Dead Island Jumpchain V 1.1 By Atma-Stand/Wandering Shadow



Rise and Shine! Oh… too loud? Well, that's what you got for drinking and partying too much last night. Uh… yeah so, about all this. You signed up for a vacation jump right? Of course not! Haha… Ok look, I'm gonna be real with you. You got yourself signed up and ready to go for an all-expense paid zombie killing adventure in an island chain in Oceania. It's got everything from regular zombies, special infected, evil corporations, and maybe, but I'm not quite sure, evil militaries. So, enjoy this 10-year long vacation, it's to die for.

So, here's vacation budget of **+1000 CP** and try to make the most of it.

Age and Gender

Look, if you're here, you were probably here to get some sun, drink, party, and more than likely do some illicit stuff. So, you can choose your gender and age for free provided that your age is at or above the drinking age of Papua New Guinea. So, anything above 18 and you're good to go.

Locations

Roll a 1d12 for your starting location or pay 100 CP to choose for yourself.

- **Royal Palms Resorts, Banoi Island –** A five-star resort that has seamlessly blended in the countryside and coast of Banoi. It has 127 spacious and high-end rooms waiting to be filled, provided one has the means to afford them.

- **Moresby, Banoi Island –** The capital of Banoi Island. This port town was the first major settlement on the island. However, due to the creation of the Royal Palms Resort and the sudden influx of peoples, the town suffered and has become a slum.

- **Mingede Jungle, Banoi Island –** A hot and humid jungle located at the center of Banoi and is home to many of the remaining tribes in Banoi.

- **Banoi Maximum Security Prison –** An island prison located off the shore of Banoi designed to hold international terrorists. This island is surrounded by an array of sea mines.

- **Pearl Sands Beach, Palanai –** A pleasant beach located at the shores of Palanai with an inland track leading to the jungles of Palanai.

- **Henderson, Palanai –** A port town with a mediterranean theme. Henderson was designed to cater to the wealthy and affluent.

- **Palanai Military Outpost –** A Military outpost located close to the town of Henderson.

- **Future Quarantine Zone –** A large complex on Palanai, usually used as a relief center in the event of natural disasters. While it has a low staff presence now, that is going to change in the near future.

- **Narapela Beach –** A typical beach found within the Banoi Archipelago. There's a bar and… some GeoPharm shipping containers scattered about? It's probably nothing, just ignore them.

- **Narapela Marina --** A sizable marina located on Narapela island. It includes staff offices, docks, a waste disposal plant and several other smaller utility stations.

- **Narapela GeoPharm Labs –** Well I think you should be extremely careful here Jumper. This lab complex is hidden deep within the forest of Narapela and while it isn't the initial source of the outbreak, it is crawling with infected subjects of all kinds.

- **FREE CHOICE**

Perks

You may take two 100 CP Perks for Free, take two 200 CP perks at a 50% discount, take two 400 CP perks at a 50% discount, and take two 600 CP perks at a 50% discount.

Free Perks

- **Type O Negative (FREE) –** You Jumper were born with a rare blood type. Type O-, or better known as the Universal Donor, is an exceedingly rare blood type. It is also the blood type that provides resistance to the HK virus. This does NOT mean that you are immune but rather you can be considered a carrier of the disease, meaning that while you don't suffer any effects, you are still contagious.

- **Fun In The Sun (FREE) –** Ah the Banoi Archipelago, an island chain in Oceania. It can be considered an odd microcosm of various points in time from tribal, colonial, and modern. What does this mean? Well, you obviously came to enjoy the beautiful weather and the culture right. Look Banoi is basically a massive tourist trap and people come and go in all sorts of attire. So, why should anyone care that you're killing zombies in swim trunks or a bikini. If you were going to have a fun time, you'd want to look your best right?

- **The Kick (FREE) –** You can uh… kick? Okay it's more than just that. You find that you can toggle the measure of strength by which your kicks deliver force. The less strength your kicks have, the more they paradoxically stun and halt an enemy. This naturally has its downside. To get the most stun out of your kicks, you'll have to reduce their potential for harm greatly, and you can't kick forever.

- **Stamina Meter (FREE) –** It's important to pace yourself in situations like this. You don't want to tire yourself out before a new horde shows up do you? When you perform strenuous actions, like sprinting or attacking, you will see a small red and white gauge that measures the amount of stamina you have.

