

Generic Post-Apocalypse

The madmen were right: the end of the world was coming and nobody could do a damn thing about it. The world ended...and then the survivors got up, dusted themselves off, and went back to living.

Those survivors, few as they are, are still around, doing their best in a world that changed around them.

New philosophies rise. Ideas that were once laughed at are now taken seriously. The slow decline of religion turns to a sudden spike. The strong eat and the weak perish in the ruins of the world.

Some look back on everything that was lost, hoping to return to the past.

Others are more than happy with this world – with the slate wiped clean, they could flourish.

Yet others seek a brighter future for all of humanity, one that surpasses all that the previous world achieved.

You're here for 10 years.

You have 1000cp to spend.

You may acquire up to +600cp worth of Drawbacks, and a further +200cp worth of Narrative Drawbacks.

Age: 17+2d8. No change to current gender.

Roll for your Location, Time, and End on the table below,

OR

Pay 50cp to forgo all of the above rolls and choose your preferred results (Age & Gender, Location, Time and End)

Existing Settings

Your apocalypse can be a generic one, never seen before, or might be from an existing media, if the **Time, End, and any relevant Drawbacks** match appropriately.

Fanwank appropriately – if something doesn't match up perfectly, 'close enough' will do.

The only exception is that this cannot send you back to a universe you have already been to in your chain, and if you should in future encounter the same setting you encountered here, then there is no continuity between your actions in this decade and that one.

Eg: **Time** = "SHTF" and **End** = "Plague" could place you in the *I Am Legend* movie universe; while **Time** = "The Sins of Our Fathers", **End** = "Global Climate Change" plus **The Green Place** could place you in the Waterworld universe.

Location Any city in...	Time since the apocalypse...	End of the world caused by...
1. The USA	1. SHTF The apocalypse is happening right when you jump in. You're guaranteed not to immediately die from the cause of the apocalypse (eg: you won't be where the comet hits, in the blast radius of a nuke or immediately contract super-Ebola), but that's it. Chaos and danger will undoubtedly surround you, but actions taken now might radically shape the future of humanity.	1. Robot Apocalypse AIs take over. Whether out of self-preservation or for the 'safety' of humankind, our new mechanical overlords can't have pesky humans toying with big-kid stuff like "nuclear weapons", "representative democracy", or "free will".
2. The UK		2. Revelations Huh. Turns out the Bible was right all along, and the End Times are here – Angels slaying demons, Death riding a pale horse, all the faithful gathered up...but you and every other non-Christian are still stuck in the chaos. Or maybe this was a non-Christian End-Times – Ragnarok, the end of the Mayan calendar or Cthulhu waking from his slumber. Point is, watch out for demons.
3. Japan	2. Ten Years after the End The sudden loss of most of the world's population has had a huge destabilising effect. You're in as much danger from other humans as you are from whatever caused the apocalypse. Scavenged supplies were plentiful, but are now running out. There are probably few, if any, operating vehicles.	3. Plague At first everyone thought it was just one of the almost-yearly 'super-flu' out of Asia. Then the death toll started piling up. Maybe it's something almost mundane like Goat Flu or weaponised Ebola, or maybe the sickness is something almost supernatural like a fungus that turns you into a spore carrier or a nanotech plague that eats people.
4. China		4. Sudden Natural Disaster The Yellowstone supervolcano erupting, a comet impact, or maybe the sky went a funny colour because the other side of the globe got hit with a gamma ray burst from a nearby supernova.
5. Russia	3.-4. The Age of Gangs Twenty years after the End. Salvageable supplies are almost non-existent, but there's a glut of raw non-perishable material like scrap metal. New groups and organisations have formed as people realise that things won't go back the way they were before.	5. Global Climate Change Things were going steadily downhill for a while, until it reached the tipping point and everyone finally started panicking. Crazy weather, superstorms, draught and invasive species meant even the rich, developed countries were in a state of drought & famine.
6. Brazil	Gas/petrol has mostly deteriorated unless someone's still operating a refinery.	6. Nuclear War/Winter Someone pushed the red button and the End began with a bang. USA? Russia? Pakistan? Terrorists? Ultimately, it doesn't matter who started it; nuclear fire scours the world's cities and ushers in a new age, beginning with a nuclear winter.
7. Continental EU	5.-6. A New Generation 30 years after the End. The adults of this time have never known the world as it was before. Elders are a rare and dying kind. Survivors have to rely on what they grow, hunt or trade, since all but the best preserved supplies ran out ages ago. New societies and communities have risen.	7. Cascade Scenario A combination of things went pear-shaped in a truly spectacular manner. Roll three more results - These three things happened in sequence, or all at the same time. Disregard further rolls of 7.
8. Your choice of country.	7-8. Sins of our Fathers You are dumped in the apocalypse an indeterminate amount of time afterward, dozens if not hundreds of years later. Hardly any surviving humans know the exact sequence of events that led to the current situation, or if they do, it's shrouded in folklore and myth.	8. Exotic/Other Zombie fish with mechanical legs? Dinosaurs broken out of a resort park and breeding? Some kind of infectious meme? 'The Thing' get out of Antarctica? Something beyond weird has caused the end of the world as you know it.

