Hostile - [Movie] - [2017] - A Jumpchain CYOA Document

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Disclaimer :
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I thought Hostile was a pretty decent movie; the monsters seemed fairly similar to the Ghouls from Fallout, which I found neat. As always, I recommend watching the film first before reading through this jump, as it will contain spoilers for the whole movie.

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Difficulty = Low to Moderate
The Reapers can be hard to kill, but not impossible. You just need to avoid the dark, and you should be fine.

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Intro :
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Welcome to a devastated America that has been made the victim of a vicious chemical weapon attack, the results of which turn those afflicted into mutated husks of their former selves. These ‘Reapers’, as they come to be known, have long distended limbs, pale mottled skin, and lack all hair or genitalia. They are superhumanly strong, enough to crush a person’s skull with a single stomp of their foot. However, they are not invulnerable and can

be put down with a couple of gunshots, just like anyone else. Their biggest weakness is an aversion to light, any bright light. This causes them immense pain and causes them to retreat. You're unlikely to ever encounter a Reaper during the day thanks to this.

You will find yourself spending ***1 Month*** in this World, with these ***1,000 Points*** to help you survive in such an unpleasant place.

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This jump may be played through twice in a single chain, once before the apocalypse and once after.

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Play Type :
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- ***Standard*** -
You can play through this as a standard, standalone Jump Doc. You may only play through this as a 'standard doc' once per Chain.

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- ***Supplement*** -
You can use this as a 'supplement' for other jumps, allowing you to bring elements of your choice from this setting as well as purchase options into other worlds. You may use this as a supplement to as many jumps as you would like, but you only gain the 1,000-point stipend on the first doc you supplement it with.

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- ***Gauntlet*** -
Perhaps the best way to play through such a horrific setting, in Gauntlet mode, you do not gain your starting 1,000 point stipend, nor can you bring any perks or items from other worlds into this one with you; however, if you die, your chain does not end. As a special bonus, when playing in Gauntlet mode, the points gained from all sources are doubled.

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Arrival Type :
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- ***Drop In*** - [Gain 300]

You arrive as you are, with nothing but the things you've brought with you and have bought here. You have no connections or history in this world.

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- ***Insert*** - [Free]
You arrive in a body of your design that is of an age of your liking; it has a history and connections in this world that make sense for it. This makes sliding into the world easier.

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- ***Long Haul*** - [Gain 600]
You arrive in this world as a baby and have to live out your life until your 18th birthday, at which point you will reach your desired starting location. The family you have will depend on your background and what makes sense for your other choices. This is essentially Insert, but the long way.

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- ***Native*** - [Gain 1,000]
This is your home universe; you are from here.

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Arrival Location :
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- Pre Apocalypse -
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- ***Art Gallery , New York City*** - [Costs 100]
You find yourself standing out in the pouring rain; there is an art show going on in a nearby gallery, which you may wish to use as shelter. It's a few years until the chemical attacks that cause the creation of the Reapers; you could survive here just fine.

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- ***Jack's Apartment , New York City*** - [Free]
This is a fairly posh side of the city; it's nice, though the housing prices are horrific. You arrive just an hour before Jack and Juliet do, having walked from Jack's art gallery to his home.

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- ***Juliet's Apartment , New York City*** - [Gain 300]
You find yourself standing in a rundown part of town with lots of rough people about, you may want to be careful, as you might end up jumped for your money or items.

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- Post Apocalypse -

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- ***New York City*** - [Gain 600]
You find yourself standing out in the open in a city somewhere in the Americas. The population is all dead, if some are to be believed, and the city itself lies in ruins. It is daybreak, and you will likely want to get out of the city itself, or else risk the swarms of monsters nesting here seeking you out for their next meal.

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- ***Desert*** - [Gain 300]
You start in the middle of the desert, there is no one around for miles… except, wait, in the distance, you can see a dust cloud, it's small, but it's there. There is a survivor in a van heading in this direction, roughly anyways.

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- ***Petrol Station*** - [Gain 100]
You arrive to find yourself standing outside of an abandoned fuel station. There is no one inside, at least not yet, but if you wait around for an hour or two, a survivor will arrive to search the place for supplies. When I said no one inside wasn't completely accurate, one of the creatures has made the place its home and hides in the ceiling.

