Jumpchan Proudly Presents...



JUMP EDITION

They call it the Green Flu. As far as anyone knows, Patient Zero caught this horrific virus somewhere near Fairfield, PA. The plague started as a rabies offshoot, and it didn't take long to mutate an airborne transmission vector. Those that got infected? Their brains began to break down, and it wasn't long before they started hallucinating that everyone *not* infected was a direct threat to their life. When the "common Infected" see one of these new threats, they quickly do everything in their power to eliminate that perceived threat.

Regardless of if you choose to be an Infected here, that threat is *you*.

Worse even than the brain-melting effect of the Green Flu is the speed at which it mutates. The Special Infected that result not only keep some portion of their minds, but also gain strange strength and abilities. Legs to leap buildings, a tongue as thick as a rope, bile that attracts the common infected, a single arm with an unbreakable grip, acid spit, and more. The Green Flu mutates so often, it would take a true master of antiviral agents to slow it down, let alone to stop it completely. Unless you've already got those, you're in for a long haul. Not too long, though; the Infection takes a heavy toll on its victims, so you might only expect to have to deal with the majority of the infection for **one year at most**, before the Green Flu kills off its victims through strain. After that, you can either stay to deal with the aftermath for up to ten years or decide it's time to move on.

Good luck out there, Jumper. Take **1000 CP**, on the house.

Origins

All origins may be taken as a **Drop-in** option, or you may give yourself memories of living in this world before the Infection hit. You can be any age 18 or older that doesn't hinder your physical abilities. If you don't have a **body mod** of any kind yet for some reason, you can make yourself like an Olympian athlete from ancient Greece, on me. Treat yourself.

The Leader - You have a tendency to take charge, and others have a habit of listening when you talk. You might be a war veteran or a high school coach, but wherever you learned it, you've got what it takes to keep this rag tag team focused and moving forward. Keep them alive, and have fun wrangling them along.

The Suave - That's a nice suit you've got there. Whether you hit the gun range on weekends or because you've had a few run-ins with the law, you have a tendency to find the tools and equipment others might overlook, and you can keep calm no matter what comes your way.

The Strong - Please don't point that M60 at me. Some people might underestimate you because you were still in college or hadn't gotten your big break in the news station, but they'd do so at their peril. You're genre savvy and have a realistic understanding of what you're getting into, and no matter your size, you've got what it takes to carry the group when things go wrong.

The Goof - This whole zombie apocalypse thing is actually pretty cool, isn't it? You get to fight zombies and shit! Don't worry too much about it. You might have been in a biker gang, you might have been a mechanic, you might have been an *actual Grizzly bear*- Wait, no, not that last one. Whatever the world throws at you, you'll probably be just fine, and just being around might improve everybody's morale. Or drive them nuts with things beyond the impossible, that could happen too.

The Infected (Free/200CP)- Alright, fine, you can be an Infected. You'll need to take the **No Microphone** drawback (for points), and can choose any Infected form other than the Tank or Witch. For 200 CP, you can take either of those, too. Your mind works just fine, your body doesn't deteriorate from the infection, and you could even work with the Survivors if you really want, but be wary of miscommunications. You are, explicitly, *not* required to fight any uninfected people to complete your Jump here. Taking this Origin automatically grants you one purchase of **They're Changing...**, though you only get the corresponding 400CP ability there if you spent 200CP here.

Post-Jump, this becomes an Alt Form with zero chance of spreading the infection outside of this Jump.
(Mod Only) Alternatively, you could give yourself any appearance overlay you like (this still costs 200CP). No judgments here, friend. You'll have to figure out how that works with the world you'll be dropping in on here, and you'll also need to take the **Modded to Hell and Back** Drawback if you do. Your physical abilities are no more effective than those of the Tank, and this confers no mental adaptations to compensate for anything not explicitly done by other Infected.
Regardless of your choice, under ordinary circumstances the Infected will still find you abhorrent, though common infected are somewhat less likely to attack you on sight now. This does not *trivialize this Jump, and may in fact make it* more *difficult overall.*

Starting Location



You start on the roof of The Vannah Hotel in Savanna, Georgia, unless a Scenario or Drawback says otherwise. You may stay up there for up to one hour before the fires on the floors below start to actually impact the structural integrity of the building (though the building won't collapse so long as you get moving).
(Mod Only) - you may instead start from any modded map, though it operates on local physics and may be treated more as a zombie infested theme park the further from this Jump's Earth it would ordinarily be (including for things like metaphysics or magic). After completing the map, you may decide to wake up in another modded map or at the regular Jump Start location. Regardless of your map choices, the AI Director would be happy to spawn in Infected to keep you honest.

