore, but what can you say? You like this shirt. You receive a well-made, hip 'hawaii' shirt much like Tommy's, which automatically cleans and repairs itself when needed. Which is probably a good thing - Vice City's weather tends towards the 'sweaty' kind, and that's if the forecast doesn't include bullets.

- V.C. Radio (Free for all)

Wherever you're driving, tune in and embrace the greatest hits of the eighties. Whether it's V-Rock, Wave 103, Wildstyle or one of the other radio stations, have no fear: you'll be able to pick up every station from Vice City wherever you go, on pretty much anything that could remotely act as a radio. The stations will continue to produce new content appropriate for their styles, too, so you won't have to worry about hearing nothing but reruns.

- Contact (100CP, free for Out-Of-Towners)

This state-of-the-art (for the early Eighties) mobile phone is a bit of an oddity. Whether you got it off somebody you beat to a pulp or not, many of the people calling you on it will (initially) mistake you for someone else. Yet despite this fact, you'll soon realize that following up on these mistaken callers offers quite a few unique opportunities… especially with smaller or more close-knit groups you otherwise wouldn't easily get an 'in' with.

- Greens (100CP, free for the Mafia)

This slightly worn briefcase is filled with money - tens and twenties, all used and effectively untraceable. It's a classic way to pay for any shady deals you might get involved in, and though the money itself doesn't replenish on its own, this briefcase is unique in that it can access any funds you might possess at any time, converting to alternative currencies as required.

- White Lady (100CP, free for Gangers)

A similar kind of briefcase as the option above, this particular piece of luggage doesn't contain money… it contains *product*. Several kilos of pure Columbian cocaine, to be exact. Although these drugs don't replenish on their own, they're a fantastic way to get some distribution contacts established. Furthermore, the briefcase can access any other chemicals or consumables you possess, be they for medicinal or, ah, *recreational* use, adapting for any unusual quirks of your clientele (in case you want to sell cocaine to aliens at some point in the

future) as needed. It’s the perfect storage for both trading in bulk or offering a wide variety of options at any given time.

- The Invitation (100CP, free for the Corrupt)

Power and success come in many forms. Skill, wealth, reputation… but perhaps the most difficult - and the most rewarding - form of power is built not from personal ability, but from *who you know*. A well-connected individual can enact change the richest recluse couldn’t hope to achieve, and with this purchase, you’ve got everything you need to establish your own network of powerful friends. Coming in an unmarked envelope and written on the most high-quality embossed paper, this is an invitation to a party, gala, or some other social event where it’s practically guaranteed the majority of the region’s rich, powerful, and ambitious individuals will be in attendance. It’s the perfect place to make new connections and rekindle old partnerships… or just to stake out the competition.
You get a new invitation once per year or whenever you move to a new location (in a more long-term manner, anyway), ensuring you’ll never go long without being part of this level of, ah, *exclusiveness*. Just make sure you dress for the occasion.

- The Arsenal Of Crime (Variable cost)

If you're going to be one of the big players in Vice City, you'll want to pack some *heat*. Whether it's some improvised tools or something heavy you've been saving for a rainy day, this is where you can buy some weapons for your no doubt plentiful acts of violence. All weapons come with unlimited fuel and ammunition (where applicable) and are guaranteed to never jam, dull, or otherwise cease functioning.

For 25CP per item, you may acquire any kind of tool or melee weapon. From hammers to katanas and the mighty chainsaw, there's no better way to get 'up close and personal'. You can also choose to gain a pistol or a collection of Molotov Cocktails, but not any heavier weapons. It's enough to get you started, but these are ultimately mostly used as backup weapons.
For 50CP, you gain your choice of larger weaponry, including submachine guns, the Colt 'hand cannon', shotguns or a long-range hunting rifle. These kinds of guns are the most common among the better-armed gangs in the city, so you'll fit in well.
Finally, for 100CP you get your choice of military-grade hardware, from assault rifles to rocket launchers and the dreaded minigun. If you don't just want to put someone down but create a bloodbath, this'll get you what you need and more.

- Health Insurance (50CP)

It's practically inevitable you're going to get shot during your time here. Repeatedly, in fact. So why not invest in your physical well-being with this state of the art body armor? Easily a match for the gear used by SWAT and other law enforcement, this armor is likely to double your life expectancy in any major firefight, yet it's also light and comfortable enough you could wear it under a three-piece suit without any discomfort or significant tells.

