
grand theft auto
FIVE
CHOP

GTA V Story jump:

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Set within the state of San Andreas, the story follows three protagonists—retired bank robber Michael De Santa, street gangster Franklin Clinton, and drug dealer and gunrunner Trevor Philips—and their attempts to commit heists while under pressure from a corrupt government agency and powerful criminals.

Here is 1000cp to get you started.

Origins:

The Retired Veteran (Free):

- You are a retired criminal, one who used to be a legend known by anyone in the business. You saw a way out and took it, now living in blissed retirement. Perhaps it's time to shake of the dust and do one last score?

The Young Hustler (Free):

- You are a young hustler, one who is just out of adolescence and into the early stages of adulthood. Perhaps, with some luck and the right contacts, you could become one of the greats, rich and respected. But that is still some ways of.

The Mad Hipster (Free):

- Not accepted in the military due to being deemed mentally unstable, you instead went of the deep end, and ended up becoming the one thing no one should ever end up as; the Proto Hipster. Perhaps it's time to get serious and start doing crimes right.

Age, Gender, Time and Location is all up to you.

Perks:

Generic Perks:

HUD Stats (Free):

- You have your very own HUD you can pull up, showcasing your stats; Stamina, Shooting, Strength, Stealth, Flying, Driving and Lung Capacity. When these stats are maxed, you have reached peak human potential, being equivalent to the best Olympic Athletes. You will also find you have an automatic health regeneration. Whenever the you take damage and your health dips below 50%, then you will automatically replenish lost health up to the halfway point. This can only be done if you stand still on the spot and don't walk or run, but you will heal yourself while driving a vehicle. Taking cover makes the regeneration slightly faster. You can also heal yourself up to 100% by eating food/snacks or drinking soda/water.

Cheats (600):

- You have access to the staple of Rockstar games; Cheats. You now know 35 numbers, which when put into a phone and called will turn on a cheat for you. Every single GTA V cheat is now yours, from the Invincibility cheat to the Skyfall cheat.

Save and Load (800):

- You have the epitome ability of a game character; the Save and Load function. You have the ability to create save-points which you can load whenever you want. You have no limits on how many save-points you can create. Should you die, you will simply load back to your latest save. You will also have an Autosave-point that happens every time you finish something important.

The Retired Veteran Perks:

Cold as ice (100):

- Nothing faces you. You will keep your cool no matter what happens, even if you are outclassed and outgunned fighting for your life. Fear will never get a grip on you nor will it affect your thinking in any negative ways.

Area Kill (200):

- You now have a special ability similar to bullet time. While active, you enter a bullet-time-like effect, allowing you to slow time and gain the advantage in shootouts. This allows you to focus and plan your movements and aiming while shooting. As the ability is activated, your vision acquires a blue tint and the world is slowed down, including your movements. This also gives you a highly intuitive proficiency with any kind of long range weapon.

Experience (400):

- You are an experienced bank robber and an incredible thief, being equal to Michael De Santa at his best. This also makes you a natural leader, especially for groups filled with thief's and other ruffians.

The Young Hustler Perks:

Perspective (100):

- You are able to change your perspective, allowing you to go from First-Person View to Third-Person View, similar to GTA V game. You will find this to be completely natural, not feeling any discomfort or anything negative from the experience. While in an outside perspective, the car will be driven automatically, like as if you're driving in a video game.

Driving Focus (200):

- You now have a special ability which allows you to slow down time while driving any vehicle, not just land vehicles. This allows yo to easily take corners at full speed and make precise maneuvers quickly. As soon as the ability gets activated, your vision darkens slightly and takes on a slight hue of green, during which the world becomes very slow, and all of the lights on the screen become blurry and leave trails. Control over the vehicle become smoother and allows you to pass through narrow gaps between other cars to do dangerous turns and slides without losing control or speed of the vehicle and overall improve performance, all while the speed of the vehicle you are driving will dramatically increase. This also gives you a highly intuitive proficiency with any kind of vehicle. You will also find that any vehicle you drive will never need refueling.

Opportunity (400):

- You have some form of luck that always guides you towards opportunities you would like to take. You need money, perhaps you come across some retired bank robber and help him out, causing him to bring you in on a job when he suddenly decides to get out of retirement. You will find that many opportunities will come across your path. All you need is to take them.

The Mad Hipster Perks:

Pilot (100):

- You are a talented pilot, capable of flying anything that can fly, with a natural ease that comes from both extensive training and experience.

Red Mist (200):

- You now have a special ability which allows you to take less damage and inflict more damage on others, practically making you invincible for as long as it is active. As the ability is activated, you will burst into rage, and any damage you take is reduced to half and any damage given is doubled on enemies. While the ability is active, you are unable to die, allowing you to survive lethal events such as explosions, heavy collisions, or being hit by trains or other locomotives. Your vision acquires an orange shade with a ripple visual effect and a buzzing sound effect, time slows down slightly, but never as slow as any of the other abilities. The only drawback is your rage becomes almost impossible to control, and will cause you to lash out on whatever angered you. This also have a side effect of making you immune to any negative consequence coming from drug abuse or anything similar, effectively making you immune to whatever it is. STDs, harmful effects of Drugs, lead poisoning from bullets, etc.

