

Far Cry 5 v1

By Adogdayz

Credit and thanks to FancyFireDrake for major contributions. I would not have done this without their impetus.



The year is 2018 and Hope County, Montana has largely been taken over by the Project at Eden's Gate doomsday cult via buyouts of land and businesses. The cult has even gone so far as to pay off most, but not all, of the local sheriff department staff. Violence has been minimal to this point... as far as the Outside World is aware . That will change when a US marshal and a handful of Hope County officers attempt to arrest Joseph Seed, the cult's leader. Violence ensues and the fate of the County... maybe even more is in the balance.

Here's 1000 CP to purchase what you will need to survive.

Start Location

Anywhere within Hope County that is not a restricted area.

Age and Gender Options

Be however old and whatever gender that you want.

Origins

The Outsider: This is the dedicated drop-in option. You are a stranger to all. Whether you are here to help, harm, or have a different agenda, well, time will tell.

The Law: You are a law enforcement officer. Perhaps a second US marshal? Another deputy? The point is you are an agent of law, order, and justice. All things this county will sorely need in the coming days.

The Cult: The Collapse is coming and you have faith that the Seed family knows the path to salvation. Or at least you realized that paying lip service to the cult would keep them from nailing you to a wall as an example to others. Or maybe you have managed to make a cult of your own?

The Local: The world has gone insane and you just happen to live in it. You're a normal person, a resident of Hope County or somewhere close that had the misfortune of coming to the county when events kicked off. Best of luck.

General Perks

Vanity (Free): You get a free beauty enhancement that guarantees that you look like at least a 8/10 for attractiveness to most people.

Blissless (Free/100): With all the drugs and indoctrination going around you'd be forgiven for worrying about your mental state so let me help you out. Your mind is essentially a fortress, invulnerable to the mind bending effects of Bliss and similar concoctions. You would still see the strange visions and hallucinations but any hope of it converting you is nonexistent. Same for any attempts to turn you into a sleeper agent. This is free for this Jump but costs 100 CP if you want to keep it.

Pain Tolerance (Free/100): You now have an excellent tolerance for pain. Get stabbed in the leg? You can keep from screaming and maintain your focus on putting down the sod who did the stabbing. Get shot? You can keep moving and fighting despite the pain. This also keeps you from going into shock from wounds. Does nothing to keep you from bleeding out or actually dying from a wound so you should remember to actually address injuries as soon as possible. Just because you can tolerate pain doesn't mean you should ignore it. This is free for this Jump but costs 100 CP if you want to keep it.

Clutch Nixon's Legacy (100): Clutch Nixon is one of the things the people of Hope County are the most proud of. Now you too can step into his footsteps, having an uncanny ability to perform crazy stunts in any vehicle, or even in a Wingsuit, alongside a truly marvelous driving skill in whatever vehicle you get behind.

Prepare (200): Be it the Cultists or the Locals either side is dead set on preparing for crisis, or ensuring they keep what they have. You know everything you need to when it comes to securing and fortifying a conquered location from further attacks. This also comes with a sense for what Targets might give the best benefits for your own Goals, though rather vague. For example you

know that stealing that guys Plane could be useful but you wont know how hard it will be or if someone will try to take it back.

Divine Intervention (Free/400): So all of a sudden a nuclear apocalypse is happening even though you just got finished destroying the doomsday cult and everything you did is turned to shit? Fuck that! Besides it's not like a mushroom cloud is hanging over Yara so clearly this isn't how things HAD to play out every time.

Basically this on the House Perk makes it so the global tensions won't escalate in a Nuclear War. In fact there won't be any Global Tension at all... well not more than usual at least.

If you pay 400 CP for this Perk you get protection against such sudden twists in the future. Whenever something happens you couldn't have seen coming—someone in the Himalayas pressing a Button that launches bombs or the like—your chain won't end. Things will align in such a way to prevent the event or end with your survival. You're welcome. Works once per Jump or decade, whichever is shorter.

Your Sin Is Wrath (400): Or is it a righteous fury that helps you lay low evil? In either case, you have this strange ability that allows you to grow just a touch stronger, faster, hardier, or smarter for every foe you defeat. You can choose to improve other aspects of yourself if you wish, like a skill for example. Decide on a minimum of three aspects of yourself that you want to benefit from this. Each time a foe is defeated one of those aspects will be improved at random.

