Jumpchain Compliant v1.00

SAINTS ROW

CYOA

The world of Saints Row is a spin off of the world you were first pulled from. Cars, internet, smart phones, viral pop culture, consumerism, corporate rule, political corruption, and those with ambition looking for a way to sit on the top and enjoy all the luxuries there are to enjoy.

One person can only hold so much at a time though. The ambitious find themselves in need of help. People who can deal with complications and competition while keeping things running. People typically only follow others with respect, power, or money. Getting those require work, time, and blood.

You and your crew aren't limited to the streets. With enough respect, power, and money, you can take entire districts, cities, nations, worlds, and maybe even whatever lies beyond mortality in your name.

Or you can sit on a curb listening to Biz Markie, drinking 40s, and picking fights all day. Whichever.

You are here for 10 years. It's your time now; let's get this shit started.

YOU HAVE 1000 CHOICE POINTS (CP) TO SPEND.

PHYSICAL FORM

AGE

Choose for free.
Minimum 21.

APPEARANCE

One time free customization of your look here. Restricted to a human shape. May add aesthetic fat and/or muscle.

SEX

Male or Female; your choice.

STARTING LOCATION & ERA

Roll 1d6 or pay 50cp to choose your starting location and era.

1. Stilwater

2006 (Saints Row)

Stilwater, Michigan is a small city where you can find a taste of everything. The city runs a gamut of styles from downtown skyscrapers and malls to shady back alleys even locals avoid.

Gang violence is steadily rising. Being outside risks getting caught up in the crossfire of the latest feud.

In an abandoned church somewhere in the Saints Row district, Julius Little has organized the 3rd Street Saints. Their goal is to disband all the gangs in the city and bring clean streets to Stilwater.

2. Stilwater

2011 (Saints Row 2)

After the Saints took over and broke up 5 years ago, the power vacuum finds itself filled with new gangs.

Ever since the Ultor Corporation has moved in and took control of Stilwater, the city has managed to achieve decades of rapid development into five years, complete with a larger populace and economy.

The Saints are about to be born again in a big way. Under their new management, they now fight to take control of the streets of Stilwater in their own name rather than the name of peace.

3. Steelport

2016 (Saints Row: The Third)

A city of industry, pollution, poor planning, and organized crime that's best summarized as "Bangkok's drunken, abusive father." The mayor does what he can to keep the city running but the city is still under the heavy influence of the Syndicate, a criminal organization formed up of 3 powerful gangs.

The Saints are now regarded as a household brand name and pop cultural icons. Their fame is such that robbing a bank is considered to be a publicity stunt. Internally the gang debates if they've sold out and lost themselves or not, but they continue to respect and follow the boss's leadership.

4. Steelport

2017 (Before Saints Row IV)

The Saints have finished taking Steelport and retain not only their celebrity status, but their sense of identity. The Saints are now a powerful organization with enough power they could be considered a culturally beloved private military. In these next few years, the Saints are tying up loose ends haunting their past, joint operations with foreign and domestic agencies, and being media darlings.

However, larger goals are always on the horizon with the Saints. The Saints are about to enter a whole new world when the boss decides to run to become President of the United States.

5. Simulation

2021 (Saints Row IV)

Where are you? This looks... oh no. Not this. You would take anything else but this. You're inside one of the Zin's simulations in an absolute hell personally tailored to you, either a world shaped by your worst fears or being forced to relive a traumatic moment over and over like a bad dream. You might not even realize it's not real, even after the seventieth time.

Are you a bad enough dude to find a way to escape or will you have to wait for rescue?
And do you really want to see what the world outside virtual reality is like now?

6. Free Pick

Sometime after the year 2000

Perhaps you want to take Steelport before the Saints get the chance to meet the Syndicate. Or mess around in Stilwater before Julius Little forms the Saints. Maybe you don't want anything to do with these places and just want to check out how some of the other cities are doing in this crazy universe.

For those at the point who feel a street level campaign can't appropriately challenge them, they can use this to get an early start in messing with the incoming alien invasion, help the remnants of humanity explore the stars in the aftermath, or start off in New Hades and raise hell in hell.

ORIGIN

Choose who you are in this world.

FREE

Drop-In

You're the you you were yesterday and lack any memories of this crazy dog-eat-dog world. You have no native enemies and while that might be considered a blessing by some, it might seem less so in a world where gangs don't care about collateral damage.

