Generic Sandbox Action Adventure

V 1.1



Sandbox action adventure is a genre of videogames that allows players to complete missions and engage in various side activities. You can explore vast environments, drive, shoot, role-play and interact with the world in any way you want. This jump was made with the purpose to jump to games that do not have a jump yet or to supplement these jumps with game-like mechanics for your own pleasure.
You have **20 tokens.**

Locations, Origins and Appearance:

You can choose any game that can be classified as a sandbox action adventure. Recommendations are GTA 3, 4, 5, Vice City, San Andreas, Liberty City Stories, Vice City Stories, Saints Row 1, 2, the Third, Saints Row 4, Mafia, Mafia 2, 3, Sleeping Dogs, Crackdown 1, 2, 3, Cyberpunk 2077, Fallout 3, 4, Fallout New Vegas, Just Cause 1, 2, 3, 4, True Crime: Streets of L.A and True Crime: New York City.
You will enter the universe at the beginning of the game either as a drop-in or with a generic life made for you. You can choose your appearance in any way you want.

Perks:

You get 20 tokens. Tokens can be used to purchase any perk you see here. These perks cost 1 token unless otherwise stated.

1. **[Normality Filter] Free**
   All your abilities from here do not weird out anyone.

2. **[Alternate Reality] Free**
   Brand parodies, real-life celebrities, references to other games, crazy radio news, puns, field correspondents interviewing important characters, relating your progress or getting caught in insane situations. All of this now happens more frequently.

3. **[Bizarre Adventure] Free**
   Aliens, mind control cults, zombies, voodoo and even the big foot. Crazy mysteries, bizarre events and easter eggs now occur in the world. This can be toggled off anytime.

4. **[Camera Mode] Free**
   You now have a camera mode that lets you do anything a camera can do with your mind. You can also print any image you take.

5. **[Basic Training] Free**
   You have the basic skills to survive a Generic Sandbox Action Adventure. You can reliably use guns, defend yourself in a fight and drive cars, bikes, boats and airplanes.

6. **[Health Bar]**
   Your health now exists as a variable. Being shot or hurt only decreases that variable instead of hurting you. Age has no consequence on your physical ability. Eating food will increase your health. When that variable reaches 0, you die.

7. **[Protagonist]**
   You can now choose to enter the jump as the protagonist of the game.

8. **[Minimap]**
   You have an intuitive map in your mind that is as detailed as a real map and knows the geography of everything in a diameter of at least 50 miles from your location. Paired with **Compass** it lets you detect the locations of useful things, properties you have and can buy, people, shops, utilities and Gang territories.

9. **[Compass]**
   You always know the shortest route to your current objective. You have an intuitive sense that guides you to that objective, even if you don't know where it is.

10. **[Pacing] 2 Tokens**
    Major plot events wait for you instead of happening normally. You always know the importance of any major event.
    Paired with **First World Healthcare** it would let you repeat these events again if you "fail" at them, like letting important people lose their lives or a bad guy running away. Paired with **Plot Convenience** it lets you retry any major event if you don’t like the final result.

11. **[Regeneration] 2 Tokens**
    You are now capable of regenerating your health, 1% per second. For 4 Tokens it doubles to 2%.

12. **[First World Healthcare] 4 Tokens**
    Instead of dying in free-roam you now wake up at a hospital with 10% of your total money paying the costs of treating you. You still die permanently in major events.
    Paired with **Pacing** you can now wake up at the hospital when you die in major events.
    This only works in Sandbox universes, after that this manifests as a 1UP.

13. **[Growth] 2 Tokens**
    Your competency rapidly increases when in need for a major event. You need to race to help your friend? Use a plane to travel to another city to kill a group of mobsters? Use military equipment you never touched in your entire life? Your skills will now rapidly increase to proficiency even if it's not realistically possible.

14. **[Hideout] 2 Tokens**
    Your homes now share their inventory space and wardrobes. Sleeping in your house will heal your body and create a Save point. A Save point lets you travel back in time to the specific moment you created it when you slept in a hideout.

15. **[Action Hero Bag]**
    You now have a pocket dimension for separate types of guns, ammo, and money that you collect. It will hold 9999 bullets for any weapon you buy but not different guns of the same type, like two different submachine guns, unless you replace them.

16. **[Gang Leader] 2 Tokens**
    You know how to run a gang, delegate work, recruit members, and detect who is trustworthy.