*Where's the Zombie option?

There's already a Generic Zombie Apocalypse jump – go jump it, it's good.

If you *absolutely* must have another zombie apocalypse, select Option 3 or 8.

Backgrounds

Drifter (Drop-In) – You came in off the road from nowhere. Maybe you'll stop for a while in a settlement or maybe keep going. There are plenty of folks with no place to call home in these times.

Marauder – You deal with problems by fighting them head-on. Maybe you're a good guy, fighting to protect those who can't, or fighting an oppressive regime. Maybe you fight for fun and profit. Maybe you fight just because you're a psycho bitch.

Scavenger – The resource gatherers of the post-apocalypse world. Everyone needs them, but it's a hazardous life.

Mutant – Changed by the apocalypse, be it radiation, disease, mutagenics, or deliberate genetic manipulation. Perhaps you were even changed in anticipation of the End by some shadowy organisation. Some folks revile you, some think you're the next step in human evolution, some don't give a shit. The only difference it makes to you is whether you need to bash their heads in or not.

Perks

Free or 50% discount for their matching background as indicated.

Mutations Xcp [Mutant]

Any background can take mutations, with the cost as listed in the M For Mutations supplement.

Mutants get a 50% discount on one mutation per cost bracket, and treat 50cp mutations as "Free".

Campcraft Badge 100cp [Free Drifter]

You can make a patch of barren desert or an abandoned rail tunnel seem like home away from home. You have a general proficiency for setting camp; setting up tents where they won't blow away or attract attention, staying warm in winter and away from prowling animals, or if you don't have a tent, simply picking the best patch of ground to sleep on.

Warpaint 100cp [Free Marauder]

Whether it's a skull design on your face or simple red slashes across your armour, war paint strikes fear into your enemies, and it prevents friendly fire by making you instantly recognisable to your allies.

Avoid Contamination 100cp [Free Scavenger]

Your body resists contamination of any kind, whether from aerosol toxins, spores, radiation or more exotic contaminants. You only absorb about half as much environmental contaminants as a similarly-garbed person would. Decontaminating yourself is significantly faster and easier, even if you weren't wearing protective gear.

Pruning the Evolutionary Tree 100cp [No Discount]

You are especially apt at killing the devolved by-products of humanity's ongoing evolution. If it's a true-breeding species that mutated from humans, but suffers a loss of intelligence from baseline humanity, you have the necessary knowledge to track them, trap them, anticipate their behaviour and locate their weaknesses.

Deflect Suspicion 200cp [Drifter]

Lots of folks tend to be suspicious of strangers, but you have means of avoiding it, integrating into your new surroundings easily and able to come up with believable (but ultimately unprovable either way) cover stories if you need them. As long as you're not the only new guy in town, you can even shift hostile attention from yourself onto someone else new in town with a casual conversation or two. Doesn't work if anyone has proof you're up to no good.

Flayer 200cp [Marauder]

You've been instructed in the ways of flaying the hides from animal and foe alike, tanning them through a variety of methods, and turning them into useful garments and armour. Your methods preserve the innate defensive qualities of the animals the skins were taken from; their resistance to cold or heat, the secretion of acid, armoured scales, natural invisibility, or even a resistance to psi or magic if the source animal had that resistance.

In all cases, when you show up wearing the skins of an animal you have killed, other animals of that type are loath to come near you.

Diamonds From Dust 200cp [Scavenger]

Your meticulous care at disassembling things makes you adept at saving even the most fragile and fiddly parts from items you salvage. If you're selling the raw materials you're effectively getting more buck for your scrap, and if you're using it for your own purposes, you're getting more useable parts (though not more parts than the object originally contained). You can also take a complex item apart and put it back together exactly how you found it.

Gang 200cp [No Discount]

You can easily attract folk to your banner. Any time you put word out to a community that you're looking for help, you get a gang of up to four loyal and obedient types with a predilection for violence, and you can recruit more people easily. Beyond these four, their loyalty and obedience starts to drop off the more people you attract to your banner. If any of your core four are killed, a replacement comes along within a few days so long as such a thing is feasible, or a non-core member of your gang gets promoted to the role.

Gang members are not companions, so unless you pod them, they won't follow you between jumps.

Once More You Walk Into The Sunset 400cp [Drifter]

Every time you turn your back on a town, they never expect to see you again, but if you do show up, it's like a fresh start.

Most problems you might have tend to end when you leave town for at least a month – small bar tabs are written off, lover's spats are forgiven, and getting caught picking pockets is water under the bridge.

When you come back, you can effectively make first impressions again, though people do remember you and serious offenses are not going to be forgiven or forgotten.

