



PAL



HOT SHOT



PlayStation®

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Hot Shot 1.0 By Burkess

Welcome to Hot Shot.

Dangerous Prisoners have escaped from a high security prison. They've taken over an abandoned military base and are hiding out in it.

It's the mission of a single SWAT member to go in and take them all down.

You'll need these.

1000 Hot Points.

Locations:

1. The abandoned military base.
2. Anywhere else on Earth.

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 Hot 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.

Super SWAT: You're the greatest SWAT team member of all time and have mastered the skills one requires in this profession. You have a roll move that allows you to dodge attacks and traverse the lands at twice your running speed. It comes with the balance that'll make sure you stick your landing.

Criminal Experience: Pick any crime. You get 10 years of experience and memories of committing this type of crime every day and the lifestyle that goes along with that.

Goon Squad: You have a supply of criminal associates you can spawn at will. They'll appear to aid you and help you out with anything you need. You can create enough to fill a military base. You can respawn any of the ones who die.

Finders Keepers: You can luck into finding incredibly valuable items that are left behind or unattended. It wouldn't be impossible for you to discover an abandoned military base that's filled with weapons, including multiple tanks for you to steal. Your luck prioritizes things you need at the moment or in the short term first, and long term plans second.

Bullet Resistant: It takes three times as much damage to kill or incapacitate you than it normally should.

Well Done: When no enemies are nearby, you quickly self-heal and fully recover your health and stamina.

One Person Army: When being considered for a task, other people can sense how capable you are. If you're able to perform a job, they will ignore common sense and send you on it anyway. Normally, sending one person to take down hundreds won't end well. But if you could complete such a mission, everyone will think it's a great idea.

Death Of 1000 Cuts: Your attacks deal a small amount of percentile damage on anything they can't destroy outright. This enables you to always manage to inflict some damage to something you hit. You could use this to destroy a tank with a hand gun, if you shot it enough times.

Enemy Attractor: When toggled on, your enemies know your exact location and precisely how to get to you in the fastest way possible.

Slow It Down: You slow down enemy attacks, making them move at slow, easily dodgable speeds. A normal human could effortlessly dodge bullets with this.

Wilhelm Screams Abound: When an enemy is incapacitated, killed, or knocked out, you can choose for them to release a Wilhelm scream. This'll tell you that you got them for sure, and they aren't playing dead or faking.

Item Delivery: You passively magnetically attract objects you want or would be helpful to you. If an enemy dropped a gun, and you wanted it, it would sail hundreds of feet, so you could catch it and use it.

Weapon Spawning: Defeating an enemy will periodically spawn weapons for you to use. This includes weapons like dual SMGs and rifles, among other things. This updates in new

worlds to enable you to spawn common weaponry you'll find there, occasionally spawning rare items.

Dynamite Thrower: Whenever you reach for it, you'll have a lit bundle of dynamite. You have a powerful throwing arm that'll let you throw objects hundreds of feet with little effort, with the accuracy to match it. You can also throw firebombs that inflict instant damage upon someone touching the flames.

Unflankable: You've mastered a fighting technique that makes your enemies only come at you from the front. No one will attack you from behind, and they'll all only attack from where you can see them.

Score Meter: Enemies drop score when beaten, and earning enough points earns you a new life. You come back when you die by spending a life.

Modern Day Spartacus: Ability to convince other people in similar circumstances to band together and join you. With this, you could effortlessly lead a prison riot and escape attempt that gets hundreds of prisoners to work together to escape a maximum security prison.

Escape Artist: When imprisoned, you'll have opportunities to escape and help others escape. These chances will come about frequently, making it a certainty that you will eventually get out.

HUD Data: You know how many bullets you have, how healthy you are, how much life your foes have, and how close to completion your goal is. If you made it your mission to defeat a group of enemies, you'd see your progress marked as each foe is beaten.

Dual Wielding Made Easy: Dual Wielding weapons only has positives for you. Using two shot guns would make you doubly effective vs using just one shot gun. This is proportionately enhanced if you're capable of using more than two weapons, such as having more than two hands.

Night Vision: You can toggle on the ability to see in low light conditions, granting you night vision.

Cold Hearted: When toggled on, you can choose to lose the ability to experience a certain emotion: each emotion you purge this way gives you a 10% power boost. Toggling this ability off restores your ability to feel, but removes the boost it gave you.

Items:

Dual Pistols: It's a pair of desert eagles. They don't ever need to reload and have infinite ammo.

Dual SMGs: A pair of sub machine guns. They fire abnormally fast, have infinite ammo, and never need reloading.

Dual Shotguns: A pair of shotguns designed to be dual wielded. No reloading required. Or ammo, since these guns have infinite ammo.

Tank: This is a tank. This model can be driven by a single person. It has guns on it too that you can fire along with the main gun. Doesn't require gas, ammo, or servicing.

Endless Supply Of Bombs: It's a large collection of grenades, dynamite, firebombs, and military explosives. An endless supply.

Abandoned Military Base: Your own military base. It comes with tanks and guns that were left behind. Enough to outfit your own army.

SWAT Outfit And Equipment: A SWAT outfit. It comes with all the gear a SWAT member should have. Or could have. Basically, if a SWAT team uses it, or has used it, it's yours.

Endless Supply of Newport Cigarettes and Cigarette Dispenser: This is an endless supply of cigarettes. You get paid every time you advertise them and are seen smoking them. The payment is based on how many people you encouraged to buy Newports. That's where the Dispenser comes in. It sells cigarettes to people when they put money in, letting you get paid. Every time you place a Dispenser, you get another one.

Escaped Prisoner Outfit: This is the uniform the escaped prisoners wear, customized to fit your aesthetic tastes. When someone sees you in this outfit, they'll instantly know how far you're willing to go to get what you want. It works wonders for intimidation purposes.

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 Hot tokens, same as you got.

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

Leave When The Story Finishes: Free! You can leave when the SWAT team member sent in to kill the escaped prisoners has succeeded or failed. If a drawback conflicts with this, settle the drawback first.

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

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.

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

Be The Main Character: You're the SWAT member now. It's your job to take down the escaped prisoners in the abandoned military base.

All At Once: The escaped prisoners will fight together as one, rather than spread out within the base. You'll face all of their might head on, with more reinforcements arriving from other parts of the complex until every last one of them is defeated.

Be The Prisoner: You start off allied with the escaped prisoners, bunkered down with them. Your goal is to escape from this area alive. You also need to avoid being killed by the government for at least a week. If you have the Be The Main Character drawback, a SWAT

team of capable trained killers will be sent in to clear you and your fellow prisoners out. Your goal is to take THEM out, not the prisoners.

Ending Options:

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