Watch_Dogs

By Grenade Lunchbox

Welcome to a world 20 minutes in the future, Jumper.

Location
Due to the identity of the three games depending on where you are, I'll give you this one free.

Chicago

Wake up sunshine, open up your sleepy eyes! Welcome to the den of The Fox, otherwise known as Aiden Pierce. Chicago was also the birth of the system that will soon take the world by storm. The golden child of Blume, CToS. Sociopathic assassins, a cripple with a god complex, and The Vigilante reside here Jumper. Trend carefully.

San Fransisco

Such a vibrant and warm town you've chosen Jumper! Just try and forget the cold, unfeeling monster underneath the surface. CToS 2.0 was released here, bringing a new wave of tricks to the hacker world. A kinder sect of Dedsec resides here, along with an omnipresent threat that is Blume here. I hope you enjoy the fireworks here.

London

Ah, how far we've come. It was only a matter of time until Blume stretched their claws over here… Drones run the sky and personal cloaking has become a very real thing. I've heard that Dedsec here has been almost completely wiped out. Maybe you'll bring it from the brink? Or maybe stomp the ashes out for good?

Origins

Any of these can function as drop-ins. They're also free

Hacker

While all of these origins use hacking, this one lives and breaths invading code. Not that you're a slouch in other places mind you, what would your skills be without being able to get to other places?

Rebel

Ah yes! Smash the system! In this world of oppression, you are a beacon of hope and power to the people. With your skill, you can send the word of revolution to all those who will listen and will stand behind you on your crusade.

Civilian

While the rebel fights for the people, you **are** the people. Grouping up people with simple, yet versatile skills to take down your oppressors. Even your granny can get in and take out dozens of your opponents.

General

Basic skills (Free for all)

Wouldn't be a Watch_Dogs jump without the basics would it? With this perk, you understand how to do basic hacking along with CQC, gunplay, and parkour. You won't be a master by any means, but it's enough for the time being.

Nothing is true, everything is permitted (300)

Due to some weird nooks and crannies in the games, we are aware The Brotherhood does in fact exist in this world. And now you have the skills of an assassin. Firstly, your

parkour skills are drastically improved, allowing you to scale buildings in moments. You also know multiple assassination techniques that will turn your unaware enemies into corpses without them even realizing what just happened. The hidden blade comes free too!

Big Names (300)

There are people of note, then there's you. Through either innate talent or intense practice, you've made it to the top of the food chain. Your hacking skills stand with the best of the best, Aiden Pierce, Raymond Kenny, and Defalt will have to see you as a peer. This also functions as a capstone booster.

Origin rules apply here. Choose wisely.

<u>Hacker</u>

The Name (100 cp)

What self-respecting vigilante doesn't have an awesome name? Any time someone says the name you use for public purposes, anyone unaware of you will gain a basic understanding of who you are, and what you are capable of. This is toggleable of course.

Blackmail (200 cp)

Be a shame if you had the ability to make or break a person's life but didn't know how to use it. That is no longer a problem. You always know how to use blackmail and information to get what you want. This also comes with a mastery of psychology as well.

Baba Yaga (400 cp)

Y'know, shooting people dead isn't what springs to mind when thinking of a hacker. In any case, you're now a very deadly combatant, John Wick level of good. Any weapon you use is at peak deadly efficiency. Yes, even fucking pencils.

We Are The Watch Dogs (600 cp)

Give you a few seconds and a clear signal, you'll get in and they'll never know. You're now a master of infiltration of systems. A simple facial system error can get you into the real shit of their system. Welcome to the big leagues. You're hacking abilities increase dramatically, there is **nothing** you can't hack with a bit of time.
Capstone boosted
Well well well, I think you just broke the system. You stand above any system, no longer restrained by rules. You use the system like those who made it could do, but you lack restraint. Set the world on fire, no one can stop you now.

Rebel

Arts Degree (100 cp)

Gotta find a use for it somehow. You're now a pro at getting your message across, one mural of yours can tell the world that you're not going to take the oppression. This only gets the message across, nothing more.

Art Is An Explosion (200 cp)

Nothing like an explosion to wake the mind up! You now have the skills to make destruction so beautiful that everyone will turn to look. With a few bombs or mechanical know-how, you can get people to pay attention. Used with the above perk, you're impossible to ignore.

Loveable Goofs (400 cp)

Ignore the constant invasions of privacy we're just having fun! No matter how much you fuck up the world, you always come out looking fine to the devoted masses. Your fans will love you no matter what. This doesn't keep you from making enemies mind you, just keep you smelling like roses

The People's Champion (600 cp)

Ah yes, Dedsec here had a very interesting way of gaining power. The more people who follow you and stand behind you, the more power you have to move around with your hacks. This starts out with little to no effect, but as the fire of rebellion spreads, your abilities swell and grow. Just try to not piss off your fans yeah?
Capstone Boosted
This is some power of friendship bullshit. Your hacking isn't the only thing improving

now, through some unknown way, your own natural abilities improve the more you're followed. You could dwarf any of your opponents with the world behind you.

