

Uncharted JumpChain

A Jump by Xienik

The world of the ancient cultures was a cultured world indeed, what with all the interesting ruins and priceless artifacts they left laying around, but in this world such ruins and relics now have a much greater meaning as everyone from orphan street urchins to grizzled war criminals makes an attempt at gaining such treasure for themselves.

Have **1000 unCharted Points** to help you make a bid for the treasure yourself...

Time and Location

You start in 2006 just before Nathan Drake and Elena Fisher retrieve Sir Francis Drake's coffin from the ocean floor.
You may pick your location freely from anywhere on Earth, or roll a 1d8 if you want.

1. A boat off the coast of Panama
   Perhaps you're assisting Drake with the recovery of the coffin, or perhaps you are part of a pirate crew tracking him down.
2. UK2642
   A Pacific island with quite the story to tell, once home to a thriving Spanish colony, but now deserted. Maybe you're here looking for Spanish Gold, or perhaps you were always here and never left...
3. The Himalayas
   This area encompasses a Nepalese city known for its vast amount of ancient temples, a small Tibetan village, located not far from an abandoned monastery, and the Lost City of Shambala.
4. London
   The capital of the United Kingdom and home to the headquarters of the Hermetic Order, maybe you're already a member, if not then might I recommend a visit to the Pelican Pub.
5. Southern Arabia
   From Yemen to the Rub' al khali desert this land is filled with secrets, such as the Lost City of Ubar or the pirate-occupied ship graveyard.
6. A Jail in Panama

Built upon a pre established Spanish colonial fort, perhaps you're sharing a cell with a prisoner with a tall tale of pirate treasure, you might be able to organise a breakout, or you know just bribe the guards, this prison is horribly corrupt after all.

7. Madagascar

   Maybe you're at the town of King's Bay, or have stumbled across a lost colony on the nearby Turtle Island.

8. Free Pick

   Looks like the old Drake fortune smiles upon you you may pick any of the above locations as well as anywhere else on earth. Some other interesting locations include: the Western Ghats of India, home to the lost capital of an ancient Indian empire. and Lazarevic's base of operations wherever that may be at this time.

Origin

Choose your age (within reason of course, no one will accept a toddler as a serious treasure hunter) and gender. Any option may be taken as Drop-in.
All origins receive a 50% discount on their purchases in their sections,with 100cp and lower being free if discounted.

True Drop in

No connections. no history. Nothing to hold you down. Just the way you like it right? You may appear at your location with the bare minimum of records to help you fit in and enough money to last you a month or two.

Treasure Hunter

The world out there is filled with particularly priceless pieces of history just waiting to be plundered and pilfered, or you can recover them for more legitimate organisations, but where's the fun in that? You'll start this jump with connections to all the big names in the game, such as Harry Flynn, Jason Dante, and of course Nathan Drake.

Bad Guy

Maybe you're working for, sorry, *with* some already established player or maybe you're striking out for yourself. Either way you're probably hunting ancient relics not for monetary value but for the true power contained within.

Supernatural (300)

Ahhhh, looking a bit on the wild side eh jumper? You might be guarding something of great value, or just terrorizing the place in general.

Perks

General Perks

Basic Combat Experience (Free)

Know the basics of cover shooting, run-and-gunning, grenade throwing, and melee combat.

Advanced Combat (300)

You now have the experience of a highly trained special operations soldier, or maybe just the natural skill of a lucky amature archeologist, either way your combat skills are increased to be able to reliably fight of waves of enemies, and do things like throwback grenades, and Run and gun with a light machine gun whilst still shooting somewhat accurately.

Traversal Skills (Free)

Can keep a steady grip while climbing and know how to use things like grappling hooks. You also gain slightly increased stamina and strength but only whilst you are climbing.

Polyglot (100)

So difficult, travelling to exotic locales and... not speaking the language. You will always know the most commonly used languages in each jump and will easily learn new ones.

True Drop in

Photo Mode (100)

So many things to *see* and *do* and *climb*; however, sometimes it's not convenient to whip out a camera. At any time you may stop time and have your consciousness exit your body and move around your body in a few metres radius; while doing this you will have enhanced vision and are able to modify how you see everything with various options and filters. You will also be able to take pictures; pictures taken will be found in the warehouse and/or on digital devices you own.