- **Forceful Strikes (FREE) –** Something to consider is that when using a weapon, any weapon there is force behind each. Most of the time you'd never really notice but now it will come in handy. Every time you strike an enemy, you reduce their overall stamina. Should you deplete their stamina completely, they will fall to ground, leaving themselves open for more punishing attacks.

100 CP Perks

- **With It Enough To Count (-100 CP) –** Alcohol, drugs, mind altering substances, you name 'em. They exist to mess you up. Not so much anymore. Items such as the aforementioned can cause all sorts of effects on your body and mind, but never anything negative. You'll never suffer from addictions, or health complications. Hell! you can take as much and as many combinations as you want and all that'll happen is that you'll have

one hell of a time. You came here to party. Why let something like basic biology ruin your fun?

- **A Special Touch (-100 CP) –** Well you can't very well battle against the hordes of the undead without knowing a thing or two about weapons, can you now? You'll find that you now specialize in one of five types of weapons: **Thrown**, **Bladed**, **Blunt**, **Hand-To-Hand**, or **Firearms**. With this specialization, you will do more damage with your chosen type than with others. You may buy this perk multiple times, though without discounts.

- **Tanning Anywhere (-100 CP) –** When the outbreak occurred, many if not most of the residents of the various islands in the Banoi chain were not prepared for it, which is to be protected. Add in the tropical weather and the oncoming monsoon and you have a recipe for disaster. And that sucks for you, who just wanted to drink and enjoy some fun in the sun! Well, maybe this perk will help you. You'll find that your body is more resistant to extremes in temperature than before. You won't feel the cold of heavy rain, the bite of roaring wind, the abysmal humidity, or the tropical heat nearly as much as you used to. Effectively speaking, you could enjoy your vacations in locations with temperatures that modern human civilizations exist with little worries.

- **Crafty Aren't You? (-100 CP) –** In a situation like this, the importance of good weapons cannot be stressed enough and unfortunately most weapons around you are not the best for bashing in heads. So, you had to get crafty. You find that you can create weapons from a combination of items that technically shouldn't work. As long as you have the items on hand, you can construct a combination weapon within a few seconds.

200 CP Perks

- **Vampiric Kill (-200 CP) –** When most people hear the phrase "vampiric kill" they'll assume it means stealing health. That's not the case here. Instead, what happens is that every time you kill, you will receive a portion of your foe's remaining stamina back. This even extends to the use of thrown weapons or firearms. Should your stamina be filled already, or you somehow never tire, then you will receive a small but useful amount of health back instead.

- **Leader in the Storm (-200 CP) –** With a monsoon incoming, and zombies all about, the people who have survived need a good leader, could that be you? You know how to effectively lead groups of scared survivors, how to handle both their physical needs and mental needs. As a bonus, the worse the situation, the faster you'll get a handle on what needs to be done.

- **Side Quest Mania (-200 CP) –** Videogames sure love to throw side quests at you all the time, don't they? It's even better when you get rewards for seemingly pointless errands. Well, make that into a reality. You'll now find that you can accept small side quests from people around you. Typically, these will be tasks that can be completed within a few hours at most. Upon completion, you'll be rewarded with something suitable for the difficulty of the task. The greater the difficulty, the greater the rewards. As a bonus,

you'll find that time sort of stops when doing a side quest. Not time itself mind you, but if you have anything legitimately important to do, you can hold off on it for a while.

- **Fool Me Never (-200 CP) –** In times of crisis, mankind can be its own greatest enemy. Whether by greed, sadism, or rationalization, there'll always be someone or someone's who will try to take advantage of you in debilitating ways. Now though? Now that's not going to happen. When you meet with others, you'll be able to get a vibe of who they are and their goals, giving you a great deal of insight on whether they'll truly try to help or betray you the first chance they get. This perk even works across multiple forms of communication, like radios… I wonder why that seems important.

400 CP Perks

- **Who Do You Voodoo Bitch!? (-400 CP) –** Growing up on the streets was rough, but through a stroke of luck, and some damn fine vocals you got out. How? You made one helluva banger and then you kept on making them. You'll never have to worry about being a one-hit wonder, as you'll always find inspiration for your next hit through your experiences. As an added benefit you can use your rap skills to improve the morale of the various survivor groups you come across.