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- ***The Nest*** - [Free]
The survivor colony Juliet calls home after the Reaper outbreak, we never see the Nest but we do know a few things about it. For starters it has its own long range communications systems, it has medical areas , power , vehicle workshops and even a helicopter. They have at least 7 scavenger teams , with Juliet being transport 7 as well as separate combat teams who are tasked with exterminating Reapers and fighting Cannibals.

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Discounts :
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Discounts can be used on all types of purchases, such as Perks, Items, and Companions, as well as the Base and Army Builder sections.

Discounted Items have all purchases of an item of that type discounted. For example, if you discount a 100-point purchase to 50, then you may purchase as many copies of that item at 50 points as you would like and can afford. This doesn't count for Free Items; however, you only get the number stated below.

[- - X 2 - 50 Point Purchases for Free
[- - X 2 - 50 Point Purchases Discounted to 25
[- - X 2 - 100 Point Purchases for Free
[- - X 2 - 100 Point Purchases Discounted to 50
[- - X 2 - 200 Point Purchases Discounted to 100
[- - X 2 - 300 Point Purchases Discounted to 150
[- - X 2 - 400 Point Purchases Discounted to 200
[- - X 2 - 600 Point Purchases Discounted to 300
[- - X 2 - 800 Point Purchases Discounted to 400

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Discounts can double dip, for example, you gain discounts based on your background, and if, say, that discount reduced the cost of something from 600 to 300, you could then use your 300-point 'free choice' discount to reduce that price further to 150.

You may also double-dip discounts on free-choice discounts, with the most extreme example being reducing an 800 > 400 > 200 > 100 > 50 discount, but you would then be using basically half your discounts on a single purchase.

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Perks :
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- Perks may be attached to your body mod for 3x the perk's stated price -
- Perks may be given to ALL of your followers you have for 5x the perks stated price -

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- ***Weapons Handling*** - [100]
You know your way around a gun; the type of gun in question is up to you, but you know it inside and out, being able to shoot it as well as a professional gunsport athlete, and you can maintain, modify, and repair it to suit your needs. This perk may be purchased multiple times for multiple types of guns; for example, you could buy it for handguns, rifles, shotguns, and so on.

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- ***Driving*** - [100]
You know how to drive with a decent degree of skill and how to keep your vehicle running in a post-apocalyptic wasteland, which includes performing maintenance on it and so on.

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- ***Survivalism*** - [100]
You know how to live off the land, to find what you need to survive, and how to best make use of the resources you find in nature, even in a desert, to keep you going. Of course, you'll still have to go out and make use of those skills, but at least you'll know what to do to survive.

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- ***Loot*** - [100]
This perk will see you finding twice as much loot as you otherwise would. If you would normally find 1 bottle of water in a run-down hotel, now you'll find 2. If you'd normally only find 1 working car in a buried parking garage, then now you'll find 2 and so on.

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Items :
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- Items will return to you within 1 month if lost, sold, given away, or destroyed -
- Followers will be revived and returned to you in 1 month if killed -
- Items may be attached to your body mod for 3x the Item's stated price -
- Items may be given to ALL of your followers you have for 5x the Item's stated price. Any items that come with followers won't have those followers gain their own items or followers from this, as they would be followers of your followers, not your own, preventing a recursive infinite growth of followers. -

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- ***Survivalists Clothing*** - [50]
These clothes keep you cool in the heat and warm in the cold, they also help to stop sand getting where you don't want it, and have plenty of pockets.

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- ***Map*** - [50 or 400]
With satellites perhaps being made unreliable due to a lack of attention, survivors after the Reaper outbreak began making use of old fashioned paper maps once again. This item gets you a new map for each location you go to, handily marked with locations that have natural resources, shelter, good loot, friendlies or hostiles. You'll gain new maps each jump as well giving you a good idea of where to go and where to avoid.

[- - ***For 50*** - You get a set of maps, with you gaining new maps per location.
[- - ***For 400*** - You gain sets of maps, as well as your own Cartography organisation. This will include numerous explorers , a dozen or so each with their own vehicles with each being experienced in exploring the world for you and finding things of particular interest.