(Scenario Only) - if you take a scenario and it would make sense to start somewhere directly relating to said Scenario, you may do so. This location will be safe and can support you and any Companions for up to one week while you get your bearings. Any efforts to make the Jump safer made during this week are Fiat backed to have almost no impact, as this is intended to give you time to prepare mentally, not physically.

Perks

All Perks from your Origin's line are discounted to 50%. 100CP discounts become free.

General Perks

We are *Not* Infected! (Free and Mandatory for all) - You are completely immune to the drawbacks of the Green Flu. For humans, this means you're Immune, which is a fancy word for "a carrier of the virus," so don't go sneezing on your uninfected allies unless you're trying to get them turned. For non-humans, this means you keep all your faculties, mental and physical, and your body doesn't degrade over time from overusing your Infection-granted abilities, which aren't contagious. Without this, you'd have a 75% chance of getting infected right out of the gate, all else being equal. Post-Jump, you gain resistance to diseases and illnesses of all kinds, and cannot be turned into any kind of undead without your informed and willing consent.

Leitmotifs (Free) - When a foe is sneaking around, you may hear a short sound cue that tells you you're not alone. This cue is the same for a given class of enemy, but without some sort of guide book, you'll have to figure out what sound represents what threat yourself. This can be toggled on and off at will.

Soundtrack by Mike Morasky (Free) - You can choose to hear music relevant to your situation. This can be toggled on and off at will.

PILLS HERE! (Free and Mandatory for this Jump, 100CP to keep) - You have a tendency to find supplies when you're on the move. They might be hidden in back rooms or in plain sight, but wherever they are, they have a tendency to be helpful to you. The more trouble you're in, the more likely it is you'll be thrown a bone. It's almost like some kind of omniscient AI Director is helping you out by putting this stuff on or near your path. In this Jump, you'll have a tendency to find bottles of generic pain pills, adrenaline shots, molotovs, pipe bombs, piles of standardized ammo to fit your loadout (other than extremely rare ammo like 7.62 mm rounds for a certain M60 or grenade rounds), medpacks, defibrillator units, "Bile Bomb" Boomer grenades, and more.

If you pay to keep this after this Jump, you'll find more similarly helpful items even in potentially completely illogical places that you'll instinctively know are there for *you* (and your Companions). If you want, generic items from this Jump can appear from time to time, too.

Deep Pockets (Free and Mandatory for this Jump, 100CP to keep) - You can carry the equivalent of one primary weapon, one sidearm or melee weapon, one medical kit (or defibrillator or ammo box), one bottle of pills or adrenaline shot, one grenade, and a few dozen reloads worth of small-arms ammunition *in addition* to whatever else you would normally be capable of carrying. These things will never encumber you or interfere with whatever else you're up to. This is Fiat carrying capacity, so whether or not you decide it functions because you've got hammerspace for these specific things or because the items stick to your person like glue, it just works. While your allies can be allowed to know what you're carrying, your enemies will never know unless they actually see you wielding the weapon. Have fun sneaking that missile launcher primary weapon into a casino.

Let Me Patch You Up (Free and Mandatory for this Jump, 200CP to keep) - Under ordinary circumstances, downing an entire bottle of pain pills, shocking somebody without arrhythmia with a defibrillator, jabbing adrenaline into your body whenever you feel like it- all of this stuff would kill the average person in short order. Not you, though. With this Perk, when you experience Worst Aid (somebody using the *wrong* kind of first aid on you), you'll actually benefit as though they were at least a nurse practitioner using appropriate materials. This includes applying Worst Aid to yourself, so feel free to down another bottle of painkillers!
Special Note: Intent and available supplies both still matter here. If somebody tries to beat you healthy with a mundane club, it wouldn't be any more effective than a nurse could manage *without* supplies, which is still admittedly pretty helpful (and the damage done by the weapon is severely diminished).
This Perk also allows you to apply Worst Aid to others at 1/4th the effectiveness, no matter how illogical that would be. You could even dump a bottle of pain pills over a robot's head to patch it up a bit.