- **All Star (-400 CP) –** You were an all-star athlete of a sport of your choice and while you could have either retired, been forcefully retired due to an injury, or removed because of a scandal, you were and still are on top of your game. You'll find that you can apply sports training to violence and fight in ways not thought possible. Were you a hockey player? Bolt a cleaver on a hockey stick and have at it. An American Football player? Well, your 'passes' are almost always guaranteed to go right where you want them.

- **Just Gelded 'Im (-400 CP) –** An unfortunate aspect of police work is that the situations you are involved in are not always black and white and many times the perpetrators can get away with their actions. So, sometimes you have to make 'em hurt, make 'em suffer to remind them of the actions. When you attack foes in ways that leave them scarred, these scars will remain without any way of healing them unless you allow it. As an added bonus, you'll always have a means to find them and finish the job if you choose.

- **A Pretty Face (-400 CP) –** Before the outbreak, you were a fully trained member of a high-end police department. However, you were not hired for your capabilities in police work. Instead, you were hired for your looks. Because of this, you have been given special training to spy on various organizations, whether they be criminal or legitimate. This means you can easily translate police skills into more civilian roles to further your work and you can easily hide your true goals behind easily crafted and manageable lies.

600 CP Perks

- **Fury (-600 CP) –** This is an interesting side effect of being a carrier of the HK virus. You see, with this you can enter into an effectively controllable rage state that heightens your combat abilities, especially your unique ones. It can take about twenty kills to enter

this state but with time and effort, this number can be reduced. Below are a series of Fury states that you may choose and each of these abilities scale to your strength. You may only pick one so choose carefully.

  - **Bloodrage –** You will manifest a sword and may swing it faster and with more power than you would otherwise. If you already have a sword on-hand, then the effects of this Fury will be applied to it.

  - **Haymaker –** You will manifest a pair of brass knuckles, allowing you to pummel with greater force and ferocity. If you have any fist-type weapons, then the effects will manifest on them.

  - **Bullseye –** You can throw a limitless amount of throwing weapons. These can be knives, small hatchets, etc. As long as they can be easily thrown. Should you have a weapon designed for throwing, then you can throw an infinite amount of them while your Fury lasts.

  - **Guardian –** You can manifest a generic handgun of your choice. This gun will have infinite ammunition and while using it, you will enter into a bullet time for additional accuracy. Any handgun you have on your person will receive this effect while in use.

  - **Touch of Power –** You may manifest a staff that when used, can easily cripple parts of your target's body with each strike debilitating them beyond measure. If you already have a staff weapon, then this effect applies to it as well.

- **Reverse Carrier (-600 CP) –** So remember how we established that you were only a carrier and still contagious? Well, not anymore. It seems you have a rare mutation that interacts with diseases in a predatory manner. You see, your immune system effectively consumes viruses and diseases and produces incredibly effective antibodies that can be used as a vaccine through simple blood transfusion. This in turn passes that capability onto others. Post jump, your biology will adapt to similar instances just easily. Suffice it to say, this is incredibly effective when dealing with the HK Virus.

- **Inner Response (-600 CP) –** The HK Virus plays merry havoc with the mind, and you've begun to exhibit this effect in an interesting way. When exposed to viral agents or other such things that can change you against your will, you may be able to enter a nightmarish inner mindscape and battle an avatar of the agents. Defeating it will not only render you immune to its general effects, but it will give you the beneficial effects that may have come with it while ignoring any negative ones.

- **Charon's Pass (-600 CP) –** This… this is a little different. So, one of the big things during this little outbreak was the involvement of a hacker who went by the callsign of Charon. Before Frank Serpo dragged him off to who only knows where he was the man behind the man controlling or at the very monitoring the shitshow the island became, and he did through hacking damn near everything from a prison security office. You see where I'm going with this? You're not just a hacker Jumper, you are THE Hacker. Basic operating systems are like a Stradivarius in your hands. If Charon could do all he could while sitting behind a monitor in prison, imagine what you could do with some real hardware.

Items

You may take two 100 CP Items for Free, take two 200 CP Items at a 50% discount, take two 400 CP Items at a 50% discount, and take two 600 CP Items at a 50% discount.

Free Items

- **With a Paddle (FREE) –** Well you have to defend yourself with something don't you? This is a simple wooden paddle, typically used in rowing boats but now used for a very different purpose. This is not a very good weapon but until you find something better, this is what you got.

- **Swimwear (FREE) –** Can't enjoy some fun in the sun without the proper attire, can you? You now have a swimsuit suit of your choice. There's nothing really special about this swimsuit aside from the fact that blood seems to wash off it very easily.