You can still get into whichever gang or organization you want, you're just gonna have to start by finding a way to get your foot in the door.

You're bound to make some friends and enemies soon.

50 CP

Playa

You're a part of the crew, a thug, a street soldier, and someone people will learn to take seriously.

It's all about representing the crew and earning respect at this point. Having a sick ride, wearing the colors, hanging with the homies, and smoking fools who don't know better.

The boss might not even know who you are yet, but if you keep tearing up the streets, representing the crew, and following your lieutenant, you'll definitely move on up to being a somebody.

100 CP

Lieutenant

You've proven your capability and It's become apparent to the boss that common thugging is a waste of your talents.

You're in charge of running an operation for the boss. Whether it's smuggling illegal products, securing a location, antagonizing competition, or managing the legit businesses and public face, the boss counts on you.

Your fellow crew members have respect for you and you have been granted control of a handful to help you better run your operations.

200 CP

The Boss

You are THE boss. You've taken over from the last boss due to their encounter with what was unfortunate circumstances or "unfortunate circumstances."

You've put in the time on doing the run around and now it's you who gets to call the shots. Everything is run by you first. Your crew has placed their trust in you, and it is your duty to set the prime example and guide them. Just like how you must trust your crew to help you achieve your vision.

Just keep an eye on anyone who may be showing a bit too much ambition.

CREW

Very few act alone in this world. Go ahead and choose who you roll with.

Unaffiliated

You don't have any ties here yet. Give it time; they'll find you. An ideal selection for those who want to start up their own crew under their own ideals.

3rd Street Saints

Ambitious, fierce, and constantly underestimated, the Saints will take the world by storm so long as their boss is there to lead them.

Other

For those who don't want to be in the gang life. You can be on the police force, Ultor, STAG, the FBI, MI6, whatever. Keep it reasonable and interesting.

STILWATER 2006

Vice Kings

Formed to oppose Los Carnales, but becoming no better. The Kings have power due to their ties with City Hall and the Police Chief. Currently finding exploiting music artists to be more lucrative than gambling and prostitution rings.

Los Carnales

The oldest gang in Stilwater. Backed up by a Columbian cartel, Los Carnales has a strong grip on the city's drug and weapon trade.

Westside Rollerz

Suburban street racers with a need for speed who get there thrills from car modifying, street races, and funding their activities by stealing cars and car parts.

STILWATER 2011

Sons of Samedi

A branch of a Caribbean drug cartel fueled by spiritualism and profit. Their custom-made Loa Dust is allowing them control of the market.

The Ronin

Yakuza, motorcycles, and swords. Hidden underneath the mask of their legitimate ventures is a world of street races, gambling dens, and protection rackets.

The Brotherhood

Formed of outcasts, rebel spirits, and other degenerates, The Brotherhood cares little for subtlety with its bigger is better mentality. Big on smash & grab, extortion, and gun running.

STEELPORT 2016

Morningstar

The founding members of The Syndicate are a European gang with a taste for high luxury. Profit is always their bottom line; crime and diplomacy is just a numbers game to them.

The Luchadores

A hard-hitting, heavily armed, testosterone-driven gang of masked wrestlers that operate out of their casino and sell steroids on the streets.

The Deckers

A gang made up of technology enthusiasts with a penchant for gothic cyberpunk. They operate out of a nuclear power plant and are primarily responsible for laundering, fraud, and hacking.

ORIGIN PERKS

You may buy any and as many perks as your remaining CP allows.
Perks under your origin are 50% off; 100CP perks under your origin are free.

DROP-IN

What I Got — 100 CP

When a song is playing, you can goad people around you who can hear it to join in on singing. It might not sound great but morale and bonds will increase like a night out on the town in itself. Doesn't help your ability to sing in itself, and only gives a vague idea of the lyrics.

Friendly Fire — 200 CP

You no longer need to worry about licenses or background checks. It just seems to never come up. Buying a gun is as easy as candy, you'll never get carded when buying a drink, screw city hall's building permits, and the cops will let it slip if you're driving without license or registration.

Garage — 400 CP

You may store up to 64 personal vehicles no bigger than a private jet in a pocket dimension. Vehicles may be materialized or claimed only in an appropriate location you own (garage=car, dock=boat, etc.). Summoned vehicles are in fresh condition, even if left abandoned or destroyed prior.