Should you wish to retain the problems you had in a town, you can quietly remind people of your debts and behaviour. This cannot get you out of Drawbacks or the consequences of Scenarios.

Psychopathy 400cp [Marauder]

You exude an aura that can make your followers equally crazy – specifically, *your* brand of crazy. Are you a pyro? Pyro tendencies start cropping up. Do you have a thing for eating your enemies? So do they! Are you a MAD SCIENTIST?

Making crazy contraptions is what your followers live for now.

This is a gradual effect that takes place over a week or so, affecting those who pledge their loyalty to you.

Anything that would defend others from telepathic influence protects them against this effect, and after this jump you can turn this effect on or off at will.

Grapevine Education 400cp [Scavenger]

The strength of a community is the cumulative knowledge of the people within it, and the settlements that best incorporate education – farming methods, defence training, animal husbandry - are likely the ones that survive. When it comes to improving their lives, the people in your community are eager teachers, passing on knowledge to others just as effectively as you taught it to them. Only those you teach firsthand benefit from this.

Eye In The Sky 400cp [No Discount]

You have attracted the attention of someone who watches from high above, as though from a still-active surveillance satellite. This high-altitude, intangible voyeur will follow your journeys, contacting you through whatever means it can to warn you of threats it has seen from above, and guiding you towards towns and other locations of note. Its vision is limited to normal vision and infra-red at varying magnification. Overhead obstacles and clouds prevent it from seeing things, and sometimes it's too fixated on what you're doing right at the moment to notice something further away.

Occasionally, it will offer side objectives, like investigating a particular location, though you are free to ignore them...the Eye lives vicariously through you, and has a tendency to steer you into trouble.

You can ask it to search for things, but this takes their perspective off you until they find (or give up looking for) whatever you asked them to search for.

Rogue 600cp [Drifter]

There's a reason you never stay in one place for long: you don't play by other's rules. You are adept at destabilising existing power structures – such as toppling warlords or undermining a sheriff's authority. The effort required is proportional to the resources they have at their disposal – a settlement's sheriff could be removed by simple blackmail; but the assassination of a regional warlord will require a lot more work – but once you set your mind to the task, even the largest organisations or governments could eventually be toppled, and their efforts to stamp you out only fuel the flames of anarchy.

Road Warrior 600cp [Marauder]

You are a demon on wheels. This grants you excellent defensive and offensive driving ability, mainly for off-road cars but also for bikes, large rigs, military trucks, SUVs and monster trucks – anything with wheels. Steer around a pothole with one knee while looking in the other direction, change gears with the other leg, while reloading your gun with both hands.

Your ride has an almost magical ability to “totally ramp anything” and land without rolling, and even if it does roll in a collision, more often than not it rolls back onto its wheels and keeps going. Ramming other vehicles is more effective, too – your ride effective punches above its weight class.

And I Feel Fine 600cp [Scavenger]

Your body doesn't just resist contamination – it actively expels anything that shouldn't be there. Environmental radiation, toxins, disease, all of these will be rejected.

It's not an effective defence against actual attacks – an X-ray laser will still cook you, acid spray will still burn your skin, a steel rod can still be rammed through your torso – but it does prevent the lingering aftereffects, so if you survive the initial attack, you won't get cancer from the xaser, the acid won't seep into your bloodstream and poison you, and if you get shot, your body will push the bullets out, but it won't heal the wounds.

This has no effect on spiritual contamination, mental corruption, memetic infection, or other effects that contaminate your mind or soul.

Pets & Companions

Strays and Fleabags 50cp/Companion

Imports up to 8 existing companions and grants them a background and 200cp to spend.

Pack Animal 200cp [Mutant]

A mutated pack animal – horse, mule, bullock, giant stag beetle etc. Has 200cp worth of mutations at the Mutant discount. Since it's not really 'sentient', it's not a companion and can be kept in the warehouse.

Robot 200cp [Scavenger]

A robot with a sub-human positronic brain, it's basically a mechanical pet. Obeys clear commands or falls back on standing orders but has no independent thoughts – it can only fix things it has schematics for; makes for very dull conversations. It can be stored in the warehouse in powered-down mode. Approximately as capable as a human; doesn't have Asimov's Laws installed by default.

Has 300cp to spend on Items (eg: gear, weaponry or cybernetic parts, below).

Drifter Companion 200cp [Drifter]

A like-minded soul to keep you company. Has the Drifter background and 600cp to spend; gets the Drifter discounts. An existing companion can be imported into this role at no extra cost.

Mutant Companion 200cp [Mutant]

Has the mutant background, 400cp to spend, gets the Mutant discounts. An existing companion can be imported into this role at no extra cost.

Items

Barter Goods 50cp

A small stockpile of valuable barter goods like cans of food and fuel. You could live off them for a while but they're more valuable as trade. The trade value would outfit a small group with clothing, a pack animal, a decent amount of local produce and low-tier weapons and ammo.

