



Zombie Exodus

Are you prepared for the end of the world?

Welcome to the year 2012, a horse named “I’ll Have Another” has won the Kentucky Derby, Major League Baseball is in full swing, and the price of milk hasn’t changed despite fearmongering on the news of a potential pandemic in Australia and Asia. The only real difference you might notice that is different from the world you first left is an odd cold snap affecting the central United States, giving those in Colorado a snowy May.

Unknown to most, the pandemic that is being mentioned is already burning slowly in several communities across the world, and in just a day or two will ignite into an inferno that will cause the end of life as everyone knows it. Seemingly dead people with a hunger for living flesh and the ability to infect with a bite, they will rapidly overtake most communities and leave only scattered remnants who struggle to survive.

This is the setting of the Zombie Exodus series, Interactive Fiction based on a zombie apocalypse. You’ll be spending the next ten years here, so you might want these.

+1000 Choice Points

Location:

You'll be arriving on May 10th, a day before things hit the fan in a big way and things rapidly start spiralling out of control. Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Apartment Building

An apartment building in an unnamed city, the infection burns underneath its surface but life still goes on regardless. One of the upper floors is gonna have one hell of a party soon, maybe you'll wanna go and celebrate the end of the world? There is at least one area of active maintenance as well as a cafe that you can scavenge from soon.

2 - Temperance

A small town that you could find just about anywhere in America, it's a short distance away from a major city which makes it quite attractive to live in. Has quite a large bank as well as a well-stocked pharmacy, it might make for a good spot to hide from the infection. At least for a while. There's a theory that a great exodus of zombies from the cities will eventually occur, and this town is quite close to one...

3 - Fortified Cathedral

A gothic-style cathedral that has found itself located in America, what was originally planned to be made into a haunted house attraction has become the shelter of a small group of people who are worried about the potential of the Zeta virus racing across the world. Its location near a body of water and solid walls make for a great base against the apocalypse.

4 - Nightfall, Colorado

A city that's on the smaller side but still a thriving multicultural center on the east side of the Colorado River with several nearby communities such as sprawling suburbs and farms. While the infection is present it won't really get bad until tomorrow, at which point the town will slowly slide into ruin over the course of a few days. Thankfully there's quite a lot to scavenge before then, even the local high school has some useful things! Just avoid the gym.

5 - Silverthorne, Colorado

A small town outside Nightfall, a few hours at least. After Colorado is hit hard by the infection, FEMA will work to set up a safe zone here with the help of the National Guard, at least until they rebel and claim the safe zone as their own personal base as the Silverthorne Militia. Until then, it might be a good place to get your feet under you for the apocalypse. Or maybe you wanna join?

6 - Free Choice!

Good news, you get to choose where you start! Even locations that aren't listed are available to be chosen. Wanna start in Alaska, or maybe inside one of the Safe Havens?

Role:

People are largely categorized in several roles depending on the work they do in the post-apocalyptic societies that formed, usually defined on their job or profession before the zombies arrived. Choose which role you like best, and an associated profession if you wish. Gender is the same as the previous jump, age is 18+2d8. 50CP to change.

Survivor

Or maybe you aren't defined by your profession. Perhaps you're some kind of drifter, someone like a teenager or college student, or maybe you just don't consider it important. What is important is that you thrive in the apocalypse, it's like you were built for this situation. Where others struggle you exceed expectations in this new world. You can also take this as a drop-in, not gaining any new memories at the cost of having no connections here.

Position of Authority

You are a leader of some kind in most groups you are a part of, something about you just radiates a kind of authority. This doesn't just include surviving members of the military, but also encompasses anyone people might turn to in the apocalypse. Police officers, scientists, preachers, or even movie stars. Thankfully you seem to be quite good at leading people.

On the Sidelines

You aren't a leader, but you aren't unimportant either. While leaders organize the group, you are the backbone that keeps it running. This covers things like engineers or other crafters, homemakers who keep camps in top shape, doctors who tend to the wounded, and more. Your life may not be as exciting as some of the others but you are basically worth your weight in gold in this new world.

