



Urban Exploration Jump
v1.0
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Urbex, Urban Exploration. This unusual pastime is something that many people enjoy and just as many people enjoy vicariously through them. Urban Exploration as a pastime refers to exploring manmade structures (typically abandoned ones) and for many people, an introduction to this hobby can be watching videos of someone exploring a long-empty, foreclosed mall or wandering around empty homes. This jump is set in a mundane world, a reflection of the *Earth* many jumpers will hail from, set in the post-2020 period, when Urbex begins to really take off online with Urbex digital communities garnering hundreds of thousands of members.

Take **1000 Urbex Points** to fund your adventures.

Starting Location

Your starting location is determined by your origin.

A Safe Distance From An Explorable Place

Urbex people start off across the street from somewhere ripe to be explored. It could be an abandoned mall, a long shut-down gas station, a quiet neighborhood, or some other modern place that has been abandoned like a library.

At Work

Investigators, begin their time here at work. They will be patrolling their assigned areas, and looking for any uninvited guests.

Inside An Explorable Place

Locals start off somewhere inside an explorable place. This could be inside an empty mall, in the basement of a long-forgotten church, in the backyard of an empty home, etc.

Age and Gender

Your age and gender are up to you, though there is an age floor of 18. Urban explorers are definitely exploring legal grey areas, at the very best, so you'll be navigating this world as an adult.

Origins

Urbex [Free]

Ah, so you're an urban explorer. Curious, quick-witted, and hopefully, able to both move quietly and haul ass when you need to. Talented urban explorers will enter a place and be able to explore it without anyone knowing they were there until they post evidence of it.

Investigator [Free]

Investigators are private security. You're one of the people who gets called to a scene when trespassers are reported, and you're one of the security guards who regularly patrol places.

Local [Free]

You are someone who lives in or near, or works at or near, a place frequented by urban explorers. There are a lot of different reasons why you could be so close to a place of urban exploration, though perhaps the easiest ones for many people in the community to think of will be less than nice. Beyond being a criminal, or homeless, you could be a professional hired to maintain an abandoned building, a member of a community watch, or even just someone who lives in the shadow of a popular urbex destination like an abandoned mall or a spooky asylum that YouTubers like to explore.

Perks

Origins get their 100UP perks for free and the rest are discounted to 50%.

Urbex

Film/Photography Sense [100 UP | Free for Urbex]

You have an idea for filming and photography. You understand how to set up really cool shots for filming videos and how to stage a place to take a really sick photo. You are impressively skilled at the artsy parts of Urban Exploration, and you'll be able to easily accrue a following.

Exploration [200 UP | Discounted for Urbex]

You are a naturally curious sort, and you are quite good at the physical aspects of exploration. You have an easy, flexible fitness with a deceptively flexible physique and you're quite quick. You'll be able to easily acclimate to new physical surroundings, within reason, and you'll be fast enough to potentially book it away from danger on the off-chance your exploration leads you somewhere unexpected. When doing urban

exploration understanding space and direction is pretty essential. It can prevent getting lost, it can save your ass in a pinch, and it can allow you to not miss something neat. You will also easily spot a lot of little things, allowing you to more effectively explore, and can reliably do this even when you're running. You're also a little bit better at learning parkour and other movement-based skills.

Modern Hazards [400 UP | Discounted for Urbex]

You have a curious resilience towards a lot of little things, particularly environmental stuff and some of the consequences of your own actions. Mold and bacteria either just don't harm you or are dramatically less harmful to you in the cases of the most concentrated amounts of the stuff. You are also, generally, tougher and less likely to get hurt by ambient, environmental stuff. This is almost meaningless against stuff like deliberate enemy attacks, but the overall boost to your toughness is especially helpful when it comes to exploration. You are far less likely to damage yourself in any real sense through your exploratory efforts, such that you can fall from greater heights and have bad landings and still usually walk it off (this is only within reason, so if you jump off a skyscraper and land on the street you're still gonna die, but if you jump out a window on the first, second, or even third story of a building and don't land in a way that would kill you itself you'll probably be able to walk it off).

No Harm No Foul [600 UP | Discounted for Urbex]

The funny thing about laws is that there are plenty of legitimately victimless crimes. Someone exploring an abandoned place, if that's all they do, is not hurting someone even when they are actually, legally, trespassing. And yet they can be, and sometimes are, criminally charged for these acts. And that's unfortunate. You are different, thankfully. When you commit truly victimless crimes the law just... slides over you. Sure you'll be detained if you are caught, but you'll be let go no worse for wear, at worst, hours later (even if you get caught on the weekend and would normally have to wait for a Monday to be let go). This protection loses its potency almost immediately if you actually do things that harm people or property, but if the worst crime you did was ignore a "No Trespassing" sign, or something else equally harmless, then you will be protected from the worst consequences of your silly actions.