Do Something With Your Hair? — 600 CP

Once a month, you may freely change your appearance, build, and/or sex. This is your new human base form. People still recognize you for you when transforming but they'll forget the form you had prior. You may choose purely aesthetic quirks to be ignored (blue skin, red eyes, etc.).

PLAYA

Represent — 100 CP

When wearing a group's colors and aesthetic, you become better able to reflect the core values and achieve the goals of the group. The strength of this effect is proportional to the clout of the organization. This effect expands to customized vehicles, tools, and objects wielded by you.

Style & Substance — 200 CP

Others might choose between style or substance, but not you. Firing your guns sideways doesn't ruin your aim and wearing high heels in a brawl won't ruin movability. Your look stays immaculate. How is your hair so perfect after jumping out of an exploding skyscraper? That's your secret.

Killing Yourself Slowly — 400 CP

Eating calories will rapidly heal wounds; wolfing a big greasy burger can heal gunshots. Intoxication lets your raw strength throw people across the street, and being high will toughen you so a bullet or two just pisses you off. Negative effects from consumed substances are still present.

One for the Homies — 600 CP

When someone is down, knocked out, in shock, mortally wounded, or similarly incapacitated you can pour out a whole bottle of alcohol on them and pick them right back up, good as new. Doesn't bring back the dead or regenerate body parts.

LIEUTENANT

Past Experience — 100 CP

You have a massive expertise and interest in a certain set of skills. Surveillance, drug running, cracking databases, deal negotiations, pimping, social networking, whatever you choose. It's near instinctual to you and you are one of the top people in the world for it.

Shoot the Devil in the Face — 200 CP

The simplest short-term solution always comes to you. Granted the simplest one isn't always the most ideal or moral, but hey, you can worry about complications when they come. If it seems a wall has stopped all plans, just pile on more firepower and a way will eventually show itself.

For Something Done Right... — 400 CP

...you do it yourself. When someone under your command accepts and actively fails to accomplish a task you've given to them, you personally become more capable of fulfilling their position until it has been resolved.

Puckish Rogue — 600 CP

People's reaction to you is based off of how (in)famous you are and not necessarily why you're (in)famous. The more you're in the media, the more the general public will love you. You may still leave people spurned and angry, as this effect falters on anyone your actions directly effect.

THE BOSS

That's What I Have You For — 100 CP

You have a good approximation of people's abilities and who you can trust. It's a hellishly hard sense for others to fool, but it's not infallible. Handy for knowing who to assign to take care of other issues when you've got bigger things on your plate.

Subtlety Isn't Your Thing — 200 CP

You find yourself in larger than life situations with equally large cinematic resolutions available to you. Following through with one might actually be pretty dangerous, but pulling it off will leave enemies dumbfounded (if they're alive) and allies stunned in disbelief after the fact.

Forgive and Forget — 400 CP

You may pay organizations to cease hostile activity against you and drop the matter, until things kick off again anyway. This only works if it's "just business" or a general rivalry; personal matters are not affected. Powerful and bloodthirsty groups will need more payment than others.

Training Takes Time — 600 CP

Time is money. You can now train with money. You may burn earned money or valuable items for an equivalent of 8 hours of focused and brilliantly tutored training in anything you could train or condition for. Prices start at roughly at five grand for the unskilled and rise with ability.

ACTIVITY & DIVERSION PERKS

Tagging — 100 CP

Working with spray cans comes natural to you. Your tagging could be considered great works of art in itself. Additionally, anything you spray onto a wall is twice as much of a pain to remove or paint over.

Base Jumping — 100 CP

When you've been in a free fall for a few seconds you'll find a parachute appear on yourself, ready to deploy without issue. Parachute and pack disappear upon leaving your person.

Escort — 100 CP

You read the gleam of greed in people's eyes incredibly well. You have a good idea of what it is they're after and what they'd give for it. You can keep yourself in check and not let greed take over yourself.

Diversion — 200 CP

To get paid for a job, it's as easy as looking the part, showing up, and doing some work. You don't need to be formally hired to get paid. Get in an ambulance and drive people in need to the hospital. Or just hop in a taxi and act like it's yours. Somehow doesn't cause problems.

