

version 1.0 by spazzwave

Welcome to San Andreas, 1992.

The state is a powder keg of gang violence, corrupt cops and the crack epidemic tearing communities apart. Carl Johnson, known as CJ, is about to return home to Los Santos after five years in Liberty City, drawn back by the news of his mother's murder.

You arrive in a world where gang territories are fought block by block, where corrupt cops like Tenpenny run the streets, where street racing and turf wars are daily life, and where the conspiracies are far more truthful than what anyone expected. Did you find your sub-dermal neurophone yet?

This is your story now. Will you help CJ save Grove Street? Join the mafia in Las Venturas? Work for the cops? Or carve your own path? Take these **1000 CP** and good luck.

ORIGINS

Any origin can be taken as a drop-in.

Local

You're a San Andreas native who's managed to stay out of the major power structures.
Maybe you run a legitimate business, work a regular job, or hustle in ways that don't involve colors or badges. You know the streets, understand the culture, and can navigate the various territories without automatically being labeled as an enemy. You're not important enough for the big players to care about, and you'll have to build your reputation from scratch.

You don't have the built-in connections of the other origins, but you also don't have their baggage. You're a free agent, and in San Andreas, that's valuable. You get basic street smarts and an understanding of how things work, but you'll have to build your reputation from scratch.

Gangbanger

You're a member of one of San Andreas's many street gangs.
Choose from Grove Street Families , Ballas, or Vagos. You've earned your colors through violence and loyalty, and you carry the respect and enemies that come with them.

You know the hierarchy of gang life, understand territory and respect, and can read the complex social dynamics of the streets. Your gang brothers will back you up in a fight, but they'll also expect you to ride when they need you. You've got a rep to maintain, territory to protect, and enemies who want you dead. You come into this jump with street credibility and connections, but also with a target on your back.

Corrupt Cop

You're a member of the LSPD, SFPD, or LVPD.
And like most cops in San Andreas, you've learned that the badge is just another tool for getting paid. Maybe you started with good intentions, or maybe you were always in it for the power and money. Either way, you've learned how to work the system, how to shake down criminals, and how to make problems disappear for the right price.

You have the authority and resources of law enforcement, access to police databases and equipment, and the ability to operate with legal impunity as long as you're careful. You know how the department works, where the corruption runs deepest, and how to navigate the politics. You might work with **C.R.A.S.H.**, or you might be running your own schemes. But remember: cops who get too greedy or too sloppy end up dead or in prison just like everyone else.

Mafia

You're a made man (or woman) in one of San Andreas's organized crime syndicates. Choose from the Las Venturas mob families , the San Fierro Triads, or the Loco Syndicate operating out of San Fierro. Each operates on principles of structured hierarchy, loyalty codes, and long-term criminal enterprise that distinguish them from street gangs.

You understand the politics of organized crime, how to run legitimate businesses as fronts, and have connections throughout the criminal underworld. Depending on your chosen organization, you know casino operations and money laundering, smuggling networks and international trade, or drug manufacturing and distribution. You're part of something bigger and more sophisticated than street-level gang activity, with access to resources and protection that street gangs can only dream of. But you're also bound by tradition and hierarchy: you answer to your superiors, show proper respect, and follow the codes of your organization. And breaking these codes brings consequences that make gang violence look merciful.



Locations

Choose an option for free or roll randomly for +100 CP

[Ganton, Los Santos / Grove Street territory]
[East Los Santos / Ballas territory]
[Glen Park, Los Santos / Contested territory between gangs]
[Las Colinas, Los Santos / Vagos territory]
[Chinatown, San Fierro / Triads territory]
[The Strip, Las Venturas / Casino capital controlled by the mob families]
[Red County /Rural area]
[Bone County / Desert Area]



General Perks

San Andreas Radios [Free]

You gain permanent access to all radios of San Andreas, no matter where you are or what world you're in. Any vehicle you enter, any radio you turn on or even just your own mind can access these radios, from classic country to hip-hop. They will also comment on major events in your life, tell the local news, have interviews with your enemies and anything that might be relevant to you. The commercials and the satirical observations also adapt to wherever you are, offering hilariously inappropriate products and news that fit the setting. You can activate, deactivate and switch between stations at will.

Charming Lover [50]

You're inexplicably excellent at every activity that could possibly constitute a date. Dancing? You've got rhythm. Driving? Smooth and impressive. Shooting pool? You can run the table. Video games at the arcade? High scores. Go-kart racing? First place. Dining out? You know exactly what to order and can carry engaging conversation throughout the meal. You even make these activities look fun and engaging, and your enthusiasm is infectious. You can also adjust your skill level to keep things enjoyable for both of you, and you will know which activities will appeal to which people.

Relationship Bar [50]

You gain an intuitive sense of where you stand with any romantic interest, as if you could see an invisible progress bar above their head. You know exactly how attracted they are to you, what their current mood is, what activities or gifts would improve your standing, and what actions might upset them. In fact, you can tell when someone is starting to develop feelings for you, when you've hit a plateau and need to change tactics and when you're at risk of screwing things up. This extends to existing relationships as well.

Grove Street Casanova [50]

You've got game, homie. You possess a natural charisma and social intelligence that makes romantic pursuit surprisingly easy. You instinctively know what to say, when to be bold, when to be sweet, and how to read romantic interest. You can strike up conversations with attractive strangers without awkwardness, turn casual encounters into dates, and navigate the early stages of romance with the confidence of someone who's done this a hundred times.

Universal Appeal [100]

You've got something for everyone. Regardless of what type of person someone is typically attracted to, you register as appealing to them. The tough girl who usually likes bad boys? You've got that edge. The career woman who wants someone ambitious? You radiate potential. The free spirit who needs someone spontaneous? You're full of surprises. You're not everyone's ideal type, but you're well within the acceptable range for most people's romantic interests.

Nerves of Steel [100]

Fear doesn't control you. You can stare down rival gangs, face overwhelming odds, and challenge authority figures without hesitation. Of course, you still recognize danger, but panic and intimidation simply don't affect you. Your nerve holds steady in gunfights, during high-speed chases, and when the law is closing in. Others find your unshakeable composure both impressive and unsettling.

Gym Rat [100]
Physical training comes naturally to you. You build muscle faster, learn fighting techniques quicker, and your body responds to exercise with incredible efficiency. Dedicate yourself to training and you can go from skinny to bodybuilder in months instead of years. Your muscle memory is exceptional, and fighting styles stick with you permanently once learned.

Police Scanner [100]
You have an intuitive sense for law enforcement activity. You can feel when cops are nearby, sense when you're being investigated, and get advance warning of police raids or stings. This isn't perfect intelligence, but it's enough to keep you one step ahead of the law most of the time.

