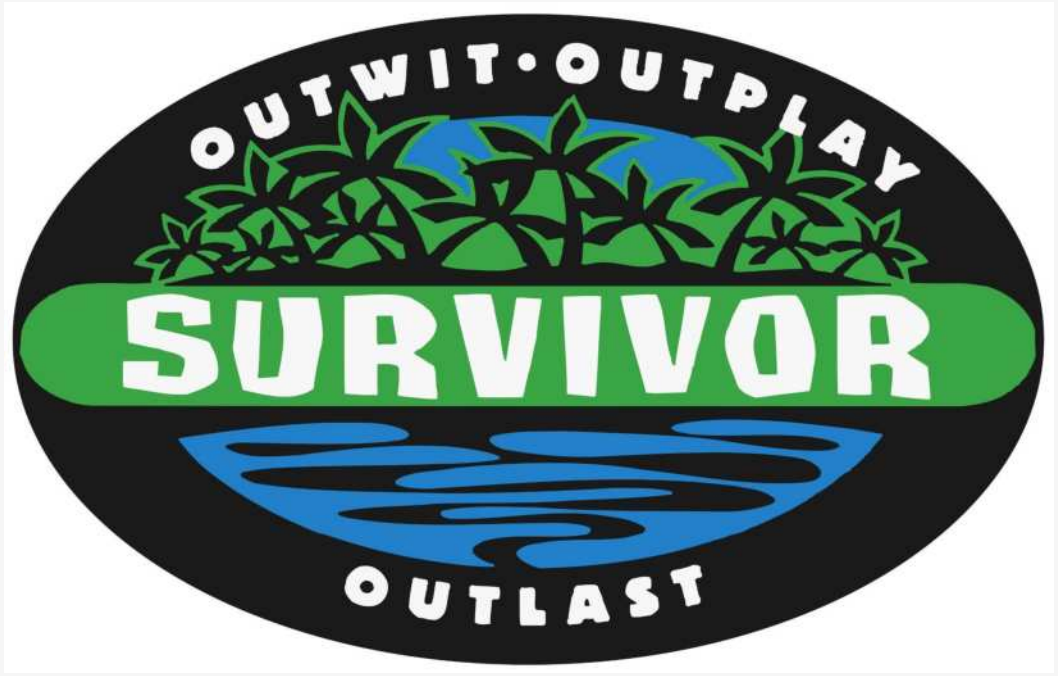
“You are witnessing sixteen contestants begin an adventure that will forever change their lives. They've been given two minutes to salvage whatever they can off this boat “ A Man’s Voice billows as you feel the cold sea air on your skin.

“Their destination: this island right here, a beautiful, but dangerous jungle in the middle of the South Asian Sea. For the next 39 days, they'll be marooned, left to fend for themselves, no creature comforts. They are wiping the slate clean. Sixteen strangers forced to band together to carve out a new existence, totally accountable for their actions. They must learn to adapt, or they're voted off. In the end, only one will remain and will leave the island with one million dollars in cash as their reward. “

39 days
16 people
1000 cp
1 survivor!



Survivor, one of the reality game shows that defined a generation, with shows and offshoots all over the world. So the world you enter is very close to the one you originated from. Save for the fact you're chosen to be a part of the show. Hone your survival skills and get your social game on point. Can you be the one Survivor?
Note-if you decline the spot on the show you can expect a rather normal world, perhaps you're just feeling a bit nostalgic? Oh well, it's your choice.

Starting Season

1. Old school Era (season 1 Bornero - Season 3 Africa): This game has never been seen before and people are only just feeling out how to win. Bold strategic moves are almost universally seen as Villainous. Building the biggest, most stable alliance is king.
2. Classic Era (Season 4 Marquesas- Season 10 Palau): Players are starting to become more Savvy and creative. A big alliance is no longer a guaranteed victory; the burgeoning Strategic play is now more accepted.
3. Idols Rising Era (Season 11 Guatemala - Season 18 Tocantins): Hidden Idols have been introduced to the game and added a new level of strategy and planning. These advantages can now let smaller groups even the odds against big alliances making them become more normalized.
4. Big Moves Era (Season 19 Samoa - Season 32 Kaôh Rōng): More idols, more advantages and more bold play. Special Themed seasons become more commonplace as do returning players. Strategy becomes the forefront as simple alliances rarely have the power to stand up on their own. This coupled with players being more likely to go what is best for their personal game then sticking to a group.
5. Modern Era (Season 33 Millennials vs. Gen X - 40 Winners at war): The show now rests its hat in Fiji seemingly for all future seasons. Advantages and twists become more and more prominent making most games total chaos to follow, much less play in. There is no true winning strategy now and decades of history to learn from. Find your path and do your best to fend off your opponents.
6. The New Era (Season 41 -Present): After the pandemic the format has changed. 18 people, 26 Days, still in Fiji. The advantages and twists remain constant but there's an optimistic air… less mean spirited play while still remaining as strategic. The social game is more important than ever with less time to do it. The Future is bright
7. Writing a new Future: Rather than existing in the known seasons of the show you can choose to work in those seasons yet seen. You can decide how the landscape changes, which veterans are still coming back and where the show takes place. *(If you took Multiversal Casting you can start that right off the jump)*
8. Free Choice! Pick your exact preferred season to begin and get to work!