Convenient RPG (200)

Adventurers often need a lot of props for their adventuring. Jumpers often accrue many useful items, but what use are those to anyone stored in the Warehouse? Now, whenever a reasonably-sized personal item from your warehouse would be situationally useful, you will find it lying around easily accessible. Only you and your companions will generally pay attention to it and these items will automatically return to the warehouse when you no longer need them, unless you would prefer an item stays.

The Real Treasure (400)

What, you didn't think this would be something sappy like love, or the friends you made along the way? No, treasure is treasure, and most jumps have it. You will now start jumps with basic knowledge of any great artefacts or items of power to be found in the jump, should you apply your treasure-seeking prowess, plus a few clues sufficient to begin the hunt.

Climbing Respawn (600)

Let's face it, most times you die in Uncharted it's not because of being shot at, it's because you missed a jump or something like that. From now on any death related to the words "Climbing Accident" can be rewound. You can only stock up five charges of this perk, with each recharging 24 hours after use.

Treasure Hunter

Archeologist (100)

Some of the greatest treasures, in this world and others, are those born of ancient cultures. You now have a smattering of knowledge related to all the ancient cultures of the world, plus either a deeper knowledge of a few or really deep knowledge of one in particular. Sure to help you on your treasure seeking.

Puzzle Solver (200)

Why is it that there's always a riddle or puzzle - or several - between you and your ~~loot~~ priceless historical artifacts? Well, regardless of the answer to this age-old question, you now have talent and skill at solving all kinds of artifact-blocking riddles and puzzles, sufficient to ensure you access to your beautiful, *lucrative*... priceless historical artifacts.

Drake's Fortune (400)

When it comes to avoiding damage, you have completely perfect luck; no bullet, blade or explosion will be able to hurt you, so long as your luck should hold. However this luck will run out quite quickly, though with enough time avoiding further close calls your luck will top up again.

Walking Disaster Zone (600)

Navarro's Helicopter, Lazarevic's Train, Rameses' Cruise Ship, Marlowe's Plane and the Lost Cities of Shambala and Ubar. Things Certainly do seem To fall apart around Mr. Drake. At will you can enable your actions to cause a chain of disasters around the local area. The effect is not guaranteed but its likelihood is increased and you will know actions you can take to start and/or accelerate the effect. You will also be less likely to incur damage to yourself and anyone or anything you don't want harmed because of this.

Bad Guy

DRAAAAAKE! (100)

Villains are the best, aren't they? Not in terms of morals or planning, but in terms of how much sheer presence and *character* they have. Now you too can, at will, have the most deliciously hammy voice, suitable for all your Bad Guy needs.

They Had The Will To Do What Other Men Could Not (200)

If you want to really commit to this role as a Bad Guy, you're going to need to do some bad things, some… unsavoury, *extreme* things. Many villains would rationalize their actions as what *needed to be done* and whether that's true or not, you now have un unbreakable willpower, that can follow through on any plan no matter how distasteful the necessary details, plus the ability to temporarily... set aside your morality, or to lower its effect on you to anywhere between full and zero.

Warlord (400)

How far do your aspirations reach in your tenure as the antagonist? You'll probably not get very far with just yourself and a couple of guys. Thankfully, you now know the ins and outs of gathering followers to your cause - whatever that might be - or simply to your employ, and will generally find it easier to do so. You also now have the requisite skills to properly lead and command a large organisation, to make effective use of those followers.

Always One Step Behind (600)

Being the bad guy - usually defined by his opposition to the good guy - should have some perks, right? How about the fact that good guys have a really rough time of leaving their adversaries behind, at least for long. Whenever you find yourself in a situation that could loosely be called a race, pursuit or competition, you will find it very easy to catch up - at least up until the point where you draw even, where it's up to you. There is a small cooldown on its use - after all, the hero needs to draw away before you can catch them.

Supernatural

Tooth And Claw (100)

Savage, aren't you? Attacks you perform with natural weapons, such as well, teeth and claws will inflict more damage, and the wounds caused will bleed quicker and heal slower.