Opportunistic Employment [100]
You have quite a talent for finding legitimate work wherever you go, often in the most unexpected ways. Simply by showing interest in a particular profession, in this case getting behind the wheel of an emergency vehicle, picking up the right equipment, or arriving at the right place, you'll find yourself presented with paying work in that field. No applications, no interviews, no certifications required. Be it firefighting, emergency medical services, vigilante justice, public transportation, or even deliveries and other jobs not mentioned here, you can start doing it and getting paid immediately.

Criminal Contacts [100]
You know people in San Andreas. Everywhere you go, you can find someone who owes you a favor, knows a guy, or is willing to do business. Need a weapons dealer? A chop shop? A forger? Someone who can make problems disappear? Give it a day or two and you'll have a lead. Better yet, these connections don't dry up. Once you make contact, they stay loyal enough to pick up the phone, savvy enough to keep things quiet, and smart enough not to ask questions you don't want to answer.

+ Respect [100]
In San Andreas, respect is currency. You instinctively understand how to earn it, maintain it, and leverage it. You can read social hierarchies at a glance and know exactly what actions will raise or lower your standing with different groups, and displaying wealth, success and power will make people take you more seriously, such as designer clothes, expensive cars and authority. You'll also never accidentally disrespect someone important, and you always know how to make an impression.

Ammu-Nation [100]
No matter where you go, you can find someone selling weapons and ammunition within a reasonable time. These aren't always legal operations, but they're reliable. You can purchase most standard firearms, ammunition, and basic military equipment (pistols, rifles, shotguns, SMGs, body armor) at market prices. Heavier weapons like explosives, anti-materiel rifles, or specialized equipment require more effort to source and cost significantly more. Your connections scale with you post-jump.

Pay 'n' Spray [200]

You've got an in with every chop shop, body shop, and vehicle service center in existence. Whenever you drive a damaged, wanted, or just aesthetically displeasing vehicle into any garage, repair shop, or even a large enough enclosed space, it emerges within seconds completely restored. Bodywork is perfect, paint is fresh (you can choose new colors), and somehow any heat you had from law enforcement evaporates. Police forget they were chasing that vehicle. Witnesses' memories get fuzzy. It's like the vehicle's criminal history gets wiped along with the dents. The effect is so reliable that you could drive a burning, bullet-riddled wreck into a parking garage and drive out in a pristine ride thirty seconds later.

All We Had To Do Was Follow The Damn Train! [100]

But first, you need a ride. Fortunately, you've become a master of "permanent borrowing" when it comes to vehicles. You can break into any car, motorcycle, boat, or aircraft in seconds flat, bypassing locks and alarms with practiced ease that would make professional thieves weep with envy. And the best part? What would take a normal car thief minutes takes you mere seconds. Cops walking by won't even notice you're breaking in unless they're staring right at you, and even then you work so smoothly they might think you're just having trouble with your own keys.

I Got Family [100/200]

You're a phenomenal driver with skills that would make a stunt driver jealous. You can handle any vehicle from lowriders to motorcycles to semi-trucks with expert precision. High-speed chases, tight corners, and evading police roadblocks are second nature. You can even land motorcycles on moving trains if you need to. And for an extra **100 CP,** this extends to any vehicle, from boats to planes.

Quest Mark [200]

You always know what the next productive step toward your goals is. You can't see the whole plan, but you always know what you should be doing right now to move forward. These steps are practical and will lead to success, though they might be dangerous or difficult depending on the ambition of your goal. You also always know the general location of your immediate objectives like the location of a person, place or thing.

Two Number Nines [200]

You have an absurd metabolism and constitution. You can eat whatever you want in whatever quantities without negative health effects. Fast food every meal? No problem. Your body processes everything efficiently, you never get food poisoning, and you can use food to rapidly heal injuries. A few burgers and you're back to 100%. You also never gain unwanted weight, for your body maintains whatever physique you train it to achieve.

Infinite Stamina [200]

You possess an almost superhuman endurance, at the level of Triathlon athletes. Your body simply doesn't get tired from running, swimming and other physical activities.You can run forever, swim across the state, and engage in extended physical activities without ever getting winded. You can sprint across Los Santos, bike up Mount Chiliad or simply fight for hours without ever tiring out.

Weapon Wheel [200]

You are able to store and instantly switch between an entire arsenal of weapons that would realistically require a moving truck. You can carry a weapon of each type such as pistols, shotguns, SMGs, heavy weapons, melee weapons, explosives and swap between them instantly. . The weapons don't weigh you down, don't create visible bulges, and you can draw exactly what you need in a fraction of a second.

No Snitching [200]

You benefit from an unusual social phenomenon: people who witness your crimes tend not to report you to authorities if you escape the immediate scene. Witnesses who call the cops will claim they lost sight of you rather than admit they let you escape. Even the original caller won't provide details about your identity or past crimes. This does nothing for video evidence or direct victims testifying, but casual witnesses have very short memories when you get away.

We need to COLLECTI-VUH-SIZE! [200]

It's all about the game, can you dig it?

You're one of the best pimps alive, with street smarts and business acumen that would make even the most successful entrepreneurs jealous. You understand the hustle at a level few ever reach, combining charisma, management skills, and a pimp slap that will make a hoe think twice about spending your money. Also, your sex skills are so valued that people pay you for the privilege. Spend a night with you and anyone will walk away cross-eyed, smiling, and oddly eager to press an extra envelope into your hand before they leave. And you? You'll wake up sharper than ever, with your vitality and spirits restored, rather than drained after a night of passion that'd kill a lesser person

Dollar Sign [200]

Your income sources operate perfectly without your direct involvement or oversight. Employees show up, do their jobs competently and the problems get solved by competent managers. You never need to be present, never need to check in, and never need to micromanage. As for the income? It is automatically tracked, collected and delivered to you. Yes, even the cash from the gang operations somehow makes its way into your accounts without you counting. You don't need to handle physical money, deal with financial paperwork or track anything manually anymore.

Assassin [400]

You fight like someone who's seen real action. Your combat skills are exceptional, with you being proficient with all manner of firearms, melee weapons, and your own fists. More importantly, you stay calm in firefights, can clear rooms efficiently, and have tactical awareness that keeps you alive when bullets start flying. You know how to use cover, when to advance, and how to make every shot count. This includes an almost preternatural sense for danger that keeps you from being taken out by surprise attacks or lucky shots.

All We Had To Do Was Follow The Damn Plan [400]

You're a master strategist and planner. In fact, you're so good you could plan a bank heist despite never having done it before. And this extends to anything that could benefit from a master planner such as gang wars, business takeovers, conquering a city after losing everything, you name it. Your plans account for dozens of variables and contingencies. But most importantly, you can coordinate groups of people to execute these plans effectively. Wouldn't want your bank heist to fail because your hacker thought it was a good idea to gloat to his rival.