Wrong Side of the Law

Before things went down, you were involved in a profession that was maybe less than legal. Maybe you robbed banks, were part of a biker gang, or a prolific hacker. Strangely, these skills seem to translate well to the new world, making you into a much greater scavenger than before. After all, is a bank robbery all that different from smash and grab looting? Hackers can find long lost blueprints or access locked away areas.

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

Preferred Skill [50 CP] - There's quite a variety of skills that matter in the apocalypse, from Cooking to Crafting, to Empathy and Leadership, or even something like Electronics. Each purchase of this would grant you access to one of the canon skills of Safe Haven (see Notes) at a *Superior* level to most. You can buy this multiple times, either getting new skills at that level or upgrading a skill from *Superior* to *Master*.

Relaxing Hobby [50 CP] - Everyone has hobbies, but relaxing and losing yourself in them is much more important in high stress situations. Like surviving the zombie apocalypse. Anytime you engage in your hobbies you'll find yourself relaxing far more than normal, sinking down into them as long as there's no emergency to pull you away. Stress just seems to melt away as you pursue these hobbies, leaving you ready for a new set of challenges.

Survivor

Need Something? [100 CP] - You never know what you'll end up missing from life in an apocalypse situation, from potato chips to cosmetics. Obtaining these items on scavenging missions or while wandering around and giving them to the person who desires them is a fantastic way to build up your relationship as well as making you a vital member of a group. Whenever you ask, people will be more willing to tell you things they are missing, even outside of this world, and giving whatever item they ask for will see a greater boost in your relationship than otherwise.

Familiar Faces [200 CP] - What are the chances that, in the middle of a zombie apocalypse, you keep running into people you recognize either from before things went to hell or you keep running into the same faces you've met after? For you, that chance is actually pretty high. People you've had meaningful interactions with have a tendency to show up later on your journeys, perhaps a bit more jaded or even hurt, but still alive and kicking. Of course, this could also be a negative if you're a certain kind of person.

Lucky [400 CP] - Probably one of the most important aspects of survival, even proper preparation doesn't come close to this. Sometimes you just have to be lucky to stay alive. Thankfully, you've got luck to spare in this new world. A zombie that trips at just the right time to give you room to kill it, collapsing from an illness while in the care of someone who can get you to safety, a kind stranger rescuing you when you are trapped in the wilderness for days... Things just seem to work out slightly better for you. This won't save you from certain doom, and relying on it won't really work out, but favor definitely seems to be on your side.

Dead End [600 CP] - But why just rely on luck? Now you've got a sort of... intuition, on if a choice you would make would end catastrophically badly for you or not. You might not know why it would end badly, but something in your gut will tell you to avoid doing certain actions that would otherwise kill you. Some kind of infectious sludge dripping above? You'd get the sense that you shouldn't look up. A zombie you couldn't possibly take on just down a certain hallway? You'd feel like you should go anywhere but that way. This only helps you avoid things that would lead directly to your death, trying to use it to determine which hallway to go down in a maze won't help.

Position of Authority

Don't I Know You? [100 CP] - One of the perks of being famous is, obviously enough, the fame. The recognition from people on the streets. With this, assuming you are famous in some capacity (or infamous), you are more likely to encounter people who would recognize you for your work in whatever it is that made you famous, and are more likely to be fans of yours. This won't make them fall over themselves to help you, but it will certainly open a door when otherwise you'd be out of luck.

Beloved Leader [200 CP] - It wouldn't do you much good if you were in a position of authority and lacked the ability to lead, though it is hardly impossible pre-apocalypse. You have the charisma to rally people around you and the ability to lead them to accomplish objectives, though perhaps not perfectly with just this. People who fall under your banner are more content with your leadership and less likely to revolt or otherwise express discontent. You also have a knack for getting into positions of leadership in the future.

Assigning Roles [400 CP] - Part of being a leader is assigning people to certain jobs or roles. This can be a bit of a crapshot with strangers, but with this you never have to worry about that again. You get a sense of what roles you need to fill in order to accomplish your objectives, and which people would be best suited to each role. Of course, this doesn't help you when a person isn't exactly accomplished at doing anything, but you can probably find something for them to do. This can even be as precise as knowing who to assign to a specific project to make or build something.

