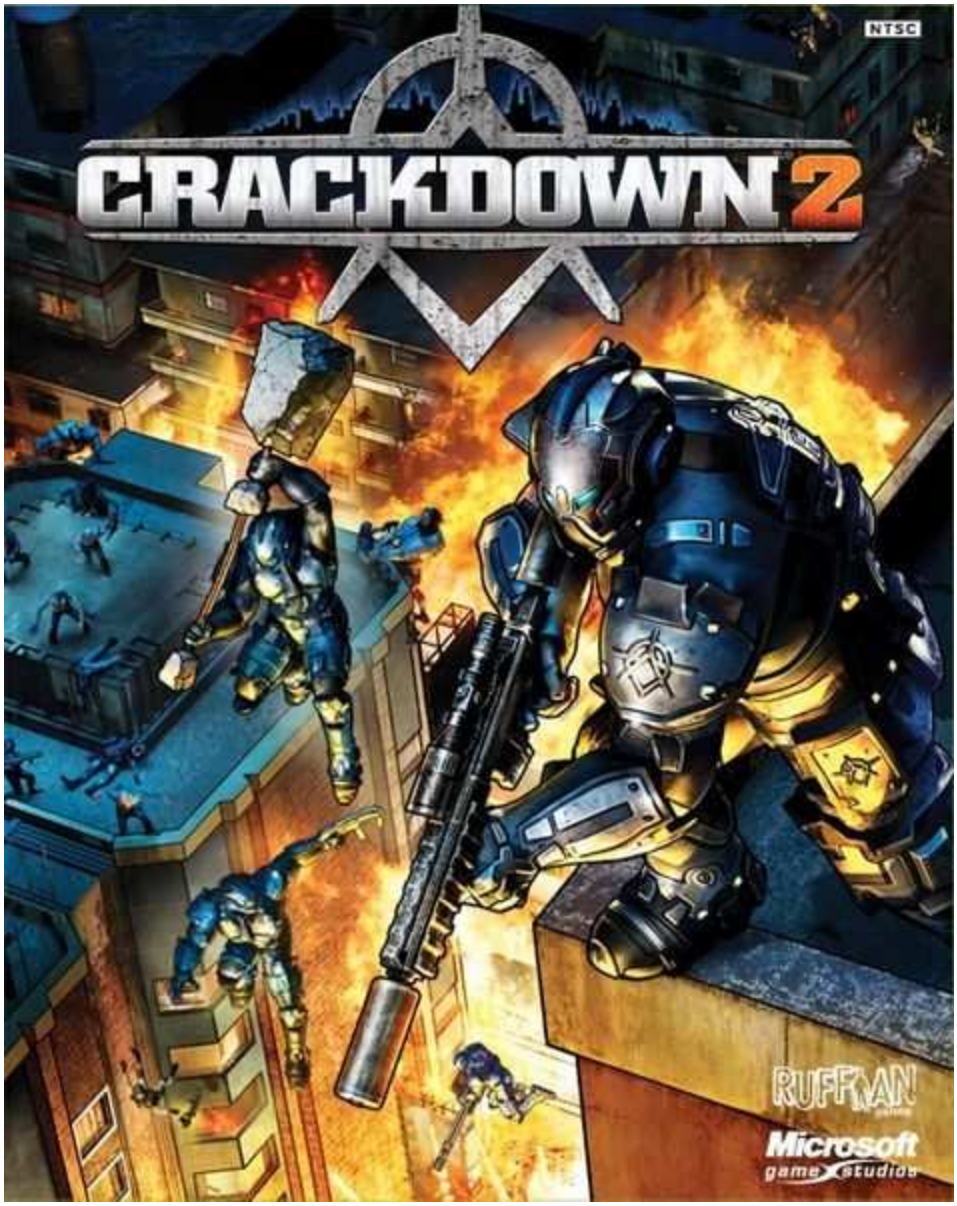
Crackdown 2

By AleksanderVonAstra



“You are the portent of a new world order Agent, Pacific City was only the beginning…”

Over ten years ago the Agency, a paramilitary policing organisation formed from the remnants of various actual governing agencies, with the deployment of their Agents reclaimed Pacific City from the three gangs that had overwhelmed law enforcement and had run the city into the ground: Los Muertos, The Volk and Shai Gen and instituted absolute control over the island under a banner of peace.