Pipe Rifle 50cp [Free Drifter]

A single-shot rifle guaranteed to accept and fire any bullet or shell under .50 calibre. Easily modified thanks to its sheer simplicity. No jams, decent accuracy if you don't fire from the hip, but the rate of fire sucks by default.

Fire Stick 50/100/150cp [First 50cp free for Marauder]

A pre-Apocalypse firearm with some post-apocalypse modifications, like a tin can silencer or half a binocular as a scope. While you could shank any raider for their gun, purchasing this guarantees you'll keep finding ammo for it in this jump (even if it's scarce), and you'll find the right ammo for it in any future jump they make bullets in.

50cp gives you a standard gun like a revolver, shotgun or assault rifle;

100cp gives you something pretty beefy like an M72, AA-12 or an M249;

150cp gives you something barely man-portable like a rocket launcher, flamethrower, anti-tank rifle, or the like.

Scav Tool 50cp [Free Scavenger]

A long implement that looks like the results of an orgy between an entire shed's worth of gardening tools. Somewhat unwieldy and not a precision tool by any means, but it's equally good for digging, prying things open, snagging things out of arm's reach, hammering, chopping firewood and bashing people's heads in.

Brutal Weaponry 50cp [Free Mutant]

A melee weapon designed to kill someone in a particularly nasty, if not especially efficient, way. If it's powered, yours seems to just keep going.

Eg: Drill spear, Chainsaw Flail, Bear Trap Hammer, Hypodermic Knife, Blender Fist, Saw-Sword, Shock Knuckles.

Scavenger's Journal 100cp [Drifter]

A thick sheaf of papers, maps and sketches, bound up in a leather cover. Each time you open it, you find new details relevant to the area you're in - a wealth of information marking out possible places to scavenge, notes on the local wildlife, and other details. Most of this info is already known by the locals, and has a risk of being out of date.

Cybernetics 100cp+ [Scavenger]

Replaces a single body part with a cybernetic limb or component. Mostly it does whatever the thing it's replacing did – cybernetic leg bends in the right places and has a foot on the end, a cybernetic eye lets you see visible light, a cybernetic head keeps your brain from falling out – with the advantage that you don't feel pain in that area and most damage to it is repairable.

+50cp – Enhanced. It has a function superior to the original body part eg: an arm is stronger than human norm, an eye sees thermal infra-red, a leg has a hidden storage for a gun or valuables, lungs can extract dissolved oxygen from water when swimming. You can buy multiple upgrades for each part.

+100cp – Addition. Add a new cybernetic body part you didn't have before (eg: an extra cybernetic arm to the ones you already have, a single cybernetic wing or tail).

Mutagen syringe 100cp [Mutant]

A cocktail of tetratogenic and mutagenic substances which quickly take effect on unmutated creatures and plants, or acts as a kind of "mutation supercharger" on creatures that are already mutated. A new syringe appears on your person each week. The syringe's effects tend to be temporary and rather random, but with time and science, you could improve on the recipe.

Wheels 200cp [Drifter, Marauder]

A Mad-Max'd vehicle – a bike, car, or SUV. Off-road suspension? Check. Spiked wheels? Check. Nitro and flames from the exhaust? Check. Armour plates? Check. Some kind of skull mounted on the front? Double check.

If this vehicle gets totalled, it can be fixed like new in no time, and is remarkably stable off-road. The gas tank will refill itself in any settlement – the more people in the settlement, the faster it refills.

You can import a wheeled vehicle (motorbike, car, truck, SUV, APC etc.) you already have for no extra cost, and it gains a post-apoc 'alt-form' and these benefits.

+Xcp – Mounted Weapon. Welds a weapon on – buy the weapon via the **Fire Stick** option. It can be fixed position or mounted on a turret, cupola or pivot if you like.

+50cp – Up-armoured. Increases the durability and weight (thus ramming damage), but reduces fuel efficiency.

+100cp – Monster Wheels. Massive wheels and the required suspension means you can drive over more rugged obstacles.

+100cp – Secure Trailer (not available for motorbikes). Tows an armoured container on wheels that would make for a very secure place to sleep in comfort, but could also be used as a mobile prison or vault to store your loot.

+100cp – Bulldozer blade (not available for motorbikes). Massive damage in ramming attacks, also functions like a shield against attacks from the front.

+100cp – Jet Assist. A jet turbine strapped on or somehow integrated. Extraordinary speed, if the terrain is flat and even enough.

+100cp – Scout (only available to motorbikes, quad-bikes, buggies) Modifications to increase the fuel tank size and engine efficiency.

Hazard Sensor 200cp [Scavenger]

A multi-sensor designed to alert the user if environmental conditions deviate from those a human can survive. Warns of radiation, air pressure, temperature, dropping oxygen levels, toxic gas, biohazard presence, even things like gravity fluctuations or (somehow) dangerous ambient psychic levels.

Scrap Armour 200cp [Mutant]

A set of makeshift armour like many others wear, cobbled together from cast iron pans, leather, and sports gear.