Supernatural or Mundane [600 CP] - When a zombie has you cornered and all you can do is pray, it suddenly disappears. A ghost in the corner of your eyes that seemingly leads you to safety during a zombie horde. Your people are starving but you keep happening upon caches of food. Are you going crazy and imagining things or is something really happening? You aren't sure, but when things are truly desperate something seems to happen that helps you out at the time, in various ways that are hard to predict. This won't solve every problem for you, but it certainly smooths the edges. Overwhelming force can overcome this.

On the Sidelines

Efficient Catalogue [100 CP] - In the end of the world, keeping track of your supplies is important. Go figure, right? Thankfully you'd make for a fantastic quartermaster. You can easily and rapidly catalogue a large assortment of goods, keep up with things like expiration dates or items going bad, maintenance needs, and more. You even have a sixth sense for where things you've catalogued are so you know if someone is trying to sneak things without permission.

Morale Boosting [200 CP] - One of the more important parts of survival in a zombie apocalypse involves keeping up people's spirits. Turns out the deaths of both most people you know and your previous way of life is kind of depressing. Thankfully, it's less of a concern when you're around. You're great at keeping other people's spirits up, knowing when to crack jokes or even just to listen to their concerns in order to soothe their spirits. As long as you take time out of your day to listen to people you would find your group to be much more resilient to the horrors of the apocalypse.

Suboptimal Conditions [400 CP] - Delivering a child or developing a vaccine are a challenge at the best of times, forget trying to do the former in a rusted trainyard or the latter in a side room of a church. Of course, that's only if you lack this. With this perk the conditions around you won't have drastic of an impact on the outcomes of certain actions, perhaps an action that requires a completely sterile area now just requires it to be merely clean? You still have to make some token efforts at making the area better suitable, you can't perform surgery in an unmodified sewer, but doing surgery in a hastily cleaned backroom is manageable.

Trash into Treasure [600 CP] - Of course, even if the local conditions can be ignored, it doesn't mean much if you lack the tools for the job. While you aren't any better at finding them, making them from less than stellar materials is certainly in your wheelhouse now. Things you make that are made from less than great materials have much better outcomes, a pair of thermal goggles slapped together from scavenged junk could even compete with a proper set of military thermal goggles. A simple can silencer would work as if it was a top-of-the-line model. Who needs advanced fabrication methods or precise tolerances?

Wrong Side of the Law

Rapid Looting [100 CP] - When your job involves being on the wrong side of the law, it's generally good to make sure that you get done what needs to be done long before the police arrive. Thankfully, your time on the wrong side of the law has granted you great skill at rapidly grabbing what you came for. You're able to easily identify things with just a moment's notice, and then stuffing them in whatever you have to carry them in within just a few moments. This even applies to the non-physical, perhaps you've hacked into a secure system and need to find the data you're looking for before you can be traced? Such a thing is well within your ability.

Hearts of Gold [200 CP] - Sure you're a member of a criminal gang that raids others, creates bootleg drugs, and murders people and even kids, but you're honestly pretty funny and have a sort of honor to you. Or maybe you're just the typical criminal with a heart of gold. Either way, no matter how hard you break the law people are more willing to give you the benefit of the doubt or otherwise like you as long as you display some kind of redeeming trait, maybe you volunteer for a children's shelter in between your bank robberies? This doesn't mean you won't be held accountable for your actions, just that people may like you regardless.

Viral Immunity [400 CP] - Similar to Devlin and Keith, you're one of the absurdly rare few who are naturally immune to the Zeta virus. Quite the accomplishment, since it seems almost alive at times in its attempts to overcome just about anything people throw at it. This won't help you do more than survive a bite, a horde of zombies can still eat you after all, but it does make mistakes less punishing. Bites you've survived are slow to fade, and people who see it may try to kill you assuming you are infected regardless so you might wanna keep quiet about it. On the plus side, your blood might be vital to the creation of a vaccine. As a bonus, this also renders you immune to mundane diseases and viruses.

Always a Way In [600 CP] - Don't you just hate it when you come across a building that possibly has all kinds of loot, and you can't find a way in? Worry about that no longer. No matter where you are trying to get in, there will always be an option to get inside, though the results may be less than ideal. After all, blowing down the door also means that anyone else can walk inside. This includes non-physical locations, like trying to hack into a certain website or database meaning there will always be a weakness to exploit. How this manifests may vary, from things like an unsecured network connected to a doorway, an older security system with flaws, or just a door with a visible seam for you to exploit.