Origin Perks

The Outsider

Roughing It (100): You have an uncanny skill for finding clean drinking water, edible wildlife, and safe places to sleep when out in the wilderness. Odd enough, predatory animals avoid attacking you unless you threaten them.

Walk Away (200): Sometimes it is for the best to leave things alone. You can do just that. Just... excuse yourself from a conflict. All parties involved in the conflict you are walking away from will respect your decision and let you leave peacefully. That being said you must STAY out of the conflict. Once you rejoin all bets are off.

Homeopathic Recipes (400): You can make non-addictive performance enhancers from ingredients found in nature like the Deputy does. Strength, speed, and durability are a few examples of what can be boosted by these concoctions. In the future you can experiment with new ingredients to find new or even better enhancers. Enjoy nature's bounty.

Apocalypse Survivor (600): Sometimes a situation is just so far from normal no one knows what to do. Except you. You are simply made for downright apocalyptic and hostile situations. You could easily survive in a blasted hellscape, knowing every survival trick in the book and even

boasting a good resistance to radiation. Additionally the more out of your depth you are the more you will find yourself growing in response to the threat.

The Law

Standards and Protocols (100): You are free of chronic disease, easily maintain a fit physique, have good hearing, have good eyesight, and have all the standard training expected of a modern law enforcement officer on the level of a county sheriff.

Weapon Savant (200): Whenever you touch a new weapon type/model, you instantly gain the knowledge of how to use, maintain, and modify it. In addition, you gain the training, muscle memory, and skill of a certified military marksman.

Snake in the Garden (400): Someone has to put an end to these Peggys. You can be just that. That snake in the Garden. You can break someone out of Bliss induced trances or even simple obsession and manipulation. Maybe through finding an antidote, talking to them down, or other means. In fact, you can even break someone out of brainwashing by defeating them in physical combat.

Arm of the Law (600): The Law is some people's only defense against savage animals or cultists. But even then the Law can be weak. A federal arrest warrant is only a piece of paper at the end of the day. That is not the case when you are involved. When pursuing a criminal you are tireless, your senses sharper, and reactions faster. Furthermore, when someone has broken a law that you wish to uphold you can smell it on them. Like a dog with a scent, you can distinguish what law they've broken and how long ago. This also lets you tell if a crime has been committed in a place, following the scent to the perpetrator as well with enough time and effort.

The Cult

See the Pathless (100): You have a sixth sense for knowing who is vulnerable or receptive to being converted to a new belief system. This also lets you puzzle out how strongly someone holds their convictions. Useful for finding possible followers.

Amazing Grace (200): How sweet the sound that saved a wretch like you. And you can make sweet sounds to save other wretches. You have a wonderful singing voice that goes beyond the mundane. Anger, fear, and even mental illnesses ease and abate while listening to you sing. You won't be dragging someone from the depths of madness with a simple lullaby but given days or weeks of effort such a thing may be possible.

Chosen (400): Some people are chosen for greatness and you are the one who chooses. You have a pool of potential that you can dole out to your followers. This potential allows the recipient to learn faster, develop their physicality beyond what should be possible, and even cause luck to favor them. You have enough of this potential to give ten followers a 50% increase to each listed aspect. You can spread this potential to more followers but the effects quickly

dilute. Alternatively, you can concentrate the effect on fewer people to reach a maximum of 250% on a singular person. You can choose to withdraw this gift at any time.

The Father (600): You can now sense what the people around you need and want and how to offer those things to them in a way that engenders loyalty and faith. Once you have planted that seed in one person, it begins to grow and spread on its own to those close to the person you have helped. These people become willing to listen to you and work towards your goals. The best part is that the roots of this loyalty grow deep into a person, making their faith in you hard to shake. As a nice bonus, you gain the organization and oration skills that would be expected of a community leader.

The Local

Twig Onto It (100) You have an almost, or completely, preternatural ability to know when danger is coming. You won't know specifically what the danger your sensing is but you will get a general direction of the source and severity. The greater the danger, the further ahead of time you'll sense it. Maximum warning time is about ten minutes and that corresponds to something like a full raiding party with mounted machine guns on their vehicles plus air support with the full intent to kill everyone they see.

