

Jump created by GoneAnon



A book series by Michael Grant

Welcome to the FAYZ. Fallout Alley Youth Zone. More specifically, an impenetrable dome that has appeared over a town in Southern California. This dome sits with a diameter of twenty miles, encompassing a large landscape. On the inside, everyone aged fourteen and above has vanished, leaving the young people to fend for themselves. Without knowledge of anything on the outside, chaos reigns within.

Worse yet, creatures have begun to change and mutate, and some of the children have developed supernatural powers that put themselves and others in danger. Lurking in the shadows, an alien creature waits to take over.

+1000CP

# Locations

Age D8+5  
Gender: Same as before

Or pay 100CP  
to pick both



Roll 1D8  
Or pay 100CP CP to pick

1	Perdido Beach school: You start in the towns school, a place that is now overflowing with scared and confused students.
2	Perdido Beach plaza: The town plaza. Come the evening, those without friends and families will gather here to camp for the night.
3	Coates Academy: A boarding school, filled with a few particularly nasty young people. Cain will be very quickly gathering them for a march into town.
4	National Park: A large forested national park filled with trees and wildlife.
5	Nuclear Plant: The power plant directly central to the FAYZ. Inside, you may find a certain all powerful four-year-old. It would be wise not to mess with him, or the radioactive materials.
6	Evanston Air National Guard Base: Something is very wrong here. This doesn't look like an air base, this looks like a twisted prison. Maybe with some poking around, you can find what went on here.
7	Bitterweed valley: A small desert, with dangerous mutated snakes, and a pack of angry sentient coyotes.
8	Free Pick: Anywhere you would like to appear (Within the FAYZ)

# Backgrounds

## Drop in:

You appear in this world, another child among those left behind. You have no history here, and no additional memories to mix with your own.

## Child of Perdido beach:

You have lived in this coastal town all your life. It's an average community, without much going on. Now all the parents have disappeared, and you have been left behind to fend for yourself.

## Student of Coates Academy:

You had been sent away to Coates Academy, a boarding school for the troubled and unruly. Maybe you did something horrible to deserve to be here, or maybe a dysfunctional parent discarded you to this place. Today however, the only person you have left to answer to is Cain, a telekinetic getting ready to lead the students into town.

## Gaiaphage:

Originally you were a reality warping seed, intended to empower creatures on dying planets. The problem came when the seed arrived at the wrong planet, crashing through a powerplant, and killing a worker. The seed fused with his DNA and uranium, bringing about a sentient, if stationary, monster. Your current form amounts to a large glowing rock, that is unable to move by itself.

# Skills

A new family - 100  
(Discount drop in):

Being taken from what you're used to, and left with strangers can be hard. But whatever group you're a part of, no matter how unconventional, you can quickly form a bond with those in it.

Playing in the streets – 100  
(Free Child of Perdido beach):

A massive change in lifestyle, such as all the adults vanishing, can be a very traumatizing thing to deal with. So long as you aren't currently under stress, you find it much easier to adjust to live in these new situations.

All here in your file - 100  
(Free Student of Coates Academy):

Let's be honest with ourselves here. You're not a normal kid. You like to hurt people, and you find great enjoyment in it. With this perk, whenever you're feeling mad, upset, or stressed, you can clear your head and cheer yourself up by finding an innocent to torture.

Taking over – 100  
(Free Gaiaphage):

First the FAYZ, and then the world. When you want to put yourself in command, you can easily look past lesser things like morality and innocents. Some things need to be discarded to achieve your goals.

Emergency takeoff – 200  
(Discount drop in):

Any vehicle you come across, you can get a good attempt in at driving it. Whilst this might result in a crash landing at the end, and you won't be able to handle any more than the very basics, you should be able to find your way into movement.

'Bertos - 200  
(Discount Child of Perdido beach):

A newly born civilization can have some trouble with trade and barter. Using the resources and social situation at hand, you're very good at starting up an economy and getting people to work.

Desperate times – 200  
(Discount Student of Coates Academy):

Food is a luxury in some places. You now find it a little easier to swallow what's around. Anything normally considered food, you'll find yourself okay with eating. When you're seriously hungry you can even go beyond that, cooking and eating the bodies of old pets, or dead allies. You'll also find it a little easier in general to deal with hunger pains.

"Your mommy loves you" – 200  
(Discount Gaiaphage):

Allies find it much harder to view you in a negative light. A friend that watched you kill an unarmed civilian will convince themselves that they must have missed a posed threat. Tearing off and cooking the arm of a climber was a forgivable one time mistake.

Dream teller - 400  
(Discount drop in):

You find it much easier to make people believe that something unlikely has occurred. This only helps if you yourself believe it to have happened.

Jumper the genius - 400  
(Discount Child of Perdido beach):

Whether through natural intelligence, or lots of time spent studying, you're smarter than average. Whilst this isn't build a robot army smart, it is reach the top of a tricky university class smart.

First impressions - 400  
(Discount Student of Coates Academy):

You know how to make first impressions count. Marching an army of uniformed students into a town to convince the inhabitants to hand over control? Childs play.

