



Jump by 9anon

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*The shadow of the Undertaker creeps across your floor.
Go luck up all your children and paint blood upon your door.
These hills are filled with whispers of a man all dressed in black.
At the toll of death's knell, he climbs from Hell to drag some poor soul back.
The Bible speaks of angels doing service unto the LORD.
The Undertaker knows no master. He drinks from any cup poured.
Just as banshees wail their warnings that someone that day will die,
the Undertaker states the same and I'll be goddamned if he tells a lie.
Some falsely say that whippoorwills are the harbingers of death.
It's the Undertaker's murder of crows that'll seize your living breath.
You'll see him riding into town all dressed up like a tomb.
When you see him that eve on the outbound street,
you know some poor soul met their doom.
The Undertaker raises no hand but all fear him just the same.
His presence foretells both blood and death yet he shoulders not the blame.
Like the shadow of the vulture circling blackly overhead,
the Undertaker's drawn to death like a knife is drawn to red.
-The Shadow of the Undertaker, Sons of Perdition*

Welcome to gothic middle america, circa the 1930s. The land is dry, dust fills the air, and death is waiting for all. The town of Backwater is going through its regular cycles - the god-fearing locals go to their regular services at the church, the Tramp and the Minister continue their feuding, and life goes on. At least until a gentleman clad in black shows up and sits at the well in the town square, and a flock of crows descends upon the town.

You find yourself in the vicinity of Backwater a couple of days before the Undertaker visits, and you'll stay here for the standard decade.

Here's **+1000cp** to make things more comfortable.

Background

You may choose your background and demographics within reason, as well as whether you have a local history or not. There's plenty of people you could be - a tramp, a preacher, a preacher's son, a villager, some kind of wandering omen of death...maybe a drifter or traveler?

Perks

You receive discounts on 2 perks per price tier.

Discounted 100cp perks are free.

A Living [-100cp]: People need to make a living, especially in dismal times like this, and they'll find a way no matter what they have to do. You have appreciable skills with a profession of your choice. Maybe you're a farmer, a mechanic, a musician, or even an undertaker. You may purchase this perk multiple times, choosing a different profession each time.

Cloaked In Shadows [-100cp]: People here have a very stylized appearance, with harsh shadows and appearing to have black pits for eyes. The Undertaker himself is almost completely covered in shadow, almost looking like a walking silhouette. You can carry this forward for yourself - making the shadows on your body deeper and sharper, obscuring particular features in darkness that can't seem to be piercing, or even going as far as completely covering yourself. However, this effect is purely cosmetic - it won't help you to sneak around in dark alleys, but you'll look cool while doing so.

Desperation [-100cp]: The panic of the Undertaker's arrival resulted in people holding up in their homes for a week straight, but none of the townsfolk seemed to lose much of anything, aside from their minds. You find that you are able to survive just fine when deprived of key things like food, water, rest, and so on. It would take at least a month before you start to suffer from lack of these things, though you still don't deal too well with prolonged isolation, at least not any better than normal.

Ain't Gonna Be Me [-200cp]: There are those moments when a crowd is tensed, like a heavy steel spring under unrelenting force that's just waiting for the chance to release all that potential force. You have an innate sense for this tension, how bad it is and when it's about to break, letting you get the jump on things before you get left behind...or trampled in the mud. Or maybe you'd like to know when best to direct all that energy.

Cain [-200cp]: When things boil over after that week of paranoia and isolation, a glorious orgy of violence erupted that wiped out the whole town. There was no training, just savage brutality in its purest and most desperate form. Even without any formal training or experience, you are an exceptional combatant, though exceptionally brutal by default. Given the chance, you could hone this savage instinct to a razor-sharp edge.

Tramp [-200cp]: Somehow - in spite of being in the middle of the Dust Bowl, living out of a derelict Model T, and living in a town that hated his guts - The Tramp managed to scrape by. At least until the mob got him. Like him, you can somehow always manage to scrape by, finding

enough sustenance and shelter to not die. Doesn't matter how hostile the environment or locals are, at least so long as they aren't *actively* killing you - like vacuum or something. You're also able to operate pretty well in spite of whatever impediments you're suffering from, like hopping around on your remaining leg.

Nevermore [-400cp]: Like the Undertaker himself, crows are strongly associated with death, their gathering often considered an omen of death and destruction. But they seem to like you just fine. They always seem to be around, and they are very friendly and cooperative with you, though they'll still react if you treat them poorly. You find that you can also access their senses, perceiving the world through any crows that happen to be nearby. This works for other corvids as well, and if corvids aren't your thing you can choose some other species for this perk's effects.