You default to your last Gender and roll for age 15 + 3d8. You can of course spend 50cp to choose both freely. Though you must be at least 16 to be able to participate in the show.

Origins

Drop In
You awake in a world not much different then your original, in front of you is a computer open with instructions for how to apply to a new reality show. Though there's another tab open for crew positions as well. Hm, to work, to play or to sit back and just watch. The choice is yours.

Hero
Whether it be to test yourself against the elements ,to further your personal growth or maybe that prize money has a good use. In any case you have prepared and you are ready to show the world the proper way to win a game and give them someone to cheer for.

Villain
You're not here for the experience, you're here for a million dollars and you're not particular with what you have to do to win it. Plan, Plot, Lie, Steal. You'll show the world what it means to play this Game. They may not like you, but they will have to respect your game.

Perks

General (Undiscounted)

Medical (Free for jump, 200cp to keep)
Though this is a game of survival, it's still just a game. Any serious injury will need to be taken care of even if it means getting them out of the game and airlifted to a hospital. In this world that will remain true for you of course. Though should you purchase this perk you'll find the crew follows you. Should you recieve a serious injury as soon as there is a safe time a crew of medical professionals with helicopters in and get you emergency treatment. If it's bad enough they will load you up and bring you to the nearest medical facility that can treat you… it may cause some questions at a fantasy world's holy temple but at least you'll get proper treatment.

Tribal Council (200cp)
Tribal council ends nearly every episode of Survivor, where the tribe can say their piece in a public forum and cast votes for those who are going to be sent out of the game. This perk lets you enact this in real life.
Once a week, should a conflict or disagreement occur you can call for tribal council to decide it. That night you and the relevant parties up to 12 people will be brought to a jungle theme ruin with a jury of your peers. The Host Jeff will mediate and press for details so people can plead their case. Once the time has passed everyone will head it to vote for who they agree with… it doesn't have to be unanimous but whoever gets the most votes wins the council and thus the conflict. Those that lose don't have to like it but will follow with the result.

Drop in

Dream Teamer (100cp, Free for Drop in)
Puzzles and challenges are your forte. Completing them? God no! Your the mind behind their creation.You one of the ream Team, Survivor's hand picked challenge designers. You know how to make a proper balance of challenge to fairness as well as keeping it visually interesting for the audience. Outside of this show though this gives you a strong stepping stone toward game design or even in set/prop construction for other media. .

Confessional Time (200cp, Discount for Drop in)
Assides with the contestants are an essential part of the show's storytelling, providing context to the footage and insight to their personalities and strategies without ever breaking the flow. You've managed to tap into this space in the real world. With focus and direct eye contact you can temporarily pause time for a minute and see a confession of the person you are focused on to get context on what they are thinking at that moment. They will not be aware of this invasion of privacy giving you a valuable edge. You can only use this once on a person per day.

Production ninjutsu (400cp, Discount for Drop in))
The contestants of the show are constantly under surveillance to try and accurately tell their story to the audience. Production has to do a lot behind the scenes to make it work, something that rarely makes it to camera. What you don't know is that all of the production is specially trained in stealth and those techniques are passed on to you.
With this training you are able to blend into the background easily without people noticing you. But the truest power will allow you to vanish from any recording device, allowing you to walk right past a camera without appearing in the recording… You can toggle this surveillance aura on and off but only when you're in a place no one can see you.

Knowledge is Power (600cp, Discount for Drop in))
You have come to embody the dubious power of this infamous advantage. Once per week you can ask an opponent if they have a defense against a certain ability or an item of protection. You must be specific. They must reply truthfully. If They DO have such a power it will be negated for the rest of the day, if it's a protective item you immediately steal it from them. If you are wrong the power whiffs and does nothing.