Descendant (200)

Exposure to the El Dorado Virus has increased your musculature to easily overpower most normal humans and has made your body more limber and agile allowing you to climb across

walls and ceilings and through small tunnels with ease. You may shapeshift from your normal form into the form of a crawling, zombie-like creature.

Guardian (400)

You have drunk the sap of the Tree of Life; your body's natural strength and durability are increased significantly to inhuman levels. You also gain an accelerated healing factor and an extended lifespan. You may shapeshift from your normal form into the form of a large, purple-skinned, black-toothed, brutish humanoid.

Djinn (600)

Though perhaps only a figment of Drake's drugged mind, you are now a djinn made manifest in reality. This won't let you grant wishes, but it will give you a short teleport, the ability to shoot exploding fireballs, quickly summon a burst of flames around yourself and increased durability. You may summon decorative flames across your body and have your eyes glow at any time.

Items

Any item may be imported appropriately.

General

Complete Collection (free)

The complete collection of all Uncharted franchise media, from all the games to the expanded universe comics and books.

NDI Weapons Holster (100)

A copy of Drake's holster capable of holding one pistol and one long armament. Also has attached ammo and grenade pouches. Weapons and ammunition held in the holster will act weightlessly and not get in the way.
This holster may be summoned to you in times of peace or just as a gun fight starts, so long as you could be logically wearing it, when summoned it will have a pistol and long armament of your choice and be fully stocked with ammo and grenades.

Expanded Holster (+200)

This holster is expanded to have two pistol holders and two points for long armaments to attach to. The size of the ammo and grenade pouches is doubled.

Basic Armaments (First Free/ 50)

Choose one pistol and one long armament; these weapons must be found in-game and cannot be covered in another option or be counted as special weapons. Further purchases will only grant a pistol **OR** long armament. A replenishing stock of grenades is included in the first purchase.

Special Armament (100)

Each purchase grants one special armament.
Special armaments include heavy pistols, sniper rifles, light machine guns, riot shields, automatic shotguns, grenades launchers, RPGs and C4.

Climbing Gear (Free)

How were you intending to climb up and over all those cliffs, buildings and so on? Don't be silly, of course everyone loves the climbing sections. To aid you in your climbing, you have a grappling hook and rope which will only attach and detach when you want it to and also can coil itself automatically; plus a set of pitons that are very easy to drive and very easy to remove, but only when you want them to be; any left behind will find their way back to you eventually.

True Drop in

Hog Wild (100)

Rarely will your adventures be located in easy walking distance. Thankfully, you now have a seaplane, a perfect copy of Sully's only yours never needs fueling or maintenance.

Silver Kukri (200)

A recurved knife you seem to have picked up. Silver is an odd metal for a knife… unless you're hunting certain kinds of creature. This kukri does major damage to any supernatural creature... sticking it in them is your job.

Tranquilizer Dart Gun (400)

Despite the sheer range of deadly weapons on offer, perhaps you prefer a less lethal option. This completely silent tranquilizer gun will never jam or need maintenance, and the included six darts, which replenish every day if used, will knock out **anything** in one hit - if you hit it, of course, with the short range of this weapon not going farther than a few dozen meters.

Libertalia Treasure Haul (600)

Perhaps you more prefer the *treasure* itself to the *treasure hunting*. This is a complete replica of all the treasure brought to Libertalia by the pirate captains, including, but definitely

not limited to, the 400 million in gold and jewels of the Gunsway heist. you receive this treasure anew in each jump.

Treasure Hunter

Keepsake (100)

Whether it's priceless or just priceless to you, this small memento or keepsake reliably provides you with motivation and drive to pursue your dreams.

Queens Ruby (200)

All too often, hunting treasure is complicated by it being so darn hard to *find*. This ruby flashes when valuables are nearby, but can be set to ignore things you already *know* to be valuable.

Journal (400)

Sometimes the problem is knowing where to start on your treasure seeking. This handy journal automatically lists any treasure you might have learnt about, plus lists objectives that will help you on your way and occasionally gives a clue or two when you're stuck, updating automatically whenever you progress or something changes.