- **Walkie Talkie (FREE) –** A small yellow walkie talkie that has a surprisingly large range. Very useful for keeping in contact with various survivor groups through the various locations you may find yourself. Doesn't seem to run out of battery and suffer from interference either.

- **Act 1 Modding Blueprints (FREE) –** So… we just started you off with a paddle, didn't we? Okay, well for here on out, you will find in your warehouse a large folder containing several blueprints that can create some low-key implements of death and violence. This doesn't give you the supplies to make them, but you'll know exactly what you need to do so. In-fact most, if not all of these items can be found in the resort area!

100 CP Items

- **Act 2 Modding Blueprints (-100 CP) –** Hey, hey, remember how we gave all those blueprints before? Well, here's some more! The following blueprints are more varied and dangerous than the previous series and supplies for these combinations can be easily found in major metropolitan centers.

- **Bloodstained Key Card (-100 CP) –** What poor bastard did you pull this from Jumper? Regardless of how it came to be this way, you now have in your possession a very special keycard. What does it unlock? Everything! Well within reason. Any lock that requires a key card can be opened through this particular piece. Just try your best to explain where the bloodstains came from.

- **Runaround (-100 CP) –** Well I highly doubt the rental agency is going to ask for the keys during all this. You are now the proud owner of an overpriced rental car of cheap design. Perfect for getting drunk or high (or both) and wrapping yourself around a telephone pole or tree. Okay in truth the good benefit of this little runaround is that no matter how far you drive it, the tank will always be full. Now aside from the obvious advantages to yourself (and your wallet), I'm sure there's plenty of use for infinite gasoline.

- **Barricaded Garage (-100 CP) –** A very coveted place during a zombie outbreak my friend. You're now the proud owner of a very heavily barricaded garage. The main draw for this little hole in the wall sized property is that it is great for two things. Repairing vehicles and improving them. How does it do that you may ask? Well because it never runs out of tools or materials. You'll find inside to be a veritable treasure trove of generic car equipment and tools and no matter how much you use or abuse them, there'll always be more for you to use when you need it.

200 CP Items

- **Reinforced Truck (-200 CP) –** Okay no, we have some wheels worth talking about. This fully enclosed and modified armored truck is perfect for driving around the island and ramming into hordes of undead and holding your goods. It has everything you need, a never-ending tank of gas, self-repairing body, enough room in the bank to seat 4 people and their gear and a locker that can store a great deal of supplies for future use.

- **Inventory System (-200 CP) –** Well this is less of a physical item. You have a sort of game-like interface that can be used to store various items including money, weapons, ammunition. While there is an upper limit on how much weapons and healing supplies

you can store, there is no cap on the amount of cash and ammunition you can put into this space and all ammunition stores will convert itself into a full magazine of any ranged weapons you may have on you.

- **Imperfect Vaccine (-200 CP) –** Wanna really fuck with someone? Well, give 'em a shot of this! You now have in your possession a syringe containing an imperfect version of the HK viral vaccine. So, what does this do? Well, it doesn't treat the infection, it enhances its effects. Anyone injected with this will transform into a powerful brute within seconds. Each year a new syringe will be found in your warehouse, and the contents of this vaccine will change in accordance with any zombie virus in future jumps.

- **Act 3 and 4 Modding Blueprints (-200 CP) –** Oh Jumper, this is the good stuff. These are the kinda mods that come close to rivaling some of the really powerful legends of the archipelago. As such their components are usually the hardest to find and combine. But if you search the previous locations and the succeeding lab and jungle, you may be able to find what you need.

400 CP Items

- **Zed's Demise (-400 CP) –** During WW2, the Banoi Archipelago was occupied by the forces of the Imperial Japanese Army or IJA. One such location they occupied would become the site at which the Banoi Maximum Security Prison would be constructed. Now during the outbreak, a certain shot caller would get his hands on IJA Non-Com's sword. A Shin Gunto to be exact, and he would normally only give away when the survivors dealt with a certain deranged prisoner that stalked a locked wing of the prison. Now it's yours. The main gimmick of this weapon is that it seems to scale with the Jumper's strengths and abilities rather effectively, making it an effective weapon no matter how powerful you may be.