But peace didn't last for long. No, instead a doctor, one Catalina Thorne, sabotaged the Agency due to being terminated for her propensity for illegal experimentation and destroyed the Agency's Agent cloning program before exposing the city to the Freak virus

The Freak virus, as the name implies is a viral infection that causes people infected to mutate into 'Freaks', zombie-Esque mutants that seek to do nothing other than destroy and infect. However the Freaks have one key weakness, UV Radiation, which causes rapid cell degeneration making them break apart in sunlight.

In order to halt the Freaks, the Agency cordoned off Unity Heights, the initial major outbreak site, but that fell soon their after and so a second wall was erected to buy time for a better solution to be made.

And in comes the Sunburst Defense System,

The Sunburst Defense System, as the name implies was an idea to weaponise the Freaks weakness to UV radiation by building beacons that would constantly eradicate traces of the virus and force the Freaks out of their lairs, the underground burrows they had found the hide in during the day.

But then, Catalina Thorne and her Cell organisation sabotaged the system, stealing the Beacons, and shutting down the Absorption Units, power nodes for the Beacons.

That's the story the Agency tells everyone, but who knows what you might find should you peak below the surface.

But, let's get moving shall we? Here, take this **+1000CP** and hope you have fun for the next year.

Origins

These origins dictate which perks and items you can purchase at a 50% discount with 100CP items and perks going free from their items.

Choosing any option other than Drop-In will result in you having the requisite memories implanted into your mind.

Gender is the same as you last jump unless you choose Agent, if so your gender defaults to male, but you can pay 50CP to change it.

Age is 20 + 2d6 unless you're an agent, in which case that is merely your physical age and instead you are only a few months old. You can choose your age by paying 50CP, as long as it falls within the rollable ages.

Drop In

{Free}

You wake up in Pacific City with no new memories nor any connections. It is up to you to decide your fate and your path.

Success Conditions: Survive

Cell Operative

{+200}

You're an Operative of the terrorist organisation 'Cell' under the leadership of Catalina Thorne, doing whatever is necessary to stop the rampant advancement of the Agency and it's stranglehold on Pacific City.

Be warned, by picking this option you will have to fight against the Agency and specifically the Agents that will come after you.

Success Conditions: Prevent the Agency from activating the sunburst defense system.

Note: You cannot just blow up the entire city and claim that your mission is done.

Peacekeeper

{Free}

You're a Peacekeeper, a non-modified member of the Agency. You work the streets and it is your duty to further the agencies agenda and to protect the citizens of Pacific City. Good luck to you.

Success Conditions: Survive and prevent cell from overwhelming the Agency.

Note: You cannot just blow up the entire city and claim that your mission is done.

Freak

{Free}

It seems you've been exposed to the freak virus. You poor fool. This results in large physical mutations and rapid degeneration of mental faculties. Luckily your mind remains intact but as it stands you're kinda at the bottom of the food chain.

Good Luck.

Success Conditions: Successfully infect 90% of the population of Pacific City.

Perks

Undiscounted

Basic Firearms Training

{Free}

You won't make it far into this world without the ability to defend yourself, so this perk will grant you a moderate amount of experience with firearms so that you can somewhat reliably hit a target that you fire at.

Basic Melee Training

{Free}

Every now and then someone, or most likely something, will get a little too close for comfort. This gives you basic self defense training, allowing you to knock an average man on his ass and buy time against a freak.

Basic Vehicle Training

{Free}

Drive fast and well and you may well make it out of this situation. Cars are an extremely versatile tool in the world and so it would be a shame if you couldn't use them. This grants you enough experience with most vehicles to operate them.

Genetic Lottery

{200CP}

Damn, you were born lucky, or created well, seeing as no disease seems able to infect you. Even if the Freak virus is injected straight into your bloodstream you would remain in relative perfect health. Maybe you can harness this to your advantage?

If this is taken with the Freak origin this results in you mutating at a faster rate due to your body adapting much quicker to the virus.

2nd Generation Agent

{600CP}

Agents are clones, genetically augmented to stand far beyond the peak of human capabilities and paired with the best equipment possible to overwhelm all who oppose them.

Now usually these freaks would usually be completely under the agencies thumb but not you. You are able to purchase this perk with any background and functions as a capstone boost.

An Agent, whenever they kill an enemy or complete a task of significant difficulty, will spawn little holographic orbs that home in on their position and will be absorbed by their flesh and armour. These orbs are representative of the skills that they used to

accomplish said tasks. As they gain more experience from these orbs they will rapidly gain levels in the 5 categories

Agility, Driving, Explosives, Firearms and Strength.

This comes with a free Heads-Up Display that displays the level of your various skills, your current health, weaponry and current level of Ammo.