17. **[Plot Convenience] 4 Tokens**
    You have a form of plot convenience that's extremely useful for you: connections. You are capable of making connections for jobs, opportunities and major events in an almost supernatural ease. Bank Robbers somehow know your number, people you haven't called in years will recommend you to their friends and even in meeting dangerous gang leaders you will give good first impressions and the aura of someone reliable.

18. **[Investor]**
    All your properties generate a passive income. Paired with **Gang Territory** they also generate a fraction of respect for any property that is in your territory. For 2 Tokens all of your properties run themselves without any need of input from you.

19. **[Worker]**
    You can now work at any job just by using the company car or entering the building. Working as a cop, paramedic, firefighter, car exporter, taxi driver, tow trucker or even pimp is possible with this.

20. **[Hitman]**
    It is a fact of life, and sandbox games, that someone is always gonna want someone else dead. Which is where this perk comes in. This takes the form of a hack-proof anonymous website with optional mobile app where people can place hits. Each hit will come with a description and/or a photo of the target, along with a time, a rough location where you can find the person, and a price to be paid on a successful hit.
    If you've also purchased **Pacing** you can retry these Jobs if you somehow fail the hit, such as missing the target or a rival Hitman getting to them first.

21. **[Skill Visualization]**
    You can now visualize any type of effort that requires a skill as a mini-game. Lockpicking, hacking, disarming a bomb or even sex can now be converted as a mini-game.

22. **[Collectables]**
    There are now collectables spread around the map. They can appear as statues, sex dolls, bags of drugs, or even oysters. Collecting 10, 50 or a 100 of them gives you small, incrementing benefits, like increased sex appeal or greater lung capacity.

23. **[Sex Appeal]**
    The more expensive your clothes and cars are, the more attractive you are to those of your preferred Gender.

24. **[Criminal Utilities]**
    Many Gun Shops, Car Shops and Pawn shops now appear in whatever city you are. Gun Shops will sell you any gun or explosive, in whatever quantity you need and with no questions asked. Car Shops will let you modify your car appearance in any way you want. And Pawn shops will buy anything no questions asked.

25. **[Radio]**
    You now have access to any radio in your mind. You can also play any music you have ever heard. Radio Hosts will always have something to say after a major event.

26. **[Appearance Editor]**
    Entering a plastic surgery shop or barber lets you modify your appearance in any way you want, including skin, hair, height and body shape.

27. **[Car Health]**
    Your car durability now works as a variable. Bullets hitting anywhere that isn't the wheels or the windows will not damage the car functionality or penetrate it.

28. **[Wanted]**
    Evading the police for a minute, painting your car, or changing your appearance will make them drop any order they have against you.

29. **[Headshots]**
    Any headshots you give now multiplies any ranged damage by 5x.

30. **[Explosions]**
    You can now shoot cars, fuel tanks and red barrels to make them explode. Paired with **Loot** destroying these things now gives you money.

31. **[Shooting Spree]**
    You can now shoot a gun in any condition and position. From a car, falling from great heights or even running and jumping, with no loss of accuracy.

32. **[Gang Territory]**
    You can now claim a territory for your gang. If it's in an enemy territory you will have to fight for it. Anyone inside will know whose territory it is and who they should hold respect for it. You will also know when another gang is trying to take over your territory. Paired with **Minimap** it also lets you plan gang warfare tactically.

33. **[Gang Management]**
    Your gang runs by itself, with no need of input from you. Laundering money, administering services like drug selling and prostitution, delegating work to lieutenants, all of that is done automatically. Paired with **Gang Territory** new gang members spawn whenever you conquer a new territory.

34. **[Uniform]**
    Wearing different uniforms now gives you special benefits related to their theme. Wearing your gang colors or the uniform of your faction gives you increased respect from your faction, wearing a cop uniform increases your ability to find criminals and even wearing a ninja uniform will increase your stealth. Paired with **Worker** you will be treated as a member of any organization you wear the uniform from, even if you don’t have the credentials.

35. **[Training Challenge] 2 Tokens**
    By successfully doing challenges related to a skill or competitions your skill will see extreme levels of growth. From doing all tests on a driving school, shooting all targets in the fastest time possible in a shooting range or even winning all racing competitions, you will see a tangible growth that will make a difference. Paired with **Worker** any job you enter will also have a challenge, like capturing 100 criminals and as a reward you will gain powerful abilities related to these jobs, like gaining a radar sense that shows you crime in an extremely large area around you.

