True Lies

INTRO:

This world is, like most action movies, very similar to your own.

It focuses on Harry Tasker. Thought by his family to be a dull salesman, he is actually a US spy, and a damn good one. He has gotten involved in a lot of missions and big events. But in 4 years, his toughest mission will arrive as he will be tasked with tracking down nuclear missiles in the possession of Islamic jihadist Aziz. Harry's mission is complicated when he realizes his neglected wife, Helen, is contemplating an affair with Simon, a used-car salesman who claims he's a spy. When Aziz kidnaps Harry and Helen, the secret agent must save the world and patch up his marriage at the same time.

What you do in this world is up to you. Get involved in the world of espionage, make business deals with terrorists, or just sell computers.

Here's +1000CP to help you out.

BACKGROUND:

AGE: 1D8+22

DROP IN

You wake up in an abandoned mobile home on the outskirts of a city. You have no memories of this world to aid you. Fortunately it's not very different from home, and there are a lot of job openings for car salesmen.



ARMS DEALER

Not the weapons shop on the corner type of deal. You're the "people need something not quite legal and no one can know" dealer. So far, you haven't been involved in anything extreme and the US doesn't even know you exist. You could leave now, but your "employers" may not take kindly.



SPY

You've been assigned to Harry Tasker's team as a new field agent. Being a field agent means you get to do the exciting stuff and don't have to stay in the Van. But as a rookie, you're not going to be given nearly as much slack as Harry.



PERKS:

POLYGLOTISM

100, FIRST TWO PURCHASES FREE.

There are a bunch of people that speak different languages here. It would be practical to learn them. Every purchase gives you fluidity in one extra language, and makes it easier for you to learn more.

CARE TO TANGO?

100, FREE DROP IN

You have excellent dancing skills. You have mastered the tango, and you can quickly master any other type of dance in a couple days at most. Your true specialty is being able to add a little shake here and a bend there to make your dance...exotic. It would be very hard for people to not pay attention to you.

STOP CHEERING ME UP!

100, FREE ARMS DEALER

This perk isn't for cheering people up. With this, you know exactly what to say to piss people off and how to be very annoying. The more you know about a person, the more enraged you can make them.

I PICKED THEM!

100, FREE SPY

All of the basic training and skills provided from working as a US government Federal agent. From pistols to assault weapons to hand-to-hand combat. You even have some basic training with unorthodox weapons such as homemade flamethrowers and using Patterson Trocars as throwing knifes. You're especially good at picking locks.

RECKLESS, WILD LUCK.

300, DISCOUNT DROP IN

You have a slight bonus towards learning that which is new to you. Though that bonus is nothing compared to the amount of luck you get towards anything new, reckless, or exciting. The more outlandish and wild your acts, the luckier you are. Never fired a gun before? You could accidentally drop it down a flight of stairs, and it will bounce off each step, firing, and kill at least 70% of your enemies in the room.

CARE ABOUT YOUR CAUSE

300, DISCOUNT ARMS DEALER

And that cause is making money. Where some see a group of terrorists and raving psychotics, you see a very well funded bunch of raving psychotics. With just a name and a face, you can tell how well funded a person is and how much they are willing to spend. You always have a general idea of what the risks and rewards are in every contract and business venture you make.

THEY WERE ALL BAD.

300, DISCOUNT SPY

You can instantly tell when someone has committed a serious crime just by looking at them. You even have a gut feeling of what type of crime it was. But perhaps more importantly, you know if the person is capable of changing their ways, or would just kill again.

HOT IF YOU WANT.

600, DISCOUNT DROP IN

The right makeup with some basic clothing, and you look like an average, bland person. But get rid of the make up, get some clothing that matches your body, and you would be the hottest thing in a beauty pageant. Combine it with some dance moves and a show of skin, and you could be so hot that people who aren't attracted to your gender would lust after you.

PRICELESS EVEN.

600, DISCOUNT ARMS DEALER

You know how to smuggle anything past anyone. And I mean anything. The time and materials needed to do it might be a problem, but you know what you need. Want to smuggle not one, but several nuclear bombs into America? You know how to hide them in perfect copies of priceless artifacts.

TWENTY TIMES A DAY!

600, DISCOUNT SPY

You have mastered the espionage portion of being a spy. From sneaking into a party and pretending to be an art connoisseur to tapping phones and stealing data off of computers. You've done it all so much that it's a reflex for you. To the point that you could be drugged and you'd still be accurate with a firearm.

