

Saints Row



One day you are just a nobody walking on the streets until a drive-by almost claims your life. Instead of dying you are thrown in the path of the 3rd Street Saints, and then your life completely changes. You conquer the streets, become the Boss, fight against corporations and somehow end up shooting aliens at the White House. Welcome to Saints Row.

From street fights to gang wars, to hacking gangs in cyberspace to suplexing aliens in virtual simulations, nothing in this world is like the one you came from. Your crew will follow you anywhere and gangs, corporations and armies are just stepping stones in your way to the top. Take these **1000 CP**, Boss, and let's roll.

Timeline

Choose where your journey starts.

[Saints Row] The Beginning

Stilwater is a city bleeding from the inside out. Gangs own the streets and gang warfare is an all time high. You are nobody, just another future victim until a fateful meeting happens with the Saints after being saved by them from a crossfire between the gangs.

[Saints Row 2] The Rebirth

Four years gone. The Saints are scattered and Stilwater has changed, carved up by new gangs. You just woke up from a coma after being betrayed by Julius and you need to escape prison.

[Saints Row: The Third] The Empire

The Saints aren't a gang anymore, they're an empire. Thanks to the conquest of Ultor, the Saints are now a brand that is on every billboard. However, after robbing the wrong bank the Syndicate has come to collect what they are owed. And the Saints will pay.

[Saints Row IV] The Apocalypse

You did it. You became President of the United States. Then the aliens came. And you are now the leader of the rebellion against the Zin Empire for the fate of the earth.

[Saints Row IV: Gat Out of Hell]

Welcome to the inferno. A birthday party goes horribly wrong and you are dragged to hell by none other than Satan himself. You aren't actually the protagonist of this tale, for Gat is here to defeat Satan and bring you back.

[Agents of Mayhem]

This is the universe you know and love but changed in some parts. The Saints never formed and all the crew are now cops or living massively different lives. The world is threatened by a supervillain organization too, for some reason.

[Cursed Timeline]

Instead of travelling to the canon games you are travelling directly to the reboot. Do you expect me to say more? I didn't play that trash game, lol.

[Plot Timeline]

Play through the first game to the fourth. Ending the plot of a game takes you immediately to the next one. Some of your choices carry on while others will still happen for the continuity of the games (such as entering in a coma or becoming the president)

[Free Timeline]

This is for making your own fun. Want to be part of any gang in the games? Create your own gang in Stilwater? Perhaps a soldier in the Zin Empire carving your own territory? Or maybe you want to assume the life of your favorite character?

Origins



Gang Boss

You are the one with vision. The Boss. You are not just a simple thug, you are a man with ambition. Others fight for money, respect or survival, but you fight for something bigger: your empire. From the streets to the White House, you aren't satisfied with scraps and no one can hold you back from your destiny.

Lieutenant

You are the brains who keep the Saints running. Maybe you're a hacker, pilot, strategist or a fixer with connections no one else has. You are the one pulling strings in the background and making sure the jobs run smoothly. Without you, the Saints are just another gang with guns. With you, they are the crew that takes on gangs, corporations and even alien invaders and wins.

Enforcer

You are the muscle, the blunt tool of the Saints. You are the one that fights armies alone and wins. While others talk, scheme or negotiate you get things done the old fashioned way: with lots of guns and lots of explosions. You have a presence that makes people know you are not to be messed with, and your strength is the wall between the Saints and their enemies.

General Perks

Soundtrack [Free]

You have a mental soundtrack of all the songs in the franchise. Even better, when you sing a song in the car everyone sings along. Doesn't matter if it's a hardcore gangster or the new recruit, if just a friend comes on, everyone is singing along. Can be toggled off.

Inventory Wheel [Free, 200 CP to keep]

You have a pocket space for every type of weapon and ammo you have, from pistols to snipers and special weapons. You can change weapons any time and manifest their ammo so you can reload your guns.

Police Notoriety [Free, 200 CP to keep]

If you hide and evade the perception of the police after a while, the police will stop hunting you. Changing your appearance or modifying your car also works.