Nine Lives [600]

You're absurdly hard to kill. Be it bullets, blades, beatings, explosions, car crashes or even falls from buildings, you can take punishment that would leave normal people as smears on the pavement and walk away from it. Sure, you'll be hurt, maybe badly, but as long as you're still breathing when someone gets you to medical care, you'll make a full recovery in a matter of hours. With a few hours of treatment it doesn't matter if you had broken bones, gunshot wounds, burns or internal bleeding, you're simply back on your feet like nothing happened. You don't even need to stay in the hospital for observation. This isn't regeneration or instant healing, it's just your body responding to medical treatment with impossible efficiency. You're tough enough to survive things that should absolutely kill you, and resilient enough to bounce back from near-death experiences faster than anyone has a right to.

Jack of All Trades [600]

You're competent at virtually everything you attempt. Be it driving, shooting, flying, swimming, burglary, mechanics, business management, even real estate, you simply pick up new skills frighteningly fast and maintain a high level of performance across all of them. You might not be the absolute best at any one thing, but you're dangerous because you can do everything well.





Street Smart [100]

You've lived in San Andreas all your life and know these streets like the back of your hand. First, you can navigate any neighborhood without getting lost, even in areas you've never been before, as you instinctively understand how cities are laid out. This also gives you knowledge of the best shortcuts. Second, you know where to find the best deals on everything from food to weapons and how to see if a shop is a front for other operations or if it's legitimate. And third, you can read the vibe of an area instantly, and know which area is hostile, neutral or friendly to you. You can also distinguish when an area is controlled by gangs, cops or other factions just by observing the atmosphere.

Homegrown Hustle [200]

You've got that entrepreneurial spirit that comes from growing up with nothing and learning that money doesn't come to those who wait. You're naturally talented at spotting business opportunities others miss, whether it's a good location for a venture, an underserved market, or a deal too good to pass up. And any small business you start? They are twice as likely to succeed, thanks to your grasp of supply and demand that helps you price goods and services perfectly. You're also much better at managing cash flow, knowing when to reinvest and when to pocket profits.

Ghetto Superstar [400]

You've got style, charisma, and that indefinable quality that makes people want to be around you. You're exceptionally talented at one particular skill - whether it's rapping, DJing, dancing, basketball, lowrider customization, street racing, or any other talent that earns respect in the hood. When you perform or demonstrate this skill, people take notice. You can draw crowds, win competitions, and earn money and respect through your talent alone. Don't worry about being good, you're good enough to go professional if you wanted to, good enough that people record your performances and spread your reputation. Your talent also serves as social lubricant, opening doors that might otherwise be closed. People are more willing to talk to you, recruit you, or cut you deals because they've seen what you can do and want to be associated with success. Local radio stations might play your music, street racing crews might offer you sponsorships, or local businesses might want you to represent their brand. Your talent makes you memorable and gives you an "in" with various subcultures throughout San Andreas.

Protagonist Energy [600]

You show up just as important conversations are happening, stumble into situations where your skills are needed and meet important people precisely when meeting them would be most beneficial. Need money? You can bet the right job will come along right when you need it. Don't know where to go in an investigation? Useful information will fall into your lap. In fact, this luck even helps you in social situations, making you say the right thing at the right moment without planning it. A cop is holding you at gun point? You will say exactly the right response to make him be distracted long enough for you to get your gun. You're not invincible, but luck follows you like a loyal dog.

Gangbanger

Tag, You're It [100]

You know your gang's territory like the back of your hand, and you're skilled at marking and defending it. First, you have solid graffiti skills that make you a pro at marking territory and covering rival tags. Second, you're skilled at territorial management: posting lookouts, patrolling effectively, and controlling key corners without overextending. And third and last, you can read territory boundaries intuitively, identifying which areas are controlled by a gang, which areas are neutral, and which territories are the easiest or hardest to expand into.

Ride or Die [200]

When snitch culture runs deep, the cops flip informants daily, and everyone's looking out for number one, the most important thing you can have is loyalty. And you inspire that in others. When you recruit someone to your cause, whether through friendship, respect, shared goals or just working together long enough, you become more than just a person to them. You become someone worth bleeding for, worth keeping secrets for, and standing beside when the whole world's shooting at you both. Cops offering immunity? Your people will laugh in their faces. Rival gangs trying to flip them with better offers? Not happening. Even torture is less effective. Of course, don't expect people to change their morals or become loyal if you recruit them at gunpoint with this.

Hood Tactics [400]

You've survived more drive-bys, turf wars, and street fights than you can count. You have an instinctive understanding of urban warfare: the best cover, the best angles, how to move between buildings, when to advance and when to fall back. In any type of gang combat such as a drive-by or a turf war, your tactical awareness and combat ability are dramatically enhanced, including your ability to coordinate gang members and to improvise. At this point, it's more of a habit than everything else.

Territory Control [600]

You have a supernatural ability to claim and hold territory. Any area you declare as "yours" and defend becomes progressively more difficult for enemies to take or hold. Their plans seem to go wrong more than often while your people get more lucky fighting against them. As for your business inside your territory? They become more profitable. Drug operations run more smoothly, rackets face less resistance and any other illegal activities attract less police attention. Even legitimate businesses attract more business, increasing the flow of money in your territory. You also have a sense of when enemies are approaching your territory and from what direction they are coming from.

Corrupt Cop

Badge and Gun [100]

You have a legitimate badge and know how to use it. You understand police procedures, laws, and how to bend or break them without getting caught. You can talk your way past other cops, access police resources, and your authority is generally respected by civilians. You also have basic competence with police firearms, batons and hand-to-hand techniques. You're not elite, but you're trained to department standards. Post-jump your badge and credentials transfer to equivalent law enforcement positions in new worlds.

Evidence Locker [200]

One truth about the justice system: the truth doesn't matter nearly as much as what can be proven. And you're an expert on that. You know how to make physical evidence disappear without a trace. Drugs vanish from lockup. Weapons get "accidentally " destroyed. Surveillance footage disappears. You're also skilled at planting evidence convincingly and writing reports that tell the story you want to be told. And most importantly of it all: your paper trail is always clean.

Thin Blue Line [400]

You've successfully cultivated the most valuable asset a corrupt cop can have: the trust and loyalty of other officers. You're seen as a good cop by your colleagues, with them believing you're solid, reliable and someone who has their back. When you call for backup, other cops respond without hesitation and as a priority. You also have allies in the department who'll cover for you, and you're largely immune to internal investigations unless you really screw up. And when you need a partner? you know exactly who can be corrupted.

Above the Law [600]

You've achieved something rare and dangerous: you've become truly untouchable within the system. You're not just a corrupt cop , you're an entire node in a web of corruption that extends throughout law enforcement, the justice system, and local government. You have the connections, the leverage, and the protection to operate with near-impunity. You can make a phone call and have charges dropped, evidence ruled inadmissible, witnesses recant testimony, or investigations redirected toward convenient scapegoats. Need a warrant issued on flimsy evidence? You know a judge who owes favors. Need a prosecutor to tank a case? You have leverage. And Even if someone does try to bring you down, you have enough dirt on enough people to make it career suicide. You're untouchable... unless a riot happens.