Post-jump the restrictions on levels are removed though experience requirements will grow exponentially.

Also, due to how the cloning process works there are a series of cloned bodies that your consciousness will be uploaded into upon your physical death, though this will result in a 25% loss of experience on your level (You cannot lose levels from this).

Post-Jump this translates into one resurrection per jump. You will come back a day after your death via mental upload into a clone.

Drop-In

Nothing To See Here
{100CP}

Due to the stress of the current situation that Pacific City finds itself in, it's pretty hard for anyone to keep track of everybody. This works in your favour from now on, as people will find it damn near impossible to track you down, even if your actions are fairly overt in nature. This can be toggled on and off at will.

Born Lucky
{200CP}

Were you born in a field of four leaf clovers of something? I mean it seems as though nearly every time you need something, you will find it or an acceptable substitute. Be warned, this luck is finite and if you are too reliant on it then you will find yourself stuck up the proverbial creek without a paddle.

Science *And* Logic?
{400CP}

To be honest, a lot of things here don't make a lot of sense, like how does the agency make all those weird technological advances like their Agents, weapons and vehicles? To be honest, even their scientists often lack knowledge on what they are working on but that isn't the case for you. Not only do you understand how these various technological advances work, you also know how to improve and adapt them to other fields.

Anti-Freak Radius
{600CP}

For some odd reason there seems to be a 5 Meter radius around you at all times that freaks cannot enter nor do they seem to act aggressive towards you. Matter of fact they seem almost passive in your presence.

For something even weirder the new agents also seem to be pacified around you. I wonder why?

Post Jump this translates to a standard anti-undead/mutant radius around you.

Cell Operative

Look Beyond The Veil

{100CP}

The Agency decries your organisation as criminals and you face constant hatred from the citizens of pacific city for your radical actions. But you know the truth of the world and can show others the truth. Where people would usually decry you a fraud they will instead find themselves questioning their views much more if you are the one to offer challenge to it.

Spanner In The Works

{200CP}

You know just where to cut to make it hurt. Not physically of course, but metaphorically in regards to peoples plans. Sabotage takes much longer to recover from if you had a hand in it and you will find greater opportunities more often.

Armed For Bear And Relentless

{400CP}

People often warn that vengeance never feels good nor does it give great results. In your case it is the quite opposite as when fighting those who have dealt harm to those associated with you the more effective you find yourself in combating them. The closer your connection to the affected party the stronger you will become, up to a max of tripling your level of power.

Shoot ‘till It’s Empty

{600CP}

The problem with fighting people as Cell is that people move too quickly, freaks leap out about the shop and the Agents are the same. So this is to help you shoot those fools down. Each projectile that you hit against a target causes the next one to become more likely to hit and decreases the effects of physics against it (wind resistance, bullet drop, etc). If you hit enough you may even find your attacks curving through the air to hit your target if you shot close enough. Missing, however, will reset this boost.

Peacekeeper

Keep Calm And Carry On

{100CP}

Facing down Freaks and Cell is likely to cause any sane man to break or panic, but not you. You can stare death in the face without flinching, and better yet this seems to apply to your comrades in your presence and who knows, maybe this can save your life one day.

Basic Equipment Used Expertly

{200CP}

The life of a peacekeeper is overall pretty terrible. Equipment is mass produced and probably going to be used more by an Agent who takes it off your corpse. Well that's no more, well in regards to weaponry anyways. In your hands the standardised equipment for any faction you join receives a large boost in quality as long as you are the one who is using it.

High Velocity Vehicular Violence

{400CP)

Drive like crazy and kill like crazy, those are the rules you have to live by. You are much better at avoiding enemy fire in vehicles and are able to ram the enemies down in droves with no loss to momentum. This also increases your ability to fire weapons whilst driving at high speeds and consistently hit your targets.

Crackdown On Insurgents

{600CP}

You're borderline superhuman with how you approach your work. Your ability to quickly assault and seize control of enemy strongholds and tactical position is second to none and as a result of all this experience you gain a sixth sense that warns you of enemy ambushes.

Freak

Pack Mentality
{100CP}

Freaks are strange creatures indeed, despite having no significant intelligence on their own they seem to innately become more effective in larger numbers. In your case this results in you becoming linked with those around you of similar allegiance, allowing you to subconsciously guide yourselves to be more effective against threats.