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- ***Binoculars*** - [50]

A good quality set of binoculars that makes exploring and avoiding dangers simpler. These Binoculars come with night-vision, making them useful at watching out for Reapers at night.

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- ***Glow Sticks*** - [50]
A box filled with 10 glow sticks. These aren't bright enough to scare away Reapers, but they are pretty useful for scavenging in the dark. You'll gain a new box each week.

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- ***Cassette Player*** - [50]
With this, you get a cassette player and a set of 100 tapes, with you getting another 100 each month. These can be songs, plays, audiobooks, or anything else you might want that would fit.

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- ***Radio*** - [100]
A moderate ranged portable radio, it is quite large but reliable and won't break as easily as Juliet's did.

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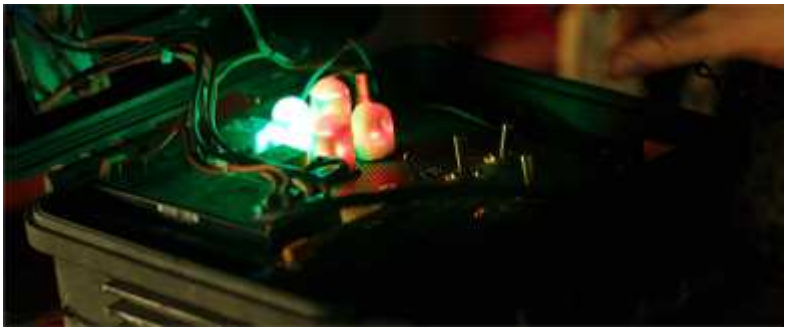

- ***Emergency Locator Beacon*** - [50]
This beacon will tell others in the area where you are, all others. That means good people, bad people, and those who just don't care.

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- ***Water Canteen*** - [50]
A small canteen of water that refills daily, it's not a lot, but it should be able to last a single person.

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- ***Phone*** - [50]

A Modern smart phone of a model of your choice. It will always have a signal and won't run out of charge, though you're unlikely to find many people with working phones in the post-apocalyptic time period, most people of that time rely on radios.

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- Weapons -

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- ***Knife*** - [50]
A sturdy knife, good for hunting and utility work.

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- ***Revolver*** - [100]
A Trusty 6-shot revolver, it has good firepower and is unlikely to jam.

You'll receive 6 bullets for each Revolver you purchase once per week, sorry to say but ammo is very scarce in the post Reaper world.

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- Vehicles -

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- ***Army Jeep*** - [50]
A fast off-roader, you probably wouldn't want to live out of it, and you certainly won't be well protected by it, but it is good enough for getting around, better than walking at least.

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- ***Army Truck*** - [100]
A large and rugged military truck, it is perfect for going off-road and has a significant cargo capacity, though it hasn't been modified to handle the post-apocalyptic states as the Van has.

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- ***Van*** - [100]
A Van converted to act like a mobile home, even if not a great one, it beats sleeping out in the cold and risking taking up shelter in a potentially infested building. It isn't particularly fast, but it can go off-road and is reliable. It's an electric truck and can be recharged at any outlet; it even comes with a portable solar charger you can use to charge it up, though somewhat slowly.

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- ***Mobile Home*** - [200]
A decently sized mobile home with a large set of solar panels on the roof and an in-built water purifier, as well as an expanded rack of batteries allowing for large amounts of charge to be stored. It is much more comfortable than the Van, even having everything you'd expect like a bed, toilet and shower.

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- Followers -
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- ***Doctors*** - Recruits 4 - [200]
Well trained medical staff that are highly experienced, each having around two decades worth of medical work under their belts.
Clothing =
[- - X 1 - Medical Scrubs

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- ***Survivors*** - Recruits 4 - [200]
A Small group of Survivors that is yours to command, they are decent with their revolvers and can drive fairly well, on top of possessing survivalist skills.

Clothing =
[- - X 1 - Survivalists Outfit
Weapons =
[- - X 1 - Revolver

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- ***Reapers*** - Recruits 40 - [200]
Your own horde of Reapers, they'll follow your commands to the letter and will only attack those you would choose for them to attack. Remember, they aren't very fond of light and will potentially die if exposed to direct sunlight. As with the Reaper that used to be Jack, they may still possess some humanity beneath their mutated form. It is up to you if you wish to try and nurture this humanity and thus allow them to grow or to keep them as ferocious monsters.

