



171 1.0 By **Burkess**

Welcome to 171.

The city of Sumarati, deep in Brazil, is the focus of this world. Many local gangs and bandits are present, but the vast majority of people are hardworking, honest types who just want to support their families.

It's a place a man called Nicolau "Nico" Souza calls home. He has a very important choice ahead of him that will decide the trajectory of his life. Should he live an honest life that his parents would be proud of? Or will he live a life of crime?

You'll need these.

1000 Grana Points.

Locations:

1. Sumarati
 2. Somewhere else on this planet.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Grana Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Napping Save: Free while you're here! 500 Grana points to keep it. You can't use Grana Tokens to buy this. Whenever you sleep, you'll have the option to make a save point. This saves a snapshot of the world as it was when you saved. You're able to load these saves to return to those moments.

Press A Button To Continue: Free while you're here! 500 Grana points to keep it. You can't use Grana Tokens to buy this. In the event of your death, you'll respawn fully healed at a nearby hospital. In order to properly die, you must be killed where there are no hospitals. Upon respawning, you'll be charged a small fee for being healed and will be able to walk off anything that happened to you.

Select Your Language: Upon entering a new setting, pick three languages that exist in that setting. You become fluent in them on the level of a native speaker.

Skeleton Key Thief: You're able to unlock things by waving your hands near it. You could jack people's rides just by waving your hands near the door, or steal a bike without a key just by getting onto it. You could walk into anyone's house just by waving your hands near the front door.

Stealth Expert: People's eyes slide over you when you're hiding, requiring them to focus directly on you to spot you. You can sneak quietly when you want to. You're also very quiet when you pick things up, as you can tell the best way to lift, drag, or move anything to make the smallest amount of noise possible.

Inventory System: You're able to pick things up by walking into them, and carry things without being burdened by them. They go to a nebulous pocket dimension that stores a vast number of things.

Mini Map HUD: You have access to a world map and an accompany mini map that shows you enemy positions and locations, as well as potential job opportunities in the area. It has a GPS to help you navigate to areas, and tells you the exact condition of your body, as well as how effective the armor you're wearing is, if any.

Criminal Experience: Pick any crime or illegal activity. You get 10 years of experience and memories in committing those crimes every day.

Career Option: Choose a career. You gain 10 years of experience and memories in that career, and updating credentials, if applicable, to let you practice it in future settings.

Mission System: Enables you to see numbers and text in your mind that tells you what the next part of the job is. You'll also know how much time you have left. You'll hear a chime upon completing a mission, and any payment you would have received will be instantly given to you.

171 Body: Your body now has greater durability, and can take multiple shotgun blasts and survive. Your wounds don't get worse overtime, and things like bleeding out and infection are a thing of the past for you. Your body will heal instantly upon contact with med kits and food items.

Your body will get tired briefly from excessive sprinting, but you'll recover quickly. Moving at a jog and jumping around doesn't consume any stamina, letting you run all night and keep up with strenuous activity indefinitely.

Hostage Taker: Grants skill at taking hostages and using human shields. You're able to terrify people with threats, getting those who fear you to comply with your orders. And the people you use human shields against will be more likely to hesitate, even as you threaten their lives.

Taking Over Territory: When you challenge someone to a gang fight, it initiates a territory dispute. You'll then have to slaughter their gang as every member appears in waves to confront you. If you succeed, the people who died will be resurrected, and you'll be in charge of the gang from then on.

Get Away Clean: Evade police and other pursuit by breaking line of sight for a while. If successful, it causes your trail to go cold and further attempts at finding you to fail. This enables you to even escape from a helicopter if you outdistanced it. You'll be left alone and will remain hidden as long as you aren't seen committing any crimes. Gradually, your level of notoriety will be forgotten, but this takes time.

Parkour Expert: You're able to leap from rooftop to rooftop, and are always able to grab a handhold and pull yourself up onto something that you can fit your fingers on. You have the incredible strength and endurance to lift your own weight and that of things you're carrying as you climb, leap, roll, and parkour your way around. Lastly, you'll always hit the ground in a way that minimizes injury. Any fall you take will be one that causes you to take the least amount of damage, even if you throw yourself out of a moving vehicle or get flung off a motorcycle.

Throwing Hands: Fisticuffs comes naturally to you, and you're skilled at overwhelming and brutalizing people with both your bare hands and melee weapons. You have an instinctive

understanding of timing and fight psychology that would let you compete at a professional level in fighting competitions.

Gunfight Survivor: Grants a combination of skill and luck that allows you to survive and thrive in gunfights. Bullets are less likely to hit you, and you have a knack for positioning that lets you get the jump on people. This ability also guides your hand with aiming, acting as a sort of assist. It will help you line up good shots, and tell you if a shot won't have a chance of landing.

No Regrets, No Remorse: Enables a perfect criminal mindset. You can at will toggle off your ability to feel empathy, guilt, remorse, shame, or any sort of other sensation that gets in the way of what you want. You're able to set a timer on this ability that'll automatically turn it off later, should you desire to.

The Bad Part Of Town: You're able to sense where people who want to hurt you are and avoid those places. It also warns you if a previously safe area will become unsafe, minutes in advance, so you can clear out of there. You can share this sense with those around you.