Acid Slinger
{200CP}

It's an observed trait of freaks that as they grow in age and power they begin being able to produce Bio-acid that shifts in colour varying on how powerful they are. By default this will start off at Yellow (The weakest, capable of causing a large amount of damage to human skin) but within a few weeks you'll achieve Amber (Capable of breaking through body armour with ease and breaking apart the human body in seconds) status and in a couple of months you'll achieve Red (The strongest, able to melt through armoured vehicles in concentrated bursts).

The Sun Never Bothered Me Anyway
{400CP}

Most Freaks would break apart under the Sun, let alone under pressure from the UV weaponry that the Agency dishes out but not you. It seems your body adapted much faster than the rest and you seem to be able to move out in daylight even when your brethren hide underground.

Be warned, this doesn't make you immune per-say. More like reducing the weakness to roughly 1% more effective than standard methods of dealing with you.

Strangely enough this resistance also applies to other racial based weakness.

The Peak Of Freak
{600CP}

You are the Apex of the Freak ladder, far beyond what any normal freak could achieve. You have evolved far faster than any other, being able to become a Reaper in days or a Goliath in a week.

But the true strength of this ability is also your ability to mix and match different freak paths at will.

This means that not only are you able to manipulate the different forms at will but also combine the power sets from all of the evolutionary paths.

With this perk you may even find forms beyond that of what was shown to be possible.

Items

Undiscounted

Standardised Equipment

{Free}

In this world, equipment can make all the difference between life or death with all the constant threats. The equipment you receive depends on your Origin.

Drop-In

As a Drop-In you start off with a Kokov “Diktat” handgun as your weapon and a set of civilian clothing that helps blend in with the crowds.

Cell Operative

As a Cell-Operative you start off with an Ingalls XGS SMG and a set of rough leathers and basic clothing, it won’t help to take shots but whilst wearing this outfit and other Cell Operatives that are working nearby will come to your aid should push come to shove.

Peacekeeper

As a Peacekeeper you start off with an Agency issue Assault Rifle and standard peacekeeper uniform, which comes with a ballistic helmet and vest that can withstand a fair few more shots than the average body armour.

Evolutionary Armour

{Free; Exclusive to Agents}

This armour is a part of you Agent and as such will grow with you as your skills improve as to better complement them. This armour is capable of withstanding sustained gunfire for several seconds and between combat will repair itself.

Can change colour but comes in the default Agency blue.

(It can be removed but you will notice a slight decrease in ability and systems locked to the armour will of course be unavailable)

Drop In

Virus Samples

{100CP}

Alright, don't talk to anybody about anything you buy here okay? Now here's the deal, this right here are some samples of the Freak Virus and the means to contain it for your own experimental aims. Just… don't do anything stupid okay?

Agency Files

{200CP}

The Agency is usually so meticulous in keeping its secrets buried and its equipment quiet. Well this is proof that it still can't really hide everything. Included in this is the blueprint for damn near everything that the Agency has ever made, be it the Sunburst defense system or their Magnetic grenades it all lies before you.

Yes, this does theoretically mean you could create your own Agents if given enough time and equipment.

Cloning Labs

{400CP}

The place where Agents are born and it's all open to you. This comes in the form of an attachment to your warehouse or can be added onto any form of property you own. and comes with enough equipment and resources to create clones of any being you have genetic material at a rate of one clone every three months and it comes with 4 tanks.

Sunburst MK.2

{600CP}

The thing about sunburst is that it was never the initial design for dealing with freaks, it was actually a side effect of another plan. Sunburst is actually a population control weapon used to kill specified targets at will.

The original beacon would only be able to target roughly the size of a city but your one is much more powerful. Your beacon is capable of targeting anyone on a land mass roughly equal to northern america.

To use this weapon it will require a full day of charging via absorption of sunlight and after activating can be used to wipe out up to 1000 people via precision targeting in your available range.

Cell Operative

Flare Gun

{100CP}

As a member of Cell the only real advantage you have over the Agency is raw numbers, and so this allows you to call upon such numbers at will. Upon firing this flare, Cell insurgents will flood out of the woodworks to assist you in your current objective.
Comes with 10 flares with another ten added after each month.
Each flare will summon 20 armed insurgents who will remain until your objective is done. The effects don't stack if you use multiple at the same time, rather they simply bring you back up to your cap if you use another.

Cell Surplus

{200CP}

So this is where Cell got their weapons from. It seems that they have misplaced them as well seeing as you have your own stockpile of Cell weapons and explosives in your warehouse.