Items:

You receive a single discount per price tier, with 50 and 100CP purchases being free.

General

Stories from the Outbreak [50 CP] - You ever meet someone really interesting, never encounter them again, and then wonder what they got up to? Or maybe you found them again but you were curious as to what they did while you were separated. This You now have a book for each world you go to filled with short stories about the people you met and found interested and what they did while you weren't adventuring with each other.

Choice of Jumper [50 CP] - In case you want to relive your adventures, you now have access to your own series of games written in ChoiceScript for this jump, as well as all past & future jumps you go to! Due to the open-ended nature of these style of games they can also allow you to explore potential what-ifs, such as if you sided with a different faction or if you romanced someone else. Obviously the length and genre will largely depend on your adventures. These will include your preferred features, like stat-heavy games? You'll have stats out the wazoo. Like collecting achievements? There's all kinds.

Animal Companion [50 CP] - Choose a breed of dog or cat, you now have a pet animal of that specific type. It's incredibly loyal to you, and while it has a basic level of training already it eagerly learns almost anything you could possibly teach an animal of its type. Playing with or just petting this animal melts away your stress as if you were indulging in a **Relaxing Hobby**. While it is normal in nearly every other way, it will appear again in less than a day if it dies, and no one will question its return.

FN P90 [100 CP] - A bizarre futuristic-looking submachine gun, these are normally illegal as select-fire weapons in the US but it's the apocalypse so who is going to tell you no? It doesn't require maintenance, and while its magazine does run out of ammo simply removing it will instantly refill it (with no one finding this strange), allowing you to reinsert it instantly to keep firing. If you don't want this gun for some reason, you can choose another gun that is featured in the series, such as the Mann LAR or the Arsenal AK.

Chore Chart [100 CP] - A simple chart with the names of everyone who is working for or with you on it, potentially multiple pages. By putting a job or chore that people are supposed to do on it and leaving the chart in a visible location you will find that the people within are much more likely to do chores you assign them, even better than if you had simply told them to do it. It also prevents people from ripping it up or otherwise destroying it. Doesn't allow you to assign people duties that they wouldn't otherwise have if you employ them. You can't make your IT people into janitors unless already in their contract.

CB Radio [100 CP] - A portable CB Radio that has fantastic reception and broadcasting abilities, allowing you to keep in touch with people even when other methods of communication fail. Assuming they have a CB radio of their own, of course. Unlike most portable setups yours has a range of roughly 20 miles, though you can adjust it down if you only want local news. It also has a 'hidden' channel that only you can use, that gives a brief overview of nearby groups, their current conditions, as well as any requests of help. This works even in worlds without CB radios.

Solar-Powered Generator [200 CP] - A quick and easy to set up solar generator, it can easily power several heavy-duty devices (by 2012's terms of heavy-duty) at once with sufficient sunlight. It also seamlessly converts power between AC/DC, and has sockets/plugs for just about any kind of device you could find. It also adjusts the outlets to the correct voltage for whatever is plugged in. In future worlds it will even expand to fit new kinds of plugs that exist there.

Skill-Boosting Outfits [200 CP] - You have several outfits that can be used to boost your skills in various areas. They range from average street clothes that can boost your athletic skills, an all-black outfit complete with a studded collar that makes you more intimidating, a heavy-duty overalls that make you better at crafting, or a ghillie suit that helps you blend in and be more stealthy. You have one outfit for every skill in the game Safe Haven, and they each provide a modest boost to at least one skill.

Powered Laptop [200 CP] - A top-of-the-line laptop, at least by 2012's standards, with infinite storage space and a host of useful information and programs loaded onto it. It contains the LEGIT files regarding the outbreak, the CDC's disease research into the Zeta virus, a vast suite of hacking programs, as well as a program that can model viruses to an insane degree in order to predict how it may mutate or how to cure it. As a bonus, it will never run out of power so you don't even have to worry about charging it!