I'm Not Dead Yet (Free and Mandatory for this Jump, 400CP to keep) - It takes an awful lot to keep you down. Unless you're totally incapacitated by some means, you'll be capable of operating at some level even with otherwise crippling injuries. Your injuries will never worsen solely due to strenuous activity. Pain is dulled to a significant degree, but still works well enough to tell you what's wrong with you. All this together means you could walk on broken legs and pick a lock with broken

fingers without making the injuries worse. There's a limit, however: when you fall below 40% health, your speed and effectiveness drops to around 70% what it would be without this Perk; if you drop to 1% or less health, your speed and effectiveness will drop to around 40%. *Both* of these drops in effectiveness only come into play if the action you're taking would require an otherwise unusable crippled limb, so if your arms aren't broken, you can still swing an ax as well as you'd normally be able to.

Black and White (Free and Mandatory for this Jump, 600CP to keep) - You've got a visual overlay that keeps track of your equipment and your allies' current health, you can see blue outlines of your allies through walls, you can communicate with your Companions at arbitrary distances, and items useful to you are highlighted when you can see them. All of the above can be toggled on and off at will, though they are never distracting for any reason.
Additionally, if you experience any otherwise lethal damage that doesn't obliterate you outright, you'll instead fall to the ground with 300% of your regular maximum health as temporary health. This counts as *incapacitated*. You'll only be able to take the least taxing and simple of actions while in this state, like firing your secondary weapons or crawling slowly (though not both at once), but you'll live... for the moment. While you're incapacitated, your temporary health slowly drains away over the course of five minutes. Any ally or Companion can pick you up when you're incapacitated over the course of 5 uninterrupted seconds, leaving you with 30% temporary health that slowly dwindles to 1% over the course of a few minutes unless you get proper first aid (being picked up and/or healed removes the *incapacitated* effect). You may also use some healing effect to pick yourself up off the ground, a process that always takes at least 10 seconds of effort (uninterrupted) and no more than one minute (regardless of interruptions that don't kill you). After the second time **Black and White**'s death prevention effect activates, your vision will lose all color and will work in the dark; if you don't get proper healing before being incapacitated again, **Black and White** will not prevent you from dying. This monochrome vision effect wears off when you get proper medical aid.
If you have other 1-Up type effects, you can decide what order they work in, including whether or not to trigger one *during* Black and White's effect, which now fully heals you and fully resets Black and White's two saves count.
During this Jump, **Black and White** can trigger any number of times, provided you get proper healing before the protections it provides run out. Unlike in the game, **Black and White** can trigger off itself; if you run out of temporary health while downed with a charge remaining, you will be returned to 300% temporary health again instead of dying. If it happens again, you'd best have another 1-Up handy.

After this Jump, Black and White's full range of effects (one regular save and then the black-and-white-vision save) can occur once every ten years or once per Jump, whichever comes first. This counter can be reset by "converting" another 1-Up Perk into another set of charges for **Black and White**, but doing so removes that Perk's effects from you for the remainder of the Jump (or Ten years, whichever comes first).

LEEROOOOOOOOOOOOOOOOOOOOY JEEEEEEENKIIIIIIIIIIIIIIINS!!! (1000CP) - Not every challenge is worth the effort it takes to complete it, no matter the reward. When you face such a challenge, and when victory must be achieved regardless, no matter the cost... then shout his name to the Heavens, await the results, and may your Benefactor have mercy on your soul.
In less flowery terms, if you shout "Leeroy Jenkins" in an exaggerated manner and intend for this Perk to activate, it will begin searching through many possible futures to find one of the fastest that you've completed your goals in, and then it will execute that future using your body as a conduit. (In the event that you can't shout, mental effort and intent will suffice.)
For those familiar with the term, this is a sort of Fiat empowered Path to Victory, with a focus on turning you into a Speedrunner. As such, please beware that this Perk prioritizes only success and speed, in that order; if leaving your friends to die in agony somehow helps you to achieve your goals the most quickly, then that's what's going to happen. There are limits to this, but not many.
During your Chain, this Perk may only be activated once per Jump with no exceptions; it may not be copied or replicated, and it does not recover if you somehow "reset" that Jump. You can also only direct this Perk so much; attempting to add more than a couple strict rules (without letting my friends die, without using expendable items, without superfluous movements (Tool Assisted Speedrun), etc.) will result in the slowest of those rules being ignored, while open ended rules like "in a way I feel morally comfortable with" are ignored outright. Impossible stipulations are also ignored, and if the goal itself is impossible, then the Perk will fail to activate, not expending its use. The easier the goal or goals are, the more leeway you have for this. If your only stated goal is "reach the end of the Jump without failing my Chain," and it would otherwise be impossible, you instead immediately fail the Jump as though it were a Gauntlet, forfeiting everything from that Jump and otherwise continuing your Chain as though you hadn't gone there. Your Jumpchan may take exception to you abusing this feature, so try not to rely on it.
If this Perk is used when you have any Drawback that lists "chain failure" or some equivalent as a possible consequence, the points and rewards offered by that Drawback are lost on completion of the Jump (along with anything those points were used to purchase). Using this Perk to complete a Scenario also forfeits any extra