Civilian

Getting to the point (100 cp)

Don't you just hate it when you're stuck in a conversation you just don't want to be a part of? Now whenever you're in a simple conversation, you can instantly figure out what the other group wants and get the hell out of there. Doesn't work on loaded conversation. Still need to avoid political talks

Granny getting it done (200 cp)

Somehow even the senile ones are usurping the system. Whenever you recruit someone to your cause they gain the Basic Skills perk first off. While they'll still have any inherent weakness they had beforehand, they'll at least be of little use. Try to avoid the suicidal ones

Lips sealed tight (400)

Either due to keeping info on a need-to-know basis, training, or just sheer loyalty, none of your recruits will ever sell you out. Even if there was a gun to the head of their dog they'd never budge. I'd still suggest saving them if you don't want any harsh feelings

WE ARE LEGION (600 cp)

While alone you don't have the strength of change, together the world will know your cause. You have the immense talent of finding those whose talents complement your goals. Be it drones experts or investors, you'll find people who will make your collective even stronger

Capstone Boosted

The people you found before were just mooks more or less, now people with considerable skills are coming to your call. These people hold skill similar to the perk trees above, usually lesser. Sometimes though, you'll get someone who has already made a name for themself. Treasure them greatly.

Items

Standard buying rules apply

General

Face Mask (Free)

Arguably one of the most iconic things from these games. Made with whatever pattern you desire this face mask will cover your face just enough to keep people from immediately pinning you as who you actually are. Also keeps viruses out.

A Phone (Free)

The wand of the modern magicians. You now hold in your hand the tool to what may be the greatest weapon ever made. This phone in any form you wish has access to WiFi anywhere you take it and has the tools necessary to hack quickly on the field. Also comes with some Digital Trips if you're into that.

Hacker

The Gun (100 cp)

Every anti-hero has their death dealer of choice. This weapon will become synonymous with whatever image you wish to have on the job. A simple pistol that carved through gangs like a drill or a ball on a string to knock the guards out is possible. You can import a weapon into this role if you wish

The Hideouts(200 cp)

Need a place to hide out on a budget? This is the way to go. While this isn't the prettiest or useful place to use, it's a place that will have the minimum of tools for your work and is disposable enough that you lose nothing if it gets destroyed. In the event this location is destroyed, you will find a new place quickly

The Coat (400 cp)

Copying another in the business are we? This coat or jacket in any style you want is a man on the run's best friend. Not only does it recover from any damage immediately, but it also keeps all of your equipment, even the things that shouldn't fit, safely concealed on you without anyone being the wiser. You can import similar items to gain these abilities

THE Hideout (600 cp)

Who doesn't want a Batcave? In a forgotten place in this world lies the perfect base for someone of your talents. Be it the birthplace of an algorithm or a magical leyline, this place holds POWER in your setting. From manipulating a city without even stepping into it to observing the populace, all your powers are terrifyingly increased.

Rebel

Art Supplies (100 cp)

Guess you just want to go the classic punk style. You gain a supply of pretty much every artsy material that a rebel could want. Paint, spray, plastic, airbrushes. It's all here. Not only it in every color you could want. It also never runs out. At all. Paint the town red, blue, even octarine if you wanted.

No One Cared (200 cp)

Until you put on the mask. With this mask, you can erase your identity, for the time being, becoming the mask. Your new persona becomes more magnetic, your booming voice getting those to give you the attention you need for your cause. This also functions as the Face Mask perk, albeit stronger.

Brand Image (400 cp)

Social media is the new way ideas get circulated no? You now have a presence on the internet that makes you an idol even in the real world. This advertisement will also make your narrative sound appeasing even in the greyest situation. Don't try kicking babies though. That'll still fuck you over.

Does Whatever A Spider Can (600 cp)

What. The. Actual. Fuck. Okay, we're using this… Yes, the Spider Bot is now at your disposal, a beefed-up version at that. This thing can tear through almost anything this setting has to throw at you with brutal efficiency. It also somehow makes people rally behind it. Probably the cool factor, honestly.

Civilian

Fuckton Of Masks (100 cp)

You will need to spread the anonymity around to ease people in. That's what this is for. You now have what is basically an infinite amount of masks in every form imaginable. From pigs to skulls to monkeys. These also come with the abilities of the Face Mask item.

Drone Army (200 cp)

The heralds of the future now fly at your fingertips. A legion of simple work drones can be summoned to you at any time. From the small but useful news drone to the giant mount that is the construction drone, any non-military Drone can be freely controlled by you

The Militia's Armory (400 cp)

What we have here is a simple 3D printer with one interesting ability. It can produce an infinite amount of weapons. Stun weapons, specifically. These weapons never get picked up by metal detectors nor run out of ammo. Bring the war to them, Jumper. You certainly can now.

Friends in high places (600 cp)

Typically a revolution would not be taken kindly by anyone in the upper cusp of the social hierarchy but somehow, you've found a person to come to bat for you. This person (Identity not being important) will keep you just out of the law enough to continue your fight. You can fight your true enemies without the other groups after you.

Drawbacks

There is no limit to drawbacks taken.

(100)

Lag (200 cp)

That's problematic. It seems like no matter what you do, your hacks always work at half speed. Better plan that into any encounter.

Moderate Enemy (400)

Well it seems like your existence has riled someone up. One of the small groups in this world are after you now. Pick along the lines of Sons Of Ragnarok, The Texcans, or something similar. They'll keep coming until you wipe them out completely. Can be purchased multiple times.

You Fucked Up (600)

What it says on the tin. Be it Aiden Pierce, Dedsec, or even Blume, scary people are after you. This time they know your secrets and will plan ahead. God have mercy on your soul.

Can be purchased multiple times.

Ending

You made it through this bipolar hell. It’s time for that classic choice

Go Home
Stay Here
Move On