Preacher [-400cp]: The Minister is the man with the most power in Backwater, commanding great authority through the faith (and fear) of his flock and his position at the podium. His words were enough to mobilize a whole town to kill a single man. Like him, you are a skilled orator, weaving powerful sermons and speeches on the fly and delivering them with conviction...even if you aren't actually that convinced of your own words. It takes you little effort to stoke the emotions of your flock and bend them to your will, whether simply asserting authority or getting them to take some drastic action.

Samson [-400cp]: The Minister's son is a big lad, thick as a slab of granite and standing at least a head above anyone else in Backwater. If you like, you could be as big and strong as him, heavily muscled and standing over 6 foot something. This makes you strong enough to easily tear a board from the wall, nails and all, and haul around a cross of wooden beams bigger than you are. This also makes you incredibly tough - you can take a lot more punishment in the first place, but you can hang on far past the point where you should be dead. Like getting a chunk blown out of your head and still finding the time to take down the man who shot you before your injury catches up to you.

Omen [-600cp]: For all the fear around The Undertaker, he isn't the one who takes you - he simply shows up a little early to take care of your remains after something else does the job. This doesn't stop folks from panicking about his arrival, or all kinds of other ill omens coinciding with his presence.

You are much like him. For one, you can sense when and where death is going to occur, as far forward as 1 week into the future. You won't know any details beyond that, but you'd make a great undertaker.

On the other hand, you have a similarly fearsome and ubiquitous reputation. You are instantly recognizable, and such is the weight of your reputation that merely showing up in a town and sitting down in a central location could spark a mass panic. This is reinforced with your ability to allow others brief glimpses of your nature or purpose - your shadow and reflection altered to reflect what you're there to do, or brief flashes that provide a witness such insights.

If you aren't one to play banshee, you can change the nature of your reputation to something less morbid and frightful.

Patience [-600cp]: To sit for 7 days and 7 nights, unmoving, is quite the feat. Especially for someone who appears to be as old and decrepit as The Undertaker. And it's something you can do too, for a variety of reasons.

First - you have no bodily needs. Food, water, air, and rest are no longer necessary for you to remain alive. You don't even need to hit the outhouse any more.

Second - your patience is functionally limitless, and you don't suffer any issues from sitting still for long periods of time. At worst, you'll be a bit stiff when you start moving again. You don't even need to worry about harm from exposure to the elements.

Finally, you are able to hold perfectly still for as long as you need to.

Untouchable [-600cp]: There sat the Undertaker, unmoved even as the citizens of Backwater slew each other to a man around him, and untouched when all fell still. So long as you don't raise a hand yourself, you will find yourself similarly untouched whenever you find yourself in the midst of a battle of any kind. Combatants won't even think to target you and any potential incidental harm always seems to miss you, so long as you don't join the fight. This doesn't help against wide scale hazards, though, so you'd be washed away with everyone else if the battlefield was suddenly flooded.

Items

You receive discounts on 2 items per price tier.

Discounted 100cp items are free.

Items you purchase here respawn, repair, and resupply each week.

Items you purchase here retain upgrades made to them.

You may combine similar-enough items you have with items you purchase here.

Clothes On Your Back [-100cp]: An outfit of your choice, composed of period-appropriate clothing. This outfit is well-fitting, comfortable to wear for long periods, and cleans itself daily.

Cut-Out Bible [-100cp]: The Word of the Lord, desecrated so it can hold some object or another. Oddly, your Bible seems to be totally normal when you open it, completely readable and you can still turn the page. The compartment only shows up when you want it to. And if a Bible isn't your style, this may be some other tome of similar size.

Music Maker [-100cp]: An instrument of some variety, always perfectly tuned and otherwise ready for you to play a tune on. It doesn't even have to be something man-portable like a guitar or harmonica - it could be a whole piano or pipe organ if you are so inclined.

Torch or Pitchfork [-100cp]: A tool or implement of some variety that isn't primarily designed for bloodshed and carnage...those it's remarkably effective for such ends when used in such a way, never losing its edge or getting damaged no matter how you use it.

Great Equalizer [-200cp]: God made man, but Colt made man equal. This is a handgun, whether a pistol or revolver, that would've been available in 1930s America. You seem to always have more ammo for it on hand, though you'll still need to reload.