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- Properties -
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- ***Dirt Road Network*** - [50]
1,000 Kilometers worth of dirt roads, it's up to you what shape they take or pattern. This could be useful for connecting your properties.

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- ***Asphalt Road Network*** - [100]
1,000 Kilometers of Asphalt Roads, far smoother to drive on than dirt roads, though I'd be careful sitting on it during the day; could see you getting some nasty burns.

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- ***Hideout*** - [50]
This is a ruined ship that can serve as a home and hideout for you and a group of other survivors should you choose. Though it isn't exactly the most comfortable of places, it's better than nothing… do be careful, though, the Reapers love searching for dark places, and this would suit their preferences perfectly.

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- ***Desert*** - [50]
This is an area of land with a 50km radius of mostly desert, but it isn't as dead as you might assume. There are Cacti, Bushes, underground reservoirs, and oases here and there; it's not much, but you could certainly live here as many desert-dwelling animals do.

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- ***Shitty Apartment*** - [50 or 200]
Juliet did not exactly live in luxury; her apartment was small, low-quality, and poorly maintained. That's exactly what you get with this: an apartment that is better than nothing but is still fairly cramped; at least it has running water and central heating.

[- - ***For 50*** - You get a single apartment -
[- - ***For 200*** - You get a full apartment building , with 100 apartments in it.

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- ***Luxury Apartment*** - [100 or 400]
A Massive luxury apartment, bigger than most homes.

[- - ***For 100*** - You get a single apartment -
[- - ***For 400*** - You get a full apartment building , with 100 apartments in it.

Comes with running water, heating, and electricity.

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- ***Mansion*** - [200]
This is a small mansion, or a massive house, depending on how you look at it. It has 8 rooms, large grounds, a surrounding wall, and more. This is more than enough to accommodate you and a group of others.

Comes with running water, heating, and electricity.

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- ***Bar*** - [200]
Your own small but decent Bar, it comes with a handful of staff members and a restocking supply of booze.

Comes with running water, heating, and electricity.

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- ***Restaurant*** - [400]
A Large high class restaurant with a small staff, it has plenty of food and drink, and the supply restocks weekly.

Comes with running water, heating, and electricity.

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- ***Art Gallery*** - [400]
A large high-class art gallery, it is filled with art from the most prestigious artists around, and each jump will gain a new wing that will gain art from the world you happen to be in.

Comes with running water, heating, and electricity.

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- ***Railway Network*** - [600]
Your own Metro-Line, with 100 stations, 200 trains, and 1,000 Kilometers of railway lines, you could connect different settlements and run reasonably safe transit between them with something like this. The network and stations are raised about 10 meters off the ground, meaning Reapers would have some difficulty assaulting the line.

Has its own electricity.

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- ***Hospital*** - [600]
A fully functioning and fully staffed hospital is a rare thing in the post-apocalyptic wasteland, especially outside of a settlement. Yours is a pre-attack hospital with everything you would expect and a resupplying stock of food and medical supplies.

Comes with running water, heating, and electricity.

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- ***Dead City*** - [600]
A Large city, similar in size to New York. There are no people living here, only their rotting corpses and whatever was left behind when the few who escaped fled. This leaves a lot of supplies to gather, though you'll want to be careful when navigating the structures. It's likely that the Reapers will choose to move in here.

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Upgrades :
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- ***Compasses*** - [50 or 100]
Adds a compass to each of your vehicles or properties. This is probably more useful for Vehicles than properties, but either way it can help you get your bearing on new worlds.

[- - ***For 50*** - Either added to vehicles or properties
[- - ***For 100*** - Added to both

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- ***Bookshelves*** - [50 or 100]
Adds a set of bookshelves to each of your vehicles or properties, the larger the vehicle or property the larger and more bookshelves are added. These aren't empty either, they'll come with a variety of literature, good for passing the time when there's no Netflix to watch or Steam to play.

[- - ***For 50*** - Either added to vehicles or properties
[- - ***For 100*** - Added to both

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- ***Art*** - [50 or 100]

Adds sets of Art to each of either your vehicles or properties, these are guaranteed to be ones you enjoy. This is mostly for aesthetic purposes but perhaps they can help you to get through long nights alone in a Reaper infested wasteland. You may instead choose for these to be art painted onto your properties or vehicle.