Carjack [Free, 400 CP to keep]

You can open up the door of any locked vehicle. Once inside, you can hotwire it instantly to use it. You will also intuitively know how to drive the vehicle.

Objective Intuition [200]

You have an intuition on how to best complete your objectives, such as what you need to do, who you need to track and where you need to go.

Virtual Body [200]

Your health is now a number on a screen. Being shot or being hurt only decreases that statistic instead of hurting your body. Your health slowly regenerates after not getting hurt for a few seconds.

Upgrades [600]

You can buy upgrades for yourself in your smartphone such as health regeneration carrying more ammo or faster reloading. This updates with new variables each new jump. You cannot buy immunity to damage with this or upgrades that work similarly to any perk here.

Gang Boss

Discounts for Boss are 50% off, with the [100] perk being free.



Gang Aesthetics [100]

As the Boss, you aren't just leading a gang, you are making a brand. The identity of any gang you enter or make is yours to control, and you decide their aesthetics and culture. Colors, logos, uniforms, vehicles, weapons, accents and even slangs can be changed to exactly how you want to. Want a gang of ninjas? Luchadores? Maybe cyberpunk deckers? Your gang will follow your orders and change accordingly.

True Leadership [200]

From ragtag thugs to an empire, you forged an army from nothing. Your gang is an extension of yourself and will follow any command of yours. They will never misinterpret any order and if sent to fight to their last member they will do it without fear or hesitation. They will also be completely sincere with you and always present what they think is best.

Active Assets [400]

A Gang Boss needs to see more than just turf, he needs to see assets. Every building, storefront and warehouse owned are influence, power and opportunity. A nightclub is a hub for loyalty, money and information while a warehouse is a stronghold for your gang. You have the ability to conveniently purchase any property instantly and to purchase it for just 25% of the original cost. The income of all your properties will be sent to your bank account without any hassle or obstacles.

Criminal Throne [600]

An empire does more than simply crushing its enemies. It sees them driven before it, and hears the lamentation of their people. When you destroy any faction such as a rival gang or even a corporation, they become part of your empire. Every defeated thug, executive or soldier is offered a choice: run or join you. And inevitably, they join. Their loyalty is yours. And your gang grows from the very people that opposed you.

Lieutenant

Discounts for Lieutenant are 50% off, with the [100] perk being free.



All Eyes on Me [100]

You walk into a room and everything shifts. Eyes lock on you, not because you try, but because you exist. You've got that effortless mix of charm, confidence, and beauty that makes people want you, trust you, and stick around. Not only do you also have an absurd sex stamina and great "assets", your lovers don't even care if you have other people, and they trust you implicitly. In fact, they will even share their secrets and be good friends with you after your relationship with them ends.

Black Widow [200]

How many exes do you even have? Probably enough to fill a city block. You have a vast web of informants connected to you, being your eyes and ears. They keep tabs on anyone important, such as officials, gang leaders or corporate CEOs and anyone that might wind up on your radar and share many secrets that you would find useful. Who would have thought your romantic history would be that useful?

Criminal Competence [400]

Not every empire is built on raw muscle. They use brains, finesse and knowing how to get shit done. That's where you come in. Choose a criminal field. Maybe you are a hacker tearing through police firewalls, a chemist cooking up drugs or a tactician running the streets. Whatever your field is, you are the best in it, with years of experience. And if things go wrong in your field? You can improvise and innovate with extreme ease.

Surplus Geniuses [600]

What's the point of being a genius in your field if your crew can't keep up? Your subordinates don't just follow orders, they pick up your tricks. Whatever criminal field that you can be considered a master of, they start showing the same edge. They hack up computers like seasoned hackers, cook up drugs like top tier chemists and handle firearms like professionals.

Enforcer

Discounts for Enforcer are 50% off, with the [100] perk being free.



Concrete Fist [100]

Who needs guns when your body is a weapon? You've honed your unarmed combat skills to perfection. You are in peak human physique, your punches land like sledgehammers, you don't miss a hit and could beat a professional boxer in ten seconds. More importantly, you cannot be knocked down no matter what hits you. Not even being hit by a car can put you on the ground.