Made Man [100]

You understand the life of a made man. You know the importance of respect, how to conduct yourself in any organized criminal circle with class and professionalism and how to present yourself as a serious criminal rather than a street thug. You can also network effectively with other criminals and build connections that elevate your reputation in the hierarchy. But you also have the most important skill a made man needs: how to keep secrets. You have perfect control over what information you share with whom, never accidentally letting something slop even when drunk, angry or under stress. This also makes you good at withstanding interrogation and how to identify potential informants by sensing if someone is asking too many questions.

Eyes Wide Shut [200]

Your senses of touch, smell, and hearing are significantly enhanced, letting you navigate the world without sight. You can walk in complete darkness using the sound or the air currents, identify people by scent, feel vibrations through the floors and walls and somehow use a gun even if you are blind or with your eyes closed. You do occasionally need to triangulate your position by focusing your hearing or touching a surface, but your awareness is considerably enhanced.

Family Business [400]

No mafia can exist without a criminal empire, and you know how to run one with the same professionalism and efficiency as a legitimate corporation. First, you understand all the necessary methods of money laundering and how to manage front business so they appear profitable while covering for criminal activities. Second, you're a truly competent manager, making these businesses actually more profitable than they would be if they were managed by less competent people. And third, your operations are better protected from law enforcement, as you understand how to structure your operations to minimize evidence and compartmentalize information. Things run smoothly because you know how to keep people and operations organized.

The Real Don [600]

You have the complete package of skills, instincts, and presence that separates true dons from pretenders. You have an almost supernatural ability to read people, understanding their motivations, their loyalties, their weaknesses, and their potential. You can identify valuable recruits, spot traitors before they betray you, assess enemies accurately, and understand allies completely. You also have an exceptional strategic mind, being able to plan your next ten moves while predicting how your enemies will respond. And at last, you know to acquire, maintain and project each type of power that there is: political power, economical power, social power and physical power. Your rise is only a matter of time.

companions

Your Own Gang [200]



You can create your own gang from the ground up, having access to a crew of 100 nameless but competent members. They're not as skilled or loyal as your named companions, but they're useful for holding territory, running business and providing backup in large operations.

You can design their appearances, their composition (such as how many men and women are in the gang), their ethnicity and their reputations (such as whether they're known as ruthless, honorable or flashy). Your gang members are competent enough to maintain operations without constant supervision, and they will naturally expand their skills over time as they gain experience.

Should anyone die, they will be gradually replaced at a rate of five per week. Your gang will follow your orders as their leader, and while not fanatically loyal, they are unlikely to betray or abandon you unless subjected to extreme circumstances (mind control, supernatural influence, etc.).

Finally, your gang adapts to each new world you visit. Their skills, gear, and knowledge will shift to fit the setting, though their overall identity and structure remain intact. However, they will never overshadow your named companions in individual capability.



Rosa Martinez [50]

Rosa Martinez grew up in the unforgiving streets of East Los Santos, where survival meant being tougher than the next person and never taking shit down. The youngest of four siblings, she watched her older brothers get caught up in gang life while her mother worked three jobs to keep food on the table. She saw her brothers die to gang life: one by a drive-by, another by a turf war, and the last for being in the wrong neighborhood. That taught her a lesson: the only thing that matters is power. Either you have it, or you don't. So over the next several years, she made her own crew, and by her twenties she already had a reputation: La Rosa, one of the most dangerous women in Los Santos. She's not without regrets. Sometimes, late at night when she's alone, Rosa wonders what she could have been if circumstances were different. She was smart enough for college, charming enough for legitimate business, capable enough for almost anything. But now the only thing that matters is considering her next move. She's made money, earned respect, and built something in a world that tries to crush women like her. But she's also tired of watching kids follow the same path her brothers did, tired of funerals for people barely old enough to drink, tired of the weight of bodies she's put in the ground. Rosa is fierce and protective to a fault. Once you're in her circle, she'll ride or die for you without question. Just don't disrespect her or women in front of her, because she'll shut you down fast. No warnings. No second chances.



Katie Morrison [50]

Katie Morrison came from the wealthy suburbs of San Fierro, where her parents' money bought her everything except their attention. The daughter of a plastic surgeon and a real estate mogul, Kat grew up in a world of country clubs and cotillions, but she always felt suffocated by the expectations and superficiality. At eighteen, she shocked her family by dropping out of college and moving to Los Santos with nothing but a suitcase and her father's sports car, which she "borrowed" permanently. She wanted real experiences, real danger, and real excitement. What she found in Los Santos was a world where her looks opened doors, but her wit and adaptability kept her alive. She's spent the last few years floating between the city's nightlife scene, occasionally running cons, and genuinely enjoying the chaos that her old life could never provide. Kat is playful, flirtatious, and surprisingly clever beneath her sexy valley girl exterior. She loves making people underestimate her, for no one expects the pretty blonde to be smart and cunning. She's also an adrenaline junkie who gets bored easily, always chasing the next thrill such as a high-speed chase, a dangerous heist or a fun party. She's surprisingly loyal to those who treat her as more than just a pretty face, though she'll never admit how much genuine connection means to her. She's the kind of girl who can make a boring day into a story you will not tell to your children, but absolutely brag about to your friends. And if you ever get tired of her antics, well, you'll just have to keep up. Because Kat isn't slowing down for anyone.



Cesar Vialpando [50]

Cesar is the embodiment of loyalty and honor. He's a man of few words, preferring to let his actions speak for him, but when he does speak, people listen because they know he means every word. Family comes first for Cesar, whether that is his blood family, his girlfriend Kendl, or the brotherhood of the Aztecas. He's protective of those he loves and will go to war without hesitation to defend them. Despite being in a gang, Cesar doesn't glorify violence and prefers to resolve conflicts through dialogue and mutual respect. He genuinely believes in the positive aspects of gang culture, and works hard to minimize the destructive elements. As you can imagine, Cesar has a strong moral compass and will speak up when he sees injustice, even if it puts him at odds with his own people. Treat him with respect, and you'll earn one of the most dependable allies you could ever hope for.