- Traveling In Style (Variable cost)

This is *Grand Theft Auto* - it was inevitable there would be vehicles available, and I can already tell you: there's a wide variety to pick from. But rather than discuss each model in depth, a price range might be an easier way to browse the collection. Regardless of your choice (or choices), each purchased vehicle can be found at any owned location of your choice (or your hotel room, if need be), each has unlimited fuel, and any vehicles damaged, lost or destroyed through causes such as traffic accidents, explosive ordnance, or being sunk to the bottom of the ocean are replaced the next day, good as new. Must be one helluva contract you got for your car insurance...

For the basics, that is a common car, motorbike or boat, delivery costs a mere 50CP. Models such as the Rancher, Esperanto, or Stallion all fall in this category, as do most gang cars like the Voodoo or Cuban Hermes.

If you're looking for something with a bit more 'wow factor', for a mere 100CP you can get a sports car like the Comet or Cheetah, or a top-of-the-line speedboat instead. This price also covers specialist vehicles like Ambulances or Police cars.

For 150CP, you can become the owner of a helicopter or a small aircraft, which is optionally equipped for water landings. These can also incorporate a single automatic weapon such as the one seen on the Sea Sparrow, which comes with unlimited ammunition (but only while it's mounted on the vehicle in question).
You can also choose to instead receive a… well, a tank. Tracked locomotion, armor plating, the works. You better know what you're doing though - showing your driver's license isn't going to cut it when the Man asks if you're allowed to drive this thing. It also never runs out of ammunition, though rare are the times you'll need to shoot twice.

Finally, for 200CP you get the international incident that is an honest-to-god military Attack Helicopter. Machine guns, rocket packs, the works. Bring this baby out, and most folks would probably think you're overreacting - not to mention certifiably insane - but they'll say so very quietly, where you're not going to hear them. This isn't going to make you a big fish in a small pond so much as it will turn you into a *shark*. Like the previous option, it comes with unlimited ammunition.

- Family Fun (50CP or 150CP)

Bring out your inner child with this collection of radio-controlled cars, boats, helicopters and other vehicles! Each comes with unlimited battery life, a range of flashy colors, and a free Replacement one hour after it is lost or destroyed due to getting run over, sunk or flown into the nearest office building.
For an additional 100CP, these 'toys' also come equipped with small but surprisingly powerful explosives. That toy plane now carries bombs strong enough to shred speedboats on a direct hit, your helicopter can carry packs of dynamite with ease, and you haven't lived till you've eliminated a rival with an R.C.-car-turned-car-bomb.

- Finders Keepers (200CP)

It's amazing what people leave lying around in the nooks and crannies of Vice City. Countless hidden packages are strewn around the city, and though most are probably filled with cocaine, the benefits from finding them extend well beyond mere drugs. Much like the secrets seen in the game itself, finding enough of these hidden goodies will result in regular deliveries of all manner of goodies to your hotel room, mansion, or other such base of operations you might use. Perhaps the Coke comes with a code for a lifetime subscription to Crime Incorporated?
Just as an example: Tommy would regularly receive body armor after finding his tenth hidden package, while his seventieth package got him deliveries of a military rocket launcher complete with ammunition.
There's no guarantee of what exactly you'll get, but each new item will be somehow useful for a life of crime. The items themselves aren't fiat-backed like other items bought for CP, but you'll get the chance to find more hidden packages anywhere you go with no limit beyond how far you're willing to search for more. Even future jumps will have such packages to find, though rewards don't carry over from jump to jump.

- A Friend On The Force (100CP)

When you've crossed the line, when you're caught red-handed, when it's all down to car chases and shootouts with the cops… wouldn't it be useful if someone in power nudged things in your favor, perhaps by downplaying your threat or deploying possible reinforcements elsewhere? Well, now you've got just such an ally, though exactly *who* seems rather undetermined at any given time - indeed, it's impossible to identify them by any means, for you *and* the government alike.
Regardless of who they are, though, any time you're involved in a police chase or are otherwise tangling with law enforcement, they can instantly reduce the overall severity of the situation… for a price. All you need to do is pick up a little something along the way, and don't ask any questions before (or after) you drop it off when you're no longer trying to avoid the imminent jail cell.
Much like the 'police bribe' pickups seen in the game, this means you might turn a Federal manhunt complete with helicopter support into a much less severe S.W.A.T. chase, or shake the cops off your tail entirely for lesser crimes. Just don't try and keep the packages (probably drugs or guns) you're collecting. Your anonymous benefactor(s) don't take 'no' for an answer… and their connections mean that ignoring their demands is likely to result in you back at square one: wanted by every law enforcement officer in the region.

