

THE MAZE RUNNER

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Welcome to the world of Maze Runner, Jumper. This world is one which experienced a rapid global warming event, which was responsible for the destruction of much of civilization, as governments struggled to support their populations. Worse yet, a highly lethal virus known as the Flare was released into the population, causing those infected to become cranks, which slowly devolve into a zombie-like state. You enter this world 1 year before Thomas enters the maze.

You have been given **[1000 CP]**. Spend it wisely.

Backgrounds

Your gender can be anything you choose, though you must pay 100 CP to alter your age.

[Free] Glader (Drop-In): You wake up with no memories of having had a life in this world, and find yourself currently surrounded by a group of curious onlookers. Whether they be Gladers or not depends on your location. Roll 12+D6 for your age.

[Free] Right Arm: You are a part of the Right Arm. The only organization willing and able to stand up to the atrocities committed by WICKED, with cells and networks spread across every remaining city.
Roll 20+D6 for your age.

[Free] WICKED Agent: The World In Catastrophe: Killzone Experiment Department. You are now an operative of the organization responsible for the building of the maze, and the biggest organization on the planet that is currently pursuing a cure for the Flare Virus. So long as you can ignore their less moral actions, you'll fit right in.
Roll 22+D8 for your age.

Location

Choose a location from these, or roll a D6 and gain 100 CP.

1. **The Glade:** You wake up in the box in the Glade, a mostly peaceful small expanse of land located at the center of the maze, and home to a small community of teens and young adults, of which you are now a part of. You may decide whether you are part of Group A or Group B.
2. **Denver:** Denver is the only remaining city to boast a population of uninfected people above 50%. Here, normalcy of the world before can be found, with shopping centers, functioning public transportation, and anything else you could expect from a modern city.
3. **WICKED Site Alpha:** One of the many installations that are used by the organization, each is well equipped with most facilities required for their work being present. If you aren't from WICKED, you may want to find a way out of here ASAP.
4. **Right Hand Camp:** A small encampment of Right Hand members, this camp is located in a safe area just outside of the scorch, and is populated by soldiers and scientists who have dedicated their lives to fighting against WICKED. If you are a WICKED agent and you're found out here, it won't end well for you.
5. **The Scorch:** What was once a Mexican city just north of the equator before the flare, this place has been scorched by the sun, leaving only charred remains of what once was, as the desert begins to claim even this. The Scorch is currently home to countless cranks. Watch out for lightning storms.
6. **The Maze:** This is an unfortunate place to be, jumper. You seem to have found yourself in the middle of the maze. Luckily, it seems to be a spot the grievors rarely patrol, and it is daytime. Perhaps if you're lucky, a runner will come across you before a griever does. You may decide if you are in the Group A maze or the Group B maze.

Perks

Perks for your chosen origin are considered 50% off with 100 CP perks from your origin being free.

General Perks

[100 CP] Weapons Handling: You can now use one weapon of your choice as if you were professionally trained in its care, use, and generally have any knowledge that one would need for its operation. This can be anything from a spear or machete used by the Gladers to a rifle or pistol used by the Right Hand and WICKED. No, your fists do not count as a weapon, Jumper.

[200 CP] Survivalist: Choose one environment of your choice, whether it be a desert, forest, tundra, etc. You are now an expert in surviving in the conditions present in these environments. You know what to eat and what not to, what flora and fauna can be found, where liquid water could be found, and most other knowledge that would prove useful for surviving in the wilderness of the chosen environment.

[200 CP] Flare Immunity: You now have a minor immunity to the flare virus, on the level of most other immunes seen throughout the series. While your blood is not capable of being used to find a cure like Thomas' is, you personally don't have to worry about being infected with the flare virus.

[400 CP] Biological Genius: You are now within the top 1% when it comes to bioscience, with a decent bit of knowledge on most things that pertain to biology. Additionally, you may choose one bioscience specialization that you are, in fact the best and most well versed in the world at.