King of the Skies (200): You're a master pilot. Planes, helicopters, and anything else that might allow a person to soar through the sky are like extensions of your body. Giving you the edge over other pilots is the fact that any craft you pilot is just a bit faster, just a touch more responsive, and more resilient than normal. Boons you now have the skills to take advantage of.

Whitetail Freedom (400): Of the scattered resistance groups, the Whitetails—the local militia that give Jacob in the Mountains trouble—are possibly the most organized and effective. And they would be lucky to have you. You are a natural when it comes to inspiring, organizing, and leading groups of people in the defense of their homes and loved ones. You are well versed in gorilla warfare, logistics, and information security. What's more, anyone under you in a chain of command becomes notably more resistant to enemy interrogation. Resist until you are free from tyranny.

Needs of the Many (600): What do people need? Food, water, shelter, community, and safety. You can help provide that. Once a year you can cleanse the land and water of pollution, enrich the soil so that animals and plants become more plentiful, and the people that live in this land grow healthier and better at solving problems peacefully. This effect has a 50 mile radius centered on you when you activate it.

General Items

Sidearm (Free): This is a Beretta 92FS semi automatic handgun that fires 9x19mm NATO rounds. Standard magazine holds ten rounds. You get this gun, a holster, a four slot magazine

holder, and five loaded magazines of ammo. You will receive a box of fifty bullets for this gun once a week if desired.

Multitool (Free): A useful collection of tools in one pocket sized package. Is equipped with Needle Nose Pliers, Regular Pliers, Premium Replaceable Wire Cutters, Premium Replaceable Hard-wire Cutters, Wire Stripper, 420HC Combo Knife, Saw, Hammer, Awl w/ Thread Loop, Can Opener, Bottle Opener, 1/4" Hex Bit Drive, Bit Driver, 1/4" Box Wrench, Carabiner, 3/16" Box Wrench, Safety Whistle, Ferrocerium Rod, and a Diamond-coated Sharpener. Should be handy.

Med Kit (Free): A banana yellow box of bandages, painkillers, sutures, blood coagulant powder, alcohol wipes, antibiotics, tweezers and other useful medical supplies. Nothing advanced but could certainly make the difference between life and death. Used supplies are replaced after 24 hours.

Snack Pack (Free): A fanny pack that always has a small snack and bottle of water ready when you want it.

Animal Supplies (Free): This is a cache of mundane supplies necessary for caring for any pet you might have. Comes with a trinket of your preferred design that obliterates any feces and urine in a fifty foot radius.

Sky Charm (100): This is a leather bracelet with a kite charm that transforms into a wingsuit or parachute whenever you want. To be clear, the desired gear will equip itself to you when the charm is used.

Armory (200): This here is a steamer chest that contains 30 assault rifles, 30 shotguns, 30 pistols, 30 SMGs, 10 grenade launchers, 5 rocket launchers, and 50 melee weapons. The chest will provide up to 2 reloads worth of ammunition for each individual ranged weapon once a month. If any of these weapons are lost, stolen, or destroyed they can be retrieved from this chest in pristine condition after a 24 hour period. You determine the make and model of these weapons upon purchase.

Bunker (400): Hope County is full with doomsday preppers, not just the local cult. With this you can be part of them. You have a bunker the size of the ones Joseph's Heralds possess, with enough room for any companions or followers you have, alongside a constant replenishing amount of supplies like food, water and the like, as well as being proofed against any form of nuclear impact.

Origin Items

The Outsider

Backpack (100): You have no home in this world and thus must carry your possessions on your person. This sturdy backpack—in a design of your choosing—is just the item to help you do so.

This bag somehow has an internal volume of ten cubic feet, cannot be stolen, and weighs nothing to you no matter how much it contains. Anyone trying to steal from this bag finds it empty. You find that whatever item you want to take the bag is right at the top when you reach for it. Can have normal side pockets.