COMPANIONS:

IMPORT

50 / 200

For 50 points, you can import a single companion and they will have 400cp to use on anything they want. If you spend 200 points, you can import up to 8 companions and they will each have 600cp to use.

CANON

100

Each purchase gives a person here of your choice the ability to come with you on your travels. Whether or not they come with you is up to them, but you are certain to encounter them near the beginning of this jump.



ITEMS:

As a standard, any items bought here if lost or stolen will automatically return to the warehouse or reappear and be repaired if destroyed in 24 hours.

ESPRESSO MACHINE

50

An Espresso Machine that never runs out. The espresso never gets cold.



SNOW CONE MAKER

50

A snow cone machine that never runs out. The snow cones only melt in your mouth.



VELCRO WARDROBE

100, FREE DROP IN

A set of either a suit or a dress that is styled to look fashionable but mundane and hides some of your features. However, parts of the suit are connected together through hidden micro Velcro. Take these parts off, and the mundane dress turns into a hot one that shows off your best features.



MAC-10

100, FREE ARMS DEALER

A 9x19mm SMG. This particular one has a strange tendency to fire off when dropped down stairs, and continue to go down them like an angry slinky. Comes with self replenishing magazines.



TRACKING DEVICE

100, FREE SPY

A simple device capable of tracking people across continents. It's small enough to be hidden in the sole of a shoe. Comes with a code that you can input into any computer to track the device in real time. Works on any computer as or more advanced than one from the 90s.



HORSE

150

A pet horse that used to be part of the police force. He is great with people, requires little food, has a lot of stamina (Enough to outlast some cars) and is capable of running through crowded areas without slowing down or hitting people. He's even fine with riding cramped elevators. However, he will never do anything too dangerous like jumping off of a building to another one several stories below.



KAWASAKI

200, DISCOUNT DROP IN

A Kawasaki GPZ 500 EX motorcycle. Not only does this have infinite fuel, but it is immune to water damage. You could dump it into a pool and it would still run.



VETTE

200, DISCOUNT DROP IN

A 1959 Chevrolet Corvette. This particular model comes with leather seats, a GPS, and has been modified to have excellent handling and an infinite fuel supply. For a bonus, we'll throw in a charisma boost whenever using the vehicle. Remember, 'Vette gets 'em wet.



LIMOUSINE

200, DISCOUNT ARMS DEALER

1985 Lincoln Town Car Stretched Limousine. Comes with a replenishing minibar with its main attraction being a champagne bottle durable enough to be used as a weapon. Comes with an infinite fuel supply.



HELICOPTER

200, DISCOUNT ARMS DEALER

Just your standard commercial television helicopter. Comes with an infinite fuel supply and a mount for light machineguns.



THE VAN

200, DISCOUNT SPY

A 1989 Mercedes-Benz [T1]. This one has been modified to have soundproof walls and great heat management. Able to keep you warm in arctic environments and cool in summers, even if it is packed full of computers and electronics. And it, of course, comes with infinite fuel.



BOX OF FUN

300, DISCOUNT DROP IN

A box filed with a dozen Mk II Hand Grenades. They seem to be very effective at causing gasoline explosions. Also, instead of simple pieces of metal, their pins seem to have been made out of fake diamond earrings. Once used, the grenade is replaced in a week.



M72A2 LAW

300, DISCOUNT ARMS DEALER

A portable one-shot 66mm unguided anti-tank weapon. The rounds used by this one have a much larger fire explosion than the standard. A new round appears to replace the one used every week.



INVITATION CARD

300, DISCOUNT SPY

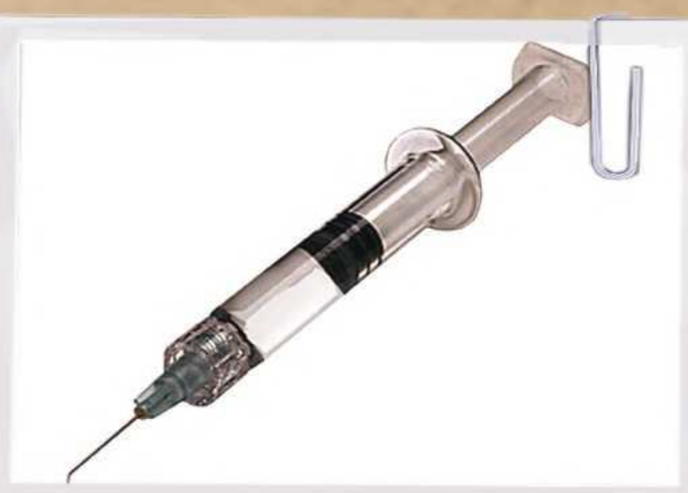
It is actually a detonator, disguised as a cigarette box, that is linked to 4 packs of C4 packed in water tight wrapping. New C4 appears to replace used ordnance every week.