- The Worst Deal (200CP)

This suitcase carries something valuable. Something illegal. Something *dangerous.* Defaulting to a collection of microchips, whatever the contents actually are they are guaranteed to catch the attention of whatever unscrupulous people you offer to sell it to. However, this illegal cargo has a second unique property: it will cause a response from the law that makes the word 'disproportionate' utterly insufficient to describe. As in, you'll get black ops teams from the *French* dropping in on your head and then some. Unlike the cargo Tommy would try to collect for Cortez, you won't necessarily be the one in the crosshairs either - in part because you can set the time before the Man catches up to it. No more than a day after you hand it over, though -

there's only so long they need to track it. The suitcase remains inert and untracked until you (try to) sell it.

- M.A.L. Practice (200CP)

Medical care in Vice City is the best of the best… if you can afford it. This medical practice guarantees they can fix whatever ails you - be it shark bites, car crash injuries, or multiple gunshot wounds to the head, they'll have you on your feet and out the door by day's end. Free Ambulance pickup included, and you don't need to call ahead either so unforeseen accidents are just as easily handled as intentional mayhem.
The downside, of course, is that they know the value of their work and charge equally exorbitant prices. The wealthier you are and the greater the injuries you need fixed, the higher the price tag will likewise become… and it'll always be higher than you'd like. They'll know ahead of time if you can't (or won't) afford their price, and they'll be just as happy leaving you to die bleeding out in some ditch somewhere.

- J.C. & Associates (200CP)

If there's a crime, there's a criminal, and if there's a criminal, there's - sometimes - even a court case about them. Though you're probably best served by steering clear of the law entirely, you might not be able to avoid getting arrested. For those times you get 'busted' red-handed, there's always this company. Providing legal services to any and all who can pay for it and guaranteeing support in even the most antagonistic of legal systems, they don't so much operate on a 'proven innocent or your money back' as they can outright guarantee you walk free. No matter the crime, no matter the evidence, with one of their lawyers on your side you will be exonerated of all wrongdoing - and in record time, too, so don't expect to spend more than a day in the courtroom, if that.
Of course, like the medical practice above they only take payment in advance, and the price tag for their exceptional services increases in proportion to both your wealth and power as well as the severity of the crime. At the bare minimum, you'll need to pay substantially more than you would have in the hypothetical case your entire punishment were converted to a fine, and it only gets worse from there. They know ahead of time if you can't (or won't) afford their price, and since they don't do charity cases you'll just have to get by on your own if you don't fork over the greens.

PROPERTIES, ASSETS AND CRIMINAL ENTERPRISES

Take Avery's advice - there's some prime real estate out there, just waiting for you to snatch it up. Whether you're looking for some investment opportunities, you just want to retire to a life of wealth, or you want to get a head start on building your criminal empire, this is the place to lay the foundations. Each purchase may grant you either the default option seen in the Vice City game itself, or a similar, new property of your choosing. Alternatively, you may instead make it so a unique opportunity arises shortly after your arrival that allows you to acquire these

properties with little effort, in case you'd rather not start out as their owner immediately (notably, due to, ah, *ownership issues* if you try to move in to the Jumper Estate, for example). All properties slowly recover from any damage or even bankruptcy over time, and freely adapt to a form suitable for any new jump you move to - the hotel rooms in the option below might become luxurious rooms at one or more inns when you move to a setting like A Song Of Ice And Fire, for example, while the Docks could find itself dealing with smuggler spaceships when you visit Star Wars.

- A Room With A View (One free for all, 25CP for additional purchases)

A decently large and well-cared for hotel room is fairly humble as beginnings go… but it certainly beats sleeping on the streets. This room, which appears to be perpetually paid for until the end of *next* week, can serve as a temporary place to stay while you get your bearings. That said, it's not actually legally yours, so you might want to get a more permanent residence sorted out eventually.
By default this is a nice, comfortable room in the *Ocean View Hotel*, with the beach right outside the front door and Tommy Vercetti possibly staying in the next room over.