Hero

Straight shooter(100cp, Free for Hero)
In a game of social strategy trust can be quite the currency. You are able to communicate honestly and with genuine sincerity. No one will doubt you when you tell the truth, making you easier to trust. Uniquely even if you begin to lie to others, it will not change the view of those you still are honest with. Until you lie to someone for the first time they will always be able to see you are being truthful. Very useful for keeping your allies happy while you sort out those your voting off. Do note, this does not prevent people from lying to you so be sure to stay on guard.

Idol Hands (200cp, Discount for Hero)
Who said arts and crafts skill wouldn't help in the jungle? You have the delicate hands of an artist and you can use this skills to craft trinkets from the wild. They are so good in fact you could easily pass them off as one of the special hidden idols. That's a lot of Bargaining power right there…
Post Jump you'll find this crafting skill is greatly improved when you are able to use proper items instead of having to scrounge in the forest.

Dolphin Boy (400cp, Discount for Hero)
The Vast majority of seasons take place near the ocean and that is where you excel. You can swim quickly and smoothly through the waves without any gear to assist and you can hold your breath for twice as long as a normal human. You also become adept at spear fishing, your tribe will be thankful for the bonus protein… hopefully long enough for you to find an alliance to protect you.

Challenge Beast (600cp, Discount for Hero)
Survivor challenges come in several flavors. Many will test your physical prowess both on land and in the sea. Many puzzles test your brain. Balance and endurance are also common to secure those key immunities late in the season. It takes a well rounded contestant to excel at all of them and when the lights are on you fit that to a tee. As long as you are in a competition all of your skills are boosted. Unleash the beast and show the tribe just what level they need to be on if they plan to win.
Post Jump note… This is meant for friendly competition. War and Killing will not activate this boosted state. But a competitive martial arts duel would. If you decide to get into sports or hit the gameshow circuit you can find yourself in very good standing.

Villain

Fairplay (100cp, Free for Villain)
To play an aggressive game you're going to draw a lot of ire your way. Somehow though despite all your scheming or bouts of rudeness they'll always be a bigger threat to worry about. They can deal with you later… This won't make people forget all the bad things you do but it will give you some freedom to operate and get things in place before they come back to bite you.

Blindside (200cp, Discount for Villain)
Part of good strategic play and knowing when best to strike. No one understands that better than you. You get an innate understanding of when people's guard is down, and how best to keep them unaware. If you can convince the others to join with you you can all but guarantee not only a successful elimination but gain the acclaim of pulling it off.
Post Jump this will still work for everything to setting up ambushes or surprise birthday parties.

Hantz Sense (400cp, Discount for Villain)
You have an affinity for finding hidden things. Even without clues you'll get a feeling if an advantage is hidden nearby. With a single clue you can pinpoint it for sure. You can also tell when someone else has something hidden giving you a heads up of who to keep an eye on. Post jump this sixth sense continues to work whether on noticing concealed weapons or finding hidden treasure..

Robfather (600cp, Discount for Villain)
Like a certain legendary player you not only have force of personality but you know how to weaponize it. If you can get some point of authority. Either being a veteran, a provider, key to challenge victories, or heading up a strong alliance you can leverage that social power to gain obedience from others. They may not like you but until your position can be challenged in some way they will never gather to take action. If your threat management is on point you'll find yourself calling shots all the way to the end.
This same social pressure will do you well in many places outside the game should you decide to exert it.

Items

(Get two 100cp items for free, and one other items discounted)
Flint and Steel (Free for All)
A high quality set of flint and steel with the right technique will always make clear sparks. It never wears down, remaining in pristine condition even after regular use.

Trusty Machete (50cp)
A handy tool for any tribe, it remains sharp and sturdy to matter the use Though it can't cut or scratch its user or anyone in their tribe. In future jump this protection carries on to any allies of the one using it.

Luxury Item (50cp)
It’s a rule that every survivor could bring one Luxury item with them to the show. This is a simple item that can help lift your spirits and remind you what you're fighting for. Spending a little time with it will help calm your nerves and lift your morale.

- +100cp So rather than a new item you get a tag you can place on any item you own to count as your luxury item of choice. Not only can you bring this on the show but you will now be able to bring it anywhere without question. Once you use it production or security may deem it unsafe but no one will stop you just bringing it along with you.