rewards offered beyond avoiding Chain Failure. (Your Spark Jump counts as a Scenario.) Attempting to use this Perk when doing so would cause Chain Failure instead causes this Perk's activation to fail.
Post Chain all restrictions on this Perk are removed, though you should still remember it's based on speed running and will tend toward that mindset if left unchecked. See the Notes section for more details.

The Leader Perks

My Friends Call Me Coach (100CP) - You're capable of introducing yourself and your allies with remarkable ease, even if there would normally be a language barrier or something preventing you from doing so. You're also capable of getting general information across to others in as few words as possible. While you're around, others also find it easy to communicate simple things, like "Pills here!" or "Safehouse ahead!"

Son, We Just Crossed the Street (200CP) - No matter how distracted anyone might get, you can bring their attention and focus back where it belongs with a few simple words, be it in a debate or on a battlefield. Similarly, you can direct people's attention to whatever you'd like, even if they'd rather focus on something else. The larger the group you're using this Perk on and the more diverted and scattered their attention, the less effective this Perk is (with no loss in effect for four people and/or if the attention you're drawing isn't deliberately focused elsewhere). When under the effects of this Perk, your allies work together more effectively as well.

I Didn't Sign Up for This Shit! (400CP) - The deaths of allies is always a tragedy. People lose faith, morale drops, and groups become much less effective when they're down a member. Or at least, that would be true if not for this Perk.
When you're part of a group, losses seem far less important both from a morale and effectiveness standpoint. You could lose up to 25% of your forces without the team losing effectiveness, and losing more than that still leaves everyone remaining at least as effective as if you had suffered 25% less losses. Additionally, no matter how much your team loses, they'll be able to put their emotions aside until there's time to mourn. You are never in any way diminished, mentally or otherwise, as a result of taking this Perk.

I'm Trapped in Here! (600CP) - Death doesn't have to be the end for your allies anymore. From time to time, you'll come across the sounds of people you lost along your journey banging on the inside of a door. If you can find that door and open it, you'll find that as many as three of your lost allies (be they companions, friends, or even people you just met) somehow got trapped inside. They'll be half dead, but that's still half alive. Nobody will question the person(s) being returned to life, instead simply accepting that they somehow got inexplicably trapped in the room. You can add or remove people from the "list" of those eligible for resurrection with this Perk at will, though you can't resurrect yourself this way.
During this Jump, this perk can activate any number of times.
Post-Jump, this ability only works once a day.

If you attempt to resurrect anyone from a previous Jump with this Perk, then they are given a fully-informed choice to become one of your Followers; if they refuse to become a Follower, then they're returned to life in their own world instead of resurrected inside the room (this still takes up a use of this Perk as normal).

The Suave Perks

A Candy Store For Adults! (100CP) - You have a tendency to find things beyond what the AI Director alone might offer. A fancy white suit, extra bottles of drugs, an abandoned suitcase with fifty thousand dollars in cash... while this only has a tendency to solve short term and quality of life problems, it also ensures that your Jumps now and in the future have a tendency to be made more comfortable, even if it's just because your jail cell happens to have nice blankets and pillows for you.

Maybe If We Don't Move, It Won't See Us (200CP) - This Perk's effects are two-fold. First, you gain the ability to have 180 degrees of vision around yourself while you're working on any given task; this never disorients you in any way, and has no impact on your ability to do that task, effectively making the extra vision perfect for multitasking. Second, you gain a minor stealth field, which makes it less likely for you to be found by anything that hasn't already noticed you. This also makes it easier to hide from anything chasing you if you can break line of sight even momentarily.