The Darkness - 400  
(Discount Gaiaphage):

Your name is one that will very soon begin to cause fear in people. Committing evil acts will cause people to fear you rather quickly, escalating to the point of a civilization seeing you as a legendary threat.

Car crashes, and mind controllers - 600  
(Discount drop in):

People may think that they can get to you, but no matter what they have you've face worse. Your tolerance for pain is hugely increased, to the point that a shattered bone won't stop you thinking straight. Mental powers and psychological torture both have much less of an effect on you now, too.

School bus Sam - 600  
(Discount Child of Perdido beach):

You have the natural makings of a leader. When things start to fall apart, people will look to you for help, and will be much more inclined to follow your orders. You are also able to keep your cool in situations that should have you panicking.

Loyalty - 600  
(Discount Student of Coates Academy):

Maybe it's the girl that sticks by your side through every stunt you pull. Maybe it's the town that begs for you back, every time you ruin them. Once people have worked under you they'll find it much harder to leave you for good.

In the desert - 600  
(Discount Gaiaphage):

Sometimes you'll find yourself having to wait a long time to see another sentient being. Years left alone and waiting will no longer deteriorate your brain or mind, so long as your body is kept healthy.



# Powers - Drop in

Truth teller - 100

(Free drop in):

The ability to tell when a person is intentionally lying. Only works when the lie is spoken out loud.

Phasing - 200

(Discount drop in):

Being able to pass through objects as if they weren't there. Being knocked out or losing consciousness whilst inside an object will cause you to materialize inside of it, likely killing you.

Siren song - 400

(Discount drop in):

By stopping what you are doing and singing, anyone who hears it will be forced to stop and stare for the duration of it.

Healer - 600

(Discount drop in):

The ability to quickly heal a person's wounds, on touch. This cannot fully regrow lost limbs, or complex organs. It also cannot help against tiredness, hunger, or thirst. It will work to cure any pathogen based illness, besides supernatural ones.

# Powers - Child of Perdido beach

Density manipulation - 100  
(Free Child of  
Perdido beach):

Changing the perceived density of your body to the world. This can be used to float on the air, or to sink through objects.

Gravity suspension - 200  
(Discount Child of  
Perdido beach):

In a small area, gravity can be slightly reversed. This causes things to float upwards.

The Breeze - 400  
(Discount Child of  
Perdido beach):

Super speed, that at base allows you to walk at around 30MPH. This can be worked on, until your maximum speed at a sprint is 700MPH. With practice this speed can translate to other activities, such as writing or fighting.

Bright Hands - 600  
(Discount Child of  
Perdido beach):

From your hands, you are capable of launching long range beams of light, that are hot enough to melt lead, and can cut through most materials in an instant. You can also produce floating orbs of light, that do not create heat.



# Powers - Student of Coates Academy

Power reading - 100  
(Free Student of  
Coates Academy):

By touching a person, you can feel how powerful their supernatural abilities are. This won't ever be more detailed than a number value, but in future settings will set the scale according to abilities in that world.

Camouflage - 200  
(Discount Student of  
Coates Academy):

The user can turn themselves completely invisible.

Waking nightmare - 400  
(Discount Student of  
Coates Academy):

The ability to trick the senses of a person, normally to create illusions. This can be used negatively, by making them see threats that aren't there, or positively, lessening their feeling of pain when hurt. With practice, the senses of whole groups can be tricked.

Telekinesis - 600  
(Discount Student of  
Coates Academy):

The ability to move objects with only the mind. The precision of this ability allows putting a key in a lock and turning it, to creating a large wall of telekinetic energy to act as a forcefield. The raw strength allows the throwing of cars and toppling of walls from thirty meters away.

# Powers - Gaiaphage

## Avatar - Free

(Only available to Gaiaphage):

A human body can be willed into existence, but once summoned will not disappear until killed. Your consciousness can be transported at any point between this and your regular body, and dying in the avatar will just move you to your own. The avatars appearance is randomized based on the setting, but it has none of your powers and is never beyond a base human (or the relevant species). Upon death, the avatar cannot be summoned again for one year.



## Telepathy - 100

(Free Gaiaphage):

You can send mental messages to anyone within ten meters of you, and here the surface thoughts that they intend for you to hear.

## Radioactive - 100

(Free Gaiaphage):

Materials with radioactive properties, such as uranium, have no harmful effect on you and can instead be eaten to heal you.

# Powers - Gaiaphage

Accelerated aging - 100  
(Free Gaiaphage):

Using this ability on a creature causes it to reach maturity much faster. A pregnant woman may have her baby after a month rather than nine. A baby may be eighteen within a few months. This will not age them beyond the point of adulthood.

Whip Arm - 200  
(Discount Gaiaphage):

The power to heal others, of yourself or people nearby, can be twisted to allow unnatural alterations. Lost limbs could be regrown as tentacles, and lost eyes could grow back more suited to seeing in the dark than the day. This can't be used to affect a person's own regeneration.