Chicken Cage (100cp)
A rather simplistic bamboo cage with two chickens inside. They will regularly lay eggs and if butchered for meat will be replaced within a week. They do not need to be fed or given water to live and will remain healthy until eaten.

Instant Shelter (100cp)
Survivor is primarily a game of social combat but the elements are always there to add an extra Wrench in the works. A good shelter is the difference between a wet miserable night and a dry one. You now have access to a special Idol that when broken transforms into a fully formed camp. With an elevated lean to and fire pit. Despite its simple looks it would fend off any poor weather as long as you remain under it and the firepit will keep a fire safe in all but the most severe storms. A survivor's ideal campsite…
Once used it will reappear in the warehouse after a week.

Watering hole (100cp)
Doesn’t matter how good your game is if you pass out from dehydration. This item earns another trinket you can carry around with you. When you bury it underground a covered well sprouts up from the earth, full of clean drinking water.
Once used it will reappear in the warehouse after a week.

Consolation prize (100cp)
Despite the tagline everyone who plays makes a some amount of money. Even the ill fated “first boot” Make about $3500 just for making the appearance. Why go through the whole process when you can buy it out the bat. For every purchase of this item you will get another $3500.

- You can purchase this more than once, only the first purchase will be discounted.

Sponsorship (100cp)
Reality TV does offer a small measure of Celebrity for those who compete. It seems you caught somebody's eye as you have been approached by a brand to represent them. This not only gives you a bit of spending cash but it gives you a yearly stipend of that product you can get for free… Pick a Restaurant, Store or Business you’d like and you can gain this sponsorship across this and all future jumps.

- You can purchase this more than once, only the first purchase will be discounted.

Tree Mail (200cp)
This box with rope can be hung on any nearby tre. When done it will redirect all mail you'd receive to your current location. Though handy this isn't the best part. Every day you will receive a parchment which informs you of any likely challenges coming your way later that day giving you a few hours notice to prepare. Surprises and twists can still happen but you'll at least be ready for the day to day challenges that come your way.

A New Car! (200cp)
A sturdy Pickup Truck great for hauling and ever popular with the American audience. This beauty has some special bonuses in that it never runs out of gas or needs repairs. Perfect for the rugged Jumper lifestyle. (If Trucks aren't your thing you can trade this in for a Shiny new SUV with the same bonuses.)

- Car Curse(Special): Yes you can get this Vehicle for free. There is a sacrifice that must be made. Should you partake in joining the game of survivor This will become your reward for winning a challenge… but you will be guaranteed to lose that season. If you are just enjoying this world as a vacation you will find yourself facing a solid month of bad luck that will leave you miserable until it runs its course.

Portable Challenge Course (200cp)
A small box with the survivor logo on it. On the top of the box it has a series of number wheels next to three questions. These will set the parameters of the Challenge. You can select up the amount of teams (from 0-3) How many participants per team? (up to 10) and when to activate (at a minimum of 1 minute.) Once the options are selected, place the box on the ground and the activation time will count down. When it hits zero it will reach out with as much clear space as it has to create a challenge course worthy of an episode of the show with a small print out of the instructions for the contestants to follow.
Once you're finished find the small open box and close the lid. It will instantly clean up all of the props and platforms and it's ready to be used again. It will draw from every challenge the show has had and mix it up to try and make a unique but cohesive challenge, but if you use it enough you'll begin to see some repeated elements and puzzles.

Immunity Idol (400cp)
This item is strange in that it's different every time to pull it out. Sometimes it's a simple string of beads while others it's a small plaque. No matter its appearance though it's effect can not be denied. If you are about to receive an attack you can pull it out and it will create a personal shield that will negate the hit. This protection will last for 5 mins, making you immune to any other attacks of a similar nature. Use it to block a gunshot you become immune to bullets, use it on a ki blast and all other ki blasts will flow off you like water… remember though this does not work on surprise attacks, you need to see it coming to have it work.
Once used it will crumble apart, a new one will appear in your warehouse within a week though it will be hidden inside so may take some time to find it.

- Alternative use:: If you have bought the ‘Tribal Council’ Perk you can use it during the council to negate votes for one of the options if you can guess what it is ahead of the time before they are read, just like the show. It will use up the idol just like it protected you from damage. If you negate the option that would have won you’ll not make many friends but you will win the argument.