Madness (400):

- Like Trevor, you have a bit of madness in you. But madness is just genius that haven't been tested yet. No matter what harebrained idea you might decide to do will succeed. Perhaps not in the way you intended, but in the end it will always give lasting positive effects, perhaps even granting you something better then whatever your goal originally was.

Items:

Generic items:

Phone (Free):

- You have your very own iFruit phone. It has all the apps of the GTA V phones, including the Quick Save app if you have the Save and Load perk. It also allows you to save Cheat Code numbers, should you have the perk. By entering the Internet on the phone, you can buy anything you can usually buy in GTA V story mode, no matter what world you are in.

Personal Vehicle (Free):

- You have your very own Personal Vehicle. It will keep any additions and changes made to it, will never run out of fuel or need any maintenance, and should it be destroyed, you will find it returned to you whole the next day.

The State of San Andreas (600):

- You now own San Andreas, and will bring it with you on your journey. San Andreas is one of the country's most diverse visitor destinations, known for its huge size and incredible variety. Although justly celebrated for its 3 widly different main cities each with its own style and attractions to offer — Los Santos with its celebrities and sprawling ghettos, San Fierro with its ecletric artist community, and Las Venturas with the glitz and glammor of casinos — it has so much more byond that; such as mountains, ghost towns, dense forests and hot, dry deserts. Take time to visit the whole state and support local businesses.

The Retired Veteran items:

Liquor (100):

- You now have a never-ending supply of whatever kind of liquor you want.

Personal gun (200):

- You can chose one weapon from GTA V, which you will receive. It will never run out of ammo and will never need to be reloaded. It is incredibly accurate and comes with all the attachments you can have.

Old Scores (400):

- You have a large amount of money stored away from former heists, enough to live a luxurious life in retirement if you spend it right.

Villa (600):

- You now own a beautiful villa similar to the one Michael owns, designed to your preferences. Any family raised here will grow up to be exactly how you envision it to be.

The Young Hustler items:

Weed (100):

- You now have a never-ending supply of Weed and all the equipment needed to enjoy it.

Warehouse (200):

- You can store and save four cars inside this warehouse, which will all be fully repaired and refueled the next time you enter it. Should you leave any of the vehicles “saved” in the warehouse outside somewhere, or they are stolen, destroyed or something else, they will return while the next day inside the warehouse. You will also have access to an unlimited "Special Vehicles menu".

Penthouse (400):

- You now own an incredible High end house similar to Franklin Clinton's 3671 Whispymound Drive. You don't have to pay anything for it, and it will have cute maids coming to clean every week.

Auto Invest (600):

- What you have here is an Investment Account which will automatically invest any money you put into it. The investments will always be good, and will always be done the exact way it should be, granting you maximal amount of profit.

The Mad Hipster items:

Meth (100):

- You now have a never-ending supply of meth.

Plane (200):

- You now own one of the best-selling aircrafts of all time, with the Cuban 800 you really are buying a piece of history, rusted rivets and all. This light engine plane might look like it was put together with one of those Krapea hex keys, but these bad boys were built to last. It's a lot faster and more maneuverable than it should be, will never run out of fuel and if it is destroyed or broken, it will be fixed the next day. There will always be enough parachutes for you and your passengers should you need it.

Vanilla Unicorn (400):

- You now own the Vanilla Unicorn Strip club, I mean gentleman's club, which brings in a small but noticeable amount of profit. It comes with 8 loyal, incredibly attractive and highly experienced strippers, all who works for you and are willing to have a closer relationship than one normally has with ones boss.

Jumper Enterprise (600):

- You now have your very own criminal enterprise similar to Trevor, dealing in whatever kind of illegal business you want, whether that be drugs, weapons or whatever. Not only that, but the business is now protected from takeover, ruination, out- competition and any other way that would shut it down. Any illegal business you do will be completely protected and will never be found.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Shelby Welinder (Free):

- The cover model of GTA V, this woman is both incredibly attractive and charming, oozing charisma and confidence, which is weird considering her inexperience when it comes to men. Yet when she set her sights on you, there was nothing you could have done to prevent the eventual love forming between you two. Now you are in a loving relationship, which Shelby never intends to let you go from, following you to the end of the world if she has to. Hope you like cuddling, she is a bit of a clingy girlfriend.

Cara Delevingne (Free):

- Cara Delevingne, the radio host of Non Stop Pop Fm, is a hyper-energetic fan of dance-pop, fixated on making people get up and dance. You two met once out in a club, where you two immediately hit it off. One thing led to another and you eventually ended up in her room spending the night. You two have been dating ever since, her energetic personality being a bright light in your life. She looks like a curvier, more attractive version of Cara Delevingne from your home world.