However, this set is special – the whole suit has the same level of protection as the best piece you incorporate into it.

Protection doesn't combine effects, so if you've got a vibranium part and an adamantium part, it's one or the other.

Drawbacks

You may select up to +600cp worth of drawbacks.

+100cp **Brown Colour Palette**

Your apocalypse is 'realistic', with almost no sci-fi elements. Technological progress within the jump is limited at present-day Earth's. Psychic power mutations don't exist in the world, but you can still buy them to receive the mutations once the jump is over. Cybernetics and Robots are limited to present-day levels of prosthetics and robotics respectively. Doesn't affect any tech you bring in with you.

+100cp **Genetic Supremacists**

Your post-apocalypse has genetic supremacists in the form of many informal organisations and deeply ingrained prejudices. If you're a mutant (or have the Deformity drawback) you'll be the target of anti-mutant groups. If you have no mutations, you'll be harassed or mugged by pro-mutant groups. There is probably a great deal of conflict between these groups in this world, which might spill over to collateral damage.

+100cp **Deformity**

You have a genetic physical disability/deformity, like a club foot, cystic fibrosis or an atrophied arm. You can get by in day-to-day life, but it's probably going to impair you if you need to perform physical activity. If you have alt-forms, this deformity transfers between all your forms. You will likely cop hate for being 'genetically impure'.

+100cp **Skin Sensitivity**

You're very vulnerable to radiation and even sunlight. You get painful sunburn in minutes and really ought to just stay inside. If your post-apocalypse has radiation or other mutagens, you might pick up mutations – both potentially bad and potentially good – very easily.

+100cp **Darwin's World**

Whatever caused the end of the world is making the wildlife far more dangerous – if there's a disease, wildlife spreads it. If it's a mutagen, the wildlife evolves into dangerous, aggressive forms. If it's a natural disaster or Revelations, ordinarily peaceful wildlife now attacks humans on sight for no apparent reason.

+100cp **Empty**

Self-replenishing sources of food, fuel or ammunition from out of jump do not regenerate for the duration of your stay. If you use it up, it's gone, until this drawback no longer applies.

+200cp **Depleted**

Wherever you go, someone else has already been there first. The results of scavenging range from "not enough" to "barely enough, sometimes".

+200cp **Just A Kid**

In the apocalypse, might makes right, and you're lacking in the might department. You are a child of age 8+1d8, and all perks which affect your physical strength are disabled. You may only change form temporarily – maintaining a physically powerful form is exhausting.

+200cp **No Wizards**

There might be psychic powers here, but out-of-jump magic, psionics/psyker powers, spells, alchemy, *ki* powers, superpowers, supernatural martial arts and the like will not function here.

Narrative Drawbacks (+100cp each to a maximum of +200cp)

Narrative drawbacks give you an ongoing scenario or objective to aim for to define your stay here. Since these goals are broadly defined (and success is rarely a theme of the post-apocalyptic genre) actually attaining the goals is not required, it's the ongoing effort towards these goals that is required. While each narrative is thematically tied to a certain End, you can pick any two.

1. Electric Sheepdog

In the darkest nights of the month, they come: the machines. They pluck away anyone they like, and those they choose are never seen again. Warbots, cybernetic soldiers, drones, all governed by a central Root as unfeeling as the metal shells it inhabits. What works one time against this adaptive hive-mind may not work again, and if word of their resistance spreads, the machines that laid low the world will spare no effort to make examples.

Nobody knows why the machines reap the people that are left. Population control? For some kind of research? Or is the central Root as insane as the life it preys upon?

Your objective is to protect a small community from being preyed on by the machines.

2. The Law

When the good nature of people breaks down, communities crumble and it turns into a dog-eat-dog world. The temptation to take things the easy way – from their cold, dead hands – is always there. Gangs of raiders or tinpot dictators alike take what they want from the few people who can feed themselves. In a hopeless world, drug abuse runs rampant and people who might be able to work together turn away from each other.

Unfortunately, the gangs and warlords actually like the world this way, so anyone looking to change things had better have the balls and the bullets to take them on. Expect a lot of resistance, even from folks who would normally be victims – after all, now they have to obey the law, too, when they use to pick pockets or shoot a mutant just because they felt like it.

Your objective is to restore a semblance of law and order to as much of your world as you can...without yourself turning into a dictator or gang leader.

3. Cure

During the End of the World, sickness ravaged people worldwide. The nature of the sickness might depend what specific End you rolled or chose, but it wracks the world even now. Many people have contracted it, fought it, and regained most of their strength, now having an acquired immunity, but the mortality rate among the young, old, frail and infirm is still very high, and has a chance of rendering even hearty folk chronically ill for the rest of their lives.

The disease is mercurial, changing from year to year, one of the reasons doctors before the End couldn't make a cure of their own, and like anyone working with a disease, catching it will be a constant risk.