The Truth [50]

The Truth's real name is unknown, for he abandoned it decades ago along with his former identity. What is known is that the guy lived during the hippie movement, attended Woodstock and used a lot of drugs. Somewhere along the day, the guy got involved in things deeper and stranger. Someway, somehow, he got involved with government conspiracies, psychedelic experiences that revealed schizo truths and possibly intelligence work. Thanks to that, he's incredibly paranoid, and completely justified so, for you can bet the guy has been surveilled by various government agencies over the years. He's met whistleblowers, seen classified documents, and witnessed events that never made the news. As a result, his stories are so outlandish that no one believes him. Even if those stories are true. Despite all of that, he's a genuinely kind man and welcoming to those he considers allies or fellow travelers. He will share his last joint, offer shelter to strangers who seem "vibrationally compatible" and help people he barely knows because "**the universe brought us together for a reason, man**". Just be prepared to do a lot of crimes with the guy, for he will absolutely smuggle weapons and steal government property to fight **"The Man".**



Luscious D [50]

Luscious D is what happens when someone watches every blaxploitation film from the 1970s, takes detailed notes, and decides to live their entire life as a walking homage to the genre. He's committed to the pimp aesthetic with a dedication that borders on religious devotion, and absolutely nobody can tell if he's serious or performing an elaborate bit that's lasted two decades. But despite his ridiculous presentation, Luscious D is shockingly effective at his profession. His complete lack of self-awareness somehow circles back around to being genuine confidence. Women find him entertaining rather than threatening, clients appreciate the performance aspect, and rivals can't take him seriously enough to see him as competition until he's already eaten their lunch. Once a teenager from a middle-class family in Ganton, he watched a pimp movie on cable and had what he described as a "spiritual awakening". His parents thought it was a phase. It was not a phase. He dropped out of college, legally changed his name to Luscious D (the judge tried talking him out of it, didn't work) , bought a Cadillac that he named Sweet Cream and invested most of his money in the most outrageous wardrobe Los Santos had ever seen. Despite logic being against him, Luscious D is actually good at the business side of things. He approached pimping like a startup and now he's one of the most successful pimps in Los Santos. His hoes even have dental insurance, can you believe it? What matters is thatLuscious D turned the oldest profession into the newest empire without ever once breaking character, and with him working with you, the sky is the limit.

Items

You have a **300 CP** stipend to spend here. You can freely import items. Items destroyed repair themselves in three days. Vehicles have infinite fuel. You have a blueprint of anything bought here. You can discount two items per price tier. Discounted **50 CP** and **100 CP** items become free.

Wardrobe [Free]

You have a wardrobe filled with a variety of clothes from every store in San Andreas, from the cheapest Binco to the high-end Didier Sachs. You'll always have access to sharp suits when you want to look professional and an assortment of easygoing, comfortable outfits for everyday life.The wardrobe also adjusts itself to your line of work. Whatever role you take on, it quietly adds the appropriate clothing and gear: uniforms, badges, tools, and other essentials that match the job perfectly and pass inspection. Everything fits well, feels good to wear, and handles its own cleaning and upkeep without you ever needing to think about it.

Wallet and Phone [Free/100]

A chunky cell phone and a wallet with basic identification. The phone has unlimited minutes and surprisingly good reception across San Andreas. For **100 CP**, your wallet contains enough cash for basic necessities, and it replenishes weekly.

Camera [50]

A high-quality digital camera that's years ahead of 1992 technology. Takes crystal-clear photos and videos with unlimited storage. Images taken with this camera serve as perfect evidence and documentation, and somehow always capture exactly what you need to see.

Spray Paint Cans [50]

An unlimited supply of spray paint in any colors you need. Perfect for tagging territory, creating graffiti art, or vandalism. The paint is remarkably permanent when you want it to be, but can also be made temporary if needed. You have supernatural skill at spray painting.

Gimp Suit [50]

A full-body, skin-tight black latex bondage suit complete with integrated hood, built-in posture collar, locking buckles, and strategically placed zippers that makes you more intimidating and disturbing to enemies and attractive to perverted women. Provides surprising protection against damage and makes normal people deeply uncomfortable in your presence.

Burner Stash [100]

You have an unlimited supply of untraceable burner phones, false identification, and throwaway weapons. Perfect for conducting business that can't be traced back to you. New items appear in a hidden location you designate whenever you run low.

Loyal Assistant [100]
You have a dedicated assistant who helps with your daily life, business, and operations. They handle scheduling, paperwork, errands, and support tasks. They're competent, loyal to a fault, and genuinely want to help you succeed. They're not superhuman, but they're reliable and can't be bribed, blackmailed, or turned against you through normal means. They are a regular person with normal capabilities, but their loyalty is absolute. You can customize their appearance.

Backup [100/200]
Need muscle in a hurry? You can summon 4 loyal soldiers to your location once per day. They arrive armed and ready for action, completely loyal to you. For **200 CP** your reinforcements arrive as a full vehicle squad of top-tier soldiers, significantly more competent and better equipped than the average ones.

Territory Map [200]
A map (digital or paper) that constantly tracks who controls what across the region, highlighting territories, faction borders, influence zones and hotspots with real-time accuracy. The map is constantly updated and can generate temporary copies of itself that last for one day, being useful to give tactical knowledge to your subordinates.

Sugar Babies [200]
Hoes. You got a lot of hoes. More exactly, you have twelve hoes that know that their money is your money, and will not leave you for anything. They are beautiful, they are willing and they will follow any order of yours. Most importantly, they can teach other hoes how to make men utterly addicted to them. Additionally, all the hoes have a tattoo of any design you wish.

LB [200]
You have a clockwork ninja who handles logistics for your operations. Need a getaway vehicle? It'll be parked where you need it. Need muscle for a job? They'll know about it and show up armed. Need to organize a party in the hood? Word will spread and people will show up. Of course, LB will only help with criminal or street activities, so don't expect him to organize your marriage or the family reunion.

Arsenal [100/200/400]
You have access to an arsenal filled with weapons and ammunition. From **100 CP**, you have access to pistols such as 9mm's, Silenced Pistols and Desert eagles. For **200 CP**, you gain access to SMGs such as Tec-9s and Micro SMGs. For **400 CP** you gain access to rifles such as AK-47s and Shotguns. All weapons are excellently maintained and come in a quantity big enough to arm an entire gang. Both the weapons and ammunition replenishes weekly.

Explosive Arsenal [100/200]
You have access to an arsenal filled with explosives and grenades. For 200 CP you have access to Molotovs and Tear gas. For 400 CP you gain access to C4 and Hand Grenades. All explosives come in a quantity big enough to arm an entire gang. The explosives replenish weekly.

Armor Vest [200]
A respawning body armor vest that provides excellent protection against bullets, melee weapons, and blunt force. When destroyed, a new one appears in your closet the next day. Looks surprisingly stylish under or over clothing.

Infinite Ammo [400]
An item that provides infinite ammunition for any handheld weapon you're carrying. You never need to reload, for your guns simply have ammunition when you need it. This doesn't work with explosives or thrown weapons, but works perfectly for everything else.

Minigun [400]
A handheld minigun with unlimited ammunition and a surprisingly manageable recoil. Capable of shredding vehicles and opponents with ease. Somehow you can carry this despite its immense weight, and it never overheats or jams.

Rocket Launcher [400]
A high-tech rocket launcher with perfect heat-seeking capabilities. Never misses aerial targets and is devastatingly effective against vehicles. Comes with infinite ammunition and weighs much less than it should.