- Safe House (Variable cost)

The next step up from an ordinary hotel room, this is an apartment, house, or other such residence you can truly call your own. For 50CP, this will be a sizable but otherwise average apartment somewhere in an apartment complex, which includes a garage suitable for a single vehicle or several motorcycles. You may also upgrade a Safe House for 25CP per choice: you can turn it into a freestanding house with more space and no (potentially noisy and/or nosy) neighbors, the penthouse suite of an apartment complex complete with rooftop helipad (helicopter not included), or grant it expanded garage space for up to six vehicles. Repeated upgrades stack as appropriate and upgrades can be freely combined - the house option and penthouse suite could become a small mansion similar to El Swanko Casa or Mercedes' house, for example.

- Clothing Store (50CP)

Sure, it's 'just' a clothing store, but this is the eighties - being successful means looking the part. This store has a wide range of clothing available, from loungewear to sports clothes and tuxedos to working overalls. There's also a selection not available to most customers if you don't mind shopping 'in the back'… gang outfits for the various criminal groups in the city, police uniforms stolen from the local depot, that sort of thing.
By default this option gets you *Rafael's*, lawyer-provided card not necessary.

- Docks (100CP)

This small boatyard specializes in building and maintaining speed boats of all shapes and sizes. With at least two boats ready to go most days (assuming you don't wreck them, anyway), it's the perfect place to start a nice day out on the waves. Sunshine and clear skies, the wind in your hair, the spray of seawater… and if you feel like combining work and leisure, I'm sure a fast boat with some decent space in the hold could come in useful in a drug haven like Vice City.
The default purchase here is the south Vice City docks.

- Strip Club (100CP)

Whether you're cheering for the ladies on stage or you're willing to shell out for a private show, remember the rules: you can look, but don't touch. This den of sensuality is perfect for establishing oneself as a man (or woman, we certainly don't judge) of influence, charisma and desirability, especially by inviting prospective clandestine business partners for a visit. But even when you're not enjoying the company in person, this club could also make for a decent place to launder money… or a gateway into even more intimate (and profitable) activities.
By default this option grants you ownership of the *Pole Position* - remember to say hi to Mercedes when she's in.

- Jumper Estate (150CP)

Likely the largest, most opulent and overall just *grandest* mansion in the entire city, this magnificent structure occupies a central position in Vice City - and for good reason. Built to accommodate not just its likely obscenely rich owner but also a sizable contingent of other employees, this mansion comes with everything you'd need to coordinate a large business right out of your living room… or do the same with a protection racket spanning half the city. The mansion comes with a swimming pool, sophisticated security systems, a large garage as well as a helipad and jetty… and an armory that continually restocks with a variety of criminal hardware, from submachine guns and assault rifles to shotguns and body armor. There's no better place to coordinate your criminal empire from.
The default purchase here would ordinarily be the (future) Vercetti Estate, but given that it's currently still occupied by Ricardo Diaz, you'll have to figure out how exactly you'd get this property if you don't want to create a new mansion of your own design.

- Ice Cream Factory (150CP)

Is there anything more pure than a child's smile when they're eating an ice cream cone? Perhaps not, but this facility can both produce and market a fine range of ice cream flavors, complete with its own ice cream vans to bring it to the masses. In case you want to expand your clientele, it can also be used to distribute other, 'non-dairy', products. Such as cocaine.
The default property for this is the *Cherry Popper Ice Cream Factory*; the psychotic elderly lady as manager is entirely optional.

- Cab Company (150CP)

Whoever thinks rush hour is the toughest part of taxi services doesn't know what they're talking about. Inter-company rivalries can be as brutal and deadly as the drug trade… but with this company, you might just have what it takes to achieve a monopoly - especially if you don't mind getting your hands dirty. And after that… well, why not expand into markets beyond just passenger transport? There's plenty of room in the trunk for illicit cargo, after all.
The default here is *Kaufman Cabs*.

- Movie Studio (150CP)

This collection of hangars, studio lots and film equipment has somehow merged together into a movie company far more successful than it has any right to be. Although at first glance this

place seems oddly obsessed with giant sharks and U.F.O.s, nothing compares to their focus on *pussy*. If you're looking to sell some of the finest B-movie smut, few can do it better - *especially* if you're ok with some shady recruitment practices to get new 'talent' and questionable or outright illegal advertising tricks to get the sales going.
The default here is *Interglobal Film Studio.* Don't let the shabby appearance fool you, it's worth every (stolen) penny.