[- - ***For 50*** - Either added to vehicles or properties
[- - ***For 100*** - Added to both

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- ***Larger Lights*** - [100 or 200]
Increases the size of the lights on your vehicles or properties, allowing them to better cover a larger area.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***More Lights*** - [100 or 200]
Increases the number of lights on your vehicles or properties, providing more brightness.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Emergency Locator Beacon*** - [100 or 200]
Adds an emergency locator beacon to each of your vehicles or properties.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Reinforcement*** - [100 or 200]
This upgrade adds coverings and protection to the windows of either your Vehicles or your properties, preventing reapers from just smashing the windows and tearing their way inside.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Fuel Pumps*** - [100 or 200]
This upgrade adds fuel pumps to each of your Vehicles or Properties, depending on your choice.

For vehicles this expands their fuel tanks and adds electrical pumps that allow for rapid transfer of fuel from one vehicle to another, making getting cars and other vehicles from out in the wasteland up and running easier and quicker.

For properties this adds at least one large underground fuel tank with electrical pumps and it's own small solar generator and batteries. The amount and size of the tanks will vary depending on the size of your properties.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Comfier Furniture*** - [100 or 200]
Comfort might not be the top priority for you or others in a zombie infested world, but that doesn't mean you should settle for less. This upgrade will improve the furniture of your Vehicles or Properties, such as seats, beds and so on, making them more comfortable. Just be careful not to fall asleep while driving…

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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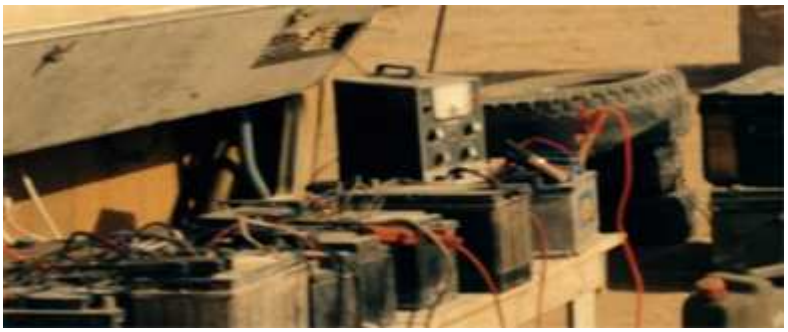

- ***Batteries*** - [200 or 400]
Adds a large battery rack to each of your vehicles or properties, allowing them to store a lot of energy.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Water Purifiers*** - [200 or 400]
Adds water purifiers to each of your vehicles or properties, allowing them to convert large amounts of local water, such as seawater or polluted water, into fresh, clean water.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Revolvers*** - [200 or 400]
Adds a gun case containing enough revolvers for everyone expected to work or live in your vehicles or properties.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Radio*** - [200 or 400]
Adds a working short-range radio to each of your vehicles or properties

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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- ***Size Increase*** - [200 or 400]
Doubles the size of your vehicles or properties, without affecting their speed or performance for vehicles or compromising their structural integrity.

[- - ***For 200*** - Either added to vehicles or properties
[- - ***For 400*** - Added to both

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- ***Lifts*** - [200 or 400]
Adds lifts to each of your properties or vehicles, allowing you to go up or down the floors without needing to use the stairs.

[- - ***For 200*** - Either added to vehicles or properties
[- - ***For 400*** - Added to both

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- ***Air Plants*** - [200 or 400]
Adds these simple air-grown plants to each of your properties; it’s up to you if they are food, flowers, or something else. You can always choose to purchase this multiple times.

By default, these plants are capable of providing enough food for all of the people expected to live or work in a given property or vehicle.

[- - ***For 200*** - Either added to vehicles or properties
[- - ***For 400*** - Added to both

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- ***Guards*** - [200 or 400]
Adds a set of unarmed guards to each of your properties or vehicles, the exact number of which will depend on the size of the property or vehicle.

[- - ***For 200*** - Either added to vehicles or properties
[- - ***For 400*** - Added to both

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- ***Kitchen*** - [400 or 800]
Add a kitchen or kitchens to each of your Vehicles or properties, the size and number of these will depend on the size of your Vehicle or property.

