Farcry

Farcry is a world far from the safeness of civilization. Surrounded by jungle, and ocean, vicious animals, madmen with giant guns, and the occasional hideous mutant. Farcry is a world where you'll need to scrounge for resources to survive, and to deal with constant assaults on your person. You'll be down in the muck and dirt and hiding under corpses to survive, but every once in a rare while something mystical will happen. Is it Magic? Is it advanced technology? Are you going Crazy? Or is it just the sweet sweet drugs? You'll have to decide that on your own, but welcome to the Jungle.

1000CP to spend

Roll 1d8 for Location, pay 100 CP to choose
1-2: Microneisa, an archipelago that is covered in jungles.
3-4: Africa, It's the African Savannah
5-6: The Rook Islands, a pair of islands in the Pacific Ocean. They are controlled by the madman Vas and his band of pirates, though some whisper of another who keeps Vas on a leash. Some of the Natives resist Vas under the leadership of their priestess. Some say the Jungles cause men who stay in them to go mad.
7: Kyrat, a nation in the Himalayan Mountains. It is a mountainous land with dangerous terrain, wild tigers, and even Elephants. Run by a tyrannical Madman who calls himself King, Kyrat is a nation on the brink of civil war.
8: Free Pick

Roll 2d8+20 for Age and keep current Gender
Pay 50CP to decide both
Origins-
Drop-in: Just a normal guy who got dropped into this situation, you'll need to embrace your instincts if you want to survive -Free
Mercenary: You are a mercenary, a soldier for hire willing to work for the highest bidder. Someone with the cash to do so bought your services in the land you arrive in. A badass through and though. -100CP
Predator: A veteran who was sent to investigate the activities here, you'll need to enhance yourself if you hope to survive -100CP
Native Blood: You're coming home; back to the lands you were born. The lands call to your spirit and it responds in ways you didn't know before -100CP

Perks-
All 100 point perks are free for their Origin, others are Discounted. Discounts are 50% off.

Drop-in
100-Luck- You're lucky enough to survive in situations you shouldn't, though your luck also puts you into situations you shouldn't survive.

400-Killing Feels like...Winning- Your Instincts grow stronger, and you become more adept at hunting down and killing foes, using your surroundings to your advantage to ambush and kill them.
600-The Tatau- On your body grows a set of tattoos; they show your growth as a person driven by your instincts to hunt down your foes. They allow you to grow in new ways, to learn skills copied from animals. While your body experiences no true changes you still do things that should not be possible. Sometimes you get the Tatau applied by someone, sometimes they just seem to appear, but that might just be the drugs.

Mercenary
100-Arms Training- You are a trained soldier who trained in the Special Forces at one point and are an expert in all manner of firearms and CQC
400-Bullet Time- Your reactions and combat skills are top notch, when you kick it into overgear you can even see bullets move through the air for a short time, and can use this time to dodge enemy fire or hit them where it hurts.
600-Badass Normal- You are practically a one-man army, capable of using almost any weapon you get your hands on, even alien weaponry, like an expert, it would take a small army or a serious illness to keep you down for long. All through sheer skill

Predator-
100-Stealth Training- You are trained in how to sneak around and how to track people, and basic jungle survival.
400-Trap Making- You are a natural with turning your surroundings into Deadly traps that can be used to hamper or kill your foes.
600-Predator Adaptation- You adapt in combat situations, almost as if evolving to suit your new situation. The transformative drugs that triggered this evolution rush through your system allowing you to change as never before. When it is dark your eyes grow to see in the dark, when you need to rend an enemy part your nails turn to claws. These changes will recede once not needed, and will return when needed again after a short time.

Native Blood-
100-Good with Animals- You have a gift with Animals and can get them to come to your aid occasionally, and even ride larger ones into battle.
400-Vision Quest- You can occasionally go on a vision quest to a spiritual realm. You'll learn things you shouldn't be able to know while in this realm, and learn new skills or enhance old ones while there. Each trip has a lesson you need to learn or an objective to complete, if you fail you lose all memory of the quest other than the fact you failed.
600-Spirit Powers- You gain powers of the seekers of Shangri-la. The ability to fire multiple projectiles from any ranged weapon you use, limited flight, and even teleportation and invisibility for a short time.

Neutral-
200-Herbalist. You can use the native plants around you to make all kinds of things, from poultices to help you heal quicker to combat drugs that allow you to hunt enemies by scent or hearing.

Items-
Free for All-A Machete or similar close combat weapon, can be used to skin animals, cut down leafage, or stab a guy in the face

50-Money, cold hard cash that might be able to help you with what few natives exist where you are.

50-Wingsuit, a helpful suit with pseudo-wings attached that you can use to glide around.

50-Grappling Hook, use this to climb up to higher places or climb down safely.

50-Sidearm, a Pistol or Crossbow to be used as a sidearm, it has a silencer attached to help with stealth. Comes with four filled magazines that refill once a week.

100-Drugs, combat drugs that can push your body to the limits for a short time. Warning, might cause hallucinations of fighting god-monsters. Free for Drop-in

100-Assault Rifle, a basic assault rifle with three filled magazines of ammo that refill once a week, decent aim and rate of fire but nothing special. Free for Mercenary

100-Hunting Trophies, trophies of powerful foes you've faced, small and out of the way, and if you keep it on you it will grant you small boosts fitting the target. Free Predator

100-Bow, a bow that can fire on your enemies silently and at a significant range. Free for Native Blood

100-Shotgun, a basic shotgun, good at close range, terrible at long range without the proper ammo. Comes with enough birdshot rounds(Or whatever the fuck it is that makes the spray common in vidya) for 30 shots. Refills once a week.

150-Flamethrower, It waffens Flammen. It reaches to a range of 15-20ft away in a line of fiery death. Reasonably heavy and very obvious, comes with three tanks that refill once a week.

200-Vehical, a Jeep or a Speed Boat of some kind

500-Predatory Drug Formula, a formula made over years of hard work that can make a man evolve into something more. Causes most people to mutate widely out of control and to go insane.

Drawbacks-Max of 600CP
+0-Blood Dragon- You are sent into the world of Farcry Blood Dragon instead of the normal world.

+0-Let's Go Shoot some Fucking Guns- You are forced to take the place of the Protagonist wherever you ended up.

+0-Madman's Attention- You draw the attention of a local madman. He isn't particularly out to kill you or anything, but he does find someway to contact you rather often. Sometimes he tells a story, sometimes he threatens you.
+300(Requires Madman's Attention)-Madman's Wrath- You've not only drawn the attention of the local crazy bastard, but you did something to piss him off and he's out for your blood. He might come after you personally, he might send waves of thugs after you, he might do both.

+100-Road Rage- For some reason every time you get into a vehicle it inevitably crashes somehow. Into another car, or a tree, or off a cliff, or even into shark. Something bad always happens in vehicles

+100-Fucking Tigers!- The Tigers of the land you're in seem to find you delicious and you'll often be ambushed by one while doing something important

+100-Checkpoints- You keep on getting stopped at armed checkpoints. It feels like every 20ft it's another checkpoint, no amount of shooting or killing will stop your time being wasted at these checkpoints

+200-Ferals- Ferals, people who failed with the Predatory Drug, are after you. They have some Feral Powers, but aren't too bright. But they are cunning like an animal.

+200-Amnesia- You have no idea how you got here or who you are, but people are going to use your lack of memories to manipulate you.

+300-Malaria- You have an extremely powerful strain of Malaria, all of your powers from previous jumps are completely unavailable to you during your stay. All powers from this jump are also significantly weakened if you don't get your hands on Malaria pills.