Run, or Shoot? Both! (400CP) - Difficult or altered terrain no longer slows you down unless you want it to, and your nerve doesn't break for any reason. You are also capable of fighting at your best whether you're moving or remaining still. You are capable of perfectly multitasking when it comes to moving and doing another task simultaneously, like running and gunning or running and disarming a nuclear bomb. Whatever it is, you no longer need to remain still for tasks that would otherwise require it.

Sorry If I Was Rude Before, You Guys Are Alright! (600CP) - Declaring the title of this Perk out loud instantly heals you and *all* of your allies to full once per Jump. This resolves all Infections, cancers, injuries, mental illnesses- If it's a negative status ailment of *any kind*, it's resolved instantly and safely. When this effect is used, it also triggers an optional secondary effect that leaves a warm fuzzy feeling towards everyone affected by this Perk; this secondary effect improves all your allies' attitudes towards you to, at a minimum, neutral.
This Perk also always makes it easier to get along with you, as though you were acting less rude than you actually are; your apologies, honestly given, are much easier to accept. This effect does not work if you are actively abusive or if you don't want it to.

The Strong Perks

Back Off! (100CP) - You have the strength to shove enemies off of you for as long as you have to, and don't get fatigued from swinging your weapons around. While shoving isn't a particularly damaging move, it does allow you to push around crowds with remarkable ease. You won't get tired from shoving people away, either, so feel free to keep your opponents off balance. This move is far less effective on enemies that are bigger and stronger than you are, and if you're a baseline human, you can't push around an infected Tank. Back Off! scales with your physical abilities, so feel free to shove around planets if you somehow have the strength for it from elsewhere.

This Is Like A Horror Movie! (200CP)- You feel like you've seen some of these things you're up against before. Whenever you encounter a new threat, you may recall having read a book or seen a movie (or something) that the new threat reminds you of. This knowledge may be created ex nihilo (in the event that the threat is truly novel), but it still feels like something you already know about, putting at least basic facts and possible weaknesses about the threat into your head. It isn't always 100% effective (especially for truly obscure threats or ones you barely notice), but this Perk will never give you blatantly wrong information on what you're up against.
Additionally, this Perk will *never* cause you harm (E.G. through a massive info dump, because the threat is an info hazard, etc.).
This Perk can be triggered by other information based Perks, and can improve upon info provided by them, *especially* by calling out blatant inaccuracies. This Perk only activates if the "new" threat hasn't bothered you before, and only if it isn't too similar to another threat already encountered in the Present Jump (or in the past decade, post Spark).

Run! Run! Run! (400CP) - So long as you're expecting combat at some point in the immediate future, you won't have to stop for biological processes. Sleep, physical exhaustion, even food, you just don't need to worry until the fight is over. You're not borrowing against the future, either, just turning off your needs until you have time for them. When you're safe, (*actually* safe, not only convinced you're safe), you'll be no more hungry, thirsty, tired (and so on) than you were before the trial you just survived, unless the combat you took part in specifically attacked those things.
Additionally, you will never die from natural hunger, thirst or sleep deprivation (though they might become more and more uncomfortable over time if you fail to account for your needs). Any attacks or effects targeting your needs are also at least an order of magnitude less effective on you.

Carry the Team (600CP) - If you want something done right, do it yourself. This Perk takes that mindset to the logical limit, allowing you to do the work of a Team all on your lonesome. When it would ordinarily require (or be recommended to have) 4 or more people to work on something, you can make progress on the parts you aren't personally doing at 25% of your normal speed, provided you're actively working on *some* aspect of that project or task. This work will be done as effectively as if you were actively working on that part of the task, just at 1/4th your normal speed. This can be improved by any teammates' actions, but requires zero input from anybody but you otherwise. This ability is half as effective when your team's work is so bad that their efforts are counterproductive, and one tenth as effective when your team is actively trying to sabotage you; in the latter case, this Perk undoes the sabotage effortlessly (leaving you at 2.5% effectiveness for that part of the task).

<u>The Goof</u>

This One Time, My Buddy Keith... (100CP) - You can tell anecdotes that might be true or false, but they entertain others regardless. This Perk also makes it easier to tell the truth in a helpful way while seeming like a cloudcuckoolander type person. Your stories might be dismissed as fanciful, but they will be remembered regardless, *especially* if something tries to remove them from the person's mind (including mental illnesses). This does not make you comprehensible in other languages or bypass language barriers, but whoever heard you will remember exactly what you said regardless.