Ponderosa (400cp)
A small island resort used by the cast and crew for those voted out to jury. This replica is fully stocked with food that replenishes weekly, clean water, and electricity. The temperature is always lovely no matter where it happens to be in the world and the ocean is inviting to swim. It has an aura surrounding it that helps those resting there recover faster and keeps prying eyes away from it. Be sure to enjoy the private resort to its fullest.
On jump start this can either be placed somewhere in the world or as an addon to your warehouse.

Hourglass (600cp)
This seemingly simple hourglass contains a great power. The ability to change the course of history. To activate it you need to picture an event in your head that has happened in the last 24 hours with a clear winner and loser. With this image in mind, smash the hourglass. In doing this it will reverse the event so the winner and loser swap results. Those affected aside from yourself will have vague memories of the original timeline but will not be able to link the shift to you unless you inform them yourself.
In the game this was used to reverse the results of a challenge, but your can effect anything. The results of an important test, a job interview, a duel, an accidental death, or even a war. As long as the event happened within the last 24 hours.
Once used a new Hourglass will appear in your warehouse at the start of you next jump

Super idol (600cp)
When you just don't want to take any chances you need to use the big guns. Unlike the regular immunity idol this has two modes. Active and Passive. In it's active form you wear it around your neck and you become immune to all threats for 5 mins. Deflecting all attacks and protecting you from any harmful environment. After it's used it will crumble to dust and won't reappear in the warehouse until 1 month passes.
In Passive mode it will protect you from one fatal blow as long as you have it somewar on your person. It will fully block the attack and give you 1 minute of invulnerability to get yourself to safety (or send your counter attack). If used in this way once it crumbles it will not come back until the next Jump.
As with the normal Immunity idol, when it reappears it will be hidden in your warehouse so you'll have to put some time aside to find it.

Companions

Import/Canon

Blood Vs Water 200cp
Due to the nature of the game, production frowns against putting friends on the same season as they would likely have an unfair advantage. That being said they do dabble in juicy drama from time to time. You can create a companion that is related to you by blood in some way, a parent, sibling, or child. They get 400cp to spend as they see fit and will be on the first season you compete on with you. You can import a companion into this role as well.

Returnee 100cp each
Have a favorite contestant? Perhaps someone you vibed with well you were competing? With 50cp you'll make a good impression with them, if you can convince them to join you as a companion. (Yes you can use this option to get the Host Jeff if you want)

Original Companions (100cp each)

Final 3 Deal: For 100cp you can get two of the companions below and they will be integrated into your first season and become your first alliance. Treat them well and they can then join you sharing 1 companion slot and splitting all perks.

The Fan
A Young man or woman who's been watching this show, they've seen the emp and flow of show strategies and they think they've got the winning formula. They are a bit too eager so may need some guidance in keeping cool under pressure but if they get to a puzzle they'll likely be able to win the day. If you meet them later in your Journey tey may have been a fan of YOURS from an earlier season.

The Favorite
Stong, attractive and yet somehow approachable. Sometimes you know when you meet the one the audience will gravitate to. The hero of this story you're partaking in. Though they are clever and can hold their own in challenges they are an obvious Jury Threat and rarely get to make it to the end. If you can join up with them and get them past the blindsides and the obvious heat you'll be remembered just as fondly for being a part of it all.

The Face
Charisma is this contestent's key skill. Either in being funny, empathetic or knowing just what someone wants to hear. They can coast a fair bit into the game on their own but without some strategic or physical help they'll likely not make the distance. You get the moves going and let them smooth it over.

The Goat
In survivor this title is not nearly as prestigious as you might think. This is a person who realistically has no shot at winning the game. They have some notable flaws holding them back from getting far on their own. They know it, but they came out here to try anyway. Something about them vibes well with you and if you take care of them they will loyalty follow you to be slaughtered at tribal council. The friendship (and the secondary prize money) will be more than enough for them.

The Veteran
The military man/woman who has since retired. They are tough as they come and have a strong sense of leadership. This kind of strong personality often rubbed other egos the wrong way and these differences often lead to arguments and targets thrown. You get them past those initial hurdles and you'll never know a more loyal alliance member.

The Wildman
They're an eccentric one to be sure, but survival is their bread and butter. Building a strong shelter, catching some fish and generally a great get to start. They're not stupid but they have a tendency to speak their mind when pressed so they'll need some assistance in navigating things once they get complicated but They will serve their alliance well in challenges and back at camp as long as you do right by them.