Demolition Derby — 200 CP

You and any vehicle you're in are very crash resilient. Feel free to charge into a semi; you'll come out good to drive. Your vehicle might still dent or lose glass, but it'll take far more to trash it. Conversely, when you ram something comparable in size or under, expect to absolutely ruin its day.

Crowd Control — 200 CP

You know how to effectively hold and move someone in a grapple. None can break your grasp early once you have it. Living meat shields you hold are now effective at blocking bullets and projectiles from hitting you.

Insurance Fraud — 300 CP

At the end of each month, you'll receive an amount of cash proportional to the pain of real physical injuries you've taken in that time. Bracing for a hit significantly reduces time needed to recover and makes you a bit more springy when you're hit. Bracing does not lower the pay you get.

FUZZ — 300 CP

Law enforcement gives you a lot more leniency before deciding to act. Feel free to run over a couple of people on the way to the store. Doesn't work if what you do has effects on anyone in law enforcement. What you get away with is based off the integrity of law enforcement in the area.

Vehicle Surfing — 100 CP

You have a powerful sense of balance and momentum. You can stand and move on top of a moving vehicle even if it suddenly changed direction on you. Wind forces will not distract or severely discomfort you.

Fight Club — 100 CP

You're not afraid of a scuffle. You know how to brawl and have proficiency in a mundane martial art. You know how to best wield improvised weaponry and to incite a riot when things get too hot.

Hold-Up — 100 CP

When you make a loud threat or demand, you can focus the attention of a room entirely onto you. Your demands will be met unopposed by all but the bravest. This effect falters once you leave or physical harm occurs.

Super Ethical Reality Climax — 200 CP

You are horrifyingly quick and precise with firearms. You can easily arc a grenade launcher to hit a helicopter at a far distance or hit the rotor with a few pistol rounds. You may access a pocket dimension that stores any ammunition and 8 different kinds of weapons at a time.

Street Racing — 200 CP

You're a great driver; complete with the reflexes, navigational ability, and spatial awareness it entails. When you have a set destination, you know a navigational route and how far it is if it were a straight line. Inexplicably, you can utilize NOS boosts in any tire-based ground vehicle at will.

Trafficking — 200 CP

You can quickly spot any escape routes in your surrounding environment. You know the location of anyone you're actively pursuing within a quarter mile. To get away, they must evade your senses and escape this range.

Mayhem — 300 CP

Mayhem for fun and profit. Explosions are a half more stronger than they otherwise would be. At the end of a month, you'll receive an amount of cash equivalent to one quarter of all property damage you've personally inflicted in that time.

Trailblazing — 300 CP

Fires you set are highly contagious; twice as likely to spread and last. Conversely, you don't seem to catch on fire unless you lathered yourself up in grease or made yourself otherwise ignitable. You'll still feel mundane fires, but it doesn't hurt as much and burns recover quickly.

COMPANIONS

Import — 50 CP

You may import or create one companion per purchase (limit 8) to accompany you in Saints Row. They get a human form of their choice, a background and related perks (except for the 600 CP perk), and 300 CP to further spend on perks. They get no CP from drawbacks.

The Protagonist — 400 CP

The starring comedic sociopath joins you. They start with ALL the "Origin Perks" and will always have the "Tech Unsavvy" drawback. Will gain all the "Activity & Diversion Perks" over time.

They're used to being in charge; expect power struggles and arguments. Might be prone to running off to cause chaos on their own for a bit.

Canon Character — 200 CP

You may take any canon character (that isn't a cosmic power figure) as a companion to join you. Have Johnny Gat solve all your problems with copious amounts of murder, raid cyberspace with Kinzie, or unleash everyone's favorite sick, sadistic, pink man-cat, Professor Genki on unsuspecting worlds.

ITEMS

You may buy any and as many items as your remaining CP allows.

Media Collection — 50 CP

The entire Saints Row collection of games, Zombie Uprising arcade machine, “Gangsters in Space” comic and movie, & the full series of “Nyteblade” and “I Wanna Sleep with Shaundi.”

Freckle Bitch’s — 50 CP

A fast food delivery app. Good for when you want a Big Swallow, The Twins, or some Chicken Bosoms. One of the delivery girls will quickly swing by with your order wherever you are.

Ultor Catalog — 50 CP

A mail-order clothing catalog with a wide selection of customizable clothes, costumes, and accessories. Colors, patterns, decals; your choice. Deliveries come with a new order form.