[400 CP] Not Tasty: You are now not considered a target by the Gone. Whenever one notices your presence, it will simply shamle past you, or if you're with another person, it will attack them and ignore you. In future jumps, you may choose one man-eating creature (such as zombies) that will completely ignore you. This perk is toggleable.

[600 CP] Total Flare Immunity: You are now immune to the Flare Virus on the same level that Thomas is, with your blood being capable of synthesizing a cure given intensive study. Though, if that's all this perk did, it would not be very useful in future jumps, nor would it be worth 600 CP. Therefore, in addition to giving you absolute immunity to the flare virus in this jump, in future jumps, you may designate one virus, infection, etc. per jump to be completely immune to, with your blood being capable of synthesizing a cure for whatever you chose.

Glader Perks

[100 CP] Glader Job: You have an above average proficiency in a skill relating to one of one of the jobs (with the exception of Runners and Slopers) that the Gladers assign to each other. Choose from the following:

Builder: You are now able to build certain structures such as those seen in the Glade, so long as there are resources available to do so.

Cook: Any meal made by you tastes better than it should, and you can tell which plants and animals are edible.

Slicer: You know how to care for and handle most farm animals, such as cows, chickens, pigs, etc.

Med-Jack: You know how to effectively treat the sick, as well as the basics of CPR, to the point that you can set broken bones and stabilize most minor injuries.

Gardener: You know how to effectively utilize land to grow crops and other plants, such as herbs and medicinal plants.

Bagger: You have the ability to effectively mediate minor disputes and instinctively know how to apply just enough force to take people down without causing injury.

Bricknick: You have instinctive knowledge on how to maintain and repair most basic structures and even some simple mechanisms.

[200 CP] Keeper: You are now far more skilled in the above job you chose, to the point you are considered an expert worthy of a managerial position. For example, if you're a Bricknick, you are now capable of instinctively repairing advanced machinery, or if you're a Bagger, you can now effectively quell a riot without resorting to violence. Additionally, you may automatically take a managerial position in future jumps, so long as they relate to your skill.

[400 CP] Runner Material: You are now one of the best that the Glade has to offer. You, my friend, are a Runner. You are now able to come up with effective plans on the fly, outwitting many who try to act against you, you have a far more sharpened memory, you're stronger than many of your peers, and maybe most importantly, you can run at a fast, steady, pace for nearly a day at a time.

[600 CP] Plot Armor: Let's be honest, Thomas really shouldn't have made it as far as he did. Maybe he had this perk as well, eh? With this, things tend to be skewed in your favor so long as the effort is put in. Bullets fired at you tend to miss more often, a blast door meant to lock you in will close more slowly than it should, and odds are lightning will hit someone else instead of you when caught in a superstorm. Additionally, once per jump, if you are fatally wounded or outright killed, you will wake up alive a bit later on.

Right Arm Perks:

[100 CP] Pilot: Before joining the Right Hand, you must have been quite the daredevil. Any vehicle, so long as it could be operated by a single person, is able to be operated by you as if you were given a rudimentary training course on how to fly, drive, or even sail the damn thing.

[200 CP] Disguises: When infiltrating an area, so long as you have a uniform belonging to the group that owns the area, no one will question you being there so long as you don't majorly give yourself away. The BBEG that has been personally hunting you for months starts chit chatting with you in an elevator? He won't question why his soldier isn't talking to him when asked a question and acting odd, so long as he doesn't see your face. You asked a random guard for clearance to an area most guards should already know the code for? Well, you have the uniform vouching for you, so you must have just forgotten it.

[400 CP] A Midnight Walk: You are one tricky bastard... You seem to have a sixth sense for when things are about to go south for you, such as a raid on your home or base of operations or an approaching army. This sense tends to alert you ahead of time with enough notice for you to prepare for it. Additionally, you are now highly proficient in the designing and building of makeshift elaborate traps. Go ahead and play them your favorite song.