Contact List [400]
A constantly updated list of contact information for everyone important in San Andreas. Want to call Sweet, Kendl, Cesar, or even Woozie? You have their numbers. The list updates with new contacts as you meet important people.

Green Saber [400]
Once per jump, you can designate any organization, faction, gang, corporation, or group of significant size. Within that organization, a high-ranked member becomes your mole. They can feed you information about the organization's plans, resources, weakness and internal politics. They can also create a distraction, get you in secure locations or even deflect suspicion away from you. However, the mole will not do anything that would expose them without good reason. They will not martyr themselves for you after all, and they also expect compensation appropriate to their risk and rank.

Epsilon [600]
You lead a religious movement or cult with genuine followers. It can be as absurd as you want (denying basic science, making ridiculous claims) or relatively conventional. The movement generates substantial income through donations and activities, enough for any cult leader to live luxuriously without working. More importantly, followers are genuinely happier and more fulfilled through their participation. This psychological benefit extends to any group that follows you like cult members, employees, soldiers, etc. They're more motivated, more satisfied, and more loyal. This doesn't override their free will, but it makes following you genuinely beneficial to their mental health.

Properties

Safehouse [100]
A modest apartment or small house somewhere in San Andreas. It's yours, fully paid for, and provides a safe place to rest and store items. Comes with basic furnishings and all utilities paid forever.

Gang Safehouse [200]
A big house that serves as your gang's headquarters. Comes with meeting space, weapons storage, and living quarters for members. Your gang naturally congregates here and the location is quite defensible. Has multiple exits.

Italian Restaurant [200]
You own a legitimate Italian restaurant that serves as a perfect front for criminal activities. The restaurant is profitable on its own, provides a neutral meeting ground, and has a back room for private business. The food is excellent, and the staff is loyal and discreet.

Doherty Garage [200]
A large garage in San Fierro with plenty of workspace, vehicle storage, and equipment. Perfect for vehicle modifications, repairs, or running a chop shop. The garage has top-tier equipment that never breaks down.

Cluckin' Bell [200]
You own a fully functioning Cluckin' Bell location, complete with a reliable crew, steady customers, and a supply chain that never breaks down no matter where you set up shop. Even if you drop this place in the middle of the desert, fresh ingredients will keep rolling in like nothing's unusual.The restaurant brings in a comfortable, consistent income, and you can grab meals on the house whenever you like. for free. Don't worry, the ice cream machine never breaks.

Madd Dogg's Crib [400]
A luxurious mansion in the hills with amazing views, a recording studio, full gym, pool, and multiple vehicle garages. The security system is top-notch, and the house comes fully furnished. The recording studio is professional-grade and perfect for anyone in the music industry.

Verdant Meadows Airstrip [400]
A massive desert airstrip with hangars, a control tower, and plenty of open space. Perfect for storing aircraft, running flight operations, or just having a remote base. Includes a small house, fuel supplies, and all necessary equipment for aircraft maintenance.

Casino [600]
You own a fully operational casino in Las Venturas. Comes with a penthouse suite, built-in security and a staff that's loyal to you. It not only provides significant income but is also excellent for money laundering. The perfect front for any operation.

Territory [600]
You own several blocks of prime territory in a neighborhood of your choice. This territory is recognized as yours by all gangs, generates income from local businesses, and provides a recruiting base.

Property Portfolio [600]
You own multiple properties throughout San Andreas such as business and apartments. They generate passive income and provide legitimate fronts for any activities. The properties are properly documented and legally yours.



vehicles

BMX Bike [50]

A quality BMX bicycle that's perfect for navigating the streets of Los Santos. It's incredibly durable, can take jumps that would destroy normal bikes, and never gets stolen when you leave it somewhere. It always seems to find its way back to you.

Jetpack [100]

A sixty-million dollar black project of the US government. Once worn, it gives you stable, comfortable flight at speeds up to 100 km/h and altitudes only limited by your capacity to breathe. The controls are perfectly responsive and intuitive, and the jetpack is quite silent despite its propulsion method. Don't let the US government see you with this.

Greenwood [100]

A pristine 1960s Greenwood sedan, perfect for carrying you and other three companions around. This particular example is in perfect condition, handles beautifully, and is supernaturally reliable.The car is more durable than it should be and repairs minor damage over time when parked.

Pimped Ride [200]

A heavily customized car of your choice from 1990s San Andreas. Choose the base model, and it comes fully modified with hydraulics, custom paint, performance upgrades, sound system, and nitrous. The car is more durable than it should be and repairs minor damage over time when parked.

Monster Truck [200]

An enormous monster truck capable of crushing regular cars beneath its massive wheels. Excellent off-road capabilities and nearly indestructible. Comes with a custom paint job and its own garage. People will get out of your way when they see this coming.

Mothership [200]

A massive, colorful van that The Truth would be proud of. The interior is far larger than the exterior suggests, containing a full living space in case you need somewhere to sleep. Comes with an endless supply of marijuana.

Rustler [400]

A fully functional WWII-era fighter plane. Comes with working machine guns and excellent handling. Includes a legitimate registration and a small private hangar. The plane is extremely durable and repairs itself over time.

Banshee [400]

A powerful sports car with incredible speed and handling. This Banshee is tuned to perfection and comes in any color scheme you desire. It's fast enough to outrun police helicopters and handles like a dream. The car is more durable than it should be and repairs minor damage over time when parked.

Hydra [600]

A military VTOL jet fighter with working weapons systems. Comes with legitimate (but questionable) documentation and a military-grade hangar. Can switch between hover mode and jet mode seamlessly. The weapons can be toggled between rockets and perfect heat-seeking missiles. Respawns if destroyed after 2 weeks.

Rhino [600]

A fully functional military tank with a working cannon. Comes with "legal" paperwork (don't ask how) and a reinforced garage. Nearly invincible to conventional weapons and damage. Will explode vehicles on touch except other tanks. Surprisingly, the police only get moderately upset when you drive this around. Respawns if destroyed after 1 month.



SCENARIOS

The Human Heart

There are six special girlfriends scattered across San Andreas. Conquer their hearts completely and gain benefits.

Denise Robinson

I like a man who keeps it gangsta.

The original ride-or-die from Grove Street. Denise doesn't ask questions and she doesn't judge, for she just wants a man who can handle himself.

Reward: Street Certified

Through Denise's acceptance and the respect that comes with being her man, you've learned how to read the streets. You understand gang dynamics, territorial boundaries, and hood etiquette instinctively. You know how to carry yourself in rough neighborhoods using the right posture, the right words, when to show respect and when to stand firm. Locals recognize you as someone who belongs, not an outsider or a threat. You'll never accidentally disrespect someone's set or wander into the wrong territory blind.

Michelle Cannes

I love adrenaline.

She works at a garage and has a thing for guys who can handle a vehicle. Sporty, flirtatious, and always up for a thrill.