36. **[Ninja]**
    When walking crouched you make no sound. Entering dark shadows will make you invisible. You can perceive how focused a enemy is on you. You are capable of taking down any enemy intuitively without killing them.

37. **[Loot]**
    After killing someone all items they have in their body will be manifested as flying loot on the ground. They will always drop money according to how rich they are. After a minute, their corpse will disappear along with their blood.

38. **[Guts]**
    You can deal with trauma, violence, blood and highly stressful situations without flinching. You are immune to fear.

39. [Perspective]
You can change your visual perspective to a third-person or even a cinematic view. This expands your visual capacity considerably.

40. [Faction]
You can select any faction to be a part of, with all benefits included. You can recruit them to follow you and they will protect you if you are attacked by anyone. This can only be used one time per month.

41. **[Hostile Takeover]**
Killing the owner of a business or a gang will give you their ownership. Gang members will accept you as their new boss and property deeds will change to your name. You always know when you gained something from this.

42. [Bail]
No matter the crime, as long as you surrender your weapons and pay bail you will get off scot-free. You can also call a number to reduce the severity of the crime if the cops are in pursuit by paying an amount of money.

43. [Garage]
Your garage is now a pocket dimension where it can hold any amount of cars you have. All cars are repaired once they enter the garage and you can call them to your position, where a member of your faction will deliver it to you.

44. [Resurrect Your Friend!]
As long as their death isn't connected to a major event, you can resurrect any partner or recruited member you have by getting near them and holding them for 10 seconds. You cannot do any other action when you are doing this. This doesn’t work on anyone who has lost a body part.

45. [Respect]
You now have a respect level variable with all the factions in the jump. Doing missions for them or killing enemy rivals will increase your level of respect with them. Doing the opposite will decrease your level of respect. The more respect you have with a faction, the greater their help will be, with them helping you against enemies and accepting being recruited as your partners.

46. **[Upgrades]**
Shops now sell upgrades for your cars or weapons. Weapon mods can change many things like ammo, fire rate, precision and even damage while car mods can change speed, armor, remote detonation and even wheel spikes.

47. **[Parachute]**
You can deploy a parachute whenever you fall from any height. Activating a parachute nullifies fall damage.

48. **[Double Jump]**
    You can now double jump and change your inertia mid-air.

49. [Hotwire]
    You can hotwire any vehicle, including military ones.

50. **[Backup]**
    Summon a backup of 3 members from your faction to follow you from any communication device. If they die, you will have to wait 30 minutes to use this again.
51. [Graffiti]
    You can, at will, place a Graffiti of your gang in any wall. Paired with **Gang Territory** placing a Graffiti at enemy territories will demoralize their gang members and increase your respect with your gang.

Cheats:

Cheats can only be bought if you have spent 20 Tokens on perks or items.

1. **[Jetpack] 4 Tokens**
   You now have a portable jetpack that lets you fly at subsonic speeds. It has infinite fuel, it's easily manoeuvrable and doesn't weigh anything.

2. **[Explosive Control] 4 Tokens**
3. You can control the direction and movement of any grenade, explosive projectile or rocket mid-air.

4. **[Teleport] Requires Minimap, 4 Tokens**
   Teleport to any place marked on your **Minimap**

5. **[Glitching Corners] 4 Tokens**
   You can now see behind any walls.

6. **[Moonwalk] 4 Tokens**
   You can walk on anything. Water, fire, a small thread, even clouds of gases that aren't air. You also walk 5x faster.

7. **[Professional] 4 Tokens**
   You are now capable of using and reloading two weapons at the same time, even larger ones.

8. **[Flying Car] 4 Tokens**
   You are now capable of flying with any car and maneuvering it effectively.

9. **[Fire Immunity] 4 Tokens**
   You are now immune to fire and heat.

10. **[Slow Time] 8 Tokens**
    You can now slow time to a 1/10th, for a maximum of 10 seconds. You move 2x with this.
    Once used you cannot use it again for double the time you activated this ability.

11. **[Super Strength] 8 Tokens**
    You now have super strength strong enough to punch people forty feet into the air and lift cars.

12. **[Infinite Ammo] 8 Tokens**
    Now any weapon you use has infinite ammunition and does not have to be reloaded.

13. **[Infinite Stamina] 8 Tokens**
    You don't need to breathe and do not tire yourself anymore.