[600 CP] A Businessman: You are now a master at creating networks and organizations capable of hiding right under the noses of those you fight against. You are additionally able to act as a lynchpin and efficiently keep track of and organize these cells of operatives even in situations where doing so would seem impossible. Even if they were to stamp out every last member of your organization, so long as you survived, there will always be more people to take up the cause and rebuild a new resistance.



WICKED Agent Perks:

[100 CP] Red Shirt: You can now, by sight alone, detect when someone is immune to the flare virus, if you look for the trait. In future jumps, designate one biological thing such as a virus, genetic trait, etc. that is normally not detectable in humans by eyesight alone. You can now detect it in people who have it in the same way you can discern an immune from a regular person. Examples would be if you chose to be able to detect cancer, you can now tell if someone has it just by looking for it in them. This effect is toggleable.

[200 CP] WICKED Is Good: If you're part of this organization, chances are you're probably not doing nice things to people. Some of your underlings may have certain opinions about this, and decide to disobey orders, or worse. For situations like these, this perk will come in handy. So long as the actions you or your subordinates commit can be justified as being done for the greater good, your subordinates will happily do things they would never have otherwise found themselves doing.

[400 CP] Ruthless Strategist: As is befitting of agents of WICKED, you are a superb strategist, being able to coordinate resources and come up with complicated plots that few can seem to contend with. For some examples, you can convincingly fake your own death in order to trick an enemy or lead them into a trap, you can plant spies in enemy groups in order to feed you information, then use said information to crush an enemy force with rapidity via your tactical prowess. To sum it up, you are now a ruthlessly effective tactician and trickster. Coming up with deviously effective and complex plans seems come naturally to you.

[600 CP] WICKED Tech: For being an organization supposedly solely focussed on finding a cure for the flare, WICKED seems to spend a lot of brain power and resources on some strange things, like advanced turret defense systems, monolithic city walls, gigantic automatically shifting mazes, biologically engineered, cybernetically enhanced monsters, the list goes on. At least now you get to benefit from these designs, Jumper. Every piece of tech present in the Maze Runner series is one that you now have the knowledge on how to replicate. Finding the resources required is something you're on your own for, however.

Items

Items for your chosen origin are considered 50% off with 100 CP items from your origin being free.

General Items

[100 CP] Memorial: A large stone surface on which the names of your closest fallen comrades will appear with a line through them. Touching the name of one of these comrades will allow you to view any and all memories that you have of that person, either from a first person or third person view, with total accuracy and clarity. Grows to fit any additional names added.

[200 CP] Grief Venom and Serum: You get two vials and two syringes. One vial is filled with Grief venom, a chemical concoction that causes mania, uncontrollable aggression, hallucinations, multiple physical symptoms, and a hell of a lot of pain. The other vial has the serum, which will completely nullify the effects of the venom. You may be asking yourself "What use does this have outside of needless torture?" Well, when stung with grief venom, the afflicted regain lost memories and valuable information. No matter what caused these memories to be lost, they will always come back once injected.

[400 CP] Berg: The Berg is the finest piece of VTOL aircraft engineering to come out before the world went to hell. This large aircraft, as stated before, is a jet/propeller powered VTOL aircraft of immense size, being capable of transporting large amounts of people and equipment over vast distances in a shorter amount of time than many other means of getting around still present in this world. If it was simply a transport, that would be fine, but in addition to this, it also can act as an attack aircraft, with its twin GAU-8/A miniguns capable of putting out some serious firepower.

[600 CP] Flat Trans: Essentially a teleporter, this incredibly advanced device is capable of transporting people near instantaneously to anywhere they wish to go on the planet. It operates by scrambling your molecules, and then transporting them to the other end of the flat trans where they are then reassembled. This process does not result in your death and is not considered a chain-failure.