Drug Package — 100 CP

$2,500 worth of a single drug delivered to you every month. Loa dust, weed, cocaine, whatever as long as it exists in this universe. Purchase again for more variety or just plain more.

Brown Bag — 100 CP

When this bag is empty, a full 40 oz will appear inside that can get you hammered at will when drinking. Whenever you’re done, just remove the old bottle and a new one will appear.

Pet Tiger — 100 CP

A loyal tiger teaches the true meaning of courage and respect to any who gaze in its eyes. It’s still just an instinct-driven animal but so long as you treat it well, it’ll follow you.

Saints Flow — 200 CP

An unending supply of Saints Flow energy drink. When irradiated, it may give superpowers (super speed, super strength, telepathy, and fireballs) for a very brief time. 2000 calories.

Zombie Gas — 300 CP

A container tank of a green airborne gas that will zombify any who have breathed it in for several minutes. Please zomb responsibly.

Cloning Tank — 300 CP

Allows the growing of vastly imperfect clones. They’re great for manual labor, not so much for anything mentally taxing. Perhaps you can iron out the kinks and alter the base template?



NEMO Chair — 400 CP

A moderately-sized rig that can upload your subconscious to a network, turning it into a full-fledged 3d cyberspace environment.

Simulation Rig — 400 CP

A small room with eight pods surrounding a console. Entering a pod takes you to a virtual domain roughly the size of a city with whatever parameters are defined by the center console.

Mech Suit — 600 CP

A rather large mech suit. Armed with rockets, boosters, hover jets, heavy fists, and miniguns. Has a limited charge of roughly an hour of use before it must be powered again.

Power Armor — 800 CP

A set of full-body armor, energy cannon, and super abilities: super speed, jumping over whole buildings, incredible strength, gliding, elemental blasts, passive auras, telekinesis, and more.

Broken Halo — 800 CP

It’s without much power. It grants angelic wings, increased strength, imp summoning, petrifying blasts, and is able to radiate a coldfire aura. Giving it clusters of souls increases its powers.

PHONE & APPS

You get a smart phone with infinite charge, good signal, and an app.

Dirty Deeds — (FREE: DROP-IN) 100 CP

A list of people to kill and things to steal. Each job provides any need to know details and proper compensation. Adds and trims jobs over time or after completing a job.

Homie Backup — (FREE: PLAYA) 100 CP

With this app, you can either call a particular companion instantly to your side (they can reject this) or call up a vehicle of 3 nondescript individuals to drive up, fire at any attackers, and follow you around for a bit.

Live Map — (FREE: LIEUTENANT) 100 CP

A map of your current and surrounding area. Paints borders of people or organizations with the most influence in any particular area and highlights possible points of interest.

Cash Collection — (FREE: THE BOSS) 100 CP

A bonus 2.5% of all income you receive is generated in this app, which doubles as a secure and anonymous financial account. This app may do a one-way scan of an item you own to liquify it into account funds.

WEAPONS

Weapons are fully upgraded. Ammo restocks upon entering your warehouse.

The Penetrator — 50 CP

The love child of a dildo and a baseball bat. Adds some extra insult when you smash in their faces. Color and phallic shape of your choice. wobblewobblewobblewobblewobblewobble

Woodsman — 50 CP

OH MY GOD A CHAINSAW. Loud and made to rip through masses of flesh and bone like butter. It's a bit bulky and has a startup time, but it doesn't run out of gas. No siphoning the gas out.

45 Shepard — 50 CP

The gun of choice for the Saints. This heavy pistol is a solid, accurate, and powerful piece to keep by your side. Shots fired create small explosions on impact. Get two on purchase.

Pimp Cane — 100 CP

It's a cane that not only allows you to strut your wealth but to blast any fools trying to take it. A powerful shotgun is hidden inside capable of blasting the hell out of anything at short range.

Fart in a Jar — 100 CP

It's a glass jar with a noxious looking green cloud inside. Tossing one out will momentarily incapacitate anyone near as they find their senses horribly overwhelmed. 4 in a set.

Mollusk Launcher — 200 CP

Fires loyal, speaking, octopi that attempt to take control of the host's mind when they latch on to their head. Octopi are remotely detonable. Strong-willed or large targets are unaffected.

