

## Generic Bunker Jump

(Up for adoption, feel free to make a copy and finish it, just make sure to credit me. I found out that i don't have the skills to properly write a jump doc, just cut other people works and modified to fit my need so i'm hoping someone will give the doc the attention it needs)

Live in a bunker for 10 years

Origins: any can be drop-in

Tech Specialist

Survivalist

Homemaker

Perks:

Tech Specialist:

100 - Repair

Good at repairing things

200 - Hazard Training

Knows how to prevent bio or Radioactive dangers

400 - Microfabrication

Can make microelectronics come with knowledge of standard types. can easily replicate 1960's tech and anything newer requires exponentially more work, but it's not impossible.

Survivalist:

100 -

200 -

400 -

Homemaker:

100 - home making

Cooking, cleaning, sewing, first aid

200 - bunker life

Can easily live in a bunk and help others to live in one

400 - passive upkeep

Buildings will slowly repair themselves if you live in them, this will even remove manufacturing defects and shoddy workmanship

Items:

Tech Specialist:

100 -

200 - 'How to Rebuild Humanity' The Book Series  
step-by-step guide to rebuilding Earth update itself for each situation

400 - The Internet  
A copy of the internet

Survivalist:

100 -

200 -

400 - Bunker Network  
A hidden network of bunkers

Homemaker:

100 -

200 -

400 -

Bunker Builder:

Bunk beds

Hydroponics

Air filter