Investigator

Inquisitive [100 UP | Free for Investigator]

You are naturally skilled at spotting signs of intrusion. You can easily spot small things like footprints, and disruptions to the dust that gathers on objects over time, and you know how to follow these signs so you can either find intruders or figure out where they went.

Ownership Sense [200 UP | Discounted for Investigator]

You can instinctively sense who owns property and buildings. When you enter a space you know exactly to whom it belongs.

Protector [400 UP | Discounted for Investigator]

Places you protect become safer over time. The longer you view a place as something you must protect, and the more fiercely you view it as such, the less likely the place is to

be targeted by criminals (even harmless ones), and the less likely stuff is to break or get broken in it.

Chaser [600 UP | Discounted for Investigator]

You are incredibly skilled at chasing people down. You can follow people with striking ease such that even if they manage to give you the slip in the short term you can still track them down long term and get them. When someone tries to run from you, you gain an eerily accurate sense of where they're heading, an actively though only minorly supernatural one that will definitely give you a push in the right direction even if it pulls it from nowhere, but this sense only works once until you catch them and begin to more actively track them down again so if they get lucky or if you make a mistake it may not be enough. You also get a buff to your endurance and speed when you chase someone down, which can certainly give you an edge and give you the power to catch someone who is not worlds faster than you.

Local

Acceptable [100 UP | Free for Local]

People tend to find your presence acceptable. So long as you are not intentionally causing trouble or making a mess of things people are far more likely to leave you be and let you exist in peace. This won't stop someone with ulterior motives from doing nefarious things, such as calling the cops on you to try and evict you, but generally speaking, the lion's share of people are likely to leave you alone.

Jumpscare [200 UP | Discounted for Local]

You are surprisingly intimidating, and you are quite capable of scaring people through the act of surprise. You are especially terrifying when people don't know that you are nearby, and if you ambushed someone you could very well scare them so badly they get shocked for a moment and can't react. This also buffs your ability to be undetected, making you a more skilled sneak.

Homefield Advantage [400 UP | Discounted for Local]

You gain slight buffs to your physique that scale with how familiar you are with a place. In a place that you know intimately you will receive a healthy buff to your speed, senses, durability, and strength. Even in a new place, you get a very tiny buff, but for this to be as strong as it can be you need to really understand where you are. This also improves your ability to spot, or even create, places to hide in spaces you know well.

Squatter's Rights [600 UP | Discounted for Local]

You understand actual squatter's rights as they exist in this and any future settings you visit. In addition to this, you benefit from an extra form of squatter's rights. You can set up residence in an abandoned place and the more you take care of it and maintain it the more of a right to it you have. With time you can truly and properly become the owner of a long abandoned place, so long as you actually live there and work to keep it clean, safe, and in use. You can do this much, much faster than real-world squatter's rights would allow, potentially in as short as a few months if you do everything you can to furnish, maintain, and live in a space. The more you do, the more respected you become, and thus the less likely you are to have to face eviction or hostile law enforcement. You always have access to these special squatter's rights as well.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100UP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Urbex

Camera [100 UP | Free for Urbex]

This is a video camera that has several jumper-related bells and whistles. One of the bells and whistles is that it has unlimited battery, with another being that it is self-repairing. This is perfect for capturing photos of your adventures and taking videos of them as well. This camera is also able to morph into smaller forms that can be affixed to your shirt to make it even easier to carry around.

Map [200 UP | Discounted for Urbex]

This is a map that showcases local areas suited to urban exploration in your area. When you approach such a place the map zooms in and shows you points of interest keyed to you specifically. If you go to a new place you can update it to reflect your current location.

Mask [400 UP | Discounted for Urbex]

This is a simple mask that you can put on at will. When you put it on it completely obscures any and all identifying features, as well as protects against a variety of ambient environmental hazards, helping you endure these things with greater ease. This mask even changes your voice, further protecting you from being identified. A second purchase of this item gives you a pair of gloves with a similar series of effects.

Investigator

Radio [100 UP | Free for Investigator]

This special radio gives you the ability to communicate with those you designate as your co-workers or allies, even when they lack radios themselves so long as they aren't located more than a few blocks from you. This device is also self-repairing, has infinite energy, and has a special alarm feature that lets others know that something has happened at your location and to come investigate.

Workplace App [200 UP | Discounted for Investigator]

This special app is easy to install on a cellphone or any device compatible with decently simple apps. It connects to any and all security installed in a place and allows for the remote usage of such tech. With this, you can still use security cameras while on patrol!