Shark-O-Matic — 200 CP

Blasts fish chum on the target, causing a shark to rise from below and eat them. Leaves only a gore puddle afterward. Do not think about how the shark appears. Do not pursue the shark.

RC Possessor — 200 CP

When shot onto a vehicle, it gives the shooter full control. Only works in a relatively short range, and once the signal is broken the original driver has control. Can remotely detonate the vehicle.

Sonic Boom — 200 CP

Charge to fire powerful sound waves. Short range, but devastating. If you shot a car, the car would be smashed to the down the street and all occupants would be very gibbed.

Dubstep Gun — 300 CP

Load it up with a tune and hold the trigger to release ranged explosive energy pulses in time to the beat. May result in compulsive dancing, vehicle hydraulics, and droppings of bass.

Abduction Gun — 300 CP

A laser pointer that will summon a cone of light and uplift anyone within far into the sky for several seconds. The light does not care about what is in it; it is going very up. User beware.

'Merica — 300 CP

A minigun, flamethrower, rocket launcher, several automatic guns, and a combat knife in one package set to fire simultaneously. The scatter is made up for in sheer volume.



VEHICLES

Bought vehicles do not use fuel and respawn when abandoned or destroyed.

Rim Jobs — 50 CP

Choose a relatively common vehicle you could find on the streets. Sports cars, motorcycles, muscle cars, coupes, sedans, buses, golf carts, scooters, whatever. You now have your own.

Ship It — 50 CP

Free choice of any sort of sea vessels that sit about 4 or less people into them. Speed boats, jet skis, fishing boats, whatever. Yarrr.

Barrel Roll — 100 CP

Your choice in nonmilitary modern and below airfare. Helicopter, crop duster, private jet, stunt plane...anything along those lines.

Gat Mobile — 100 CP

A van with a large mascot head of Johnny Gat, equipped with a loud speaker and a flamethrower. You may choose to have it reflect you or one of your companions instead.

Septic Avenger — 100 CP

The perfect thing to start a shit storm. A septic truck with a turret that can fire an endless stream of human waste. Turret occasionally needs a few seconds to recharge.

Genkimobile — 150 CP

A wide convertible used by the good professor. Has 4 flamethrowers mounted on it that are activated by blood.

Genki Manapult — 150 CP

A pickup truck with a flamboyant pink cannon on the back. The cannon is capable of sucking a person into it, and just as capable in firing them far away afterwards.

Military Hardware — 300 CP

APCs, tanks, jets, turreted trucks, Ultor hoverbikes, etc. If it has a gun and armor, it's counted as this. Nothing too large. This isn't for getting a Daedelus or Mothership.

UFO — 300 CP

The Zin Void is a space-capable IFO (because we just identified it) with a couple of laser cannons and a third turret that launches a set of three explosive laser projectiles when fired.

DRAWBACKS

For up to +800 CP, you can make your life harder. Drawbacks override perks.

A World Without Saints — +0 CP

This world has gone in a way that the 3rd Street Saints never formed. Kinzie and Matt actually work together under Johnny Gat, who is now a police lieutenant. How much more different is this reality?

Early Invasion — +0 CP

The Zin Empire will be here to invade Earth sometime within a month to three years from when you first arrive. Only compatible with time frames that take place before the invasion would normally occur (2021).

Tech Unsavvy — +100 CP

How the hell do you get this damn DVR to stop blinking 12:00? Firewalls need gasoline, right? You can't figure out the first thing about all this nerd shit. You need people to help you work with technology that's beyond updating your status.

180° Attitude — +100 CP

You and your companions have undergone an extreme shift of tone and attitude in the inverse of what it was before. The relaxed are now uptight, the angry have chilled out, etc. Despite this, your goals and ideals are the same.

Teacup — +100 CP

People are gonna walk in on you stuck in some very unsavory situations that you're not gonna want to talk about or reflect on.

Now put on the saddle and ball gag.

No Respect — +200 CP

The public will see you and your crew as domestic terrorists, gangs will disrespect you for being sell outs and posers, and businesses will consider you bad business. You'll never find yourself with a good reputation or welcomed.

Saints Mercy — +200 CP

Create a table numbering 8 companions that you care most for. Roll 1d8. At some point in your journey here, you'll be forced to mercy kill that companion. You only have yourself to blame. Was it worth it?