Your objective is to develop a vaccine for this sickness – something which will only be possible if you can find someone naturally immune to the terrible disease.

4. Heaven

They say there's a way to get to Heaven, if you're desperate enough. What's Heaven? Why, it's up there, in the sky. You can see it, if you know where to look. Back in the End Times, people tried to get there before it was too late, but precious few survived the trip.

To get there, you have to either take the Staircase, or find a way to ride thunder from the ground all the way up.

If you hadn't guessed, Heaven is a space habitat. There's an orbital elevator, the Staircase, somewhere on the equator, or maybe you could build a rocket to take you up?

What the people on the surface don't know is: there was a war in Heaven, and now nobody's heard a whisper from them since the End.

Your objective is to get into Heaven. Whether you choose to stay or not will depend on what you find.

5. Journey To The Green

During your time here, you'll pick up rumors of a so-called paradise, where there's enough food, water and shelter to cater for anyone who can make it there. Making it all the way to the Green Place will be an extraordinary trek – a journey of hundreds, if not thousands of miles. You will be beset by both incredible hardships – miles upon miles of desert, perhaps even having to cross the ocean – and dangerous foes, who are themselves seeking out this place for their own ends.

Your objective is to find out if the Green Place really exists, and if so, make it there.

6. Can of Worms

Your post-apocalyptic existence begins in a sealed environment of some kind – a bomb shelter, undersea facility, sealed arcology, or maybe even a space station in Earth's orbit. You and your group of other survivors (family? friends?) took shelter there with a larger group before the End, but there are problems.

First are engineering issues – the shelter is reaching the end of its operational life, so spare parts for power generation, plumbing and air-recycling are running low, and parts which have no spares are nearing the end of their life span. Even the structural supports may be at risk of collapse.

Space is very limited – population growth inside the shelter means people are sleeping in nearly every room and probably the hallways – and there's a finite cap on how much food and fuel the shelter has. Even if you ration everything, you won't make it five years (and if people get greedy, it won't last even that).

Unless the population is cut or gets another source of food, there will be shortages and riots will break out.

Leaving the shelter is an option nobody else is willing to take or even discuss until things have already gone horribly wrong. The better you are at making the shelter last longer, the less willing they are to entertain the idea that they can or should leave. Even when they do, they are woefully unprepared for whatever changes to the world they find outside.

Your objective is to keep the members of your own group safe until your jump ends.

End

As usual, once your ten years are up, you have a choice to make.

1. Go Home. Enough of this, it's time to retire.
2. Stay. Perhaps carving out your own little empire is your thing?
3. Continue. Drawbacks are removed and you move on to your next jump.

Notes

V1.4 'un-abandoned' edition, by Myrmidont

With thanks to many anons and IRC folks alike for their assistance and feedback.

As usual, this generic jump shouldn't stop people making their own jumps for specific 'verses or settings, it's intended to cover anything in the genre that doesn't get a jump made for it.

You can gain up to 1800cp before discounts; 1000cp base, 600cp drawbacks, 200cp plot drawbacks.

Q: If I roll SHTF, can I stop the apocalypse?

A: I'm not going to tell you what's impossible in your chain, but whatever End is happening, is happening simultaneously with your arrival.

A well-prepared jumper could certainly mitigate a lot of damage if they wanted to, but it would take truly god-like ability to stop the apocalypse completely, and in the case of a 'Revelations' apocalypse the End may be ordained by God(s).

Cybernetics, Wheels – Respective backgrounds get a discount on the total price after all upgrades are purchased.

Eg: A Drifter with Wheels upgraded to Big Rig and Bulldozer Blade would be 200cp (200+100+100=400cp, 50% off for Drifter).

Changelog:

1.3 to 1.4

Added a changelog.

Added cheapish existing companion import.

Added Eye in the Sky perk back in.

Went back over the jump to try and polish the proverbial turd again. Made it clear you can end up in existing universes with the right selection of Time, End and drawbacks.

Removed mention of Generic alien invasion, seems unlikely I'll get on to that.

Clarified Cybernetics, Wheels

Removed mention of the Mutations supplement being designed to work alongside other jumps, because that was a stupid idea.

Added further perusal list back in.

For your further perusal for inspiration. Obviously not a complete list.

Movies

Book of Eli

Hardware

I am Legend

Mad Max series

Oblivion

Snowpiercer

Tank Girl

The Colony

The Day

The Road

Vexille

Waterworld

Novels

Metro series

Roadside Picnic

The Amtrak Wars series

Terminal World

Vidya

Fallout series

I am Alive

Neo-Scavenger

Nether

Noct

Rage

S.T.A.L.K.E.R. series

Underrail

Wasteland series

Tabletop Games

Darwin's World

Gamma World

Mutant Future

Stalker: The RPG

Scavenge, Skirmish, Survive

This Is Not A Test

Wasteman

TV

Mutant World

Z-Nation

M FOR MUTATIONS

Mutations Supplement

All mutations on this list come with a visible 'giveaway' that you have a mutation, if it's not already obvious. These 'tells' might be able to be hidden with clothing or makeup, but anyone that recognises them will know you're not a pure human.