14. **[Infinite Armor] 16 Tokens**
    You now have infinite armor that nullifies any damage lesser than the level of an explosion of a rocket launcher.

Items:

These items cost 1 token unless otherwise stated.

1. **[Starting Kit] Free**
   You start with any 9mm pistol of your choice. It has infinite ammo but you still need to reload. The police cannot take this weapon by force.

2. **[Wardrobe]**
   Your wardrobe is now a pocket dimension that holds all your clothes across all your properties. All clothes are replaced if they get destroyed.

3. **[Import Weapon]**
   You can use this option to import any weapon that isn't heavy or explosive to have infinite ammo. You can also buy the weapon with this option and give it infinite ammo. For 2 Tokens heavy and explosive weapons are included.

4. **[Silencer]**
   This is a silencer that works on any weapon. Yes, even rocket launchers.

5. **[Armor]**
   This is a spawn point on any property you have that can be used to give yourself body armor. It is disposable, invisible, comfortable and once it gets hit enough times it falls off your body.

6. **[Health]**
   This is a spawn point on any property you have that can be used to restore yourself back to a 100% health.

7. **[Arsenal]**
   This is a spawn point on any property you have that can be used to give yourself ammo of any weapon that you deposit on it. For 2 Tokens it comes with a generic combination of the most common shotguns, rifles, smgs, rocket launchers and grenades. It updates on every jump.

8. **[Special Equipment]**
   Why would you need something like this? Just Cause. This item provides a wingsuit and wrist mounted grappling hook which when used in conjunction effectively allow you to fly. The grappling hook will never run out of cable and can even be used to attach one object to another, before pulling them together.

9. **[Your Vehicle]**
   You can choose this option to import any car, boat or plane to have infinite fuel and the capacity to replace itself the next time you go to your garage if destroyed. This option can also be used to buy any car, boat or plane as long as it isn't military or with built-in weapons. For 2 Tokens military options and built-in weapons are now possible.

10. **[Property]**
    You are now the owner of a profitable property, like a night club or a mechanic store. It can be something new or something that already exists in the universe.

11. **[Corporation] 2 Tokens**
    You are now the owner of a small corporation, like a food chain. It can be something new or something that already exists in the universe.
    It runs by itself with no need for input from you. For 4 Tokens this can be a large corporation.

12. **[The Penetrator]**
    You are now the owner of a… baseball bat of questionable appearance. It is powerful enough to kill any normal human with one hit and it has a knockback effect on people bigger and stronger than you.

13. **[Gang]**
    This is a small gang that's yours. They can have any style you want and they have at least 25 members and a small slice of territory. For 2 Tokens the size of your gang increases by 4x and with 4 Tokens that number increases by 16x. If you want you can also merge this gang with any gang that you are a part of.

Companions:

[Recruit Anyone] Free!
Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

[Lieutenant]
This companion lives for the sole purpose of furthering your goals. They will follow any order of yours and its appearance and gender is completely customizable.

Drawbacks:

Any drawback is worth 1 Token unless stated otherwise.

1. **[Supplement mode] Free**
   You can use this as a supplement for another jump.

2. **[Main Protagonist] Free**
   End the jump when the plot of your universe ends.

3. **[Main Protagonist 2] Free**
   Instead of ending the jump when the plot ends, you can at any time jump again to another universe you choose with all your perks and drawbacks.

4. **[Crossover] Free**
   You can fuse two universes together, creating a crossover world.

5. **[Mute]**
   You are now mute.

6. **[Busta]**
   You ran from an event in your past, which has caused you to be branded with a reputation of a coward. Which has broken people's trust in you. It is possible to rebuild that broken trust, just don't expect it to be easy or fast. As an added bonus people just love to constantly bring up and remind you of that event, often at the worst possible times.

7. **[Fool]**
   You trust people too much and will believe whatever you are told without a second thought.

8. **[Nudity]**
   All types of nudity are now censored.

9. **[No memories]**
   All your memories of whatever universe you are entering are now erased.

10. **[Hunted] 2 Tokens**
    Congratulations Jumper, you have now greatly angered a rival Gang faction. Who will now devote significant portions of their resources and manpower to seeing you and any allied factions dead. Sadly for the duration of the Jump you will also find it impossible to be truly rid of this rival faction. Even wiping out every last Man, Woman, and Child wouldn't be enough to end them. As others would quickly take up the gang's mantle and rapidly grow to equal the former Gang in terms of resources and manpower.

