

Welcome to the world of Breaking Bad.

You begin in the wonderful land of Albuquerque and you may choose either to begin on January 1st 2002 - before the events of Better Call Saul or at the start on September 28th, 2008 at the start of Breaking Bad on Walt's 50th birthday.

If the former is chosen, a well-meaning (if slightly dodgy) lawyer named Jimmy McGill is about to embark on the series of events that turn him into Saul Goodman—attorney extraordinaire and all around slime-ball.

If the latter is chosen a chemistry teacher named Walter White is about to find out he has terminal cancer and join forces with a former student named Jesse Pinkman. Their goal: To try to make as much money as possible through the manufacturing and distribution of methamphetamine.

Regardless of what timeframe is chosen this is your story too. Events will unfold around you to draw you into the dangerous and profitable criminal underworld that infests the region.

There's only room for one at the top.



Identities

Choose an Identity to determine your discounts, history and role in this world. You may choose your age or gender for 50 CP.

drop In

Roll 18+2d8 to determine your age.

You wake up in the flagship Los Pollos Hermanos restaurant in Albuquerque with your face in your fries. The neon lights take a moment to adjust to. The staff don't seem to have noticed but some rough looking guys seem to be eyeing you suspiciously from across the room.

dealer

Roll 18+2d8 to determine your age.

You sit in a dim room with some of your friends/more affable customers having just sold them some small quantities of weed and meth. The man to your right is talking inaccurately (and at length) about dinosaurs, the man to your left is listening intently and the man across from you is smoking a glass pipe. You have a pop-tart in your hand that you just took a bite out of.

Chemist

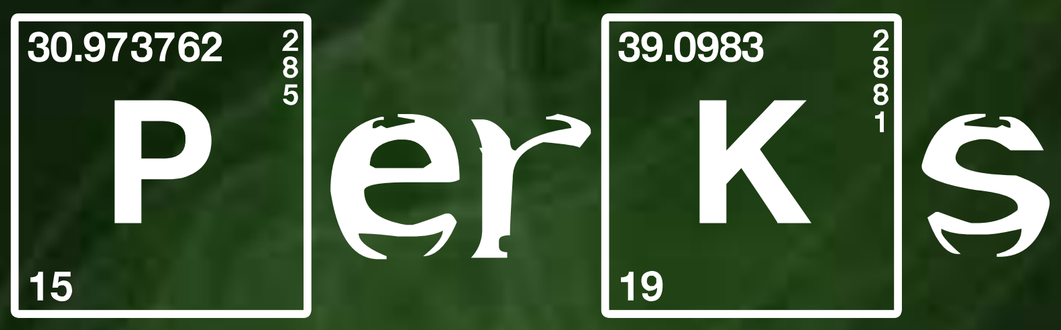
Roll 20+3d8 to determine your age.

You are a talented chemist and after being passed over for promotion (again) you ran into an old acquaintance driving an extremely expensive looking car. After talking to him for a few minutes he intimates that you could make a *lot* more money if you went to work with him doing… less than legal things with your skillset. You have just left a message on your old boss' voicemail telling them you quit.

lawyer

Roll 20+3d8 to determine your age.

You sit at your desk in a tiny office with its lease in need of renewal. You spent the start of your day doing tiresome work as a public defender until one of your clients vomited on you and you resolved to work harder to set up your own practise.



Skills, know-how and special abilities.

Discounted Perks cost 50% for their Identity.

No More Half Measures

You have strong and accurate feelings about the consequences and karmic fallout of any act of mercy you impart. You'll know if you've truly scared somebody straight or whether they're just telling you what you want to hear.

100 CP

A Man Provides

You provide for your family. You find that any work you do to benefit those with whom you have a familial or other particularly close bond is easier, quicker, more efficient and far more profitable than it otherwise would be.

100 CP

Dumpster Diver

You find a surprising amount of personal information in other people's trashcans and dumpsters. If they've committed crimes recently this becomes doubly true making evidence finding (usually) as simple as getting your hands dirty and rummaging around.

200 CP

Blowfish

You can get a scary reputation as a powerful individual without even really doing anything. The truth of events may occasionally come out but due to unlikely circumstances impressive and startling feats are often attributed to you regardless of your actual involvement. Nobody fucks with the blowfish.

200 CP

Negotiator

Name one thing in this world that is not negotiable. While you may or may not be a strong negotiator you have the unusual ability to get people to be willing to start negotiating. That raging lunatic of a gangster you just insulted will at least hear you out even while you're tied up in the desert with a bag over your head.

200 CP

Tread Lightly

You are capable of spine-chilling and extremely intimidating statements and speeches. While this will have a strong effect across the board you find that it works extremely well when used on people who would not expect to be frightened by you.

200 CP

Nerves of Steel

So you see a tortoise with a severed head on it explode and kill your colleagues. Do you run home and hide in bed? No! You kick that bastard fear as hard as you can right in the teeth. You simply do not feel fear although you retain any natural ability you already have to understand when you're in danger.