Rat in the Works — +200 CP

Someone keeps tipping off the police and competition. Your crew will start suspecting it to be you. Whether they're right or you're being framed, you're going to have to deal with the suspicions until the powder keg explodes.

Clone Troubles — +300 CP

You and your companions have imperfect, brutish clones running around. They've exchanged mental faculties for monstrous strength, inferior powers, but they have a short temper and just keep popping up again.

Evil(er) Twin — +300 CP

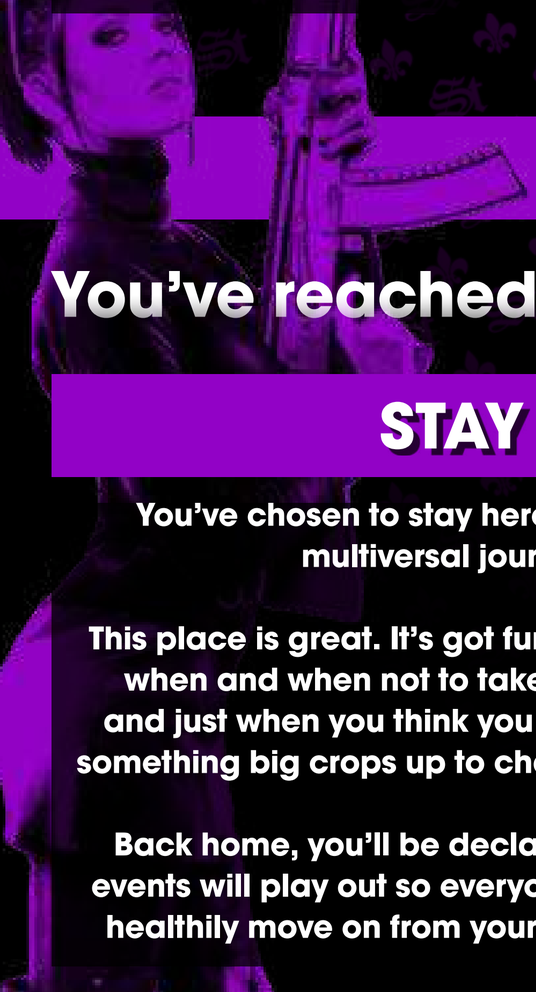
There's an evil(er) version of you running about. They're identical to you in almost every abilities and looks save for a goatee (even if you're female; if you already have one, it's a double goatee) and a love for villainous clichés.

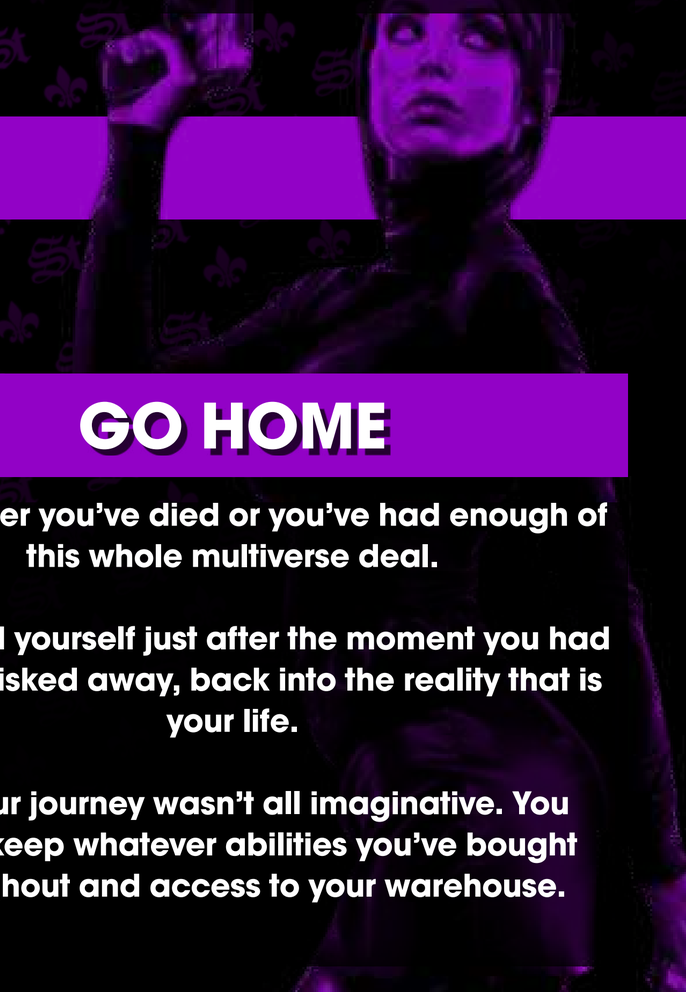
Drag Me to Hell — +300 CP

In a month, you'll be sucked into New Hades and trapped in hell for the rest of your stay, barring even warehouse access. EVERYONE you've ever "assisted" into going to hell is here as well. They know you're coming.