Reward: Professional Grade

All those hours racing around with Michelle have made you a legitimately skilled driver. You have the reflexes, spatial awareness, and technical knowledge of a professional. You drive with confidence of someone who could hold their own on a professional circuit, easily threading through traffic, handling tight turns, and pulling off maneuvers as if the car was part of you.

Helena Wankstein

You city boys are all the same: soft.

A tough-as-nails country girl living on a farm in Flint County. She values self-reliance, outdoor skills, and someone who isn't afraid to get dirty.

Reward: Rural Backbone

Helena's lifestyle has rubbed off on you. You've developed genuine competence in rural survival and country living, such as tracking, hunting, basic veterinary knowledge, crop awareness, land navigation without technology. You can handle firearms with the practiced ease of someone who grew up around them as tools, not toys. Your endurance and work ethic have improved significantly, with physical labor that would exhaust city folks barely winding you. You're comfortable in the wilderness and can live off the land if needed.

Katie Zhan

A little pain never hurts anyone... permanently.

A nurse who likes to live dangerously. She's attracted to guys who take risks and appreciates someone who can handle themselves in a fight.

Reward: First Aid

Dating a healthcare professional has its advantages. Katie has taught you practical emergency medicine , giving you the knowledge of treating gunshot wounds, stabilizing fractures, managing blood loss and recognizing shock symptoms. You know how to keep yourself and others alive until proper medical care arrives. You also understand human anatomy well enough to know where to hit (or avoid hitting) for maximum effect. Your pain tolerance has increased from experience, and you stay calm under physical stress that would panic others.

Barbara Schternvart

I like a man with some meat on his bones.

A police officer in El Quebrados with a taste for men with a bigger build. She's practical and values substance over appearance.

Reward: Badge Privilege

Your relationship with Barbara has given you invaluable insight into how law enforcement thinks and operates. You understand police procedures, shift patterns, response protocols, and bureaucratic blind spots. You know how to talk to cops, what rights you actually have, and how to avoid raising suspicion. When you do encounter police, you have a talent for de-escalation and talking your way out of minor situations. You're not immune to the law, but you understand the system well enough.

Millie Perkins

I like it when you're rough with me

A croupier at Caligula's Casino with access to restricted areas. She has particular tastes and appreciates a man who isn't afraid to be aggressive.

Reward: Social Engineering

Millie has taught you the subtle art of manipulation through her world of high-stakes gambling and security systems. You've become exceptionally skilled at reading people, building rapport quickly, and getting access to places you shouldn't be. You understand social hierarchy, how to dress for any occasion, and how to blend into environments where you don't belong. You can convincingly play roles, forge professional relationships, and extract information through conversation without raising alarms. To others, you may even look like a psychic.

For conquering all of them:

Relationship Stability

Your relationships don't decay due to absence or distance. Traditional wisdom says that relationships require constant maintenance and regular contact to stay strong, but yours don't follow that rule. You can go weeks or even months without seeing a partner, and when you reconnect, you pick up right where you left off with no resentment about the time apart. Your partners don't move on while you're away, don't start seeing other people out of loneliness, and don't feel neglected or abandoned. They remember you fondly, look forward to your return, and are genuinely happy to see you when you show up again. Of course, if you never come back or make zero effort to maintain any contact, this perk doesn't work.

Treasure Hunter

San Andreas is full of hidden treasures and challenges scattered across the state. Complete these collection scenarios to gain permanent benefits that reflect the skills and knowledge you've developed along the way.

For acquiring the 50 rare oysters, which now sit in a display case as a proof of your dedication:

Reward: Ocean Explorer

All that time underwater has transformed your respiratory system. You can hold your breath for 30 minutes underwater, a period that would be impossible for normal people. Your swimming ability has reached Olympic levels through constant practice in ocean currents and deep water. You're comfortable at depths that would panic most swimmers, and you can judge underwater distances and navigate in low visibility with ease.

For tracking down all 50 unique horseshoes:

Reward: Lucky Bastard

You win at games of chance far more often than you did before. You can count cards better than the most talented players on the planet, read the pattern of a slot machine and even pick winning numbers more often than random chance would allow. You also have an intuitive sense for when to bet big and when to walk away. People might get suspicious, but it's not like they can prove anything.

For tagging over all the 100 tags in Los Santos:

Reward: Grove Street Legend

You earned the respect of the Grove Street Families, securing your place as a trusted ally. You have encyclopedic knowledge of the gang territories in any city you are in, knowing which blocks belong to who, where the borders are and which routes are the safest. Other gangs also recognize you as a serious player, with your reputation preceding you in the streets. You can also predict where turf wars are likely to erupt.

For photographing all 50 significant locations around San Fierro:

Reward: Photographic Analysis

Your focus and care has trained your eye to become sharp, patient, and tuned to detail. You have a developed visual memory that lets you recall visual details with perfect accuracy, be it a face, a license plate or even a document you've glanced at. This also helps you spot inconsistencies, hidden clues and patterns that most people would never notice. You also gained a sixth sense for where "interesting" things are happening, like the feeling that pulls investigators towards breaking stories.

Drawbacks

After Five Years on the East Coast... [Free/+200]

With this option you can enter the jump as Carl Johnson. For **100 CP** the important story events will happen regardless of your actions. You can't prevent certain deaths, betrayals and plot developments. Yes, that also means you will get dominated by Catalina.

East Coast Driver [+100/+200]

You have terrible luck when driving. You'll hit obstacles, other cars will hit you, and you'll generally have accidents despite your best efforts. For **200 CP,** everyone expects you to drive constantly. Even if you're injured or drunk, others will refuse to drive and insist you take the wheel. And as you can imagine, they will constantly comment on how horrible you are as a driver.

Blind Fool [+100/+200]

You have the marksmanship of a geriatric person. You can hit nearby targets but anything beyond 6 meters is very unlikely to hit. For **200 CP**, you can barely hit targets even at close range, and moving targets might as well be ghosts. I hope you know how to fight.

Racial Profiling [+100]

The people of San Andreas will treat you according to racial stereotypes. If you are a black man expect to be disrespected in a Vago territory. If you are Italian, expect to be considered a mafioso. Everyone will have assumptions about you.

Broke-Ass Fool [+100]

You get paid a fraction of what missions should provide. Successful jobs pay terribly, legitimate work is barely minimum wage, and everything costs the same as it would for anyone else. Be prepared to grind a lot during your stay here.

Conspiracy Theorist [+100]

You keep witnessing genuinely supernatural or paranormal events, like a UFO flying in the sky, a bigfoot near the woods or a cult too strange even for normal cults. The problem? No one believes you. The evidence disappears and you sound crazy whenever you bring it up. You know something's going on, but you will never be able to prove it. People simply see you as the conspiracy nut, even though you're actually right.

Remastered [+100]

You're stuck with the "Definitive Edition" during your stay here. Prepare to see everyone ugly and horrible to look at while low-resolution ugly textures and pop-in happens in the background. Hope you can handle the mental strain of living this for ten years.