[800/1000 CP] The Cure: The end goal of WICKED, their holy grail, and the reason for nearly every event that happened in the series, is now available to you. You get one dose to start with as well as the knowledge on how to synthesize more. Additionally, in future jumps, you may designate an infection, plague, etc. for this cure to work on. For an additional 200 CP, you also gain a manufacturing facility capable of mass producing any cure that you have a sample of or know of how to synthesize.

Glader Items

[100 CP] Glader Weapon: You have access to your choice of either a spear or a machete. Regardless of your choice, this weapon is incredibly durable, and can harm and cut through things that others of its type can't. Additionally, should this weapon be lost or damaged, a new one will be readily available within the day.

[200 CP] A Box: Not just any box, however, this is a small elevator that acts as an attachment to your warehouse, and leads to an underground area, which you cannot reach nor see into. Once a month, this elevator can be called up carrying a large amount of food, water, tools, and any other useful survival materials. You may decide the ratio of what is brought up prior to calling upon the box.

[400 CP] Maps: This series of maps, charts, and notes is constantly shifting depending on what you are currently trying to do in order to give hints to solve immediate problems. As an example, assuming you're in the Maze, this map gives you an accurate depiction of the Maze and some pointers on how you can escape it, or if your currently trying to infiltrate WICKED's HQ, it will give you an idea on what you should do to get in and show you its basic layout, but if you want to take down WICKED from the start, it will not give you any instructions on how to spark its downfall. Basically, if you have an immediate problem, this map is a godsend, but if you want to solve a longer-term problem, it isn't going to be of much use. Think of this map as a tactical aid and not a strategic one.

[600 CP] A Haven: The goal most Gladers were trying to reach once free from the Maze, but unfortunately only a few ever got to. This small island, located in a place of your choice, is peaceful, comfortable, and most fortunately, hard to find. Any people you don't want trying to find you will find it practically impossible to get to the island, either always overlooking it or not considering the place to be one where you would hide. Additionally, you have full control over a few of the aspects of the island, those being the animals, plants, and the weather.



Right Arm Items:

[100 CP] Modern Firearm: Your choice of a modern gunpowder operated firearm. Anything from pistols to rifles are available, and ammunition for this weapon respawns daily. Should this weapon be lost or destroyed, another will appear a week afterwards. For an additional 100 CP, you can expand your catalog of chooseable weapons to additionally include RPGs and the like as well as heavy machine guns.

[200 CP] Armored Car: This armored car can take quite the beating and keep going. While operating it, bullets seem to always hit the car instead of its passengers, and while no more durable than it was before, can operate far beyond what most of its kind should be able to after taking the damage it does. A full burst from aircraft mounted heavy weaponry would tear this thing apart, but even then, you and your passengers will still be alive, with the car having taken the shots for you, with anything lesser leaving this thing still somewhat operable. You may decide whether this looks like a professionally manufactured armored car, or if it has more of a “Mad Max” type of aesthetic. Regardless, it will still provide the same amount of protection to its occupants.

[400 CP] Your Favorite Song: You now have access to a large amount of explosives, more specifically C4 as the default, though gas, TNT, regular gunpowder, and incendiary explosives are also available. Regardless, this explosive stockpile, assuming you chose the C4, is large enough to blow an entire warehouse and its occupants to kingdom come with a push of a button, and additionally comes with the necessary materials to be able to set this stuff off either remotely or from a timer. Pairs well with the perk “A Midnight Walk”. Restocks every month. Also comes with a copy of your favorite song on vinyl.

[600 CP] Right Arm Cell: You are now in charge of a cell of Right Arm agents, numbering 12 in total, with a medic, second in command, and a pilot being part of the 12. Each is equipped with weekly restocking modern rifles, provisions, and some medical supplies, as well as a military ground vehicle, but anything else will need to be “Procured”. This group will update to fit in in future settings, but will always keep its nature as a cell of guerilla operatives. These agents count as followers, and should they die, will respawn at the start of the next jump.