- Car Showroom (150CP)

Selling the latest and most popular car models, this showroom also provides various services like maintenance checks, paint schemes, or fixing up bullet holes. Furthermore, if customers are interested in specific models that aren't currently available in the showroom, they'll usually be able to get them delivered before too long. Of course, you could make a lot more money here if you sourced your merchandise from… *less than legal* sources. Car thefts are so common nowadays, after all, and if the staff gets a little enthusiastic in their procurement methods, that's just good for business.
The default option here is *Sunshine Autos* - maybe you can get B.J. Smith's autograph while you're there?

- Nightclub (200CP)

Flashing lights, drinks aplenty, a thundering bass and the clamor of the crowd; what better way to spend an evening is there? Few clubs could manage to draw so many guests as this club, and fewer still could make such a tidy profit. In fact, although you could get plenty of satisfaction out of the V.I.P. section (even if you ignore Rosenberg and forego the minibar), there's other opportunities if you're sufficiently creative.
After all, with an establishment that has this much cash flowing through it, what better place could you want for laundering obscene amounts of stolen money? Even a haul from, say, robbing El Banco Corrupto Grande could be handled with little difficulty.
The default for this purchase is *The Malibu* - the hippest, fanciest, and most successful nightclub in Vice City today.

- Printworks (200CP)

This large building is filled with row upon row of machines, the printing presses endlessly churning out whatever written works you decide to produce. Perhaps you'd like to print a newspaper, or some magazines? You might even know a book or two due for a (re) run, or even try your hand at making your own stories? The Printworks can make them all at an astounding speed, while taking up remarkably little manpower thanks to the miracle of automation.
Of course, you *could* also take Earnest Kelly's advice and print counterfeit money instead of something more conventional. There's no better way to get a profit margin, and who can say 'no' to a little (or a lot) of spending money?
The default purchase here is the Little Haiti *Printworks*.

- Golf Course (200CP)

Containing more old farts than anywhere outside Farewell Ranch, golf clubs are the domain of the rich, the powerful, and the politically connected. Not to mention the corrupt, but then we're just repeating ourselves.
With this purchase you become the owner of your very own golf course, with all the potential connections, shady deals, golf carts and blackmail material one might expect. You might also be surprised at just how many people meet their end on the golf course - if a caddie accident, golf club-related blunt force trauma or other such tragedy just happens to find a rival of yours that's trying a few swings… well, I'm sure you can look properly innocent of any wrongdoing, yeah?
The default golf course is the *Leaf Links Golf Club*. Try not to run over too many elderly folks while you're there?

COMPANIONS AND FOLLOWERS

- Partners In Crime (Variable cost)

Violence and drugs get you far, but if there's one thing that sets the greatest criminals aside from the wannabes, it's who they know. So get some trusted help here, by importing existing Companions or creating new ones according to your wishes. You can get one Companion at a time for 50CP each, or get a group of eight at once for 200CP. Each has a background of their choosing, 300CP to spend on any options other than more Companions, and they may gain more points by taking Drawbacks.

- New Friends (50CP per purchase)

Alternatively, if you'd like to take existing individuals from this setting with you, you may use this option. Perhaps you'd like to take Tommy with you on your chain, to see how the 'Harwood Butcher' deals with wholly new and exciting kinds of crime? Or perhaps you've taken a liking to Mercedes, and you'd like to show her the thrills and adventures that can be found beyond Vice City? Whatever the case may be, each purchase allows you to recruit a single individual from this setting, and you're guaranteed to get a good first impression with whoever is your first choice. Should they refuse your offer, you may keep inviting other individuals until one of them accepts. Newly recruited individuals immediately receive all purchases discounted for the Background that most closely matches their personality and history for free, but gain no CP and may not take Drawbacks.

- The Jumpchain Gang (Variable cost)

Oh, yeah. It's *these* guys. Composed of a somewhat generic and occasionally goofy collection of career layabouts, this loyal gang will keep your criminal empire running smoothly… somehow. Although they seem to do little more than stand around while talking about each other's romantic woes, whatever businesses or criminal activities they're assigned to nonetheless operate fairly well - so long as there's no major issues you need to get personally involved in, anyway. They're... not the most proactive guys around. They all carry some light weapons like pistols or the occasional uzi, and they'll happily gun down anyone making trouble for you anywhere they're lounging. Their preferred gang 'look' are various colors of Hawaii shirt by default, though you can change this without issue if you'd rather have them look different. Black suit and tie, perhaps?