Plague - 400  
(Discount Gaiaphage):

You can infect a person with a disease, that spreads as easily as the flu. This disease can have a minor effect on the body, and a major one. In most cases only the minor symptom will be present, but one in ten will have the serious effect. (Etc: Minor, temporary blindness. Major, eyes rotting)

EarthEater - 600  
(Discount Gaiaphage):

Touching a person will cause them to see you as the equivalent of God. They will do whatever it takes to serve you, and even acts that would normally horrify them seem understandable under your orders. A particularly strong willed person may break away from this, though not without some mental scarring.

# Items

## Nutella - 50:

Your warehouse now has a cupboard filled with infinite jars of Nutella.

## Bar tap - 50:

Aren't you a little young to take up drinking? You now own a tapped barrel that never runs out, releasing the current user's favourite alcoholic drink.

## Machete - 50:

A sharpened machete, that can slice through flesh with ease. Will never rust, and is very resistant to damage.

## Explosives - 50:

A case containing ten M67 grenades.

## Cell phone tower - 100:

A two-meter-tall aerial, that when put up in place without phone signal allows any mobile device within ten miles to make phone calls to each other, through it.

## Machine pistol - 200:

A fully automatic gun. The emptied magazines will refill itself every day.

# Items

## Motorbike - 300:

Requires no fuel to run, and will reappear in the warehouse if lost or stolen.

(But not if you sell it)

## Nuke - 600:

A 0.2 kiloton nuclear bomb. If used, will reappear at the beginning of the next jump.

## Island - 600:

Your very own private island, Jumper. On it sits a mansion with a kitchen full of food, and generators for electricity. In this world, it appears as an extra island, out to sea. In any jump you go to, this will appear on the coastline, as you left it. Alternatively, it can become an addition to your warehouse.

## Space seed - 1000:

This 'seed' is actually a meteorite the size of a car. Once placed down, it cannot be moved again, until the end of the jump when it will teleport back into your warehouse. The seed will slowly begin to mutate life for ten miles in every direction around it. These mutations can range from altered species of animals, to super powers in the population.

# Companions

Imports - 100:

Bring in a companion and give them a background, as well as 400CP to spend on Perks.

FAYZ resident - 100:

Has either the background 'Child of Perdido beach', or 'Student of Coates Academy'. Roll a 1D8+5, for their age. They have 400CP to spend on perks. Will start off wanting to befriend you, but may leave if mistreated as any child would.

Talking animal - 100  
(One free Gaiaphage):

This will be a slightly mutated version of a real animal that can be found in south California. This could be a coyote the size of a large dog, a bat with a poisonous bite, or a bird with blade-sharp talons. This creature will be sentient and able to speak, but not all that smart.



## Drawbacks

You may take up to 800 worth of Drawbacks.

### Wildlife - 100:

The wildlife in the FAYZ is mutated far beyond normal expectations. This doubles that, with many more strange creatures appearing. These ones however, are much happier to go after humans.

### Hunger - 100:

Disregard any perks or abilities that stop you needing to eat or drink. Now, you need ten times the food and water anyone else would.

### Young God - 100:

Little Pete has taken a liking to you. Unfortunately, this doesn't mean much to him. Expect things to go wrong for you on occasion, such as being randomly teleported a few miles away, or having a raincloud follow you.

### All in your head - 200:

The Gaiaphage has found its way into your head. For the duration of your time here, you will hear the whispers of the Gaiaphage in your mind. It will take a lot of willpower not to give up and obey it. Additionally, finding a way to destroy the Gaiaphage will simply have it reappear in half a year.

## Drawbacks (Continued)

### Storm in the night - 200:

For the duration of your stay here, you will only be able to use your powers in moments of extreme fear.

### Darkness - 200:

From the first day in the FAYZ, shadows will begin to expand along the wall. Within six months of your stay here, the wall will be completely opaque, disallowing any sunlight to pass through, and leaving the world in pitch black.

### Youth zone - 300:

Don't think you can get away with your hundreds of years of experience in here. Whatever age you rolled, you now have the mindset of too. Good luck handling your demigod status, with the intelligence and emotional maturity of a six-year-old.

### Sam Temple - 300:

For the duration of your stay here, you will no longer be yourself. Instead you are Sam Temple, the almost fourteen-year-old boy who everyone is looking to for leadership. Have fun spending the jump with only the powers and skills you bought here, and without a warehouse.

### Freaks - 300:

Only a limited number of people were ever supposed to be able to use The Power. Instead, for every power you own, there is now a person who will manifest that power. It will predominantly be the less nice people.

# GONE

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## **Release from the FAYZ**

You managed to survive 10 years in the FAYZ, or otherwise made your way out of it. Now it's time to make a choice.

**Return home:** Seeing the desperation and hopelessness of this world has made you wish for a better one. Namely, your own.

**Stay here:** The FAYZ is your home now. You refuse to leave the people here to the mercy of it. You will remain here forever.

**Next up:** There's more adventures, more horror, and plenty more powers waiting for you. Onto the next world you go.