Will resupply with food weekly, enough food and drink for all of the people expected to live or work in a given Vehicle or Property.

[- - ***For 100*** - Either added to vehicles or properties
[- - ***For 200*** - Added to both

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Companions :
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- ***Import // Create*** - [Free, 50 each or 200 for a group of 8]
You can bring anyone with you for free; importing them for free means they won't gain points; however, they can take Drawbacks. For 50 points per person or 200 Points per group of 8, you can empower individuals you bring with 1,000 points each.

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- ***Recruit*** - [Free if you can convince them or 50 to Guarantee]
You can recruit anyone you encounter in this world who is willing to join you, should you wish.

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- ***Juliet*** - [50 or Free if you can convince her]
If nothing is done, she'll crash her van one day while out in the desert and will kill herself along with an infected Jack.

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- ***Jack*** - [50 or Free if you can convince him]

If nothing is done, he'll be one of the first victims of the terrorist attack on New York, causing him to eventually mutate into a Reaper.

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Drawbacks :
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- Drawbacks fade when you decide to leave or choose to stay permanently. -

- Drawbacks may be taken by the Jumper and their Companions for the point gain stated. -

- Drawbacks may be taken by ALL of your followers for 5x the price stated, though it will affect all of them as stated. -

- Drawbacks are designed as challenges to be overcome, not something unbeatable. -

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- ***Extended Stay*** - Weeks - [Gain 100 Per]
You may extend your stay here as long as you like, for each week, up to a maximum of 10 weeks, you may Gain 100 Points. After which, you can choose to stay longer, but you won't gain additional points for doing so.

[Cannot be taken by Followers]

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- ***Extended Stay*** - Months - [Gain 100 Per]
You may extend your stay here as long as you like, for each month, up to a maximum of 10 Months, you may Gain 100 Points. After which, you can choose to stay longer, but you won't gain additional points for doing so.

[Cannot be taken by Followers]

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- ***Extended Stay*** - Years - [Gain 100 Per]
You may extend your stay here as long as you like, for each year, up to a maximum of 10 Years, you may Gain 100 Points. After which, you can choose to stay longer, but you won't gain additional points for doing so.

[Cannot be taken by Followers]

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- ***Extended Stay*** - Decades - [Gain 100 Per]
If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per Decade you extend your stay, up to a maximum of 1,000 points or 100 years. You can still extend your stay further, but do try not to die of old age, will you?

[Cannot be taken by Followers]

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- ***Extended Stay*** - Centuries - [Gain 100 Per]
If the above option isn't good enough for you, you can further choose to extend your stay and gain points in doing so. However, you will only gain 100 Points per century you extend your stay, up to a maximum of 1,000 points or 1,000 years. You can still extend your stay further, but do try not to die of old age, will you?

[Cannot be taken by Followers]

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- ***Lockout*** - [Gain 300 Per]
With this Drawback you can choose to lock out any combination of the following, gaining 300 points per category picked. General Perks , Skills , Powers , Magic , General Items , Weapons , Armour , Vehicles , Properties , Warehouse , Followers , Companions. Each can be picked twice, once for versions gained from previous Jumps and once for those gained in this jump.

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- ***Fewer Supplies*** - [Gain 300]
With this Drawback you'll find far fewer supplies out in the world than you otherwise would, at least when salvaging structures and the like.

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- ***Bad Driver*** - [Gain 300]
You aren't very good at driving at all, no matter what driving-related perks you might have. This will make it so you risk crashing any time you are driving at a decent pace and it's made all the worse when going over rough terrain.

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- ***More Skeletons*** - [Gain 300]
With this Drawback you're going to end up encountering a lot more desiccated corpses, mostly skeletons, likely the victims of the Reapers or their outbreak, though some may be the leavings of cannibals.

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- ***More Corpses*** - [Gain 600]
You're going to end up encountering a lot more recently deceased survivors if you take this Drawback, this is highly likely to have an effect on your mental wellbeing.

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- ***More Blood*** - [Gain 300]
You're going to find yourself encountering a lot more blood splatter out in the world than you otherwise would, blood splattered on walls, floors, ceilings, and even vehicles. I hope you're not the queasy type.