WICKED Agent Items:

[100 CP] Launcher: Janson explained it best, “They’ll give the most uncomfortable five minutes of your lives.” This bulky weapon, while operating in effectively the same way as a gun, is entirely non-lethal, with its main way of incapacitating its target being the special projectile it fires, which on impact sticks to the target and continuously causes incredibly painful and debilitating electric shocks to go throughout the body of whoever is unfortunate enough to get hit by this thing.

[200 CP] Transvice: A Transvice is, in essence, what you get if you take a Flat Trans and remove the whole “reassembly” part of its ability to disassemble people then reassemble them somewhere else, and then turn that into a gun. This weapon fires a white light, which on contact instantly disintegrates its target into thin air. The only downside to this incredibly powerful weapon is that it has a lengthy recharge time between shots, though since you paid for this, the recharging can be done independently of a power source.

[400 CP] Laboratory: This biolab is up to the standards of the most advanced seen throughout the Maze Runner series, which means they are better than even those found in the modern day. This comes with all required materials you could possibly need in order to conduct your experiments. In fact, this lab may even be better equipped than some WICKED labs. Additionally, this item comes with followers that act as lab assistants.

[600 CP] Assistant Director: Unfortunately for Janson, you are now considered to be the assistant director of WICKED, with all the power and immense resources this esteemed position brings with it. In any future jump, you may, at your discretion, choose one agency or bureau present in the jump to now be considered second in command of. If there wasn’t previously a second in command position, there is now, and you occupy it. For example, you could be assistant director of a police bureau or an intelligence agency, but you cannot be the second in command of an army or country.

WICKED

WORLD IN CATASTROPHE KILLZONE EXPERIMENT DEPARTMENT

Companions

Companions may be given extra CP at a rate of 1:2

[Free/50/100 CP] Import/Create/Recruit Companions: You may either import or create up to 8 companions for 50 CP per companion, with each companion gaining 400 CP to spend on themselves. You may recruit companions for free, but must pay 100 CP for the more powerful characters. Companions do not get the item stipend.

[100 CP] “7”: 7 is a special case within the glade, in that he never actually got any of his memories back, which includes his name, so most people call him 7, seeing he’s the seventh person to enter the Glade. He’s generally considered one of the stranger members of the Glade, usually not outwardly showing much in the way of emotion, he’s generally well liked regardless due to the fact he’s survived in the Maze for as long as he has. **[Runner Material] [Flare Immunity] [Glader Weapon].**

[100 CP] Captain Snow: Captain Snow was at one point a pilot for WICKED, with a promising career as part of their berg air wing, but once construction of the Maze began, he started to hear rumors of what they were doing, and took his berg and deserted, becoming a mercenary. Has an outwardly gruff demeanor, but deep down has a heart of gold. **[Pilot] [Berg] [Modern Firearm].**

[200 CP] Dr. Miura: Dr. Miura seems to be an outwardly friendly person to be around, with a bright mind and a promising future as one of the youngest members of WICKED, but internally, she doesn’t much care for the organization, more so seeing it as a good way to test herself and her mental capabilities and seems to mostly see the conflict with the Right Arm as a game, and the curing of the Flare Virus as a puzzle, with the good that comes from the cure being the prize at the end. Seen by many as odd, due to usually dressing casually, and not carrying herself in a professional manner, people tend not to question it out of sheer respect. **[Biological Genius] [Ruthless Strategist].**

[200/300 CP] “Buddy”: This adorable guy is named Buddy. He is incredibly loyal to you, and incredibly friendly with people so long as they don’t cause trouble for you or him. He really is man’s best friend! He loves playing fetch with trees, and only stings when you tell him to. Buddy is a unique case, however, seeing as he is actually a Griever, one that suffered brain damage at one point in its life, and as a result has adopted the personality of an incredibly affectionate, but well trained dog that is completely loyal to you. For an additional 100 CP you can have it take a toggleable alt form of a dog of any breed you choose if poor Buddy’s appearance is too off-putting for you or others.