Ursula (Free):

- Ursula is a mentally unstable woman, possibly because she had an unhappy childhood. According to her comments about her life, her mother tortured her by locking her in a basement and shaving her hair. Her mother also forced her to dress like a boy. Her mother later died, with Ursula keeping her hair in her backpack. This, along with her upbringing, caused Ursula to become mentally ill, making comments about her gardener getting sick and falling off a cliff and how the last person to pick her up choked to death on his own hand, implying that she killed all 3 of them. Yet even so, she is still quite attractive, and due to you driving her home one night, she has become slightly obsessed about you. It's said to never stick your dick in crazy, but should you do you will find an incredible lay, willing and ready anytime you want.

Lester (Free):

- Lester Crest, the brains behind the Heists in GTA V. Despite Lester's physical disabilities, he makes up for this with a genius-level intelligence, a masterful expertise in technology and computing and a sharp eye for detail, which is what makes him an excellent planner for the various heists he has pulled off throughout his life. Should you take him with you, he will help you with all of his considerable intelligence and experience, being a loyal friend. He will also be cured of his wasting disease.

Chop (Free):

- Chop is a large Rottweiler dog that you now own. He is a lovable good boy who loves to cuddle, but won't hesitate to attack should someone threaten you, being very protective. Will love and protect any member of your family.

Scenarios:

Alien Car:

You have to collect 50 spaceship parts spread out across San Andreas. The Spaceship parts are small, glowing objects that are usually well-hidden inside buildings, crevices, rooftops, or underwater. They emit a slight humming sound that can be heard when the player is nearby.

Price:

If you have succeeded in gathering the 50 spaceship parts, you will be gifted The Space Docker:

- The Space Docker is a highly modified variant of the Dune Buggy which, while sharing the same tube body frame from the standard version, it has many crudely-made body panels attached to it. The front of the vehicle features two circular headlamps emitting a green light and a pointy piece with three disks on the centre, while the upper area is covered by a large wooden piece. On the sides, various wooden planks can be seen strapped to the body, while two small wings can be seen behind the front wheels, each one supported by a cable and three hooks. The cabin area also features wooden pieces around the pillars and the roof. The rear area is covered by more wooden planks and a roof sheet over the engine bay, where it contains several electrical devices. The most outstanding feature of the vehicle are the two trashcans positioned on either side and supported by wooden planks, intended to emulate jet engines, as well as upper wooden pieces with rods mounted on them, appearing to be upper fins with large antenna. The underside area is identical to the Dune Buggy, with the exception of a trashcan lid mounted on the rear. The cabin compartment features the same components as the Dune Buggy, being the corresponding set of pedals, a steering wheel with a visible steering column reaching the steering arms, the gear stick connected to the engine and the main seats. Similar to the Dune Buggy, the Space Docker is also fitted with a CB radio. It comes with a light grey/red scheme with several red markings on it (possibly in accordance to the alien/space theme), as well as long coils of glowing blue EL wire wrapped around the vehicle's body, which light up at night. The vehicle uses unique wheel caps with red markings on them, together with standard-treaded tyres. It has a unique ability, in which it is capable of gliding for short distances if driven off a jump or a ledge, and it is open to any additional changes and additions you would like to add to it.

The Big One:

You have to do what most believe to be impossible, and succeed in doing the Big One. Rob the Union depository. You are free to do it however you want to, but Jumpchan would prefer for it to be a proper Heist. Not a requirement, but still preferable. You have to steal at least $201,300,000 to succeed in this Scenario.

Prize:

Not only do you get to keep the gold you stole, you also get this:

Wealth:

- You now have access to Infinite wealth via an interdimentional bank account opened in your name, with gives you access to infinite funds. A platinum card appears in your hand that is connected to this bank account. This account is completely hacker proof and only you and those you allow can withdraw money from this account and use this card. You can use this to withdraw money from any banks and ATM without any charges. The ATM and bank clerks will not question or wonder about the bank account or credit card. This bank account is available to you in all worlds and universes where banks exist. The credit card will appear in your hands when you want it, and if it is ever stolen or lost, then it will simply return to your pocket. Should you so desire, you can create valid currency out of thin air, which is incredibly useful when there are no banks or card systems. You can spend however much you like without worrying about the economy crashing with how much money is being circulated into it. It will actually help it and no one will question where the extra money is coming from. The extra money will sort itself out after a couple of weeks and disappear without it negatively affecting anyone or hurting the economy, only ever bringing positive effects. No one will question or investigate where you are getting your money from or how you are buying your things. You could buy entire companies and no one will care or investigate it. You won't have to worry about the IRS or other government agency that deals with money and taxes. They will never investigate you about your money and will never tax you. No one will ever question you about this.

- You also become able to create precious metals, materials and substances with whatever purity you want in whatever amount you want. The value of these precious metals and substances will never decrease if you ever decide to sell or hand them out in bulks, unless you want it to.

Drawbacks:

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don’t want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.