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- ***Broken Limb*** - [Gain 300 per]
You have a broken limb; it's not quite as bad as Juliet's injury, but it's still bad. You won't be able to use it for a while, whichever one was damaged. You may take this drawback up to 4 times, once per limb.

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- ***Severe Wound*** - [Gain 1,000]
You will arrive in this world incredibly wounded, much like the man Juliet finds bleeding out next to the RV. If you don't find help, you'll likely be dead in less than 24 hours.

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- ***Injured survivors*** - [Gain 300]
You're going to find yourself coming across a lot more injured survivors during your stay here, people who, without your help, are very likely to die. Do you have it in you to just let them perish? If so, I suppose this could serve as a source of loot…

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- ***Distressed Survivors*** - [Gain 300]
You're going to find yourself encountering a lot more survivors in distress with this Drawback, people calling out for help over the radio, from the side of the road, or inside a building. They will be in deadly danger and will try to beg you for help; it's up to you if you help them or leave them to die.

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- ***Hostile Gangsters*** - [Gain 300]
You're going to find yourself running into more gangsters than you otherwise would; these people exploit the innocent for their own gain, though they aren't quite as dangerous as Raiders or Cannibals.

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- ***Ambushed Convoys*** - [Gain 600]
The US Military seemingly didn't fair so well against the Reapers, it would seem ridiculous that that would be the case but they certainly couldn't hold New York City at the very least. With this Drawback you're going to find yourself running into military convoys that are at danger from the Reapers and from Raiders far more often, their panicked screams filling the radio waves. Will you help them, or let them die?

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- ***Hostile survivors*** - [Gain 600]
This isn't good at all, you're going to find yourself running into all sorts of hostile survivors, these people don't want to kill you, but they do want what you have and will be willing to kill you to get it.

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- ***Hostile Cannibals*** - [Gain 1,000]
Raiders, Cannibals, and other disgusting scum, normally you'd probably want to avoid them as much as possible, but with this Drawback, you're going to end up running into them a lot more often than you otherwise would.

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- ***Hostile Reapers*** - [Gain 1,000]
The boogyman of this post-apocalyptic America, people are terrified of the Reapers, and now you might get to understand why, as you'll find yourself running into a lot more of them than you otherwise would, thanks to this Drawback.

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- ***Mild Addiction*** - [Gain 300]
You have a mild addiction; what it is is up to you. You don't need the source of your addiction per say but you will crave it and will begin to feel uncomfortable if you go too long without it. May be taken multiple times for multiple addictions.

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- ***Severe Addiction*** - [Gain 600]
You have a severe addiction, your skin will burn, and you'll find it nearly impossible to go even a day without your fix. This may be taken multiple times.

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- ***Yellow Belly Bastard*** - [Gain 600]
With this Drawback you will now be something of a coward, like the survivors who refused to send a helicopter to rescue Juliet because a single reaper was outside next to her

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- ***Barricades*** - [Gain 600]
You're going to find a lot more doors you encounter have been barricaded, this will make it somewhat more difficult for you to get through them slowing down attempts at scavenging or taking shelter.

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- ***Bead Doors*** - [Gain 600]
All of the doors on your properties are replaced with bead doors, these may have been stylish in the 1960's but they're hardly going to be all that useful in the post apocalyptic present , not only will it make your properties colder it'll make it much easier for Reapers and Cannibals to enter your structures with ease.

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- ***Fear the Reaper*** - [Gain 600]
You are afraid of Reapers and may well panic or slip up when encountering them, you can of course overcome this fear but doing so may not be easy, especially if you are out on your own like Juliet.

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- ***Out Late*** - [Gain 600]
You have a habit of staying out later than you should, putting you at severe risk of Reaper attack or worse.

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Scenarios :
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- Reaper Cure -
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The Reapers are human, horrifically mutated, but a piece of the person they were survives inside. It may well be possible, if not to cure them then to at least bring back the person they were in some capacity, if their ferocious aggression towards humans could be reduced.

Reward =
- ***Gain 600 Points*** - if you can get a Reaper to regain their humanity, if only in their mind and not body.

- ***Gain 1,000 Points*** - if you can find a cure for the Reapers that returns them to being human fully in both mind and body.