Common tells are cosmetic effects like changed skin or eye colour, slightly out of proportion bone structure, webbed feet or hands, patches of feathers or scales, or other minor changes.

However, within this guideline, you can choose exactly how the mutation appears or manifests in combination with each other.

Tail + Combat Mutation + Poison = a scorpion stinger

Pheromones + Poison = dizzying gas

Etc.

Mutation List

50cp Mutations

Cosmetic Traits

Eye, skin & hair colour, pointed ears, albinism, vestigial tail, feathers instead of hair. Cosmetic traits generally don't make you prettier; they're just unusual-looking features. If they do provide a benefit, they should be bought as a "minor trait". All cosmetic traits bundle together for one 50cp purchase.

Minor Traits

A snake's scent-sensitive tongue, nictating membranes on your eyes, all canine teeth, closable nostrils, etc. Provides a very minor, situation-dependent benefit.

One purchase buys you one mutation.

Fur

A light down of fur. Helps a bit in the cold, hinders you a bit in the heat.

Tail

A non-prehensile tail, length up to half again as long as your legs. Minor boost to balance and swimming. Unless you have Fur as well, it's not a fluffy tail.

100cp Mutations

Acid fluids

Acidic blood and spittle. Not quite at Xenomorph levels, about as strong as battery acid, but it's enough to blind someone if you get it in their eyes or burn their skin. Finding a bandage to stop your bleeding might be difficult.

Attribute boost

Boosts one attribute like your strength, speed, coordination, intelligence, flexibility, immune system, metabolism, memory recall, etc. Can also enhance an existing sense, like vision, hearing or sense of balance.

This puts your level to "slightly higher than peak human level" for that attribute, but if you're already over that, diminishing returns applies.

Chromatophores

You can change the colour and texture of your skin to give you octopus-level camouflage, but it doesn't affect your gear.

Combat Mutation (Claws/Teeth/Horns/Spurs etc)

You have a bodily feature designed to kill living things. With additional purchases, you can select multiple combat mutations.

Elastic Limbs

You can extend your limbs to about double their normal length. For a 50cp reduction in the cost, your limbs are always in this extended state.

Extra Sense

Provides a single sense humans don't have, like the ability to sense magnetic fields, see in ultraviolet, hear infrasonic ranges, feel radiation, etc.

Giant

People look up to you, literally. Your base height is doubled (and width, giving you about four times as much mass), and you gain appropriate boosts to your strength & toughness. If your size is already enhanced, you are merely exceptionally large for your kind.

Nonstandard structure

While you have the same organs as anyone else, their exact position and proportions might be changed – heart might be on the other side of your chest, liver might be at the back and kidneys at the front, etc. It becomes harder for those unfamiliar with your anatomy to aim for your weak spots.

Poison

You can secrete a mild poison in your saliva that causes drowsiness and poor coordination. You can apply the poison by licking or kissing an opponent, or licking a blade or arrow.

If you have a combat mutation, you can choose to have this apply the poison as venom to your claws/ teeth/horn etc. With additional purchases you improve the poison's toxicity or speed of effect. Two extra purchases is enough to knock people out in a few seconds, three makes it lethal within a few minutes.

Suppress Mutation

Select one mutation you have: You can conceal this mutation and any outward signs of its presence. This completely disables a given mutation until you choose to express it again, turning it 'off'. To use the mutation again, you have to turn it 'on', and its tells become obvious once more. The mutation can still be detected through non-visual means; genetic scan, surgery or scent being the likely ones.

Thick Skin/Hide/Scales

Extra-thick skin. Won't deflect a bullet, but might be the difference between a flesh wound and a ruptured organ.

Thorns

You have spikes on your skin to dissuade attack, probably of hardened keratin or maybe chitin, or possibly bone spurs that push through your skin.

Environmental Adaptation

Your body is adapted for one particular environment, like high altitude mountains, the ocean, or subway tunnels. You have two or three minor mutations that allow you to live in this environment, such as webbed feet and gills for the ocean or large eyes, bioluminescence and boosted hearing for subway tunnels.

200cp Mutations

Carapace

A hard exoskeleton made of chitin, keratin, or bone. Might turn aside glancing gunshots, but is much better against melee weapons like spears and clubs. You still have weak points at your joints, face and the like.

Concealed Mutation

Buy this option for a specific mutation. That mutation does not visibly give away your mutant status, unless you are using it in an obvious manner (eg: lifting a car, or spearing someone with claws). If the effect isn't blatantly obvious, depending what the mutation is, you might be able to get away using it in plain sight. In the case of combat mutations, you might have retractable claws or folding fangs, or even though you have Hypermuscles, you appear no more build than an ordinary person. This is better than the Suppress Mutation perk because a concealed mutation isn't 'off', it's just hidden. The mutation can still be detected through non-visual means; genetic scan, surgery or scent being the likely ones.