SODIUM AMYTAL

400, DISCOUNT DROP IN

While not really sodium amytal, it has some similar effects. It calms the nervous system and slows down functions, making the user more relaxed. But more importantly, it makes a person unable to lie in any shape or form. They will reveal everything you ask them so long as it is true. From crimes they have committed to what recurring nightmares they have. With this purchase, you get a small canister with a months supply and the recipe to make more.



PRICELESS ARTIFACT REPLICA

400, DISCOUNT ARMS DEALER

With every purchase of this, you can get perfect replicas of just about any artifact or piece of art no larger than a dump truck. They are specially built with hollow centers for you to store items in. They are guaranteed to be able to pass illegal items through any security point undetected short of breaking them open. But no one would dare damage the Replicas as they always give off a sense that people can't afford to damage them. Even if they don't know the piece's history.



HARRIER FIGHTER

600, DISCOUNT SPY

The McDonnell Douglas AV-8B Harrier II. Also known as the Harrier 'jump' jet due to being capable of vertical or short takeoff and landing. It is armed with 1 25mm 5-barreled Gatling gun, 2 LAU-5003 (multi-rocket pods), 2 AGM-65 Maverick air-to-surface missiles, and 2 AIM-9 Sidewinder air-to-air missiles. The Gatling gun comes with a self-replenishing supply of ammo, the rockets and missiles will be replaced after 24 hours upon use, and the jet itself has an infinite fuel supply.



WATER HEATER?

1000

Well, maybe to a boring computer salesman it might look like a water heater. But it is actually a 30 kiloton Nuclear bomb.

If it is used, a new one will replace it in 3 years.



DRAWBACKS:

Can take as many as desired. Max +600CP.
+800CP if Kindergarten Cop was taken.

WET PANTS

+100

Whenever you get scared, or even just feel intense emotions, you will piss yourself. Even if you are a machine, you will still wet your pants.

MY HORSE IS GETTING TIRED

+100

Whenever you have to chase someone or get to somewhere quickly, anything that runs on gas will malfunction. Forcing you to go on foot or use animals.

TRUTH SERUM

+200

You are incapable of lying in anyway or shape. Even withholding information is impossible. And it has to be the whole truth. Someone asks who you are or where you are from, you're not going to just tell them the background you choose.

LAST ACTION HERO

+200

That's what you are. What does it mean? Well, this jump is based off of a movie, so Harry and his family has plot armor. You, however, do not. The competence and accuracy of all of your enemies rises to meet real world standards and then some. Any luck based perks are severely decreased also.

LOW BATTERY

+300

Everything you use that runs on electricity will only last a couple seconds at most before it dies. From computers to car batteries, everything just stops working for you. Even if you hook up a brand new generator, the wires will fry a moment later. Building lights are fine, but flashlights will almost never have power.

IN THE VAN FOR 15 YEARS

+300

Well your time here has been extended for an uncertain amount of time. See, to leave the jump now, you have to spend 15 years working in a van. Not only will it be repetitively boring and keep you out of any action, but people now tend to ignore any advice you give that they're not interested in. Meaning if they want to spend an extra couple hours dancing, you're just going to have to sit there and wait.

KINDERGARTEN COP

+600

Your time here has been shortened to one year. But you will be spending that year teaching a Kindergarten class. See, a high threat terrorist has been spotted in the area. The only connection the US has to track him down is that his son is in this Kindergarten class. For whatever reason, the government has chosen you to go undercover and take him down. But, you must also make sure that this class of rowdy, undisciplined children becomes the best class in the entire school, or it will count as a failure. You must do all of this, while you and your companions do not have access to your powers.

FINAL:

DO IT FOR YOUR COUNTRY!

Or your friends, or family, or you're just plain tired of all of this. You return home with everything you have acquired so far.

CAN I SEE YOUR INVITATION?

Maybe you found a nice life here and you don't want to loose it. You decide to stay here. Everything back home will be taken care of.

GONNA WALK RIGHT OUT OF THE FRONT GATE

And right into the next jump. No reason to stop now right?