- ***Gain 10 Points*** - Per Reaper you manage to cure, with the cure you have developed. Getting to them and actually managing to inject them with whatever medicine you have worked up won't be easy after all.

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- Settlement Builder -

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There are some settlements established throughout the American wasteland, though they are far away from the once-bustling cities of the nation. We never get to see the settlement Juliet calls home, but it does at least have working long-range communication as well as their own rescue helicopter.

Your goal with this scenario is to establish your own settlement and to keep it alive until you either choose to leave this world or to stay permanently.

Should you choose to move on or return to your home world, you can bring your settlement and everyone in it with you as a fiat-backed item.

[- - ***Gain 100*** - Settlement Population = 10 People
[- - ***Gain 300*** - Settlement Population = 100 People
[- - ***Gain 600*** - Settlement Population = 1,000 People
[- - ***Gain 1,000*** - Settlement Population = 10,000 People
[- - ***Gain 2,000*** - Settlement Population = 100,000 People
[- - ***Gain 4,000*** - Settlement Population = 1,000,000 People

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- Raider Hunter -

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Cannibals roam the former United States territories, hunting down survivors to satiate their hunger, and raiders steal everything they can from their victims, leaving them to the fate of the Reapers. Both result in the same outcome: innocents being slaughtered. Your goal with this Scenario is to hunt down as many Raiders and Cannibals as possible.

[- - ***Gain 10 Points*** - For every raider or cannibal killed
[- - ***Gain 20 Points*** - For every raider or cannibal captured
[- - ***Gain 50 Points*** - For every raider or cannibal brought to justice through a legal system
[- - ***Gain 100 Points*** - For every raider or cannibal redeemed into being a good person, and the option to take them as a Companion or Followers.

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The End :

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- ***Stay Here*** - [Gain 1,000]

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- ***Go Home*** - [Gain 1,000]

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- ***Move on*** - [To another horror Jump] - [Gain 600]

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- ***Move on*** - [to any jump] - [Free]

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Notes :
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- Credits -
- - - - -

Thanks to

GetRektNuub
Prior-Assumption-245
DeuceOfDiamonds
Bawkdragon
L “Blackscorp98”
All Anonymous Helpers

ALL DEAD

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My Build :
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[Companions have Identical Builds to Jumper]

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- ***Drop In*** - [Gain 300]

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- ***Upgrades*** -

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- ***Compasses*** - [50 or 100] - [150] - [50 Discounted to Free] x2 -> [50]
- ***Larger Lights*** - [100 or 200] - [300] - [100 Discounted to Free] x2 -> [100]
- ***More Lights*** - [100 or 200] - [300] - [200 Discounted to 100] -> [300]
- ***Emergency Locator Beacon*** - [100 or 200] - [200 Discounted to 100] -> [300]
- ***Reinforcement*** - [100 or 200] - [300]
- ***Batteries*** - [200 or 400] - [600] - [400 discounted to 200] -> [600]
- ***Water Purifiers*** - [200 or 400] - [600] - [400 discounted to 200] -> [600]
- ***Revolvers*** - [200 or 400] - [600]
- ***Radio*** - [200 or 400] - [600]
- ***Size Increase*** - [200 or 400] - [600]
- ***Lifts*** - [200 or 400] - [600]
- ***Air Plants*** - [200 or 400] - [600]
- ***Guards*** - [200 or 400] - [600]

100x2 + 200x1 + 300x1 + 400x2 + 600x6 = 5,100 for all upgrades
50 + 100 + 300x3 +600x8 = 5250
- - - - -
- - - -

- - Caffeine
- - Alcohol
- - Tobacco
- - Weed

1,000 + 1,000 + 1,000 + 1,800 + 1,800 + 1,800 + 300 + 1,200 + 1,000 + 1,800 + 1,800 + 1,800 + 3,600 + 6,000 + 6,000 + 1,500 = 33,400

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Points to Spend =
1,000 + 300 + 11,400 = 12,700

[300 from Arrival Type]
[33,400 from Drawbacks]

- - - - -

Points Spent =
7,200 + 200 + 5,100 = 12,500

[3,600 for Items]
[200 for Companions]
[5,250 for Upgrades]

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Bottom :
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