The Jumpchain Gang comes free with all purchased or rewarded assets from this jump. You may also have these goons, uh, stand around doing nothing for other properties you possess at a cost of 25CP per property. Alternatively, go for broke and pay 250CP to put them in some or even all properties you own, including those you acquire in future jumps if you so wish.

SCENARIOS

If you'd like to make your stay in this haven of crime and debauchery more exciting - not to mention rewarding - you may take Scenarios to do during this jump. You may do any number of Scenarios, but you can't complete your time in this jump until you've completed all Scenarios you've decided to take. Scenario rewards are given immediately upon completion. You and your Companions (if any) may take Scenarios together, but each Scenario can only be completed by one person. Rendering a Scenario impossible to complete counts as a failure condition for this jump, but generally speaking only extreme cases like killing Tommy during *A Grand Beginning* or outright razing a sizable portion of the city to the ground will exceed this level of mayhem. Vice City's no stranger to violence or strange happenings, after all. You may choose to leave a portion of your CP unspent until you've completed one or more Scenarios, should you wish to save up for more expensive purchases using the reward CP.

- A Grand Beginning

The heart and soul of Grand Theft Auto: Vice City, this Scenario will see you go through the entire game, either alongside Tommy as a friend and ally or by replacing our beloved psychotic protagonist entirely. Your goal? To find out who betrayed you and make them *pay*, while at the same time building up your own powerbase. You'll have achieved victory in this Scenario once you've eliminated Diaz, then gained enough power and influence to make Sonny Forelli come by to claim his dues… at which point you'll have to eliminate your former boss as well.
Your reward for completing this Scenario is an extra 100CP, as well as a single purchase of the *Jumper Estate* (representing Vercetti Estate) and a white Infernus sportscar from *Traveling In Style*.

- Vice City Veteran

Although *A Grand Beginning* represents the core of the events seen in the game, that's not to say there's nothing else to be done. In fact, there's not just more but a *lot* more to do in Vice City… and your goal is to see, do, and experience just about anything and everything the place has to offer. Complete every job, explore every area, try different hobbies from RC helicopter races to high-speed jumps in sports cars all across the city, rob a bank… there are so many different things to do in this place. You'll have a vague sense of what you might still need to accomplish to complete this Scenario, but you'll ultimately have to rely on your sense of determination and creativity more than just grabbing a 100% completion list and ticking the boxes. It's about experiencing Vice City like never before, not a grocery list.
For completing this task, you receive an extra 200CP and one free item of choice - you've probably picked up a few interesting things during your adventures, haven't you?

- Stranglehold

Vice City will be *yours*, one way or another. You will accept no rivals, permit no enemies. Your goal with this Scenario is nothing less than controlling the entire Vice City underworld, be it through threats, favors, or simply by eliminating anyone who dares to stand against you. In short, your position as the top crime lord in Vice City needs to be effectively unassailable.
At its minimum, this means you are in control of ninety percent of all drugs traded in or smuggled through Vice City, no major gangs remain in the city (at least none who don't work for you), and you have no major enemies threatening your dominion - likely requiring you to… ah, *convince* the various rival factions from outside the city you're not to be tangled with, and controlling law enforcement to leave you (mostly) alone through bribes, blackmail or other measures.
Your reward for achieving total dominance in the unofficial capital of drugs is an extra 500CP to be spent on any purchases from the *Properties, Assets and Criminal Enterprises* section of this jump.

DRAWBACKS

There is no limit to the number of Drawbacks you can take. Just be careful: life is cheap in Vice City's criminal underworld. Even if you decide to leave the city or even ignore the opportunities of a life of crime entirely, these Drawbacks will stay comparably difficult to deal with.

- A History Of Crime (+0CP)

What's that, you say? You've *already* been to this world, made the streets unsafe and collected vast amounts of (illegal) wealth? With this toggle, you may keep any events from your previous visit(s) to the Grand Theft Auto setting, essentially maintaining 'continuity' from the time you left. Fanwank how exactly this manifests in case of conflicting details, purchases, and other such aspects.

- Storm Warning (+100CP)

A fairly large and powerful storm will be sweeping over Vice City, making landfall right as your plane touches down. Bridges and the like will close as a safety precaution, but for you? The effects are noticeably more pronounced - and *permanent* - than what Tommy will experience. Although the bridges connecting the East and West halves of the city will open soon enough, you are completely unable to leave Vice City by any means… even once the weather improves again.