Gun Mayhem [200]

Why settle for one when you can make two do the talking? You're ambidextrous, being able to fire, aim and reload two weapons despite this being physically impossible. Additionally, you are an ace marksman, capable of hitting a target at hundreds of meters.

Walking Apocalypse [400]

You love going big, but sometimes going big gets messy. Not anymore. You are now immune to your own damage. Rockets, grenades, bullets, C4, falling from a great height or even driving right into a wall doesn't hurt you anymore. Strap some C4 to your chest and do some damage inside a building or even use the explosion of a rocket to reach someplace higher. The sky is the limit.

Keep Moving [600]

First rule of a fight: don't stay still. You internalized this to a whole new level. As long as you are moving, all firearm projectiles have a 95% chance of grazing you. Bullets will only pass near you and you have a 50% chance of completely evading explosions. Grenades, rockets or even shrapnel... It's all background noise while you are in motion.

Superpowers



All superpowers bought are at their maximum level. Superpowers work anywhere, including outside the simulation and in hell.

Primary Superpowers [600]

Maybe reality is just a Zin simulation. You now have access to the superpowers list. You gain two powers for free. You can perfectly control and modulate your powers anyway you wish.

Lucifer's Broken Halo [400]

How the hell did you even get this? This was once the crown jewel of the Morningstar himself, and it was shattered when he fell out of heaven. If you die in this jump, instead of dying permanently you will be sent to Hell. This will only happen one time. You can also, at any time, teleport yourself with this to hell and back to Earth. You can earn all the powers from Altars around New Hades. This acts as a 1UP post-jump.

List of Superpowers

Super Speed [100]

There's no need to bother with cars anymore, they are glorified metal cages compared to what you can do now. You can move at speeds of 300km/h, zooming past traffic and running through any surface such as water.

Super Jump [100]

Why crawl on the streets when you can soar over skyscrapers and dominate the skyline? You can jump above 100 meters, gliding through the air and taking no fall damage when you reach the ground.

Super Strength [100]

The most basic superpower for any aspiring superhero. Your strength is 20x the level of a normal human, letting you lift cars (though not above your head) and punch people to the air.

Death from Above [100]

Jump into the sky, pick a target and hit the ground hard like a bullet. The higher you jump, the more devastation unleash, such as crumpling cars, throwing enemies into the air and cracking the ground.

Forcefield [100]

You don't just run, you bulldoze. Your running generates a kinetic barrier that throws enemies, vehicles and objects out of your path with extreme force. The faster you move, the more violent the repulsion becomes, flipping cars and throwing people in the sky.

Flying [100]

Soar through the skies and fly like a super man. You can fly through the air with ease and cross a city in minutes without breaking a sweat. Comes in wingless form or with burning angelic wings.

Summons [200]

Invoke a singular summon to help you fight in combat. You can invoke the forces from the Zin Empire such as a common Soldier, the Murderbot and the Marauder or demons such as an Imp or the colossal Titan.

Blast [200]

Generate a concussive wave of force in any direction, sending everything in your path flying. You can also use various elements such as freezing your enemies, detonating them or controlling their minds.

Telekinesis [200]

Your mind is a weapon. You can grab people, objects and vehicles like buses or tanks and throw them with precision and great force. You can also use various elements such as siphoning the life energy of your enemies or exploding them on impact.

Stomp [200]

Send seismic waves through the ground and your enemies flying back with the force of an earthquake. You can amplify the impact with elements such as bending gravity, shrinking your targets or detonating them with explosive energy.

Buff [200]

Engulf yourself in an elemental aura which inflicts damage on nearby targets. You can radiate fire, lightning strikes or draining the life around you.

Properties

Each property will give you a certain amount of income each month



Planet Saints [100]

You can customize your clothes with any color. Doing missions or achieving great feats will give you exclusive suits.

Friendly Fire [200]

You can buy weapon upgrades for any type of weapon. Weapons will also have upgrades that fundamentally change the weapons such as fire bullets.

Rim Jobs [200]

You can buy vehicle upgrades for any type of vehicle. Vehicles will also have upgrades that fundamentally change their nature such as wheel spikes.

Forgive and Forget [200]

You can, at any time, pay an amount of money to remove any police level and gang notoriety. Your crimes will be erased and gangs will stop hunting you.