Ramshackle Armour

{400CP}

This armour looks like it was made of scrap but it's oddly effective, being capable of tanking numerous high caliber rounds. The unique effect of this armour is that should parts of it break off then any vaguely armour-esque material that is applied will match the effectiveness of the rest of the armour.
You can import a suit of armour into this item to gain its effects.

Block Stronghold

{600CP}

Cell can't take over the whole island, but it can take over large portions and that's what this is. This is a fortified section of land equivalent to 3 city blocks that comes with mounted gun positions, a retinue of guards masquerading as civilians and a garage capable of converting civilian vehicles into armoured death machines. When imported into other jumps it will simply take up the same amount of space in a city of your choice.

Peacekeeper

Agency Supercar

{100CP}

This two door supercar is the result of advancements in Agency technology. This car is capable of outpacing bullets though it is lacking in terms of armour. The most unique feature of this car is the ability to launch vehicles into the air upon collision due its wedge like front. It's yours now and will repair itself over time, taking an hour to repair to max condition unless destroyed, in which case it will take a full day.

Agency Weaponry

{200CP}

This is a series of Agency issue weaponry (UV Shotgun, Ultra issue weaponry, etc.) and Agency brand explosives. These are usually not given out to peacekeepers but in your case nobody will question it.

The Quacker

{400CP}

Things aren't always as they seem, especially with these. These are high ordnance explosives contained within a rubber ducky that are primed by squeezing the duck and then detonated by a small detonator that comes with them. They come in batches of 8 and recover at the end of the day.

Agency Tower

{600CP}

Moving on up in the world, eh? Well here's proof of your role. This is agency tower, or a very good replica. It comes fully stocked with a retinue of peacekeepers to keep it guarded and a garage filled with agency vehicles. When imported into other jumps it can either be spawned in its island form in the middle of a sea or form in the middle of any city that you start in.

Freaks

Screamer Pack

{100CP}

At will you can summon a pack of 5 screamers (Acid filled suicide freaks that detonate with enough power to kill most people in a 10 foot radius).
The Screamers are only present for 10-20 minutes before disappearing and these can only be summoned once per day.

Don't Fear The Reaper

{200CP}

You can summon a pack of three red Reapers, acid slinging leapers capable of jumping large distances and scaling incredible heights.
Like other Freak summons these will only last for as long as the current objective is active.

Hope There Are No Stones Lying About

{400CP}

You can now summon a three story tall muscle bound beast of muscle capable of leveling buildings with raw strength and can withstand heavy sustained gunfire for minutes.
This beast will remain for as long as you remain in active combat and

Freak Lair

{600CP}

An underground base full of a veritable army of freaks gang total at 200 and will defend anything placed into it. These Freaks will regenerate to max capacity at the end of the day.
These Freaks are unique in that they are entirely subservient to you and can be called upon at any point in time, though be warned these are still standard issue freaks and will die in sunlight.

Companions

Import/Create Companions
{200CP Per Companions}
{600CP For 8 Companions}
{Agent Perk will be free for companions if Agent Perk has already been purchased}

This journey will be hard and of course it's understandable to bring your allies along for the ride. Each companion you import or create will be given 600CP and you will decide their origin and what perks and equipment they purchase. If your companions die in this jump they will be returned to your warehouse and be able to return to service afterwards unless you have a resurrection ability or they are an Agent in which case they will remain in your entourage.

Canon Companions
{200CP Per Companion}

Maybe there is someone or something you'd like to bring along with you and if so feel free to do so as long as you can convince them to come along with you. They must also survive to the end of the jump to be eligible.

Drawbacks

Extended Operation

{0CP}

You really want to stay here for a full 10 years? I mean, go right ahead but it's probably gonna get a hell of a lot harder as time goes on.

Under Observation

{100CP}

Somebody had their eyes on you when you first woke up in this world, either the Director of the Agency or Catalina Thorne, it's up to you. Whilst this does start as just observation any actions that form opposition against their objective will quickly cause them to gather forces to prevent your interference.

Mute

{100CP}

Are you sure you want to take this? Fine then, but it's going to be a lonely year since you won't be able to talk anymore. This drawback makes you physically unable to talk though you can still communicate via other means.

Adaptation

{200CP}

It is often said to be true that only those willing to adapt will survive. The more you engage in active combat the more the enemy will adapt to counter your tactics to the point where it seems like it would be easier to just level the island than commit to frontline assaults. Keep changing and maybe they won't get the chance to catch up.

Iron Man Mode

{200CP; Exclusive to Agents}

It seems the cloning process was a tremendous failure, no other Agent managed to be generated properly. This means that the resurrective properties of the Agent perk won't function in this jump.