Hunting Bow (200): A certain Jess Black trusts in this more than any gun. You get a bow perfect for any upcoming archer. It comes with a self replenishing quiver of normal, explosive, and fire arrows and any of your gun based skills work just as well on this. As an added bonus, the arrows fired from this bow gain a minor homing effect. Just a correction of a few degrees but enough to make a near miss into a hit.

Strange Tent (400): This tent appears to be one of those pop up models that sets itself up when removed from the bag, just big enough for one person. The inside actually has room for ten people to lay down comfortably, repels pests, and comes with climate control. When set up, the tent becomes extremely difficult for enemies to find and they cannot enter even if they do. The tents are impervious to attacks as well so just shut the entrance flap to have an impenetrable safehouse in the middle of a forest.

Tree of Eden (600): This tree shouldn't exist yet but somehow it does and you own it. This lovely apple tree produces fruit that supposedly nourishes what is already inside the consumer's soul. Sinners are transformed by their sin into twisted yeti like monsters that are forever in pain while the virtuous gain superhuman strength, durability, and regeneration along with other minor abilities like being able to double-jump. Using these enhanced abilities drains the Gift but that resource regenerates overtime or in small amounts after defeating a foe. Your tree is a bit more straightforward, giving its gifts to whoever you allow and punishing those who dare eat of your bounty without permission. Produces apples all year round.

The Law

The Badge (100): Anyone who sees this badge automatically knows what legal authority the wearer holds and fully believes it. This badge also lends the wearer a small boost to luck and learning ability.

Peacemaker (200): This weapon looks like a .357 six round revolver that one might imagine a cowboy using. Unlike a normal gun, you can decide whether the bullets it fires do normal ballistic damage or instead drain the target of stamina in an amount equivalent to the severity of wound they would normally take. A lethal hit instead knocks the target unconscious. Takes normal .357 rounds and comes with a supply of 50 rounds that replenishes each week.

Federal Warrant (400): This warrant might be why you are here. You can summon one of these once per year for someone in the Jump you are in. It will list every crime that person committed, provide proof of these crimes, give their current location, and give you the legal right to bring them to justice. Fair warning... this won't help you against the armies of their followers or be of much use if the person you target has committed no crimes.

The Department (600): These are your loyal agents and the compound they deploy from. You now have a compound that includes offices, sleeping quarters, cafeteria, infirmary, garage with twenty patrol vehicles, ten two person jail cells, a communications center, and an armory. Working and living in this compound are fifty followers that are loyal to you and the laws you uphold. Each one is highly trained in de-escalation techniques, investigation, and other skills useful for keeping the peace and upholding the law. If an agent is killed they will simply respawn in the infirmary. Their injuries will eventually perfectly heal while on compound grounds. These agents and facilities can be upgraded. Agents can be made into companions, losing the beneficial effects of The Department as a result, but cannot revert back to agents.

The Cult

The Word (100): This is a book that contains whatever religious or spiritual doctrine you want, even one of your own devising. The holder of this book has a much easier time convincing others that their religion/philosophy is correct and that their orders should be followed as a consequence. Curiously when you need it to you can summon a Handgun from its insides instead of scriptures. Stole more than Pastor Jerome's Flock huh?

Blackmail Tape (200): Turns out the Peggies have dirt on the President. A certain CIA Agent is here because of that. Once per Jump you can apply this item for one person in the Jump. It will morph into a convincing piece of quality blackmail which is at worst very embarrassing and at best catches them in their worst crimes. Use that information however you wish.

Bliss Supply (400): Ah yes, the kool-aid of the Eden's Gate cult and what Faith is a master at utilizing. Bliss is a hallucinogenic drug that can make someone feel... well Bliss. The effects are VERY long lasting and hard to get rid of for anyone that isn't insanely resistant to poisons or extremely willful. There are more ways to use them however, like overdosing someone intentionally and turning them into mindless Angels that feel no pain. It can also be used to turn Animals into 'Judges' with enhanced endurance or alongside normal conditioning to turn someone into a convert with incredible skill and fanaticism. Concentrated Bliss can also be made into special Bliss Bullets which can knock out someone hit by it. You receive 10 barrels that replenish weekly and a large field to harvest the plant from.