Rickety Bicycle [-200cp]: This two-wheeled contraption has seen some use, but keeps working no matter what, carrying you far and wide through even the roughest terrain. It also seems to fall beneath the notice of thieves, so you can always trust it to be right where you left it.

Tools and Trade [-200cp]: A collection of tools and supplies for a particular trade of your choice, enough to let you make a decent living if you've got the skills and a customer base to sell to. The lack of needing to reinvest into materials will certainly aid your margins.

Whiskey and Hardtack [-200cp]: A stash of alcohol and preserved food. Definitely not high quality stuff, and there's only enough to keep so many people fed and drunk, but what exactly you get is up to you.

A Murder [-400cp]: Of Crows, that you've apparently tamed. They are quite fond of you, easily understanding whatever you say to them, though there's only so much they are able and willing to do. They're able to keep themselves fed no matter the environment. If you don't want corvids, you can get yourself a group of some other animal.

Holy Ground [-400cp]: A chapel under your ownership. The steeple holds a church bell for signaling when services are happening, and there's plenty of space and pews to hold a congregation of decent size. The acoustics are great, and any sermons you perform here have a greatly increased impact on those listening.

House and Home [-400cp]: A few walls and roof, plus doors and windows. Comes well-furnished and structured according to your needs. While largely lacking in utilities, it does come with running water at the very least, which continues working no matter what. Also, you don't need to pay a dime to anyone to keep ownership of this property.

Tin Lizzie [-400cp]: A Ford Model T, one of the first widely affordable automobiles and a distinct marker of the early 1900s. This one is remarkably durable, never needing maintenance or refueling. Also surprisingly comfortable, whether you're driving cross-country or camping out on the side of the road. Includes some camping gear as well, for good measure.

Companions

Create/Import [-100cp]: For each purchase of this option, you may create and/or import up to 2 companions. When creating a companion, you can freely decide their appearance and personality. In either case, each companion gets 600cp to spend on perks and items, as well as the discounts listed in each section.

In addition, you may create or import 1 companion for free, no matter how many times you purchase this option.

Export [Free]: Assuming you've convinced someone to come along with you and they are still alive at the end of your time here, you may bring them along with you as a follower or companion.

Drawbacks

No drawback limits.

Cripple [+100cp]: You are missing most of one of your limbs, or one of your senses. You may take this drawback multiple times, sacrificing another limb or sense each time, until there's nothing left to give.

Long Stay [+100cp]: You will be staying here for 20 years rather than the standard 10. Have fun living through such unprecedented times.

One Bad Apple [+100cp]: There always seems to be that one guy - a real thorn in your ass. Getting rid of him or leaving the area won't help, you'll just run into another asshole that you just can't help but feud with for no real good reason. But you'll definitely feel like you have a reason.

Amnesia [+200cp]: You have no memory of your chain or life before you arrived here. As a drop-in, you'll be some amnesiac weirdo. If you actually have a history here, it'll be like you've never lived any other life.

Dim [+200cp]: You aren't the brightest bulb around. Not that you aren't functional, but you're awfully gullible and prone to getting caught up with the crowd, even against your better judgement.

Paranoid [+200cp]: Fear defines your existence. Not that life isn't hard, but you tend to inappropriately place blame and rally against those who've done nothing wrong...and that's assuming you don't have things to hide.

Duty [+300cp]: You find yourself bound to fulfill a duty of some sort for a reason that's not terribly well spelled out. You may be like the Undertaker, tirelessly wandering the Earth to witness death and give the dead a proper burial. Or you may find yourself stuck acting out some other function. You won't know why, you'll just find yourself doing it.

Hated [+300cp]: Something about you just sets people off. Wherever you go, you'll find yourself shunned at best. At worst, especially if you overstay your welcome, you may find yourself at the mercy of an angry mob blaming you for things you never had a hand in.

Power Loss [+300cp]: You lose access to all of your perks, items, and companions. The only exceptions being companions you paid to import and the benefits of your Body Mod. If you want to combine items you brought with you, you'll have an opportunity to do so at the end of your time here.

Ending

Stay Here / Return Home / Continue Journey

All drawbacks are revoked.

Notes

Fanwank responsibly.

You may opt out of any particular benefits of an option, though you cannot opt out of any restrictions or drawbacks tied to the benefits you decide to keep.

Changelog

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- Initial Release

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