Contact (600)

On the other hand, it can also be a problem if you have no treasure to seek. This contact presumably has a vast information gathering network collecting treasure leads they will happily pass on to you. They are also capable of fencing said treasure. In each jump you will swiftly find a very similar fellow quite willing to do the same.

Bad Guy

Golden Gun (100)

Choose one weapon you currently own; that weapon now performs better in every way, and will never run out of ammo. You can change the aesthetics of the weapon at will and can change which weapon this applies to once per week.

"Mutant" Gear(200)

Some situations require the speed and precision of a scalpel, and others situations require the crushing power of a massive sledgehammer. This set includes a heavy minigun and a suit of heavy body armour. The minigun has hundreds of rounds in reserve, and the body armour is strong enough to weather an RPG or two.

Tainted Water Fountain (400)

A warehouse attachment hosting a beautiful, ornate fountain which holds a dark secret: the water from this fountain may be used to make hallucinogenic darts and, with some research, gas grenades. The fountain can also be imported into the world, wherever you wish to place it.

Private Army (600)

A collection of mercenaries and soldiers, all loyal to you, numbering approximately two thousand strong and updating to the highest technological and training standard money can buy when entering a new jump; this will also happen retroactively once the current jump is done. They will replace losses at a rate of 10 men per day, with logistics vehicles respawning a week after they are lost and combat vehicles a month after they are lost.

Supernatural

Terrifying Costume (100)

Bones and hides of wild animals sewn together in such a way that any who look upon someone wearing this fearsome attire will be shaken to their boots and, with some effort on your part, flee for their lives.

Spider Swarm (200)

You may summon and direct this swarm anywhere there is darkness. These Spiders are particularly aggressive and venomous, but are wary of bright light. The swarm numbers a few hundred strong.

El Dorado (400)

A copy of the golden statue, complete with a virus-carrying mummy inside. You, and anyone you choose, are either immune to the virus inside, or can act as an asymptotic carrier. If you wish you can take the mummy out of the sarcophagus to sell, with the sarcophagus respawning at the start of a new jump. with some study of the mummy you can can develop a cure and vaccine. Any "zombies" created by this can be influenced by you.

Tree of Life (600)

A warehouse attachment hosting a grove containing the sap pool at the bottom of the Tree of Life. This sap can be drunk to confer the benefits of being a guardian - superhuman strength and healing - with no downsides (unless you want there to be downsides), the effects of the sap only lasting a year however. The grove also contains a copy of the cintamani stone which, if sold, will respawn at the start of a new jump. The tree can also be imported into the world, wherever you wish to place it.

Companions

Create/Import (50/200)

Purchase one at a time for 50cp or bulk buy eight for 200cp. Companions receive 700cp.

My Go to Guy for This (100)

This option will make it so you are guaranteed to meet with any figure from the Uncharted Franchise and make them amiable to coming along with you.

Drawbacks

Drawbacks give companions half CP. Drawbacks labelled Personal may be taken without your companions having them or vice versa.

Cursed - Personal (+0/ Mandatory with purchase of any Supernatural Altform)

You tried to grab the ultimate power and now you'll pay the price…
Descendants will see an increase in aggression and find themselves acting more feral.
Guardians will find themselves drawn to the tree of Life and see a desire to protect it.
Djinn will see themselves acting more cruelly.
These effects can be resisted but if you give in to these urges you will find them stronger the more you fall into them...

Extended Stay (+0)

You may choose to extend your stay to however long you wish. This will be necessary to experience the events of The Lost Legacy; you may also chose to start earlier if you wish to experience Drake's earlier adventures such as Golden Abyss

Insert As Character - Personal (+0)

You may choose to insert yourself as a specific character from the Uncharted series. You may gain their memories and backstory if you wish or go without; either way you will find yourself in their position and ready to fulfil their role in the story.

Fanfic Toggle (+0)

You may choose to insert yourself into an alternate version of the uncharted Universe.

Multiplayer (+0)

The uncharted multiplayer includes co-op stories that take place in an alternate continuity to the actual game; you will now experience these stories alongside the main Storyline. You

may also choose to sometimes “play multiplayer matches” with the heroes and villains of this world, during these matches you won't incur any permanent injuries and may respawn if you die.