Company Car [400 UP | Discounted for Investigator]

You have a special company car! This car is branded with the logo of your company, and is intimidating to those who intend to be criminals, with it being more intimidating inversely proportionally to the severity of the crimes they intend to commit (it's scarier to people doing less serious stuff. Jaywalkers and trespassers who are trying to take a shortcut home will be truly terrified. Muggers and other such people will be jumpscared but not especially spooked once a few seconds pass). This car comes with the standard fiat-backing properties typically given to such cars, such as unlimited fuel, self-repairing properties, and a guarantee you'll never have to pay taxes or for maintenance on it.

Local

A Cot [100 UP | Free for Local]

This is a portable, collapsible bed. It can become incredibly small, small enough to fit in your pocket. This bed is nearly impossible to notice from a distance, and when you're sleeping in it so are you. This bed is also incredibly luxurious and always gives you the maximum possible benefit of any amount of rest you get from it.

Jumper's Best Friend [200 UP | Discounted for Local]

You now have a loyal homie in the form of a dog of a breed of your choice. This immortal ally has no basic needs but appreciates food and affection and will do their very best to protect you. If something unfortunate that they cannot recover from happens to this good boy or girl they'll respawn in a month, not feeling great but also recovered from their previous injuries. This dog is also remarkably well-behaved and will follow your orders.

No Trespassing Sign [400 UP | Discounted for Local]

You have done something extremely funny by taking a no-trespassing sign and coopting it for yourself. This sign denotes a territory as yours, whenever you stick it in a place that is both abandoned and that you actually use. People are remarkably respectful of this sign, and while criminals will still ignore it most people will actually obey the sign (and some criminals will as well, just not the lion's share). The less you use the area the sign is in and around the less power the sign has, but if you regularly use or even live in the area the sign is planted in people will know the space is being used and respect that.

Companions

Companion Import/Companion Creation [50-200]

With this you can spend UP to import companions into this jump, giving them 600 UP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 UP per person you do this for, or you can spend 200 UP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 UP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [+0]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [+100]

For each purchase of this your time here is extended 10 years. You can take this up to three times for points, but after that all it does is extend the length of your stay in this setting.

Nosy Neighbors [+100]

The people who live near areas frequented by urban explorers have gotten wise to the antics of these trespassing teens and their friends. Things like neighborhood watches and other such analogous groups are far more common and likely to try and report any exploration they attempt. If you are not an explorer they may, in a case of mistaken identity, call the cops on you. Or even try to report you to yourself if you're an investigator. Not fun.

Loss of Compassion [+200]

People are not compassionate in this world. Whether you're someone down on your luck harmlessly trying to have a little corner of an unoccupied home to yourself or a young adult interested in exploring an empty house, expect people to not want to hear your story and to just leap to conclusions about you.

Environmental Enemies [+200]

The environment is a much bigger nuisance now. There's a lot more mold, dust, and other such annoying hazards in places that are keyed to this jump's theme, making masks and other such protective gear a lot more helpful.

Crackdown [+400]

Lawmakers decide, as befits their habit of not focusing on real problems, that Urbex is a serious danger that needs to be cracked down on. All over the world, politicians sound the alarm on urban exploration and people get a lot more annoying about trespassing, even doing stuff like making loitering laws stricter. The police will be busy.

Local Interference [+400]

Attempts to explore, patrol, or even just live in a lot of spaces will now be met with regular interference from a range of locals. One day this could be frustrating encounters with a neighbor and another day you might accidentally come across someone up to no good. This sort of thing will color your time in this setting.

Tech Blindspot [+400]

One of the handiest methods of deterring urban explorers is technology. And now you have a blindspot to tech. Alarms and other such tech gets you almost every time, ensuring you'll be regularly jump-scared if you decide to engage in exploration.

Fullest Extent Of The Law [+600]

Every time law enforcement catches you slipping they will do their best to throw the book at you. It doesn't matter how inoffensive your actual offenses are, they'll try to get you the maximum possible sentence.

Bad Impulses [+600]

Whenever you are where you don't belong you feel a powerful urge to do things you shouldn't do. These urges increase in intensity the longer you're in a place you shouldn't be, and once you leave it takes a while for the urges to dissipate proportional to how long you were trespassing. This means that if you're in a place you shouldn't be for a while, even leaving it won't cause the urges to immediately go away (but it will stop them from getting worse).

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

- This jump is inspired by me watching so many urban exploration videos.
- If you wanna see some Urbex content, I have a few YouTubers I really like. We Proper People and TpUrbex are two of my favorites.
- I really like fully mundane jumps. I am curious to see how this is received. If enough folks like it and I find some more inspiration I'll happily do another hobby jump.