Freckle Bitch's [200]

Eating any type of fast food gives you buffs for 1 hour such as fast regeneration, double health or faster speed.

Image as Designed [200]

You can change your appearance, body type and gender in any way that is possible, including impossible hair colors or face shapes.

Items

You can freely import any item. You have two discounts per price tier except for the 1000 one.

Smartphone [Free]

Your most important item here. Converts any currency you have to any currency you desire, can be used to call your friends, order cars, get jobs, watch the news, play music, do missions or even hack some systems if you have the knowledge. It is indestructible, has unlimited battery and free data. Updates to be as advanced as the latest communication device where you are.

Purple Presidential Suit [Free]

A purple suit or outfit in the Saints signature style, customized to your taste. Resistant to bullets, self cleaning and it always fits you perfectly.

Small Crib [Free]

Every gang needs a home base, and this is yours. It doesn't look like much from the outside, being a very basic apartment with a garage in a forgotten corner of Steelport. But it's still secure, private and yours.

Custom Ride [Free]

A civilian car or motorcycle from the games with all the customizations you can choose such as nitro, reinforced frames, better engine or wheel spikes.

N-Forcer [100]

Made with STAG technology, this is a mine-resistant ambush protected vehicle with a turret controlled from the driver's seat.

Specter [100]

A highly maneuverable VTOL jet bike and capable of intuitive flying at low altitudes.

Clone Factory [200]

A technology once developed by the Syndicate, this is a facility made with the purpose of flash cloning mass produced soldiers. This can clone any biological individual, and unlike the Syndicate version, this facility will not produce mentally deficient people. Can produce a dozen clones per week.

NEMO Chair [200]

This device lets you hack and dive into any digital world on the solar system. And once inside you can manipulate code, alter data, override security protocols or simply explore every corner of the system. Can also be used to access a 3D cyberspace for hacking any system.

Simulation Core [200]

An alien supercomputer capable of simulating entire cities and their populations at the same time. Pedestrians and skyscrapers are rendered with perfect detail and every action and its consequence is calculated in real time.

Celebrity Status [200]

Thanks to the efforts of the Ultor media division you are now a celebrity. Your name is famous, your face is everywhere in the city billboards and people will stop you in the street asking for autographs or selfies. You will be treated like an icon, larger than life.

Penthouse [200]

When you are running the city it only makes sense to live above it. Conquered from the Syndicate, this is a luxury suite of high class and sophistication, all in the purple style of the Saints. Has a private garage, helipad and a secure vault to store your weapons and cash.

STAG Database [400]

A database containing the advancements made by the STAG initiative, such as microwave laser guns, direct energy weapons, VTOLs, highly advanced batteries, reactors and flying aircraft carriers.

Crusader [400]

Designed to destroy gangs that want to make a statement, this is a highly fortified tank that eschews the 120mm cannon found in tanks for a destructive plasma cannon capable of destroying armed fortifications and military vehicles.

F-69 VTOL Jet [400]

A next generation futuristic fighter jet made with cutting edge STAG technology. Its arsenal is as advanced as its frame, armed with homing missiles and microwave lasers capable of incinerating tanks.

White House Crib [400]

Why settle for a penthouse when you can claim the White House itself? The seat of power of America, now as your crib. Complete with a war room, armory, party floor, helipad, dozens of garages and able to survive anything short of an alien attack.

Zin Database [600]

A database containing the advancements made by the most powerful empire in the galaxy, containing technologies such as time travel, world simulations, plasma weapons, FTL travel and megascale engineering.

Ultor [600]

Why build an empire from scratch when you can buy out the one that already runs everything? This is the entirety of Ultor. Every branch, office, factory, lab and mercenaries are yours to command. Also includes a media branch and the Ultor branch in hell.

Mech Suit [600]

It is a giant robot, and do not let anyone say the contrary! Built for alien battlefields, this robot is capable of flying with its hover jets and is armed with plasma miniguns. Lethal as a tank, but with ten times more mobility.