100 CP, Free Drop In

Embezzler Extraordinaire

When it comes to siphoning funds from businesses you work for (or better yet, own) you are so skilled at hiding any trace of wrongdoing that several experts could sit in a room with all your files and never really be able to figure out what you did. It's also bizarrely easy although you'll find that the higher in the organisation you are the easier it is and the safer it is to take it.

300 CP, Discount Drop In

Double Life

You are an extremely accomplished liar and without physical evidence to the contrary people are unlikely to notice any deception from your quarter. Stranger still is that events will conspire to keep any alter-egos you have a secret. Unless you become extremely sloppy you will never get caught with your trousers down and nobody will believe you could be the same person as that mysterious criminal mentioned in police chatter.

600 CP, Discount Drop In

I'm the Bad Guy

Conscience gets expensive doesn't it? Well not anymore it doesn't. Not for you and not unless you want it to. Now you can toggle your conscience on and off whenever you see fit. Useful for those difficult ethical dilemmas. Fortunately you lacking a conscience while in this state will not prevent you from turning it back on.

100 CP, Free Dealer

Stay Out of My Territory

Encroaching on your territory (physical or intellectual) is markedly less appealing than it would normally be. Whether this is through a vague sense of unease at the idea of doing so or a general feeling that looking into other options is a better idea the effects are subtle but valuable. The effects become far more marked and dramatic when you specifically warn somebody to stay out.

300 CP, Discount Dealer

The One Who Knocks

Even a man with a gun to your head may reconsider things when they suddenly get the feeling that you are not the one in danger but that you *are* the danger. Whatever circumstances you find yourself in those around you get the strong impression that you are not a person to be victimised due to a constant tacit threat of extremely severe, nerve jangling and unknowable consequences.

600 CP, Discount Dealer

Creative Chemist

You have a doctorate in Chemistry and prove to be a particular savant in the area of X-ray crystallography. On top of this being more than enough to land you a decent job and possibly even change the world with enough work it also puts you in a unique position to, say, produce extremely chemically pure crystal meth.

100 CP, Free Chemist

Remember My Name

Your name (real or fabricated) spreads far and wide when you want it to granting you an air of importance, power and mystique. When you have created a product your name becomes inextricably associated with it when you want it to, better yet, anybody even slightly aping your efforts will find that their attempts are seen as pale imitations of your genuine articles.

300 CP, Discount Chemist

The Empire Business

You are not in the drug business or the money business but the empire business. Any empire you create or run works more efficiently and you become supernaturally aware of the goings on within it. You will have at least a working awareness of anything within your empire that could jeopardise it whether that's a junkie partner, an egocentric underling or a beef between two underbosses.

600 CP, Discount Chemist

Attorney

You have experience working as a public defender, a law degree, an agile mind and a wit that makes you the darling of any court-room. You may not be the best read-up lawyer and you may not have been paying attention the whole time at law school but you've got pizzazz and your win rate is better than most.

100 CP, Free Lawyer

Confidence Man

You put the artist in con artist. You know every grift in the book, can pull them off effortlessly and have an innovative streak when it comes to coming up with your own scams. Your skill and commitment is such that not only could you convince a woman you're Kevin Costner but you could convince yourself it was true too. As a side note you can get hit by cars and fall in such a way that you are only damaged superficially.

300 CP, Discount Lawyer

Criminal Lawyer

You have an unnatural and alarming success rate when it comes to convincing people that either you or your clients are innocent of any crime or misdeed you "supposedly" committed. You handle the law like a chimp with a machine gun, have innumerable contacts within the seedy underbelly of society wherever you go and your preternatural skill at making bribes and cutting deals make it unlikely you'll even have to step into a court-room.

600 CP, Discount Lawyer

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Items

Gear, items and companions.

Discounted Items cost 50% for their Identity.

Distinctive Hat

A fine hat of your choice that becomes inextricably associated with you and makes your silhouette both instantly recognisable and generally neat looking. You can also import an existing hat for this effect.

50 CP, Free Drop In

Skull Boots

A pair of cowboy boots with small metal skulls at the tips. They naturally cause other people to start worrying about them being the last thing they'll ever see. You can also import an existing pair of shoes for this effect.

50 CP, Free Dealer

Hazmat Suit and Gasmask x2

Perfect for you and your lab partner! When wearing these accidents in your lab and your experiments backfiring become distinctly less likely to occur.

50 CP, Free Chemist

Suits

A collection of suits that range from slick, expensive and professional to garish horrendously clashing monstrosities. New ones seem to appear depending on the circumstance. Should you need to impress the elderly a copy of Matlock's suit is likely to appear and so on.

50 CP, Free Lawyer

Los Pollos Hermanos

Your very own fast food chain! Well the start of one anyway. You inherit a previously mismanaged fast food restaurant

200 CP, Discount Drop In

Mad Stacks

A storage garage rented (legally in your name) with a large pile of dirty money in it. Comes in various denominations and has the buying power of a few hundred thousand dollars. Surprisingly comfortable to lie on.