Extra Arm

Adds one extra arm. Optionally may be an arm-like appendage, like a prehensile tail, tentacle or pseudopod. Strength equivalent to your normal arms.

Extra Legs

Adds a pair of legs. Makes you run faster, jump higher, harder to slip or be knocked down, walking is less tiring.

Hypermuscles

Gives you the musculature to throw a car or swing a small tree like a club.

Pheromone Gland

Subtly influences the behaviour of the people around you to fear, respect or be attracted to you. Unfortunately, it hits everyone around you with the same effect. Might be detected by those with keen noses.

Radiation Resistance

Your skin blocks radiation like a lead apron, effectively making you immune to alpha, beta and low level x-ray radiation. High levels of x-rays or gamma radiation will still mess you up, however. Additional purchase upgrades to radiation immunity.

Redundant organs

Your normal bits are all where they should be, but you've also got doubles of most of the important organs in your torso. Your four lungs pull a bit more oxygen from the air, your double-stomach digests a bit more efficiently, and you're much harder to kill outright unless both hearts are hit, but you can still bleed out.

Regeneration

You can grow back lost body parts and heal much faster than a normal human. You can be killed outright by the usual methods, but if you survive that, you can replace a limb within a month. If you don't actually need to regrow a missing part, your wounds heal up in about a quarter of the usual time.

Webbing

You can produce spiderlike webbing from a set of spinnerets, usually located on your hands or in your mouth. This webbing has the equivalent strength as scaled-up spider web.

300cp Mutations

Animal Uplift

Adds a bunch of traits from a specific animal that makes you an anthropomorphic version of that creature. You can gain up to six attribute boosts, extra limbs, or anatomical changes related to that animal. You can only pick standard (unmutated) Earth animals as your basis. You can't choose this perk multiple times in the same jump, even for different animals.

Eg: 'Rabbit' might give you something like enhanced speed, enhanced jumping, enhanced stamina, fur, enhanced hearing, and a cosmetic tail.

Radiosynthesis (Requires Radiation Resistance)

Your cells receive energy by radiosynthesis – conversion of radiation into metabolic energy. You can live by absorbing UV radiation from the sun instead of eating, but get more energy from higher frequency electromagnetic radiation like xray and gamma radiation. EMR with lower frequency than UV (ie: visible light, infra-red, radio) doesn't do anything for you.

Upgrades the Radiation Resistance mutation to total radiation immunity as a bonus.

Enhanced Mutation

One of your mutations has its power enhanced to approximately double its normal level. You may not buy this mutation multiple times for the same mutation.

400cp Mutations

Altered Neurostructure

Something about the neurological structure your mind causes you to be difficult to affect with mental psychic powers. Telepathy, empathy, dominance, or other forms of mind reading or control have a much harder time both reading your mind and projecting into it. Powers which sense your mental presence likewise have trouble locking onto you. The closer you are to a psychic and the better they are, the more likely they are to be able to sense/read/affect your mind.

You are still completely vulnerable to powers using external force (pyrokinesis, telekinesis, etc.) or that don't affect your mind.

Unliving (Requires Radiosynthesis)

Like Fallout's ghouls or a zombie, you're transformed by prolonged mutagen exposure. Among the benefits are an immunity to nearly every disease, you are healed by radiation exposure, you don't feel pain as acutely and have no limit on your life span, but the squishier parts of your body are slowly falling apart. It's likely that other 'undead' will perceive you to be one of them.

600cp Mutations

Mutagenesis

You radiate mutagenic power. This might be radiation, or you carry a strain of a mutagenic virus. Spending an extended amount of time in an area will cause living things around you, especially sessile life like plants and fungi, to slowly mutate into new forms, driving their evolution onwards. Post-jump, you may deactivate this ability at will.

Psychic Power

You gain one psychic power from the following list. Unless you pick Concealed Mutation, your enlarged cranium is a giveaway that you have a psychic power. The range on most offensive powers is quite close, with Empathy/Telepathy having a quite long range.

- **Telekinesis** - Move objects with your mind, deflect projectiles. Does nothing against lasers.
- **Energy Kinesis** - Pyrokinesis (fire), Electrokinesis (electricity), Cryokinesis (cold), Radiokinesis (electromagnetic radiation), Magnetokinesis (magnetic fields), Photokinesis (light-bending). Control one specific type of energy with your brain.
- **Telepathy** – Communicate telepathically, read the minds of people with weaker wills.
- **Empathy** – Read or transmit emotions and intentions. Advantage over Telepathy is you can affect animals and creatures that don't have complex thoughts or language comprehension.
- **Dominance** – Forces a weak-willed subject to obey your verbal instructions. Especially effective in combination with Telepathy, but if instructions are transmitted via Empathy, only very general instructions can be imparted ("come", "go", "defend me", "flee").