Your Statue and Church (600): You gain a statue that stands over 100 feet tall in a design of your choosing and a simple rural church. The statue causes those that see it to be more amenable to listening to you instead of engaging in combat. Your followers become healthier in general and recover faster when within a mile of the statue. The church itself is a place of peace, preventing anyone—but you—within a hundred yards of the building from engaging in violence. Note that once you attack someone on the church's grounds the violence protection is disabled for 9 hours.

The Local

Hope County Merch (100): These items take many forms: flags, pins, or even just decorations for your Guns. Anyone that you can call a follower or ally, when looking at this design, will feel a sense of patriotism embolden them.

Shovel Launcher (200): A groundbreaking miracle of modern engineering you really can only find in this place. This launcher works like a normal rocket launcher... but uses a shovel instead. Shovels launched by this weapon are especially good at damaging vehicles. You get a self replenishing supply of shovels to use as ammo, or even melee and thrown weapons.

Carmina (400): A copy of Nick Rye's pride and joy. No, not his daughter, his plane. This marvel of a plane is armed to the teeth with machine guns and even bombs, both replenishing over time. Crashing it would just leave the Pilot unharmed from the wreckage and a new one would appear in your Warehouse within 24 hours. As a small plus, anyone you let fly the Carmina will gain the kind of expert flying skill the Rye family members possess, aerial combat with this plane even scaling to your usual combat skills.

Home, Sweet Home (600): This is a small town that you are now the mayor and owner of. This place is complete with enough homes for about a thousand people, key businesses required to support such a population, even a small lake and some nearby farmland. The town and attached land cover two square miles. Anyone who comes to live here can join your chain as a follower if they wish, with your permission. Retains upgrades and can either be inserted into future Jumps or be a warehouse attachment.

Companions

Local Recruit (Free): You can invite anyone you want to join your Jumpchain. Should they agree they automatically go with you when the Jump ends. Should this person die before the Jump is over they will be revived in perfect health inside your Cosmic Warehouse, CW equivalent, or at your side at the conclusion of the Jump.

Imported/Created (50/200 CP): For 50 CP you may import one of your Companions into this setting or create a new one. They get an origin, the freebies, origin freebies, and 600 CP to make purchases with. You can pay 200 CP as a group rate to import or create up to 8 Companions with similar benefits.

Fang for Hire (100): This is one of the many marvelous animals of Montana, combat capable, smarter than some people, and fighting fit. Maybe it is a Bear or a Wolf, a Dog or a Puma or something entirely different but it is utterly loyal to you.

Longinus (100): This born again warmonger is about to finish his atonement in the eyes of the Lord, having tracked down the last of Blood Diamonds... here of all places. He considered it strange how his shame brought him in the middle of the States... but realized once he saw what was happening here. Hope County is in the clutches of one who walks with the Devil. And as

someone who walked with the Devil so long, he realizes that God gave him a chance at redemption. Fond of quoting the bible and wondering what Gun Jesus would use, he has plenty of Weaponry to bring against the Seed family.

Drawbacks

Far Cry Tales (+0): Even if there is a lot of action currently happening in Hope County the World is much bigger than that. Just ask Hurk, he has seen some of it. If you have been to this World before, maybe in certain Islands or Himalayan Kingdoms, you may have this Jump connect to your past Far Cry Adventures.

The Deputy (+0) You take on the role of the Deputy, the protagonist of this story. You will wake up in Dutch's bunker with the Deputy's memories. The fate of Hope County now rests on your shoulders.

I Don't Drive (+100): And for good reason. You are a horrible driver that will likely manage to crash any vehicle you try piloting within ten minutes, twenty minutes at most. For your health and the safety of others I suggest finding someone to chauffeur you around. Or you could walk.

Potato (+100) You start this Jump with the stamina and physicality of the average couch potato.

Entropic Touch (+100): Your guns and other gear degrade far faster than it should from normal usage. Guns fail to fire after a couple engagements, knives dull to uselessness after a few kills, and vehicles break down after a few hours of driving. The good news is that you can still make repairs to these items. Good luck finding the time. I suggest swapping equipment regularly.

Isolated (+100): The Peggies cut off any way to reach the Outside World. I hope you like Hope County because the same is true for you. You can no longer leave Hope County until your time in this Jump is up.