- Instinctual Self-Preservation (+100CP)

Vice City's traffic is... *risky* at best. You never know when a lunatic like you just races past at full speed, ignoring traffic laws and common sense wherever they go. It's particularly hazardous for pedestrians, because they seem to try and avoid any unfortunate accidents by literally leaping out of the way… oh, and by that we mean they'll start jumping right in front of your car the moment you pass the speed limit.

- Overdue Maintenance (+100CP)

One bad turn, one time hitting the brakes in an emergency, or pushing the engine too hard, and things start rattling. And that's before things like automatic weapons get involved. Any vehicle you get into, from cars to motorcycles to military tanks, seems to wear out at an incredible rate. Sure, it's easy to get a new car - just steal the next one that passes by - but you might still want to practice some more careful driving… especially for vehicles you don't consider expendable.

- Fish Food (+100CP)

You know you're only supposed to sink *after* being fitted with 'cement shoes', right? Well, it seems you skipped that class in, ah, Crime 101, because you're utterly incapable of swimming or even staying afloat on your own. You can still use yachts and speedboats just fine, but the moment you start treading water you're done for. This also eliminates any method you might have to breathe underwater, be it bizarre esoteric abilities or just your standard scuba gear.

- I Like This Shirt… (+100CP)

Look, we like the seventies as much as anyone, but you've gotta stay with the times! Sadly, you're stuck with an atrocious fashion sense, to the point your lack of appropriate attire easily becomes something of a running joke. And if you think this seems rather mild as far as detrimental habits go… Vice City practically *runs* on reputation. If they ridicule you one day over your Hawaii shirt or golf outfit, what's stopping their lack of respect from them putting a bullet in you the next?

- Barbarians At The Gates (+200CP)

Why does it seem like this entire damn city is out for your head? Every gang, every syndicate, every little band of drug runners seems to dislike you on general principle. It'll be much harder to make friends and allies, and you'll have to face a lot more hostility from your rivals - you're the preferred target, and they'll be watching for any openings to ruin your operations or eliminate you entirely.

- What Next, The Mafia? (+200CP)

The good news is, these rivals aren't local, meaning they won't have to deal with them nearly as often as the gangs from the previous Drawback. The bad news is that they're much more well-established than the borderline anarchy pervading Vice City. Every now and then, these crime families, international syndicates, or other such groups might send some people to your home to take a cut of the pie, eliminate (potential) threats to their power, or just destabilize the region so they can move in later. You'll have to act fast when they show up - like Sonny's men, these aren't your average nobodies but people who are veterans of organized crime. And they're not afraid to crack a few skulls, bribe your supposed allies or just plain waste you for standing up to them.

- I'm Surrounded By Pricks! (+200CP)

It's a sad fact of life that competent help is hard to find. It's not so much that the rest of your gang, organization, or buddies are *stupid*, it's just… sometimes it really does feel like you have to do everything yourself. Expect to need a lot more time spent getting 'hands on' with the

business (whatever business that may be), because delegating only solves the barest minimum of troubles.

- Fear The Man (+200CP)

What the *hell* did they put in those donuts?! With this Drawback, all basic law enforcement is far more 'trigger happy' and competent, not to mention far more willing to call for backup. As are the S.W.A.T. and the Feds, for that matter. They still need to catch you red-handed, so to speak, but don't think being a law-abiding citizen is any protection. All this newfound power might have just gone to their heads too (or they're just really bored), because the entire force seems to just be itching for an excuse to bust your ass anytime you're near. *Any* excuse. You've never seen an ordinary fender bender escalate to FBI chases this fast, I assure you.

- The End Times (+200CP)

Flies! Locusts! The seas rising up and turning yellow! …okay, maybe it's not that bad just yet, no matter what Pastor Richards proclaims. But it's definitely dangerous out there. Gang wars are effectively constant, with firefights, drive-bys and other violence spilling out into other neighborhoods on a daily basis. They won't seek you out or anything, but with the amount of mayhem in the city it's just a matter of time before another handful of gangers show up for a fight *right* where you are.