Jumper's Junkyard [400 CP] - You're now the proud owner of your very own junkyard! W-wait, no, let me finish! It has an endless supply of minor scrap material like wood, metal, electronics, and more that you can use for crafting or just whatever you would need it for. Furthermore, it's kind of a universal dumping ground. People will pay you to dump stuff in there, and it'll never run out of room! As a bonus, searching in these piles of junk might result in you finding particularly interesting or neat items. Like a chandelier, or an old sound system! Nothing worth-changing, but certainly interesting.

Knight XV Armored SUV [400 CP] - The perfect vehicle for VIPs or those who think they are VIPs. This SUV is heavily armored, built to resist most forms of small arms fire thanks to metallic plating along the sides as well as bulletproof windows. The four backseats (two rows facing each other) have quite a bit of legroom as well as a luxury interior, including a permanently stocked minifridge of all your favorite drinks, two TVs with perfect reception (as long as your world has TV stations, at least), and adjustable mood lighting. If somehow damaged the SUV will repair itself over a day, and it will never run out of fuel.

Helicopter [400 CP] - Driving in the apocalypse, even with the above item, can be dangerous. Even aside from the zombies there are wrecks all over the road as well as bandits across it. Now you have your very own helicopter so that you can ignore all of that mess, allowing you to safely fly above the zombies in peace. Though flying carelessly may get the remnants of the government on your case. This helicopter doesn't need maintenance or fueling, but it must stop for at least one hour a day so you can't constantly stay in the air. It also has a machine gun mounted that can be crewed by someone else that can easily shred zombies (or anything else you aim it at), and never needs to be reloaded.

Safe Haven Jumper [600 CP] - The Safe Havens, a series of bunkers created during the Bush Administration in case of the end of the world. Each one is built into a mountain or deep underground, and features at least three floors. The 'ground' floor which can feature things from labs to merely offices, depending on the use of the bunker. Sublevel A which has the vast storage with supplies enough to last several hundred people a decade, a manufacturing facility, as well as a garage with a secret entrance. And finally Sublevel B, which features a rec area and a dorm that can house several hundred. All maintained automatically by robotic helpers. You are now the proud owner of your own Safe Haven, with its storage restocking each jump or every ten years, whichever comes first.

Cultured Zeta Virus [600 CP] - The cause of the apocalypse itself, the Zeta virus has unknown origins with the earliest reports placing it in Japan in 2010, where it was studied by a joint group from Japan and the United States. It's an incredibly aggressive virus that will seemingly try to work against what you try to do to stop it, though it isn't like a cure is impossible. With this virus culture you can either work on a cure, or perhaps start a zombie apocalypse on a future world. If you have the **Powered Laptop** the virus-modeling software comes with a fully realized model of Zeta already on it.

Oil Rig [600 CP] - Even before the world went to shit, fuel was king. Now it's one of the most valuable substances out there, behind the essentials of survival. The ability to produce electricity, power vehicles, and more. Thankfully, with this you are a bit ahead of the game. You have an entire oil rig all to yourself, as well as an accompanying oil tanker for transport. These are largely automated and the parts that aren't can be run by a single person, as long as you read the manual first. It will never run out of oil and produces about 5,000 barrels of oil per day. You can place this in any sufficiently large body of water in each world you visit.

Companions:

Import [50 CP, 300 CP for 8] - Not interested in surviving alone? Probably a good idea. Each person you import with this gets an associated background, a free role, and 600 CP to spend on perks and items for themselves. If you aren't a Drop In your background will feature you both being friends for a long time before the zombie apocalypse.

Canon [50 CP] - Have a particular favorite character from these games you'd like to come with you? Each purchase of this gives you a favorable first meeting with a single character of your choice, as well as ensuring they will survive the apocalypse long enough that you will meet several more times. Due to the nature of the world and how spread out it is, if you choose someone far away from your starting location it may take a while for that first meeting. Alternatively you may choose for them to have been a friend of yours as part of your background. At the end of the jump, if they agree they will become a permanent companion.

Drawbacks:

This is Your Story [0 CP] - Wanna take the place of the protagonist of either game? Feel free with this! You are now either Emma's brother and start in the **Apartment Building**, or you are Jaime's friend and start in **Nightfall, Colorado**. Other specifics of your background will depend on your chosen role. Your actions may make or break their respective groups.