- **Defender of the Motherland (-400 CP) –** Despite its pearly beaches and picturesque resorts, the Banoi Archipelago is not a safe place to be. Crime is very much a thing and many groups have used the capital of Moresby to move illicit goods to and from. One such group is the Russian mafia. In their many deals, some materials have been left behind, like this little number. Despite looking like an ordinary AKS-74U, this carbine model has a unique feature that sets it above the rest. It has no recoil. None at all. So, if you have the ammo, fire away as the only way you could miss with this is if you were to choose to.

- **Assassins Greed (-400 CP) –** A curious thing about this one. On the surface it appears to be a simple throwing designed to look like the symbol of a defunct order of assassins who gained infamy during the crusaders. In practice, however, this is an extremely useful tool.

The balance and weight of the knife are perfect for throwing to the point where even an inexperienced can throw with great accuracy. If you're skilled enough, you'll never miss when throwing this weapon. As an added bonus, you'll find that poisons and toxins laced onto this weapon are twice as effective as normal.

- **Blunt Speaker (-400 CP) –** A seemingly ordinary baseball bat, the kind that is pretty popular on the island. Despite its wooden construction, the bat never seems to suffer wear and tear, which is great for a whole host of reasons. However, that's not all. You see the bat has one more trick up its sleeve and it's not corking. This weapon does massively more damage with strikes aimed at a target's skull.

600 CP Items

- **Lab Complex (-600 CP) –** You can't have a zombie outbreak without a lab being involved now can you. You are now the proud owner of a lab complex based on the standard above ground GeoPharm labs used for testing 'cosmetic products.' This complex includes state of the art lab rooms, security stations, a quiet generator with infinite fuel, cages for animals, both small and large, and unlike the one found in the Mengede Jungle, proofed against outside interference to its computer systems. Wouldn't want an anarchist hacker ruining your research for the hell of it would you? Post jump, the Lab Complex will become an attachment to your warehouse.

- **Prison Facility (-600 CP) –** In a place like the Banoi Archipelago, crime is a pretty serious thing and having prisoners near major tourist zones would be bad for business. Which is where this facility comes in. The prison complex is located well off the coast of Banoi and comes with its very own field of sea mines to prevent escapes via boat. Inside the prison are several wings, a cafeteria, a small hospital, and a security room whose signal can at least reach Banoi. It would be a haven in the outbreak and really any outbreak. Just make sure tainted food doesn't come into gen pop.

- **Perfected Vaccine (-600 CP) –** It was surprising how quickly doctors were able to synthesize an effective vaccine against the HK Virus. If only people like Charon didn't interfere for their own gains the vaccine could have been perfected. Well, now that problem has been handily resolved. You now have in your possession a syringe filled with a viable vaccine to the HK Virus as well as the materials and notes to create more. Should these materials be lost or destroyed, a new set will appear in your warehouse within a year. Post jump, you will receive a similar vaccine in any jump dealing with zombie or zombie like outbreaks.

- **Paradise Isle and Resort (-600 CP) –** The main draw to the Banoi Archipelago was its tourism industry. It would be a shame if you couldn't enjoy this too, wouldn't it? You are

now the owner of a top-of-the-line island, resort, and associated services adjacent to the Banoi Archipelago. The island is large enough for a steady number of patrons to come in and out on a regular basis and will find itself experiencing pleasant weather all year round. The resort and its grounds are fully staffed and will create a consistent flow of currency for you to use. The staff are well trained and are able to quickly react to any crisis that may face the resort, isle, staff, and guests. Perfect place to kick your feet up and relax.

Companions

All companions purchased in this Jump will receive +600 CP for Perks and Items.

- **Party Boat! (-50 CP to -400 CP) –** So! Wish to enjoy some fun in the and blood on the sand with friends and family? Well, we've got you covered! You may import up to 8 companions during this jump.

- **Jin (-50 CP) –** A young mechanic found in Banoi. While very talented in vehicular repair and modification, she has a bad habit of trying to help everyone. A habit that exposes her to the darker side of human nature.

- **Yerema (-100 CP) –** A Banoian woman hailing from its indigenous peoples. She had left her tribe to escape her pre-determined fate only to be dragged back on the orders of her father. She is also the original carrier of the HK Virus.

- **Harlow Jordan (-200 CP) –** A former member of the Israeli Defense Force who just so happened to be on Palanai when the outbreak started, Harlow's true goals aside from survival are uncertain, but has been attempting to investigate labs owned by Frank Serpo.