- Addled (+300CP)

Are you a member of Love Fist? Well, you won't seem *too* out of place among the other members of the band, because you're now an addict on par with Jezz Torrent himself. To say this is a great feat of debauchery would be an understatement, and before you ask: no, you can't kick the habit in any way. I assume you've got a steady source of Coke lined up and ready to provide, yeah? If not, you might want to get on that before too long… I hear the withdrawal symptoms are horrendous.
Alternatively, you can choose to forego Cocaine entirely and become hooked on home-brew Boomshine instead. Which is arguably worse, if the shenanigans with that one supposedly-'Nam-veteran are any indication.

- It Eat My Favorite El Burro Movie! (+300CP)

You've got the brains and temperament of a veteran drug lord - one of the most powerful in Vice City. Unfortunately, that drug lord is *Diaz*, meaning that calling you a moron with temper issues is barely scratching the surface. You might still have a kind of primal cunning or competence, sure… but you're also the kind of guy who shoots his tape recorder when it doesn't turn on (it's probably not plugged in) and scratches his balls with the very same, still very much loaded gun not a minute after.

- Integrity (+300CP)

They say there is no honor among thieves, but you're living proof that there are still good men out there. Well, 'good' is relative, but the point stands - it's no longer just Colonel Cortez who can be relied upon to act with dignity and honor his promises. You have a personal code you follow, which you will not break under any circumstance. A loyalty to your friends, lines you will

not cross, extending trust to your subordinates… it'll make you stand out, especially in a place as treacherous and hypocritical as Vice City - and there are many who won't mind taking advantage of this weakness.

- Tied To Her Apron Strings (+300CP)

Ohhh, did you make an enemy of Auntie Poulet you fool man? Dem calling your name now, you bad, bad man. Should know better than to cross de spirits...
From time to time, you'll find yourself as if in a dream-like state, acting as if possessed or brainwashed in some manner. You'll remember little, if anything, from this time, but the acts you do while being turned into such a puppet are always at odds with your overall goals. Sometimes you might help your enemies against a supposed ally, other times you'll give away things of your own that you might need in the future, or even sabotage your own operations. You'll never *directly* go against your own people or wellbeing, but indirect action is very much on the table… and nothing can stop you from doing these tasks - not even killing Auntie Poulet herself. On a more positive note, you'll largely restrain yourself to only what an ordinary - if likely *well armed* - man could accomplish. Perhaps the Voodoo taking hold of you doesn't understand or care about any potential extraordinary powers or equipment you might possess?
You'll fall into such a puppet state once every few days, taking anywhere from a few minutes to an hour or so, depending on how difficult and time consuming your task is.

- Self-Made (Wo)Man (+300CP)

Your success is your own. You don't rely on the backing of others, on handouts or unfair advantages - it's all you. You and your Companions lose access to any supernatural powers, alien equipment, or other advantages you might have brought with you from other jumps - as such, you and all of your Companions must take this Drawback if even one if you does. For all intents and purposes, you are reduced to your Body Mod and whatever you've bought for this jump. Now get out there, and show this city what an ordinary criminal can achieve!

ENDING

You've spent ten years in Vice City (or elsewhere in the setting of Grand Theft Auto), and you've reached the end of the road. Now, after countless gunfights, drug runs, scantily clad women, explosions and traffic violations, it's time for that big choice you knew was coming.

First, as a (maybe) parting gift, have a free detox so you can decide with a clear head. Now, without all that cocaine clouding things, what are you going to do from here on out?

Maybe you've found that **Crime Doesn't Pay**. If you're tired of jumping, you may choose to go home to your reality of origin. You keep whatever you've acquired during your chain, drugs and all, but your days as a Jumper are over. This is your only available option if you died during your stay here.

Or maybe it's the **Start Of Something Beautiful**? There's always more crime to do in this place, more drugs to sample and sell, and you can stay here if you wish. Like the option above you'll

never jump again, but instead of going home you'll get to stay in the world of GTA for the rest of your days.

And finally, you can choose to **Blast Off Into Space With The Pastor Richards Salvation Statue**! And by that we mean move on to whatever jump comes next in your chain. I'm sure there are countless places out there in the multiverse that could use a *reliable supplier?*

NOTES

When in doubt, fanwank responsibly and have fun.

This jump is, obviously, most useful for those looking to spend a decade doing (violent) crime. That said, none of the Perks or other parts of this jump affect your morality in any way. Well, aside from tempting you, perhaps, but there's nothing stopping you from just walking away and living an ordinary life.