Welcome in Bliss (+200): You are no longer Immune to the various mind altering ways of this place. Your defenses against mind control, drugs and indoctrination are turned off. Needless to say this negates the effects of Blissless during your time in this Jump.

Marked (+200): You caused too much attention Jumper. Joseph's Heralds or the leaders of the Resistance (depending on your Origin) see you as a big threat and have prioritized you the same way they would the Deputy.

Amnesia (+200) You have forgotten about your life as a Jumper and only have what memories you gained via your chosen origin. You will have some instinct that helps you access your perks and items but this will take trial and error. All references to Jumpchain will be temporarily redacted from any item or recording. You will be aware that something will happen after ten years but not what. Should pose a mystery until the Jump ends.

Fire the Bliss Bullet! (+200): You have a tendency for being kidnapped. Somehow no matter how powerful you should be you will repeatedly find yourselves in situations where your enemies have you at their mercy. If it is any relief they, for some reason, won't choose to kill you while you are that vulnerable but expect to wake up in some messed up place and having to fight your way out.

Empty Warehouse (+300): For the duration of this Jump your items will be removed from your cosmic warehouse or equivalent. You can still access your warehouse; it will just be empty.

Alone (+300): Your companions from other Jumps will be locked out of this Jump. You can still use the import option so they can make purchases but they will not be joining you until the decade is up. If you have no companions then this drawback makes it so when you fight, it is alone. Anyone traveling with you when a fight starts ends up locked in a battle of their own while you clear up the majority of the enemies.

Deux Ex Machina (+300): How did this guy manage to sneak up and brainwash all your allies so close before the final showdown!? One time while you are in this Jump your enemies will have a seemingly random Twist of Fate come to their aid. This will make things a LOT harder for you but can be overcome.

Family Reunion (+300): Well... this just made things a whole lot worse. See, a few weeks ago each of the different Heralds got a new 'best warrior' One that has been given the title Seraphim. Each of them is a peerless fighter and a beast that could take on entire armies. And for you? They might as well have Plot Armor each of them guaranteed to put up a worthy fight against you and none of your non Far Cry Perks work against them.

Who are they? Previous Far Cry Protagonists.

Yep. See, Hurk saw what the Cult was doing and called in his Tat Bros and as that was happening some mercenary returned to a safe house all the way from Africa. Somehow after each of them nearly decimated the cult by themselves, MAGAZINES of Bliss Bullets were shot at each of them and frankly insane amounts of luck later, Jackal, Jason and Ajay end up as the dreaded Seraphim.

The Jackal is John's Seraphim, the entire Yes Ideology giving his blissed out mind some more hope after the horrors he endured.

Jason is the Seraphim of Faith, who saw in him the Beast that slumbered and promised him a place where he could let go of his awakened anger... unless it was needed of course and she is to him a lot more honest than Citra.

Ajay meanwhile is Jacob's Seraphim. He used him first to get rid of a CIA Agent that was trying to find some tape and seeing the potential in the Kingslayer of Kyrat and how desperate he may

be for a family, took him in. But deep down... none of them would condone cultists or mad man and some fraction of their collapsed psyche is still there ready to break out.

It IS possible to undo the effects on the various Far Cry Heroes. But take my word for it that it will be a difficult task, much more difficult than simply killing them. But if you do? Not only will they help you against the Cult, you can take them with you as companions, taking up only a single companion slot.

Should you BE a Cultist however than... well not only will they all have the effects of Blissless all the Protagonists think they need to kill you personally to stop the Cult. Should you manage to convince and convert them however the same rules apply regarding making them a companion as if you had snapped them out.

New Dawn (+400): No matter what you do, the Nukes will come to Hope County after all. You must find a way to survive the nuclear fallout, which will only be possible in one of the various Bunkers of Hope County.

This nuclear war will not only devastate the World but extend your Jumping time to 10 years starting from the day Rush and his Security Captain come to this place. It should go without saying that this Drawback deactivates Divine Intervention.

Rookie (+400): Taking this drawback locks away your out of Jump perks and powers, excluding your body mod, for the duration of this Jump.

