CRUELTY SQUAD



By ButSinceYouAsked

Now you've done it, you freak shit.

Why did you choose this? Why would you be here? Take 1000cp as recompense

You cannot stay at the end of the Jump, you must move on or return.

Origins

Drop In: You, as you were before, dropped in to the festering cancer that is the world.

Cruelty Squad Employee: Freshly recruited to the respected security company Cruelty Squad, you're a trained gig economy wetworker. Make sure to log 15 minutes a day on your conditioning app, lest the constant brutality wear you down.

Darkworlder: A resident of the lower planes, you have escaped from under the thumb of Sir John Oliver II to a higher dimension - but it's not clear if that's any better of a fate.



Perks

Drop in

It's a good idea to take a break every now and then. (100cp)
You have learned that you need to get rest wherever you can find it. Unless you're actively under threat, you can always get some sleep or relaxation.

This place has a mysterious atmosphere don't you think? (200cp)
Your gut never fails to tell you when something is going on that's being hidden from the public. You won't know what specifically, but you will always know that there's something to find.

Oh you're one of the new security hires? (400cp)
So long as you're making an effort to fit in and not obviously carrying a weapon, nobody will question your presence, no matter how restricted the area. As soon as you act out, this effect ends - potentially catastrophically.

This is just like Gorbino's Quest. This is the Gorbino's Quest of life. (600cp)
No matter how many hours of mind-pumping action you have had, you're ready for 500 more. You don't suffer from stress or boredom from prolonged periods of activity, and your stamina is bottomless.



Perks

Cruelty Squad Employee

Are you even human? (100cp)
Your body is extremely compatible with all sorts of unusual implants, and will never reject anything you deliberately have installed.

I really look up to people who are good at violence. (200cp)
Your capacity for violence is immense, and your tolerance for it equally huge. You are highly resistant to the psychological effects of perpetrating violence.

Are you one of those open carry guys? I respect that. (400cp)
You can carry weapons anywhere, anytime, and nobody seems to care. Even if you walk around with them readied, everyone just seems to accept that as natural until you pull the trigger.

Your friends are in hell yet you smile. (600cp)
You have an almost sociopathic level of willpower under duress. Torture, threats, bribery, all slide off your mind. You cannot be coerced to do anything by any means.



Perks

Darkworlder

Dark? What? (100cp)

The lower planes have no illumination, but that's not your problem anymore. You can see perfectly without any light.

You're not from around here, I can tell. (200cp)

Cthonic energies infuse your body, causing you to give off an unnerving aura. Wild animals will not willingly approach you, and trained animals will only approach if you let them.

This is not a place of knowledge. (400cp)

The Darkworld is a place of lesser reality, unable to be truly grasped in the same way higher planes are. At your discretion, any images of you blur., prose written about you fades, memories of you become unclear.

Punishment Encrypter. (600cp)

You had a great deal of sinister authority in your home existence, and it leaches up from there to here. Dark spirits of all kinds recognise, fear and respect you wherever you go, and weak willed people wilt before your gaze.



Items

Life Sensor (100cp)
By sensing holes in the background death matrix, you can locate living things within close range. This works even through walls.

Fishing Pole (100cp)
Sometimes it's just good to wind down. You can catch fish any body of liquid with this - what kind can vary.

Hazmat Suit (200cp)
No further need to purge your systems - this hazmat suit renders you immune to toxic materials.

Flowerchute (200cp)
This flow of unknown origin is planted in your skull, and works as a parachute, preventing you from taking damage from falls. May also augment cognitive skills.



Items

Stealth Suit (400cp)
You become invisible from distances greater than 20 meters. Smells like feces.

Grappendix (400cp)
Convert that useless organ into a useful tool! The grappendix is a grappling hook that pulls with a lot of force, more than enough to lift you from the ground at high speed.

Eyes of Corporate Insight (600cp)
Tap into the primordial transaction flow. Any economic activity you oversee is sped up by an order of magnitude.

Abominator (600cp)
By creating a bubble where the unbearable burden of Life is reversed, you can invert your personal gravity.



Drawbacks

Divine Light Severed (+100cp)
You are a flesh automaton powered by neurotransmitters. Your body is subject to any needs a normal humans would be, and being here stresses you out.

Power in Misery (+200cp)
You have been reprocessed too many times, and have morphed into a reviled blob of flesh, repellent to all those that see you. This doesn't effect your capabilities, however.

Tracked by the Grid (+300cp)
You are a target of Cruelty Squad itself now - maybe for a good reason, maybe because someone fat-fingered your name into the target list. Either way, look out. Not incompatible with Cruelty Squad Agent origin.

Hope Eradicated (+500cp)
You lose access to your perks and warehouse/equivalent. **Good luck.**