Marked for Death [+100]

Choose a faction to mark you for death. They've put the word out, and their members will attack you on sight. Also, expect ambushes, drive-bys and crews actively searching for chances to take you out. You can take this multiple times.

Crack Whore [+200]
You're addicted to drugs, be it crack, cocaine, or something else. You will need regular fixes during your stay here and prepare for your addiction to be exploited.

ACAB [+200/+400/+600]
You might not have a problem with the police, but the police certainly have a problem with you. You get pulled a lot, stopped and frisked regularly, and the cops will become suspicious far more easily than they would do for others during your stay here. Anything that others would get a warning will make you be arrested. For an extra **+200 CP** you gain the equivalent of a 4-star wanted level permanently. For another **+200 CP** you gain the equivalent of a 6-star wanted level permanently.

Mute [+200]
You can't speak, write, or communicate clearly. You can only grunt and gesture, and even those are limited. You can't write messages, use telepathy, or find workarounds. You're trapped in your own head for the entire jump, unable to communicate effectively with anyone.

Ass Technician [+200]
Motherfuckers always wanting to keep an OG down! For the entire duration of the jump, you're locked into holding a regular 9-to-5 job, and there's no way to evade this. So no disappearing for days, no shortcuts and no calling out because you're busy with a mission.

Family of Idiots [+200]
Your family members are aggressively stupid and hellbent on doing the dumbest possible things at every opportunity. They make terrible decisions, ignore good advice, get into preventable trouble, and drag you into their disasters. Worse, you care about them, so you can't just simply abandon them to their fate. You're stuck managing the problems they create while somehow still loving these absolute morons.

Let You Down [+200]
Remember how GTA IV was dark and gritty? San Andreas is that now. Forget the comedy and be ready for genuine tragedy and no happy endings. People here suffer trauma and everyone is fucking over everyone. But hey, let's go bowling!

A Number Nine Large [+200]
You have the appetite of Big Smoke.You need to eat massive amounts of food regularly or suffer penalties to your physical stats. Be prepared to suffer to maintain a healthy weight, and even more to handle your hunger.

Busta [+200]
Your faction respect constantly decays at an accelerated rate. You'll need to work twice as hard to maintain territory and keep your faction members loyal. Lose too much respect and your own homies might turn on you.

Corrupt Save [+200]
Once per year, you experience a blackout where you will lose one month of progress. Your skills will decrease, your money will vanish, your relationships will be negatively affected and you will wake up confused about the missing time.

Idiot Ball [+200]
One of your enemies will become significantly more competent and dangerous. They gain access to better resources, make smarter decisions, and actively counter your strategies. They're playing to win, and they're good at it.

Sleeping With the Fishes [+400]
You don't know how to swim, and when you enter water deeper than chest-height, all your energy drains rapidly and your body becomes extremely sluggish. You can still move with great effort, but you're severely weakened. The only solution is wearing full-body protective gear that keeps you dry.

They're Among Us [+400]
It 's all true. Aliens exist, government conspiracies are real, secret societies pull strings, and the paranormal is everywhere. You're aware of this, but the conspiracy is vast, well-organized, and actively suppressing evidence. You're caught in a web of supernatural intrigue beneath the surface of gang wars and crime. The moon landing was definitely faked, and that's just the tip of the iceberg. Hitler's hiding somewhere. MK-Ultra never ended. The truth is out there, and it's watching you.

I. LOVE. WAR. [+400]
Gang warfare never stops. Territories are constantly contested, truces break down immediately, and violence is continuous. Every neighborhood is a war zone, and you're caught in the middle whether you want to be or not. Grove Street, Ballas, Vagos, Triads—everyone's fighting everyone, always. Peace is impossible. The streets run red, and you can't stop it no matter what you do.

THE MAN [+400]
The FBI, CIA, the Russians and three other agencies are everywhere, and they've got hooks in you. They know about your activities, have leverage over you, and constantly pressure you into doing illegal operations and morally questionable missions. They got you by the balls and you're an asset whether you want to be or not. They show up at inconvenient times, demand favors, and threaten consequences if you don't comply. You're a pawn in a game too big for you to understand.

Follow the Damn Train [+400]
Plans must work the first time or they become impossible. There's never a Plan B. If you fail at your initial approach, be it a mission, a heist, a negotiation, or anything else, you will have to repeat the same method until it works. Failed to get the train? Prepare to do the same thing over and over again until you do better.

Et Tu, Smoke? [+400]
Your friends and associates are chronically prone to betraying you for personal gain. People you trust will sell you out, steal from you, or turn on you when offered better deals. Loyalty is fleeting, alliances are temporary, and you can't rely on anyone to stay solid. Everyone's got a price, and you'll discover it the hard way.

Crazy Bitch [+400]
You're in a relationship with someone incredibly manipulative, demanding, jealous, and emotionally abusive. You can't directly harm them, avoid them, or break up with them. They'll sabotage your plans, cause drama, demand your attention at the worst times, and generally make your life miserable. You're trapped in a nightmare relationship that you can't escape.

The Godfather [+400]

You must manage a legitimate business that's under constant threat from gang violence, protection rackets, and economic instability. The business must be profitable annually (net positive, not just gross revenue) without using your personal funds or resources to prop it up. If you fail to make it profitable for a year, you fail the entire jump.

Riot [+400/+600]

The entire population is in a constant state of violent riot. Everyone attacks everyone else in berserker rage, like a zombie apocalypse but with living people. Somehow, San Andreas will not get depopulated because of this. For **+200 CP** more, everyone in the world is united in their desire to kill you specifically. Luckily, no one has chosen to use nukes against you.

Nightmare Mode [+600]

The entire world operates on maximum difficulty. All enemies have perfect aim, vehicles are more fragile, health regeneration is disabled, ammunition is scarce and expensive, and missions have stricter time limits and failure conditions. Not for the weak.



Ending



End of the Line

Ten years have passed since you first arrived in San Andreas. You've carved out your place in this world, whether as a legend of the streets, a force for change or something else entirely. The Grove Street Families stand either stronger, or weaker, for your presence, CJ's story has reached its conclusion, and the three cities of San Andreas have been forever altered by your actions.

Now, as the sun sets over Los Santos one final time, you have a choice:

Stay [500]:

You've grown attached to this place. Maybe it's the people you've met, the empire you've built, or simply the freedom of life in San Andreas. Whatever the reason, you've decided that this is where you belong. Here, take **500 CP** for the ride.

Go Back:

You return to your original Earth, memories intact and skills polished by everything you've been through. A boring choice, but who am I to judge?

Go Forward:

Hop into your Warehouse, hit the gas, and roll on to your next Jump. San Andreas was just one stop on an infinite journey. You've learned what you needed to learn, experienced what you came to experience, and now new worlds await.

changelog and notes

V 1.0 - First Version.