Destructor [600]

Made with the same material as the hulls from Zin warships, this tank is virtually indestructible to any conventional weaponry on earth. Bullets, explosives and missiles will bounce off its hull. Its armed with energy cannons capable of vaporizing its enemies while its laser beams will cut through anything in its path.

Void UFO [600]

Not of this Earth, this is a stolen VTOL Saucer capable of space travel though not equipped with FTL. The controls respond to your thoughts and the ship is agile in ways human aircraft are not. Comes equipped with energy cannons and machineguns.

Zin Spaceship [800]

The Zin Ship is a mobile HQ inside a spacecraft. Fast, heavily armed and fortified with shields for any type of combat while inside it comfortably houses up to 30 people with advanced life-support systems, automated food processors, mining drones and private quarters. The ship communication arrays can tap into the Zin network across space for access to simulations or surveillance and the ship itself has a fairly advanced FTL.

Zin Power Armor [800]

The apex of personal defense technology made by the Zin Empire. Gives access to the superpowers from the Zin Simulation as long as the user is wearing the suit and it enhances your strength and durability to superhuman levels.

Zin Mothership [1000]

The crown jewel of the Zin Empire. This colossal mothership is less than a vessel and more a moving empire in its own right. It stretches for hundreds of kilometers and is filled with armies and swarms of fighters. Its superweapons are capable of destroying planets themselves. Nothing in the universe can stand against the Zin greatest creation.

Items / Weapons

The Penetrator [Free]

The absurdity of a sex toy with the lethality of a baseball bat.

'Merica [200]

A dozen guns, a rocket launcher, and a flamethrower, all wrapped together behind one convenient trigger.

Dubstep Gun [200]

An unique and powerful weapon that fires pulses of energy to the beat of a dubstep song. Can play any song you have ever heard. It has an infinite battery.

SA-3 Airstrike Gun [200]

A lethal weapon. Use the laser to "paint" the target, then watch as death rains down into the area. You may want to stand back.

Weapon Cache [200]

Every empire needs an armory. This armory has infinite copies of any firearm created in the modern era. Additionally, you can add any firearm you have to it to create as many copies as you wish.

Apoca-Fist [200]

The devastating special attack coined by Killbane now in portable gloves. Does a hundred times the damage of a punch from a normal human.

Seven Deadly Weapons [400]

This is a chest from hell containing the seven deadly weapons, such as Envy, which shoots fireballs toward enemies or Greed, which makes defeated enemies drop more money.

Explosive Arsenal [400]

Why settle for small arms when you can bring the big boom? This item grants access to an arsenal of explosives and heavy ordinance such as satchel charges, C4 and rocket launchers, along with an infinite source of ammo.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. You can also import any companion you bought here for a CP stipend.

Johnny Gat [50]

The Saints most loyal soldier and your right hand man. Fearless, reckless and utterly devoted to the saints.

He lives for the fight, laughs in the face of danger and has no hesitation in risking himself for the crew.

Old Shaundi [50]

Street smart, sharp tongued and laid back, Shaundi is a hustler with a long list of exes and informants. She always knows someone for drugs, contacts or secrets, and beneath her easygoing attitude lies a fiercely loyal and dangerous woman.

Pierce Washington [50]

The strategist and smooth talker of the Saints. He might not be the most dangerous in a fight but he has brains, charisma and the know-how to turn chaos into opportunity.

Carlos [50]

A young recruit who grew up watching the Saints in his neighborhood. He is earnest, loyal and eager to prove himself, even if he's out of his dept.

Lin [50]

The best racer to come out of Chination, Lin is a woman who joined the Saints as a mole against the Rollerz. She is street smart and isn't afraid to dive into danger even at the risk of her own life if it means helping the Saints rise.

New Shaundi [50]

Gone is the carefree stoner from Stillwater. She has hardened in a no-nonsense woman who is now as dangerous as ever. She's blunt, deadly and has no patience for games.

Oleg [50]

A giant both in body and intellect, Oleg is a former KGB agent and one of the most dangerous men alive. Highly knowledgeable, muscular and defines itself as an intellectual of the highest caliber.