I Hate That Thing (200CP) - Sometimes, you just have to complain. You might hate hospitals, or airplanes, or vampires- whatever you're complaining about, other people understand what you mean, whether or not they agree with you. Complaining in this manner is stress relieving, for you and partially for anyone listening, but they may still think you’re an ass for complaining all the time.

Trapped in the Closet (400CP) - It's OK, you don't have to hide who you are anymore- oh, wait, sorry, this Perk doesn't have anything to do with attraction. It *does* have an answer to getting obliterated, however. In the event that you die in some way that would end your Chain, you instead find yourself trapped in a small closet (or a similarly sized enclosed space) somewhere nearby where you died. This enclosed space is indestructible while you're trapped inside. While inside the closet, you do not experience hunger, thirst, age, or much of anything else besides boredom, making you effectively immortal.
You can beat on the door and call for help if you want, which will send a signal out to any remaining Companions and Followers you might have in-Jump about where you

are. If one of them opens the door, your Jump continues; if you have **Black and White**, this also resets it. If you have no active Companions and/or Followers, you remain trapped inside the closet for the remainder of the Jump, unable to escape the room yourself.
While this is technically a single perk that turns off death-caused Chain failure, it *does not* automatically make your Jumpchan happy with your efforts to bypass such risks. In the event that you use this effect more than 3 times in a single Jump, your Jump Benefactor retains the right to end your Chain themselves. This Perk also explicitly has no effect on Chain Failure resulting from a Drawback; in that event, it only works once per Jump (or once per ten years) as a 1-Up effect.
Post Chain, this converts permanently to a more traditional 1-up effect, activating up to three times every ten years, though you can now open the door yourself at any time.

Out of Bounds (600CP) - Did you just get launched sixty feet into the air off the explosion of a grenade launcher and land on an invisible wall?
With this Perk, you can go places you were never really intended to go. If fate has plans for you or a mastermind is railroading you toward some end goal, you can instead break away from all sane paths and find others that lead you "behind the scenes." Reality has trouble aiming any attacks or the like in your direction, be they from your enemies or from the AI Director. These places have a tendency to be much more lightly guarded and may lead you through extremely effective shortcuts. The bad news is, things may become less stable depending on just how far from reality you go; Jumps not entirely based on Physics may have alternate Planes to crawl through, or you may just fall through the world until you can find a way to land on safe ground without splattering yourself.
In short, you can step outside of conventional reality temporarily by doing things that make no sense in the reality you're in. It's very easy to step back into reality, too. This ability imparts some inherent safety during its usage, but don't expect to try fleeing through lava without suffering any consequences.

<u>The Infected</u>

Strength of the Undead (100CP) - You know how all those infected seem to be running around missing chunks of themselves, acting like nothing's wrong? Now you get to enjoy that same benefit. You technically no longer require food, water, or even air to continue to survive (though your body will deteriorate without those things unless there's a good reason it wouldn't), and you can manifest the full strength of your body without any pesky mental blocks preventing you from striking so hard it tears the muscles from your bones! You also won't feel any pain, though you will know how

damaged you are in spite of that. Stacks with **I'm Not Dead Yet**, removing the 40 and 1% limits from it entirely. You can toggle this Perk's strength uncapper and pain removal effects if either would be beneficial to you for some reason.

They're Changing... (200/400CP, always discounted for Infected) - The mutations of the Infection keep shifting over time, granting new and dangerous abilities to these beings, typically at the cost of their health. You get the former without having to worry about the latter. Purchasing *any* of these abilities also grants you a **Claw** attack, which is the equivalent of having blades at the ends of your fingers, making your 'punches' much more dangerous and effective (this can be toggled to be off or made nonlethal). You may choose to attach any of these effects to your arms instead of your torso, if you wish (spraying Boomer or Spitter goo through your hands instead of your mouth). If you purchase at least 4 abilities here, all cooldowns are halved. If you buy both 400CP abilities, your strength is permanently increased by a factor of 10. For 200CP, you can get (one per purchase):