Custom Character [0 CP] - Assuming you aren't replacing them, the specifics of the background of either Emma's brother or Jaime's friend can be fairly open ended, especially in the latter's case. The exact specifics of their background could have major effects on the groups if you decide to join them, so why leave it to chance? By taking this you may choose specifics for both of them as available in the games, maybe Emma's brother is a famous basketball player while Jaime's friend is a military commander with a nephew and a dog.

Addiction [+100 CP] - Seems like you have an addiction, either to alcohol or nicotine.

With an alcohol addiction while you won't desire to get completely wasted you do want at least a pleasant buzz going at all times or else you are fairly miserable, and I don't need to tell you why trying to do things while buzzed may not be the best idea. An addiction to nicotine is somewhat less severe, though it does lower your physical abilities somewhat thanks to its damaging effects, but you are much more irritable and harder to be around when you can't sate your addiction. Trying to break your addiction is hopeless for the duration of this jump, and any perks that would prevent the negative side effects of them will not work.

Deep Sleeper [+100 CP] - When you sleep Jumper, you sleep. Even the most chaotic of circumstances may not wake you up when you slumber, and attempts to wake you early are likely doomed to failure. Even when you do wake up you're often groggy for about half an hour afterwards and borderline useless. I shouldn't need to tell you why this isn't exactly a great trait in current circumstances. If you wouldn't need to sleep thanks to other perks or your Body Mod, you now need a solid eight hours every night.

Short Fuse [+100 CP] - You've got quite a temper now, don't you? You find it much harder to keep control over your anger when you feel slighted or wronged in any way, and will frequently feel like raising your voice or even fighting are appropriate responses. Even something like someone saying you are wrong about a free coffee from a promotion could set you off. Obviously getting into fights and yelling at people during an apocalypse aren't the best ways of making friends or staying safe. You'll need great willpower in order to resist these impulses.

Visual Impairment [+200 CP] - Well, Jumper, it looks like your eyesight is bad for the duration of your stay here. What is worse is that this has a knock-on effect on your perception and ability to use ranged weapons as well, slightly lowering both no matter what. As a 'bonus', you will frequently manage to destroy or otherwise break your glasses or other visual aids so you'll need a steady supply of more.

Group Drama [+200 CP] - Let's face it, most apocalyptic groups are brought together more out of a desire to survive rather than being a group of people who actually get along with each other. This leads to clashing personalities and endless amounts of drama over inane things instead of focusing on the apocalypse, from things like relationship issues to people not being able to talk without insulting each other. Any group you join will have these issues cranked up a bit, creating much greater disharmony and potentially destroying it all together. Perhaps a sufficiently persuasive or empathetic person might be able to smooth over these issues? At least until someone new joins.

Dependent [+200 CP] - You have someone you need to look after for the duration of this jump. Maybe you are keeping an eye on your nephew when things go to shit, or you were a central figure in a sibling or friend's life and you feel responsible for keeping them safe. Even a drop-in would find themselves with some kind of kid or other person shortly after the apocalypse they would feel a desire to protect. This person isn't necessarily a detriment, but your desire to keep them safe will cause you to miss other opportunities or act rashly. If they die you will be absolutely devastated, and you'll get the feeling everyone around you will blame you. As a bonus, if they survive the full ten years they can become a free companion.

The Fuel Mission [+300 CP] - Oh no. Oh God no. You're going to end up going on a mission of immense difficulty, much like the fuel mission of the original game. Death awaits around every corner, and just to ensure that things are dangerous all powers and items not from this jump are completely unavailable for its duration. Completing this mission will also be vital to the survival of either yourself or your group in some way, so don't try to avoid it. I hope you know what you're doing.

Delusions [+300 CP] - Perhaps one of the more iconic of the available source drawbacks, you will have some kind of persistent delusion that you may think is real, especially as the apocalypse continues. It may take the form of a little girl, or perhaps a person who looks like you that you think is a member of your group. Their personality can differ, from either helpful but cryptic to the opposite of your own, and they may encourage you to do things that you'd really rather not. Nothing will convince you this person isn't real for the duration of the jump.