Kinzie [50]

A misanthropic former FBI Agent with a penchant for conspiracy theories. She is a brilliant woman and an indispensable cyberwarfare expert who was framed by the Deckers for a crime she didn't commit. Bitter and resourceful she now operates from the shadows, using her skills for those she's loyal to. For 350CP more you can buy her as her angel version.

Matt Miller [50]

Once the Syndicate's most talented hacker and leader of his own gang called Deckers, Matt's past is filled with arrogance and ego. But after Steelport he reinvented himself and started working with MI6. He is one of the most talented hackers alive and a snarky though mature man.

DeWynter Sisters [50]

The DeWynter sisters are the perfect combination of brains and brutality. They are the lieutenants of the Morningstar and famous for being the right hand of Phillippe Loren himself, they represent the Syndicate cold efficiency and elegance.

Professor Genki [50]

This Japanese cat man is a sadistic and quite cute professor hellbent on murdering sprees and teaching students on ethics... probably. Well armed, unpredictable and terrifyingly clever for a cat.

Gat Out From Hell [400]

The ultimate anti hero and most dangerous man in the world, coming directly from Hell. He is now upgraded with angel wings and a shitload of powers, making him more unstoppable than ever.

Scenarios

From the Ground Up

Requires choosing the timeline of Saints Row 1, 2 or 3.

The Saints thought they could conquer it all. Stag thought they could police everything. And Ultor thought they could buy it all. But you? you've got different plans. No more being a soldier in someone else's faction. It's time to create your own. Create your own gang and rise to the top. You will start with nothing but a small hideout, ten recruits and your own guts. Your objective is to conquer either Steelport or Stilwater in its entirety. Create an identity, recruit soldiers and claim every turf piece by piece. Other gangs and STAG or Ultor will fight to stop you. You can also do this without leaving the Saints, but they will lose all properties, territory and people except the original crew such as Johnny Gat.

Rewards:

Your reward for carving out your empire is more than money or power, it is **loyalty**. Every soldier, every recruit who fought for you now belongs to you as followers, and they will be carried with you in your next jumps. Your three most trusted lieutenants, if you wish, will be imported as companions with a CP stipend of 400 CP here to improve themselves in the best way to help you.

Out of Hell

Looks like another unlucky soul has found himself in New Hades. It is not a place anyone stumbles by chance, and by either choice or ability, you are now here. If you want to leave, your objective is simple: Defeat Satan.

Rewards:

The unthinkable has happened: God himself is filled with gratitude for your actions, and in turn, has gifted you with a single **Wish** in his power. Your limits are to not wish to alter the rules of the Jumpchain, any type of omnipotence, wishing for more wishes, superpowers or objects/people that give you superpowers. In fact, God will not approve any wish that tries to abuse the rules. Besides that, every other option is free game.

Drawbacks

Main Plot [+0]

When you end your 10 years here instead of immediately going to your next jump you can journey through the main plot of the games and then finish your journey here. Since this is an expansion to your journey, so to speak, you will be immortal and capable of ending your time here anytime.

Planet Busting Feat [+0]

You can choose this to remove the Zin Empire from the universe or to stop the Zin Empire from destroying Earth. You can also use this to be a rebel fighting against the Zin Empire on Earth instead of being abducted.

Longer Stay [+200]

You stay here for another 10 years.

Drunk [+200]

You will be completely drunk for the duration of this jump.

Saints Disrepute [+200]

Your reputation as a Saint is in the gutter. Your crew question your leadership and mocks your decisions or style. You will need to work twice as hard to earn respect or loyalty. If you aren't a part of the Saints, your gang will do the same.

No Saints, No Glory [+200]

You have been banned from the Saints, and are now considered Persona Non Grata. Every ally you once called family now regards you with suspicion and resentment. Exiled and alone, you are going to have to rely on yourself.

Terrible Driver [+200]

You will crash frequently with cars. Guaranteed. In any vehicle. It happens so often that half the time it's probably faster to just get out and run.

Random Weapon [+200]

During your stay here you will be locked to a certain type of weapon at random times, such as only using melee weapons or pistols.

Vendetta [+200]

A gang wants you dead. For 400 CP, all three gangs in your city will be hunting you from the start.