200 CP, Discount Dealer

Teaching Contract

You have a new teaching job. Inspiring bright minds, shaping ways of thinking and making enough money to support a lower-middle class household are just some of the reasons to get into the world of teaching. Comes with a mortarboard, a gown and a shiny new apple.

200 CP, Discount Chemist

Law Degree

Framed proof that you not only passed the bar but that you attained a degree from an actually well thought of and accredited university.

200 CP, Discount Lawyer

Vial of Ricin

A vial of toxic powder from the seeds of the castor oil plant. A few grains is enough to kill an adult. Not a component of rice 'n' beans. Doesn't seem to run out.

100 CP

RV/Lab

A surprisingly high-tech lab in a dirty old RV. Comes with replenishing supplies and containers for everything required to cook crystal meth. Has a little surprise in the boot.

100 CP

Mineral Collection

They're minerals Marie, Jesus! Every week a new mineral specimen native to whatever setting you're in shows up in your warehouse with a little info card.

100 CP

Salon Headquarters

An appropriate base of operations/hideout in a nearby salon (or nearest local equivalent) pretty much wherever you go.

100 CP

Blue Sky

A metric tonne of chemically pure and incredibly potent crystal meth. Kicks like a mule with its balls wrapped in duct tape.

200 CP

Partner

You may either create new loyal partners/homies (choosing both their appearance and personality) or import a previous companion for a new history and form. Each companion gets a free **Identity,** the associated free **Perk** and **400 CP** to spend on **Perks**. A single companion costs **50 CP**, you can get four for **100 CP** and eight for **200 CP.**

50, 100, 200 CP

drawBacks

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You may take Drawbacks for extra points. You may take up to 600 CP worth of drawbacks.

Proud

You are a proud person, not willing to rely on others for help and you are generally of the belief that you can do things better than the other people around you.

+100 CP

Hostile Working Environment

You're constantly surrounded by insane, degenerate pieces of filth that would kill you as soon as look at you. Bathtubs with bodies dissolving in them, people getting tied to chairs and having their throats slit with box cutters, etc.

+100 CP

Impatient

You cut every corner, you just can't leave well enough alone and you're forever shocked when it all blows up in your face. And it will. You choose cons and tricks over actual hard work every time and your impatience can make you careless when it comes to covering them up properly.

+100 CP

I Did It for Me

You are a selfish individual and struggle to get the least bit excited about anything that doesn't directly benefit you in some way. You're not a lot of fun to work with.

+100 CP

Not the Guy

You're not capable of being the guy. You're simply not tough enough to do well in this dog eat dog world. Unfortunately you have a vast amount of bravado and will inevitably find yourself in dangerous and unpleasant situations leaving you little but haunting and frightening memories. If you're lucky. Then there's the panic attacks…

+200 CP

Slacker

Smoking marijuana, eating cheetos, and masturbating is pretty much as far as you get when it comes to making plans. You are not going to get anything done.

+200 CP

Kleptomaniac

You just can't stop stealing things. Sometimes it's things you need or want and otherwise it's just for the rush. Unfortunately you have the habit of giving some of these items away as gifts, getting caught as a result and then being totally incapable of owning up to your misdeeds.

+200 CP

Marriage Issues

You have a deeply suspicious spouse that you love very dearly but never climbs down out of your ass. Regardless of whether you have any actual secrets from them or not they will come to believe that you do and be a frequent cause for anguish and drama.

+200 CP

Lung Cancer

You have stage-three terminal lung cancer. While this won't kill you (unless you're particularly careless) if you get the proper treatment you will be constantly short of breath, occasionally cough up blood and be generally in pain for long stretches as a result. It will not be cured until this jump concludes.

+300 CP

Cerebral Palsy

You have cerebral palsy manifesting as poor motor control, some speech difficulties and a resulting need for crutches to get about. It takes you a while to get about and it's difficult to drive due to the issues with your legs.

+300 CP

Electromagnetic Hypersensitivity

You have powerful delusions that you are allergic to electricity that result in real and deeply unpleasant physical effects. You won't be able to stand the presence of electric lights, cell phones or be able to stay outside for too long due to the telephone poles and wires running through the ground. On the plus side you have a stylish blanket made of foil to keep the electricity away.

+300 CP

Meth-Head

You're a junkie! You're horribly addicted to meth and have been for a good long while. You suffer from all the common drawbacks such as tooth-loss, memory loss, malnutrition, psychosis and various cardiovascular issues. Plus people just don't trust you.

+300 CP



Notes

- Los Pollos Hermanos, Mad Stacks, Teaching Contract and Law Degree show up each jump when you want them to in different incarnations depending on the setting. They grant whatever the local equivalent of a fast food restaurant, a pile of money, a teaching job and a law degree every jump. Lawyers get a law degree regardless for the purposes of their background but it does not update each jump as the purchased one does.
- Blue Sky gets you a tonne of the stuff every jump.
- Cool cats don’t trip.