Zombie Exodus [+300 CP] - Zombie Exodus is more than just the title, it's an actual event (at least in the first game). The concept of it is that, as available 'food' runs out in the cities after a few months, the masses of zombies within will leave them in a massive exodus and ravage the surrounding countryside as they search for food. Just a splinter group from one of these massive hordes nearly (or did) cause the destruction of the Church group. Now, you'll be facing the full might of an entire exodus horde on your own no matter where you try to hide, and any powers or items that may trivialize it will be unavailable to you when it comes. You will have to rely on the defenses you built and the friends you made along the way to survive. Running might work, if you have a secret way out, but it is not guaranteed that you won't accidentally walk out into the horde itself.

Ending:

Congratulations, Jumper, on surviving the apocalypse for ten years. I'm sure your story was quite interesting! But now it's time to move on.

Go Back

Nostalgic for your home after all this? That's fair, you can return home with everything you've gained so far across your chain.

Stay

It has been ten years after all, maybe you've built something for yourself that you don't wanna abandon? Regardless, you are free to stay here with all you've gathered, your drawbacks no longer applying.

Continue

Perhaps it's time for a vacation in another world, or maybe you want a different kind of action? Either way, you continue on your chain.

Notes

Item imports?

You may freely import any item you own into any similar item in this jump.

List of Skills and what they cover:

Athletics - Physical fitness and acrobatics, higher levels mean higher evasion and other acts of athleticism.

Close-Combat Weapons - The ability to use melee weapons, and bizarrely, thrown weapons such as knives. Higher levels of skill means greater ability with all melee weapons.

Cooking - Preparation of food, higher levels of skill allows a person to use nearly spoiled food effectively and stretch out food, as well as making more nourishing meals.

Crafting - Allows you to build various items, from crafting simple objects all the way to building things like watchtowers. Skill level determines speed and how complex things you can craft are.

Driving - Operating vehicles of all kinds. Higher skill levels allow for things like hot-wiring cars or driving/piloting more advanced craft like helicopters or even more advanced craft from future worlds.

Electronics - Knowledge of all kinds of electronic equipment like radios, computers, smartphones, etc. Higher levels deepens your knowledge and also allows you to craft them.

Empathy - A level of understanding of human emotion, allowing you to sense motives, determine if someone is lying, and build relationships faster. Effects scale based on level.

Hand-to-Hand Combat - The ability to fight without weapons in hands, your knowledge and the damage you do scaling with your skill level. You may also gain greater levels of knowledge of other disciplines of hand-to-hand combat as your level grows.

Intimidation - Covers battles of wills in face-to-face confrontations as well as your ability to manipulate someone via more threatening methods. Scales based on skill level.

Leadership - The ability to provide direction and inspiration to a group of people, as well as giving you a measure of authority that would allow you to lead. Higher levels allow one to command larger groups. Also works on animals.

Medicine - Knowledge of medical care, both emergency and long-term, as well as the ability to use diagnostic tools. Scales from first aid knowledge to being a well-practiced doctor.

Persuasion - Using words or actions to alter a person's mood or actions. The ability to influence someone with just words. Scales based on skill level.

Ranged Weapons - Covers the use of ranged weapons ranging from guns to bows, any weapon fired at a distance really. Higher levels confer greater levels of accuracy and skill at wielding them.

Scavenging - The ability to find usable items and resources in any setting, from deep forests to abandoned buildings. Higher levels allow a person to locate more potential resources.

Science - An understanding of the fundamentals of the scientific world, including biology, chemistry, and physics. Higher skill levels deepens one's understanding of a variety of fields.

Search - The ability to scan an area to detect out of place objects or people, but not resources. Include things like finding hidden passages, locating traps, or tracking an animal.

Stealth - The ability to remain silent and concealed from sight. At higher levels you could even sneak over broken glass or through well-lit areas.

Survival - Measures how well you can survive both outdoors and in an apocalyptic setting. Covers things like camping in the wild, living in extreme weather conditions, hunting, fishing, foraging for edible plants, and more. Higher skill levels boosts your ability in a variety of terrain.

Skills and future jumps

You don't automatically get a level of equivalent skill in a future world, i.e. going to Star Wars with Master Science won't instantly make you a master of Star Wars science, but it does make it far easier for you to reach that level.

Changelog

-1.1

Added the **Custom Character** 'drawback'