A Husk of Your Former Self — +800 CP

Good news: you can't fail. Bad news: You have nothing. You're alone, powerless, and empty-handed. Your new form is a featureless, weak, slow, husk. You must wander through New Hades for a time equal to 10 years plus however long you've been jumping. Every death adds 100 years to your sentence. You will never get the opportunity to become a demon. Your husk body will not grow stronger. You will not forget your time here. Only for the most foolish.





THE NEXT STOP

You've reached the end of you journey in Saints Row.

STAY

You've chosen to stay here and end your multiversal journey.

This place is great. It's got fun people, it knows when and when not to take itself seriously, and just when you think you have everything, something big crops up to challenge you again.

Back home, you'll be declared missing and events will play out so everyone will be able to healthily move on from your disappearance.

MOVE ON

You've chosen to leave this universe behind and visit to another one.

You've overcome all the challenges this universe has presented you with, and now the only way to keep going forward is by going out of this reality.

GO HOME

Well, either you've died or you've had enough of this whole multiverse deal.

You'll find yourself just after the moment you had been whisked away, back into the reality that is your life.

But your journey wasn't all imaginative. You get to keep whatever abilities you've bought throughout and access to your warehouse.

CLARIFICATIONS, QUESTIONS, & NOTES

- Rule of cool and general over-the-top silliness become more prominent later in the series, until then it's a fairly tongue-in-cheek crime sandbox game.
- Some perks and items work on a monthly basis. If in a place where the calender and/or time system is vastly different, then instead of a month it's the equivalent to a 30 Earth day period.
- You may transfer apps to any similar or more advanced device able to run them.
- Pocket dimensions aren't physical planes. They just sorta exist for storage. Don't think too hard about it.
- Perk: "Garage" - May not contain any vehicle living, thinking, or feeling. Objects only. Low-level AI is fine.
- Perk: "Do Something With Your Hair?" - is meant to only alter your base (unshifted) form and keep it recognizable as you. Shapeshifting through other means to obscure your identity should still work fine. Hard evidence (photo, video) of your base form will change to accomodate. Any perks/features that alter your appearance will overwrite your customization. You may only have purely aesthetic choices may be ignored by others, side effects will be noticed.
- Fluff: The Protagonist exists as a separate character who will soon take lead of the Saints if you haven't started in a time where they already are in charge. If you start off as the boss of the Saints (except for in SR1; in which case if you take Playa), you will replace the protagonist.
- Fluff: The Protagonist may take on any appearance from the game as you'd like.
- Companion: "The Protagonist" - rate of acquiring perks is intentionally ambiguous. For those who prefer hard numbers, Protagonist takes 2 new "Activity & Diversion Perks" every jump they participate in, until they have them all. No CP from their drawbacks. May take this companion even if you take their place.
- Item: "Broken Halo" - this isn't Lucifer's halo specifically, but it shares the same capabilities. Additional souls let you power up abilities as done in Gat Out of Hell. A soul cluster is made of 4 individual souls.
- Drawbacks: "Saint's Mercy" - if you do not have enough companions, you will make as many best friends in-universe as needed to fill the rest of the table. These are people that fully understand and appreciate you. You will lament their death even if you no longer have feelings.
- Drawbacks: If you take "Evil(er) Twin" and "Clone Troubles" together, your clone is your evil twin, and they do not suffer from the mental deficiency.

CHANGE LOG

1.00 (#485) • Initial Release.

CLOSING

Constructive criticism and critique is valued and encouraged. When giving criticism, please be as specific as possible.

If you feel this jump is missing an element vital to the setting, is off with internal balance, has a problem in the design/layout of the document, or you just have a very flavorific idea for a perk or item, please say so in the thread.

When in doubt, refer to the source material. If still confused or unfamiliar, ask in thread. If/when that fails, make up something.