    For an additional 2 Tokens (4 Total) you may instead choose to increase the danger of this drawback. Granting the rival gang a massive boost to the quality of their individual members, as well as granting them a far larger pool of resources to leverage against you. Potentially turning a scattered street gang with limited weapons/ resources into a well funded, well equipped, well trained Paramilitary organization.

11. [**Jaywalking]**
    Any cop that sees you will try to beat you down, and if you retaliate with anything that isn't your fists you will be hunted by the cops.

12. **[Wanted] 2 Tokens**
    You are now wanted by the cops, and any cop near you will instinctively know you are a criminal. If you are caught, you will have to escape being imprisoned in a month or your jump ends.

13. **[Bad Driver]**
    You are a horrible driver which you cannot improve upon no matter what. Friends and contacts expect you to drive for them.

14. **[Day Job]**
    You might be a government director or a gang leader, but you still have to maintain a normal job in your stay here.

15. **[Potato PC] 4 Tokens**
    Everyone and everything you see here are now in blurry, low-resolution textures.

16. **[Cyberpunk 2077]**
    Sometimes cars glitch into each other and start flying at high speeds in a random direction. Your car might also glitch into the ground and fly sky high.

17. **[Bullet Sponges]**
    Now every enemy needs 5x more bullets to die.

18. **[Collision]**
    Any hit with something will send you ragdolling according to the degree of force. I hope you are careful when bumping on someone.

19. **[Guns for everyone]**
    Now every civilian is armed with a gun and the smallest conflict will turn into a shooting spree. For 2 tokens your enemies can now use 2 small guns at the same time without any loss of accuracy.

20. **[Zombies]**
    Every year there will be a zombie outbreak in a city block, and you will be responsible for killing all the zombies. If you don't, the virus will spread and you are still obligated to kill them.

21. **[Swim]**
    You cannot swim.

22. [Alien Invasion] 4 Tokens
    Instead of being easter eggs aliens are now an enemy faction, the strongest one actually. They have weapons 2x as strong as the strongest faction in whatever setting you chose and will have to be fought every year so they don't conquer the earth. If they conquer it, it will be your responsibility to destroy the alien leader and save humanity.

23. **[NPCs]**
    Now every human acts like a NPC and has a limited pool of dialogue. I hope your sanity can handle this.

24. **[Shit looks ridiculous]**
    Now everyone has the worst appearance possible, including you. I hope you don't like seeing yourself in a mirror.

25. **[Plot Contrivance] Needs [Protagonist], 2 Tokens**
    You cannot change the plot anymore and have to suffer through everything the protagonist has suffered through. If the questline had multiple options, you default to the worst one. Being betrayed, put in a coma and even getting a shitty haircut at Old Reese.

26. **[Cop Spawn]**
    Now whenever you are wanted by cops they will spawn behind your back. Do not expect to evade them by foot or car anymore.

27. **[Enemy Spawns]**
    Now your enemy factions have unlimited forces and the only way to defeat them is to conquer all their territory.

28. **[Attack of the Clones] 2 Tokens**
    Your enemies have gotten hold of your DNA, Jumper, and now they have built an army of clones to hunt you down. They are mindless but boast superior physical ability to yourself, even if you grow stronger.

29. **[Weapon Jamming] 2 Tokens**
    Your guns don't work anymore. Hope you are strong enough to fight gangs face to face.

30. [**Gang Wars]**
    For the duration of your stay here there will be constant war between gang factions. You probably can't turn a corner without seeing a drive-by.

    [Rat in the Ranks]
    Someone in your gang is leaking info to your enemies. They will always know your next action against them and call reinforcements.

31. **[Power Lockout]**
    For the duration of this jump you are locked from out-of-jump powers.

32. **[Item Lockout]**
    For the duration of this jump you are locked from out-of-jump items.

33. **[Warehouse Lockout] 2 Tokens**
    For the duration of this jump you are locked from your Warehouse.

34. **[Time Extension]**
    Add ten years for the jump's duration. You may select this drawback only twice.

Ending:

After your time here is done, you will be given a familiar choice.

Stay

Go Home

Continue

Changelog

V 0.1 - 44 perks.
V 1.0 - 31 drawbacks, 2 perks, cheat table with 11 perks, 12 items.
v 1.1 - Many changes from the first version, new items, cheats, drawbacks and combinations.