Drawbacks

[0 CP] Prequel/Sequel Toggle: You can now start either in the prequel books or the sequel books.

[200/400/500 CP] Powerless: You either have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible.

[100 CP] Amnesiac: You lose all your memories of this universe, and the events that transpire in it. Fortunately, if you take Grief Venom and survive, some fleeting memories may actually come back, but you don't know about this effect of the venom. Additionally, you forget taking this drawback.

[200 CP] Control Group: You are now in the same situation as Newt, that being that you are now vulnerable to the Flare Virus. None of your perks from here or beyond that could prevent your infection by the flare virus being present.

[200 CP] Captured: You have been captured and detained in the same way Minho was, with WICKED performing the same type of torturous experiments on you as they did Minho. You will inevitably be rescued within a year, but you can try escaping sooner than that if you feel you could pull it off.

[400 CP] Tasty: The Gone now consider you target number one. Maybe your blood tastes better, maybe your nature as an outsider make you a more attractive target, but regardless, you are now going to be the first one to be attacked by the Gone, and they seem to notice your presence far more easily than others.

[400 CP] WICKED Target: WICKED has found out about your nature as a jumper, and now have the unshakeable belief that killing and dissecting you is their best bet in order to cure the flare virus.

[600 CP] Swiped: You now have a swipe chip implanted into your brain, which, at random, will take control of your body and make you do something you wouldn't normally do. You never get any warning ahead of time, and it will happen at least once a month. It cannot be removed without killing you.

[600 CP] Crank: You are now a crank. None of your abilities or items, from here or previous jumps, can be used to immediately remedy this problem. If you want to cure yourself, you'll have to make the cure yourself.

Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

The Maze Jumper

You wake up in the Glade, surrounded by a group of people there to greet you and welcome you to this new life. You lose all memories of the Maze Runner universe in the same way as the Amnesiac drawback, and are now stuck in the Glade. Your goal in this scenario is to escape the Maze, whether you do it by yourself or not doesn't matter, so long as you get out yourself. The Maze still operates in the same way, with Grievers, shifting walls, and a code on must figure out before you can escape this massive labyrinth.

Reward: The Maze: For completing this scenario, you get the Maze itself, with the glade, the grievers, and everything else that would be needed for the thing. It optionally comes staffed by followers who will operate and maintain the maze, or otherwise it can maintain itself, and it can either act as a warehouse attachment or it can be placed in the world. You must decide this before the start of the jump.

The Quest for the Cure

Your goal is now to cure the Flare Virus before Denver falls, and distribute it to enough of the population so as to bring humanity back from the brink. You cannot take the prequel toggle. Additionally, you cannot use the Cure item or any other out of jump immediate solution, whether it be perks or items in order to do this. As a saving grace, however, if you have the Total Flare Immunity perk, you can study your blood in order to try and find a cure that way. Because you start a year before Thomas enters the Maze, this means you have a little over a year to find this cure and save humanity.

Reward: WICKED: WICKED is really grateful for your accomplishment, you know. So grateful, in fact, that they are willing to follow you into future jumps as followers, bringing all their equipment, manpower, and some of their smaller labs and installations with them. Maybe under your direction, "WICKED is good." could actually be a true statement in the future.

Ending:

You've made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay in this world if you like. Hopefully you changed it for the better.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: Just imagine what new lands there are waiting to be found out there! You can always move on to the next jump.



Notes:

-All Drawbacks may only be taken once.

- Unless otherwise stated, any followers lost will respawn at the start of the next jump or until 10 years have passed.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be placed in a location of your choice post-jump, or not placed at all. This must be decided at the start of the Jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-You can purchase everything multiple times unless otherwise stated.

-When in doubt, fan-wank it.