Friendly Fire

{400CP}

It seems that nobody in this world has the ability to identify friend from foe considering you seem as likely to be shot at by your own team as your enemy. Just hope your allies aren't using any real powerful equipment.

Unlimited Enemies
{400CP}
What the hells going on with these doorways? It seems your enemies have mastered the ability to teleport behind closed doors or any area outside of your cone of vision and rush out to attack you. Let's hope you've got enough bullets to deal with that.

Evolving Virus
{600CP}
[Cannot Be Taken By Freaks]
It seems someone has been messing with the Virus because now the Freaks roam the day. Weapons utilizing concentrated UV radiation will be reduced in effectiveness and waiting for sunrise is no longer a viable tactic.
Even the old antidote developed by the Agency doesn't work.
The freaks also seem to evolve faster, reaching higher tiers at a much faster rate and are much more aggressive.
Be warned, whilst the infection has yet to leave the island it will not take them too long to find a way to get away from the city and to spread to other countries.
This adds a new requirement to success conditions for all origins.
Prevent the Freak Virus from wiping out mankind.

Cell No More
{600CP}
[Cannot Be Taken By Cell]
It seems the stress of the situation has finally gotten to Catalina Thorne as she has fallen from the role of well intentioned extremist into full blown terrorist.
Cell no longer functions as a weapon to hold back the encroaching power grab of the Agency but now instead function as domestic terrorists that merely exist to cause panic and despair amongst the populace.
And worst of all Catalina has figured out how to clone Agents loyal to Cell, though the process takes a few weeks to generate them and only one at a time they are still without end.
This adds a new requirement to success conditions for all origins.
Destroy Cell and kill Catalina Thorne.

Notes

I would like to say thanks to EVILD00R for not only grammar and punctuation checking this but for pointing out a lot of things I missed and Nerx for giving me lots of great ideas.

Just as a quick reminder Crackdown 2 is not canon as of the release of Crackdown 3, so both can be considered alternate timelines.

The Agent body is simply an enhancement on the standard bodymod as it is effectively human just with a few enhancements.

Shoot ‘till It’s Empty applies to all projectile based weapons, including thrown weapons. The stacks you build up transfer onto other targets and weapons.

In regards to the Evolutionary Armour equipment I mean things like the Wing suit and rocket boots being inaccessible if you remove the armour as they are explicitly upgrades to the armour, not the agent.

All weapons and explosives bought here will come with an ammo supply that is stored in your warehouse and regenerates to full at the end of the week regardless of how much or how little is used unless stated otherwise. In regards to how much it will spawn in triple the maximum ammo carrying capacity for each weapon.

The Summonable freaks will come from places like sewer drains or vents. If the setting your in lacks these then they will manifest outside of your view.

All summonable freaks will only spread the Virus if you instruct them to and will not leave any contaminants behind if you don’t want them to.

The Blueprints you get from Agency Files also include weapons that were cut from the game.

Weapons included are all in this link, just didn’t bother to write them for expediency's sake.
https://crackdown.fandom.com/wiki/Weapons

Capstone Boosts

Anti-Freak Radius

It seems the radius has been expanded, from 5 meters to 10 Meters. It also is much more powerful,causing rapid cell degeneration in freaks in your presence or, if you so choose, causes them to obey your will even at great risk to their own safety.
In regards to its effects on Agents it seems that being in your presence results in their control being switched over to you, though only for roughly 5 minutes for every 1 they spend in your presence.

Shoot 'till It's Empty

It seems your ability to hit moving targets has been massively enhanced, it's almost as if time slows down when you take aim at a target (Because it does) but this perk also nullifies any loss to accuracy caused by rapid increases and decreases in speed and height.

Crack Down On Insurgency

Insurgents quake in terror at the idea of having to go against you as nearly everything they use against you fails. Mines never seem to go off, gun placements seem to fail to hit you and your sixth sense is upgraded, now allowing you to detect all enemy presence within a designated area (Roughly the size a middling apartment complex).

Peak of Freaks

Those Agency scientists really screwed the pooch when they made you. It seems that by sharing small amounts of Biomass with other freaks (Bleed on them, let them consume your flesh, etc) they will gain traits similar to an Agent. Freaks that use strength to kill their foes will find themselves becoming more and more like goliaths but without the restrictiveness of the size and if they use their acid to slay prey then they will find it much more corrosive and become more accurate with it.
You may just damn the whole earth with this perk.