Reboot [+200]

Doesn't matter what you choose before, you are now forced to go to the Reboot timeline and deal with every single horrible thing done there. For 600 CP the Saints are now in this timeline and they will be hunting you down.

Mute [+200]

Do you have any relationship to a certain protagonist? Anyway, you are now mute, and can only communicate by writing or hand signals.

One District [+200]

The city has become a cage, and your movements are restricted. You can't freely roam the city you are in, such as New Hades, Stilwater or Steelport. You will be forced to live and move in only one district that must be conquered if you want to move to the next one nearby.

Alien Probe [+200]

Hey, where are you putting that? Your story doesn't start on the streets, it instead starts inside a Zin Ship with you abducted. You need to escape before your real journey can begin.

Zombie Apocalypse [+200]

During your stay here random districts will be entirely infected with zombies, and will be your obligation to kill all of them. You will be compelled to do this.

Dick Punch [+400]

The only way you can interact with any character is by hitting them in the groin. Allies, enemies, random NPCs, all must experience your displeasure. Good luck trying to communicate with anyone as even long distance and remote conversations won't work.

Mayhem [+400]

Chaos is around you and everyone wants to fight someone, including even old grandmas. For some reason, the city will never be depopulated.

Carjacked [+400]

Anytime you enter a vehicle you have a 50% chance of getting carjacked regardless of your personal powers, skills, or abilities. Every minute you are operating a vehicle increases this chance by 5%.

Attack of The Clones [+400]

There are clones of you and your companions running around. They are completely stupid but of superhuman physique.

Glitchy [+400]

Are you in a simulation and you don't know yet? Maybe. Random glitches will occur near you, such as teleporting enemies, flying cars or teleporting enemies, and this will happen constantly.

Broken Gadget [+400]

Your tech sometimes fails at the worst moments: guns jam, cars stall and computers crash.

Mercy Kill [+400]

At one point during your stay here, you will be forced to kill a trusted companion of yours. It will be hard, and kill you from the inside.

Paramilitary [+400]

STAG will be formed earlier than before, being an omnipresent threat in the streets.

Bosses [+400]

Now each gang will have their own Boss so to speak. Highly dangerous, well armed and adaptable to any circumstance. They will be dangerous foes to have.

Gang Betrayal [+400]

A trusted lieutenant will betray you at a critical moment. You will not remember taking this drawback.

Media Conglomerate [+400]

The powerful PR machinery of Ultor has turned against you. Every headline, commercial, and broadcast paints you as a villain, a failure, or a danger to society. Your face is everywhere in the worst possible light. Civilians will not trust you and some gangs might act against you seeking to destroy you for the "betterment" of society.

Tech Allergy [+400]

You have been diagnosed with Electromagnetic Allergy Syndrome, and you are now weakened every time you get near high advanced tech such as the ones used by the Deckers, the STAG or the Zin. You will also sneeze a lot.

The Boss is Watching [+600]

You're not the Boss. The canon Boss is still around, and they don't like competition. Good Luck.

Powerless Playa [+600]

You lose access to all superpowers you buy from here or get in the simulation or New Hades, turning you into a normal human. This also removes your out-of-jump powers.

Simulation [+600]

Hello, neighbor! How are you? Stilwater? Steelport? Aren't you a jokester? Are you coming later to help me with the flowers? You will be locked inside a simulation created by Zinyak himself with the purpose of humiliating you, and you need to escape. You will have no weapons or outside help, and only your willpower will help you in breaking the simulation. If you don't escape, your jump ends.

Cursed [+600]

Satan himself seeks to enslave you to be his general for his armies. His forces will be sent to destroy you and drag your soul back to hell. If you get enslaved and don't escape, your jump ends.

Changelog and notes

V 1.0 - First Version

Any power you buy that has elements come with all the elements from the games, including the ones from Gat Out of Hell.

You are the Boss regardless of Origin.

The DLCs are not canon.

You can use the Free Timeline option to make the DLCs canon or even make the Reboot plot happens after you play the plot of any game.

Johnny is only forced to die if you take the Plot timeline option.

Josh Birk isn't here because he's a trash companion and a poor man Carlos.

You can be any age you want to.