The Schemer
Some people are too smart for their own good and you've just met one. They have a strong strategic mind and can be convincing in bursts but often can't resist showing the sharpness of that intellect with some big moves. They make for great Tv but often flare out early after making themselves too big of a target. Keep them focused and their mind free of doubts and they will get you to the promised land.

Showmance
There’s something about survivors that tears down the walls around people, in this raw state you’ve made a connection you didn’t expect. Someone who hits all those boxes for you visually and persona. The flirting with definitely get you on TV and having someone to cuddle with on the cold nights is even better. The bond will draw extra attention the two of you will need to navigate if you both want to stay in the game but it will be back in the real world where you’ll truly see how far it goes…

Drawbacks (+600cp max)

Reality Star +0
If you have participated in any other reality show jumps you can bring any canon connections or history to this jump. Meet up with old friends or enemies, get invited to special events, not to mention the cross promotional activities.

Multiversal Casting +0
Instead of the original casts you’ll find Casting choices from all your previous jumps. Secondary and some primary characters will appear in the season to compete against you, even on seasons you're not in. This will continue one into later jumps with Television programming, You can always tune in to see who's competing and what themes they’ve come up with.
PS *If you take the **True Survivor** Drawback, all multiversal cast recruits will have signed similar deals to seal their powers for the show.*

Squeamish +100cp
You have the will to compete but not necessarily the stomach. You're not great at trying things outside of your palate, especially the more out there regional delicacies. You will struggle with any ‘gross food’ challenge thrown your way and even have trouble with the campirefire cooked proteins like fish and slaughtered chickens… Hope the camp rice and beans can last you until you can manage a food reward more to your palate.

Purple Jumper +100cp
Production doesn’t seem too impressed with you, the show seems to edit around what you're doing giving you little credit for your accomplishments. Unless you make some big splashy moves they can’t ignore you’ll remain buried. Even if you win, fans will downplay you and see you as a weak winner who shouldn’t have won. You are also very unlikely to be brought back to future seasons without a lot of effort on your end.

Resting Villain Face +100
There's just something about you that just screams ‘Untrustworthy’ you're going to need to do a lot of work to forge and maintain bonds. Any bit of strategic play on your part will be taken in the worst possible light, angering those you target and making those you don’t uneasy. Even Production will try to paint you as a villain in the show… it’s going to take a lot of work to overcome these impressions.

Ego +100cp
There is nothing wrong with being proud of your accomplishments but you seem to take it one step further. You have to bite your tongue to not down talk those who are struggling or you perceive to be less than you. It’s an aura that others can feel even if you don’t voice it outside of confessionals and if you're not careful that negative sentiment will end your time on the show when you're most vulnerable.

True Survivor +100cp
If you want to prove you're the best you’ll need to sign away those fancy powers of yours. Whenever you're competing in the show all of your perks save Body mod will be sealed away, putting you on an even footing with the rest of the cast. You can freely use your powers between seasons but whenever you come to play they are resealed.
For a Bonus +100cp you can remain depowered for the whole jump even outside of the jump leaving you with just your body mod and the perks you bought here. Maybe it will give you some perspective on how far you’ve come.

Amputee +200cp
Due to an accident long ago you lost a leg but you still want to keep challenging yourself, thats why you came to this show. The Challenges will be much harder for you and your prosthetic, between the sand and surf. You’ll also need to do a lot of work socially as your impairment may make you look like a weak link, easy to cut… or worse, a sympathetic story too easy to root for as a threat to win it all.

Big Move-itus +200cp
You don’t just want to win but you want everyone to be talking about your amazing plays. You can’t seem to put your head down even when things turn against you. This Impulsive streak will make it hard to form alliances or build trust with others. It will also limit your ability to make long time plans.

Let the Pagoning begin +200cp
Your luck is just awful… no matter what tribe you're on you will always find yourself down in numbers come the merge. Outside of the majority you have a very short window of time to try and flip the game around or you’ll be next on the chopping block. Hope you like working from underneath…

Winners at war +400cp

As it stands right now this world is fairly safe for you, just the option to experience this challenge before moving on to grander things. That’s loser talk. If you’ve come here to play you'd better come here to win! You now have 10 years to try and win Survivor, 20 seasons will play out when you're here and you’ll likely only be able to play in 3-4 max. Make it count, failure to win a season will now result in a chain failure.

Notes

- Big Thanks to the Youtube Channels of Perdiem, Once on This Island, and Idoled Out for giving me the interests and info to make this jump.