- The **Boomer's Bile**, a spray of puke which summons a horde of no less than 30 common Infected to attack anyone and anything hit by the effect; the summoning occurs even if you miss, though the Infected summoned without a target are listless for 5 seconds, after which you can command them with simple verbal orders. The vomit has a 60 second cooldown, but there is no limit on the number of Infected that can be summoned with this ability. You may also choose to explode on death, summoning hundreds of zombies to avenge you.
- The **Hunter's Leap and Grab**, a combination of a 30 foot jump and a difficult to break grab on a humanoid target; if you hit a non-human target, you may instead choose to do a significant amount of damage before automatically leaping away. If you hit a wall while midair, you can chain Jumps, otherwise this has a five second cooldown. The farther you travel without touching the ground and before hitting your target, the more damage the grab does on impact.
- The **Smoker's Tongue**, a vine-like attack that the grabbed target can't escape from unaided, as it renders them helpless. You can pull your target towards you, and if you pull them all the way to you, you can kill them in mere seconds. This ability has a 10 second cooldown. You may also choose to emit obscuring smoke if you wish.
- The **Charger's Rush**, an uninterruptible run that catches the first humanoid target it strikes and bowls all other targets out of the way for 50 feet or until you hit a hard surface (whichever comes first). The grabbed target cannot be released until they die, or you do, and they are rendered helpless in the meanwhile. Unlike in the game, you can move while holding a target, though

you do massive damage over time if you hold still and ram them into the ground. If you run off a high cliff or ledge with your target, they automatically die on impact (be careful, you might as well). This has a 15 second cooldown.
- The **Jockey's Ride**, a short range jump ability most easily used against humanoid targets. This ability allows you to grab a victim's head and force them to move in a specific direction, and they cannot collapse or remove you themselves until they're unable to move. This ability has a 5 second cooldown.
- The **Spitter's Acid**, a ranged ability which allows you to throw a glob of acid that quickly spreads out into a noxious pool. This attack burns through armor, doesn't ever harm allies, and does increasing damage over time to foes, starting with little damage and quickly melting them apart thereafter. This ability has a 30 second cooldown. You may choose if the acid glows in the dark.

For 400CP, you can get one of the following:

- The **Witch's Claws**, a slash attack that instantly kills any humanoid target, and does tremendous armor-ignoring damage to all other foes. If a target doesn't instantly die, they are still stripped of their armor and defenses for no less than ten seconds after being hit by this attack, allowing you to very quickly slice them to bits. Your **Claw** attack is tripled in effectiveness, including how hard you hit with it. The active ability has a 60 second cooldown.
- The **Tank's Rock**, the ability to rip a car-sized chunk of concrete right out of the ground (any ground) and throw it incredible distances. Your **Claw** attack is quadrupled in effectiveness, too. This ability has a 60 second cooldown.

Our Powers Combined (400CP) - If you and any allies or Companions have abilities which are intended to synergize, this Perk makes it an order of magnitude easier to find opportunities to use those abilities. A Jockey is much more effective when he can drag a Survivor into a patch of Spitter's Acid or into a Witch's Claws, for example. Outside of this Jump, this can include synergies with abilities that you've learned, instead of just those purchased with CP. This ability only activates when it would be beneficial to you; you won't suddenly find yourself surrounded by an angry mob just so that you could use your team's Mob Destroying Combo Technique, and it won't prepare an active mob for that same technique when you've got far better Solo techniques or abilities you're trying to use instead.

Spectator Mode (600CP) - Death isn't something you should have to worry about as much in a Multiplayer game. As such, this first counts as a 1-Up type Perk, allowing you to come back to life once every Jump or every ten years, whichever comes first. This *also* gives you the ability to *delay* your resurrection effects for up to 1 hour, and leaves you conscious in the meanwhile. While in this state, you can "noclip" through

walls and fly at incredible speeds, allowing you to see what all is going on around you. When you're done doing reconnaissance, you can use this Perk to come back to life anywhere you're not actively being observed. If the full hour passes before you resurrect, you are instead brought back to the nearest unobserved place (no further than one mile away, and somewhere safe; safety is prioritized over observation). After you've spent the resurrection from *this* Perk, you can still use the observation and 1 hour delay period before using other 1-Up effects, but their text takes priority for how and where you're resurrected. (EG, if a Perk takes 24 hours to activate, that remains true.)

Items

You and all Jump Companions receive a stipend of 300CP for items only. Some items may only be taken if you took the **Modded to Hell and Back** Drawback. All items are protected by Fiat, and will make their way back to you or your Warehouse within a day if lost, used, or destroyed, except where noted otherwise.
While not all are explicitly labeled, many Items below fit into your **Deep Pockets**.
There are no discounted Items. This Link may help you visualize your options.
All compatible weapons may have laser sights at no additional charge.