Lasting Satisfaction: An ability to appreciate life and be satisfied with what you have. You're able to take each day one at a time, and have little to no need for external validation. You have realistic expectations for yourself, your environment, and other people and are rarely if ever disappointed.

Furthermore, you're able to share this with others you interact with.

I'm About This Life: Grants the courage to see any action you take through. If you decided to take over a gang, you'd stay the course during the ensuing gun fight. If you were going to ask someone on a date, there would be no cold feet. You'd have the strength to do it. If you ever make a decision, you'll have what it takes mentally and emotionally to follow through.

Items:

Chop Shop: A chop shop. This place rips vehicles apart and sells the parts for cash. It's untraceable, too. Once you get a vehicle in here, there's no tracking it anymore. This one pays you money the moment you deliver a vehicle to it based on the value of the vehicle. You can stockpile vehicles here and have them disassemble them in a que.

Safe House: A modern home with an attached garage. There are medical supplies in the kitchen to heal you up. You get a new one in each setting you visit. You can optionally fuse previous safe houses together to combine them, or pull them along with you on your chain and place them where you please.

Gun Car: A car with an arsenal in the back. It has guns in the back of it you can sell to people or use for yourself. It includes things like grenades and body armor. In future settings, it'll update to include more common weaponry.

The Crew: You have a gang of 25 loyal members. It increases in size when you capture territories, the numbers of members increasing the longer you hold an area. Your gang will gradually replenish if you lose members, the previous people respawning after a time. Your gang by default will run drugs, protection rackets, perform assassinations, robberies, and steal cars. They can do other stuff if you ask them to.

A Business: Do you own a restaurant? Have a car modification place? How about a delivery business? Any of these options are valid. Select a business that could exist in Sumarati, and it's yours. It comes with whatever staff is needed to run it.

Drug Crate: This is a crate that spawns street drugs. It comes with an order form. Simply write down what you want on the order form, and place it into the crate. The crate will then spawn those items for you until it's filled up. It has a 24-hour cooldown between uses.

Ride-share Business: A ride-share business. It comes with an office and staff already working there. Your business contracts people out to help customers get to their destination, and then you take a cut of the profits for yourself. When you visit new settings, you'll quickly attract local workers who want to join up and work for you.

Farm: You've got a self-sufficient farm. It produces enough resources that you'd never need to leave the place. The excess can be sold at the market for extra income.

Vehicle Dealership: A vehicle dealership. It stocks itself with common vehicles in the setting, and in future settings, any commonly available vehicles will also be here for sale. Using the laptop in your back office, you can spend money to buy other vehicles for your business at low prices to resell them.

Sumarati Replica: A copy of Sumarati in its entirety. You can decide if you want criminals to appear in your version of it or not.

Respawn Hospital: If you get someone here while they're still technically alive, they'll make a full recovery. The staff at this hospital are supernaturally good at their jobs and can regularly work miracles.

Penal Code: A binder covering the laws of Brazil. Studying it will impart secrets on creating impactful rules for your own nation, as well as the knowledge of how those rules will affect the country.

Wishing it so will allow for cheap guns and weapons to flood the market illegally, being invented first if necessary. Those with a mind for becoming criminals or bandits will do so. The non-criminals in the setting will become more honest and hard-working.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

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.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Grana tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave whenever you feel like it and move on to the next jump. Unless another drawback says otherwise. In which case, you'll need to settle the drawback first.

Be The Main Character: You are Nicolau "Nico" Souza. Your life will be incredibly exciting, and the world will throw a series of plot twists at you, as you're now the protagonist of an action game. You'll experience a main quest that will frequently attempt to turn you to a life of crime. Should you become a criminal, you'll face a dangerous journey that will change this city forever.

If you don't, then the plot will eventually abandon its attempts to draw you in after a few years, and you'll just experience unexpected and unusual events frequently to spice things up.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: In order to leave this setting, you must earn 1,000,000 Brazilian Real exclusively through crime. You'll remain here until you manage to do that. You'll have a mental count that ticks down exactly how much money you have left to earn before you can leave.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Grana points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: A gang leader who controls ¼ of the crime in the city has it out for you and will harass you as long as you remain in this town. Choosing to stick around will gradually escalate things until it ends in a final confrontation between the two of you.

You're Going Too Far, Turn Around Now: You're locked to the boundaries of Sumarati for the entire time you remain in this jump. Going too far out of the limits of the city will cause you to be teleported back into it. You'll hear a voice telling you when you've gone too far outside and will be teleported if you don't return on your own.

Notorious Criminal: Upon entering the setting, you'll be framed for heinous crimes. This'll make you one of the most wanted people in Sumarati. You'll need to either clear your name or live with your infamy.

You Have Provoked A Gang War: Every gang in Sumarati now wants a piece of you and will start off hostile to you. In order for there to be peace, you'll either have to take them over, take them out, or pay them off.

Weak Throwing Arm: You're unable to throw any object more than five feet. This is especially annoying should you choose to use grenades.

Grifter: Other people can instinctively sense the blood on your hands. Every action you do in this world that causes harm to another will unconsciously be felt by the people you interact with.

No One Respawns: The **Press A Button To Continue** perk doesn't work, and the effects of 1-ups and other similar abilities that revive the dead are disabled. People die when they are killed here.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?