Immoveable Hair - Personal (+50)

Pick a hairstyle and colour right now, the hair you choose will remain unchangeable until the end of the year, where you may pick a different hairstyle for the next year. This drawback is mainly if you have that annoying 50cp left over somehow

Doughnut Jumper - Personal (+100)

Had too many doughnuts lately, perhaps? All your forms are overweight and will remain so until you put in the work to lose the flab. Any shapeshifting will still maintain the extra weight and throughout your stay you will be vulnerable to weight gain if you overindulge.

Twists And Turns (+100)

The story of the uncharted universe will now deviate from canon. Perhaps Sam was telling the truth about Hector Alcazar, or maybe Eddy Raja survives the events of *Drake’s Fortune*.

Power Lockout - Personal (+150/+300)

For 150cp all peaks and powers that do not fit into an archaeological adventure setting are disabled or reduced in power to in-setting levels.
Alternatively for 300cp All outside setting perks and powers are completely disabled.

Item Lockout - Personal (+150/+300)

For 150cp all Items that do not fit into an archaeological adventure setting are disabled or reduced in power to in-setting levels.
Alternatively for 300cp All outside setting Items are completely disabled and you are blocked from accessing your warehouse.

Falling Out - Personal (+200)

Some things just seem to fall apart when you touch them, especially handholds and other climbable surfaces. This will not prevent you from going where you're supposed to go but it might cause you to take the long way round.

Obsession - Personal (+300)

When it comes to treasure hunting you just can't stop yourself, maybe it's the thrill of the adventure, or the thrill of the reward, either way you just can't stop. Expect this to take a toll on your personal life as you make up the flimsiest excuses to get back to adventuring.

I AM SURROUNDED BY TRAITORS AND FOOLS (+300)

Hope you're used to self-sufficiency. All your underlings will be various levels of incompenent or untrustworthy.

Everything I Touch Just Turns To Shit - Personal (+400)

From now on objects you touch will have a 0.1% chance to transmute into shit. This won't work on living beings (or nonliving in the case of undead), plot-relevant objects, anything someone else is currently using, clothing you are currently wearing, anything structural (such as buildings), anything you need or will need that can not be replaced in some manner, or anything that is larger than a cubic metre. It will not work when you want it to.

Hunted By The Hermetic Order (+300/600)

Katherine Marlowe's Hermetic Order has knowledge of your nature. They will watch you, attempt to develop countermeasures against your abilities, and when the time is right they will strike.
For 600CP the jump will take place in a timeline where Marlowe recruited a young Nathan Drake. This has significant effects on the path of the uncharted Universe.
To start with the Order has, thanks to Drake's ring, recovered both El Dorado and The Brass Vessel of the Djinn. Meanwhile Lazarevic has claimed the Tree of Life for himself and his army, and has started his conquest of a weakened India that was plunged into chaos following Asav's Machinations.
The jump now takes place in 2018 and to end this jump you must eliminate the Hermetic Order and Lazarevic's Army as threats. Of course, you are still being hunted, this time by the Order's greatest agents, the Drake Brothers.
When you have completed this scenario, you will be rewarded with being the leader of a secret occult order in future jumps.

Scientists Are Still Struggling to Understand Deadly Fungus (+600/+0)

These words on a newspaper in a London pub may seem unimportant at the time but they herald a dark future. Sometime after the events of *Drake's Deception* in 2011, the Cordyceps Brain Infection will start spreading. You may choose to receive the cp, OR supplement this jump with a *The Last of Us* jump if/when one exists,

Ending and Notes

Stay
Go home
Continue jumping

Changelog and the Future

V 1:

- General proofreading and clarification.
- Added links to the Uncharted wiki
- Added **Twists and turns** drawback
- Added **Falling Ou**t drawback
- Added **Scientists Are Still Struggling to Understand Deadly Fungus** drawback
- Added **Obsession** drawback

V 1.1

- Added **Cursed** drawback
- Add Personal drawback feature

Future Plans

Further expand perk lines
Improve flufftext
Add images?

Suggestions on doing so above greatly appreciated