- **Lieutenant Colonel Hardy (-200 CP) –** A natural born leader, this ADF Lieutenant Colonel was aboard the HMAS Avenger on the eve of the Palanai outbreak. He may be one of the only people who knows what high command is willing to do to contain the outbreaks on the Banoi Archipelago.

- **Frank Serpo (+200 CP) –** An agent of the mysterious group known as The Consortium, Frank Serpo has been sent into the Banoi Archipelago to record the effects of and mutations of the HK Virus. Despite his claims to the contrary, he's little better than the man known as Charon.

- **A Hero in the Wings? (-400 CP Each, 2,400 CP Total) –** For those who want to hang with the main cast themselves, this option is for you. Upon purchase, you may designate

one of the playable characters in Dead Island to be your companion with associated risks and rewards that may come from it. Each character will have their associated Fury available to them from the start, and they will only become stronger as their time on the archipelago goes on.

- **Xian Mei –** Daughter of a now deceased Hong Kong Chief Inspector, Xian Mei was, before the outbreak, a police officer assigned to Royal Palms Resort for the purposes of spying on its patrons.

- **Sam B –** Born in the Lower 9th Ward of New Orleans, Sam B is a prodigious rapper looking for a chance to rise back up on the charts while on Banoi.

- **Logan Carter –** A former football star, he attempted to run from his inner demons by enjoying himself on Banoi. That wasn't a good choice.

- **Purna Jackson –** A former Australian police officer turned bodyguard, Purna Jackson was on Banoi protecting various VIPs she was hired by.

- **Colonel White –** A colonel in BIDF, Ryder White was originally assigned to the island in order to contain the outbreak. Facing an overwhelming situation and an infected wife, the man has become desperate.

- **John Morgan –** A former Australian Defense Force sergeant, John was one of the first individuals to be discovered to have an apparent immunity to the virus. Despite his acts of insubordination and treason, he still considers himself a consummate soldier.

Drawbacks

No Drawback Limit

- **Before The Monsoon (+0 CP) --** So Dead Island has a bit of a reputation, well, the sequel does at least. Look, the series was left in limbo and odds are no one will ever discover how the HK virus came to California. So! On this rare occasion, I'll offer you this opportunity. You can leave this jump at any time after the events of Banoi's island prison, as in once the survivors leave on the helicopter.

    - **The Panic (+100 CP) --** Well it seems you want a little more, that's fine. By taking this sub drawback, you'll be stuck with handling the events of Dead Island 1. Regardless of what you do, you and the survivors will inevitably meet at

various places of plot importance, and you will eventually reach the prison at the journey's end.

    - **The Storm (+100 CP) --** You wish to stay longer? Well okay then, taking this drawback sets you on the path of the events of Riptide and you must either make it to the cutter, Sylvia, assist the survivors in escaping Palanai, or wait until the events of Riptide end in order to leave the jump early.

    - **Vacation From Hell (+100 CP) --** Looks like you're late for the party. You'll find your starting location on the most remote island in the Banoi Archipelago, Narapela around the same time that Cliff Calo and his friends arrive there. You'll be sticking around until Cliff completes his "final" loop.

- **The _____ Are Really Loud (+100 CP) --** When the virus broke out, many of the people who normally maintained transportation, and other forms of necessary equipment either died, turned, or up and left. Whenever you repair something, lower a drawbridge, or really work with any real heavy machinery, it'll make an awful racket. One loud to draw hordes of infected right to you.

- **You Mind Helping Me? (+100 CP) –** You know how sidequests are a great way to do things other than the story? Well, expect to do much more than you would have liked. You'll find that even the simplest tasks asked of you by survivors lead to time-consuming acts that just so happen to expose you to more danger than you'd like to see.

- **You Can Barely Control Yourself (+200 CP) --** Most people usually react to zombie epidemics in one of two ways, helping others or every man for themselves. You, though, have a different reaction. Your control over yourself is shot to hell and you'll react to situations in a highly aggressive manner, often taking the most extreme views during these times. Better hope someone can either reign you in or give you some form of clarity, or you'll be in for a bad time.

- **Lost Luggage (+200 CP) –** Seems like your transition into this jump was a little bumpy. Uh Cross-World customs have confiscated what may be considered contraband. That is to say, all out of jump powers and items have been removed for the duration of this jump.