Scenarios

Day of Reckoning (+600):

Joseph Seed hears voices. A voice claiming to be God. A voice that inspired him down this path of causing misery.

There is just one teeny tiny problem. That voice he hears is from an otherworldly and powerful being.

But it's the other guy.

Joseph Seed is led on by the Devil pretending to be his Lord and by selecting this Scenario you enter a World where such machinations wouldn't simply end in Nuclear fire and destruction. It will instead be Hellfire and damnation. Joseph's continued creation of suffering in the name of God is to be the catalyst for the Anti-Christ's birth.

Once the Antichrist arrives, many members of Eden's Gate will defect to them and their charisma, be branded with marks on the forehead. With Hope County surrounded by hellish

flames it will only take a week before the Antichrist decides to set out to the rest of the World. First Montana, then the States... then the whole World will burn.

It is up to you to stop this. The resistance of Hope County will be weakened immensely and Joseph himself broken by the revelation. Someone needs to step up and save the World.

The Antichrist is no easy opponent however. Whatever lethal blow you may deal? It will heal miraculously as no simply earthly weapon can harm him and even should you possess weapons not from this Jump they will be vastly less effective than they should.

You must endure for six days at least. Six days in which Hope County will be impossible to escape and demons run rampant. Six days in which you also must ensure Joseph, now perhaps craving death, will survive. Why? You will see that on the seventh day.

On the seventh day of the invasion Joseph will gain an idea. How to get a weapon that could kill the Antichrist. Imitate the very crucifixion of Christ, and let something akin to the Spear of Longinus end a Martyr's life. Joseph himself will offer himself up for his task and will hope that the residents of Hope County will make him suffer so that someone can die with his and the people's sins. Then you must do the killing blow.

Whatever weapon you use for it, be it a Gun or a Blade or even a Baseball Bat... at first nothing will happen but upon Joseph taking his final breath the weapon will glow and you will KNOW that it will work.

Using this weapon you must march upon the twisted place that once was Eden Gates Church and kill the Son of Satan with the weapon you made.

This won't be an easy fight, the Antichrist is guaranteed to be a difficult opponent for you, guaranteed to require all your skill. But manage this fight? You will be rewarded properly.

Reward: As a New Dawn breaks upon Hope County, the signs of the Apocalypse washed away, the damage healed and lives restored and mad man bested, you will see it all and see that it was good.

You will also see Your Spear maybe not literally but you still have the weapon that killed the Antichrist and it still possesses its strange properties. You can kill even the supposedly immortal with it and against the evil and vile it will be more effective than any other weapon.

Furthermore you gain the Perk Lion of Judah. You have become the natural bane of Demons and Evil and your majestic presence worthy of a Savior will make them cower and anything you do against them become more potent. And if you act like a Lamb and be good for goodness sake and to help your fellow men, you find yourself growing that bit stronger for it.

Finally you may take all of Hope County with you alongside its various people. Why this can even include people of the Cult. Even the recently deceased like Joseph Seed himself if you want it to. How would he feel about coming back from the dead like the Son of God?

God Bliss America (+600):

Dont ask me how this happened but somehow you ended up in a version of Events where Eden's Gate ended up in control of the whole United *fucking* States. Maybe it was concentrated Bliss usage on certain figureheads over the course of years but somehow Joseph Seed is in control of America. Contact to the Outside World and international relations have broken down as Eden's Gate do their thing on a National level. The only thing preventing the United Nations from making any moves is the fact that America is keeping to themselves.

Either way... you will have to stay in this Jump until Eden's Gate crumbles, this time to save all of America and not just Hope County (which is now the Capital somehow).

On the other hand if you are a part of the Cult this twists your Goal into taking control of America instead. Though do keep in mind that The United States are massive and boasting some of the best Military in the World. Also you are guaranteed to have at least one person on the level of the Deputy to deal with per state.

Reward: For saving the United States... well your definition of saving depending on your Origin, you will of course receive the States themselves as something to keep on your Journey. Furthermore you get the Perk My Country Right or Wrong. Select one location in whatever Jump you are in. Anything you do to defend or save that location is far more effective than it should be and your Location will enjoy a time of great prosperity.

Notes

Have a nice day.

Change Log

4/7/2023: Finished version 1.