- **We're Them (+400 CP) –** And they're us… They say that times of crisis can bring out the best and worst in people. Unfortunately for you, this outbreak seems to have just brought the worst. Expect other survivors to be incredibly greedy and self-serving at the best of times and downright murderous at the worst.

- **A Voice on The Radio (+400 CP) –** Maybe it was the virus, or the hard night of partying, or just a head injury, but you now have an issue. You have begun to slip into a psychosis where you will experience auditory and visual hallucinations that may seriously impede your chances of survival. You will hear the dead through radios, see and feel like you are being attacked by shadowy phantoms reminiscent of the undead, and you'll feel that previously experienced events are being replayed again and again. Best of luck to you Jumper if you choose to take this.

- **Hardy Wasn't Lying (+600 CP) --** During the events of Riptide, Colonel Hardy made a bold-faced, if not convincing lie to get the various survivors moving. That being, Banoi, and later the Island Palanai, were scheduled for nuclear strike to clean the areas of infection. By taking this drawback, it makes it where Hardy wasn't lying. Jumpers have a week to get off Banoi and successfully breach the naval blockade preventing sea traffic out of the Banoi Archipelago or else they'll be sunning themselves in the glow of nuclear fire.

- **Cost of Paradise (+600 CP) –** So there you are, killing zombies left and right, having a blast when you begin to realize something. The zombie you killed, took more hits than it should have to go down. That's the cost of this paradise Jumper. As you grow in power, so too will the infected in the various locations you may find yourself in. Be prepared for the fight of your life Jumper, because the hordes are coming, and they are strong.

Decisions, Decisions

- **Get on The Boat –** You're moving onto bigger and better places Jumper, have a vacation away from a vacation in a new jump.

- **Flight is Tomorrow –** Your vacation of multiverse traveling, and violence is at an end. Time to go home, Jumper.

- **California Here I Come –** You are staying here for the long term, Jumper. Heard there might even be a new outbreak in Cali if you're interested.

Notes

4/7/23

- As of 4/7/23, Version .9 has been completed. This version will be subject to revision in the following days.
- Blueprints have been added in the section below for easier reference.

4/27/23

- Version 1.0 has been created.

    - Several Grammatical errors have been fixed.
    - Duration of jump has been clarified.
    - Items discounts have been established.

4/27/2024

- Version 1.1 has been created.
    - Spacing has been altered for easier reading.

Blueprints

- Act 1 Mod Blueprints Include;
    - Bleeding Mods
        - Nail'd Mod
        - Nuts and Bolts
        - Rending Claws
        - Ripper
    - Critical Mods
        - Weighted
        - Heavy
    - Flame Mods
        - Torch
        - BBQ
        - Red Hot Blade
    - Poison Mods
        - Assassin Poison
    - Shock Mods
        - Shock Mod
    - DLC Mod Blueprints
        - Stun Gun
        - Bluntly Shocked
- Act 2 Tier Mod Blueprints
    - Bleeding Mods
        - Glazed
        - Barbed Wire
        - Medieval
    - Critical Mods
        - Piranha
    - Flame Mods
        - Hot Rod
    - Impact Mods
        - Impact
        - Lightning

        - Magic Wand
        - Juggernaut Gauntlets
        - Pick-and-ohm
        - Heavy Duty
    - Poison Mods
        - Paralyzing Strike
        - Venom Mod
        - Toxic Mod
    - Shock Mods
        - High-Voltage
        - Short Circuit
        - Old Smokey
    - Firearm Mods - Explosive
        - Pride Handgun
        - Pride Shotgun
    - Firearm Mods - Flame
        - Strike Handgun
    - Firearms Mods - Shock
        - Shock Handgun
        - Shock Shotgun
- Act 3/4 Mod Blueprints
    - Bleeding Mods
        - Devastating Homerun
        - Bloody Mary
        - Saw Disc Axe
        - Shredder
        - Razor
    - Critical Mods
        - Shark
    - Flame Mods
        - Phoenix
    - Impact
        - Shocking Sledge
        - Justice Mod
        - Tesla
        - Shocking Crowbar
    - Poison Mods
        - Deathstalker
    - Shock Mods
        - Bodily Harm

- Firearm Mods - Explosive
  - Pride Rifle
- Firearm Mods - Flame
  - Striker Shotgun
  - Striker Rifle
- Firearm Mods - Poison
  - Detox Handgun
  - Detox Rifle
  - Detox Shotgun
- Firearms Mods - Shock
  - Shock Rifle