General Items

Flashlight (Free) - This small flashlight cannot be taken from you or destroyed by any means, and may be included in your **Body Mod** from now on. This light never runs out of power. It instantly attaches itself to any weapon you wield, and vanishes otherwise (which has no effect on its usage or effectiveness). It can be turned on or off with the user's intent, which makes an audible clicking sound (good for simple forms of communication); this sound is only heard by enemies when you intend it to be. Though the light is attached to your weapons (or vanished), it always provides a small circle of directed light when it's turned on, focused wherever you're looking. This light never blinds your allies.

A Funnel (Free) - You always have access to a funnel when you need one. It always appears when you next need it, clean, repaired and sized for your needs, but only one can exist (per person with this item) at a time. It is *perfect* for helping you pour gas into places without spilling, but may of course be used for other things. This is a **Body Mod** Upgrade.

It's a Computer (Free) - You receive a desktop computer setup with copies of all of the music ever produced by Valve; if you have a Warehouse, this item can be set up there.

This computer is decent by the standards of baseline Earth, circa late 2009, includes the basic software necessary to run, and requires no external power to function. If the computer is removed from your Warehouse, another will appear after a week. Post Jump, a somehow-legal copy of all the games produced by Valve will also be included on the computer's now-infinite storage.

Free Copy Paper (Free) - It's a pallet of 8.5 by 11 copy paper, including boxes of 20lb, 40lb and even 80lb cardstock. If you check the middle of the pile, there might even be colored paper in there. Any paper removed from the pallet is considered "used" for Fiat purposes, allowing it to be replenished over time.

Jimmy Gibbs' Stock Car (100CP) - A racing car previously owned by Jimmy Gibbs. While you can't exactly drive it off the top of a building, it is nonetheless deceptively good at weaving in and out of tight spaces, allowing you to drive anywhere the terrain isn't completely untenable. It has a 22 gallon gas tank that fills itself up every day, and while it only gets 5 miles per gallon at top speeds, it can manage 18 per gallon at 50 miles per hour, or almost 400 hundred miles on one tank. If you need to nap in the car, it'll also deter unaware and/or inactive threats for up to four hours once per day while parked. Comfortably seats four plus a large bag of guns and supplies, somehow.

A Pile of Infinite Ammo (200CP) - This provides a safe pile of ammo for any and all weapons you may be carrying. While you and your allies can only take as much as they can carry, the pile never runs out. Though you can't physically move the Pile, it is Fiat Backed to appear when you want or need it at least once every 24 hours. Those you don't want to have access to the Pile neither notice it nor can interact with it. Though in the games you could not find ammo for the M60 or Grenade launcher, this Pile doesn't have that problem. Feel free to find infinite stocks of mortar shells, BFG Cells, mini-nukes... assuming you have those kinds of man-portable weapons with you, of course.

A Helicopter (300CP) - This police-issue helicopter can cruise at up to 130 MPH, and has a range of 300 nautical miles per tank of gas, ignoring the reserve fuel (which can buy you another 20 minutes of flight time, but then you might want to, y'know, *land*). While you can change the paint job as you like, it'll still give people a sense that the government still has an eye in the sky. Like the car, the fuel recovers daily in addition to whatever else you pour in, and you have a four hour grace period around the chopper once per day while landed (assuming you weren't already noticed). Seats five and their bags comfortably. There's some SWAT gear in a side compartment, if you have any use for that.

You also receive a small model helicopter made out of chocolate. It replenishes itself instantly if eaten or destroyed, and if lost returns itself to your Warehouse (or somewhere else logical if you have no warehouse).

Safe House (600CP) - Under ordinary circumstances, the AI Director will ensure that places to rest and recuperate are found along your journey during this Jump. These places are reasonably safe from zombies, and are borderline indestructible while the doors are shut. There's an ammo pile for your guns inside, and enough food and beds for the party for a short stay until they're ready for the next leg of the journey.
This is that place on steroids.
This **Safe House** works out.
If you can get inside this safe area, you are immortal, will not hunger or tire, and can take shots at your enemies without concern for retribution of any kind. Leave the doors open if you want, there's literally nothing that can harm you while you're inside, and nothing (short of Drawbacks) can force you to leave.
There's a well stocked fridge with whatever food and drinks the opener wants inside, too (edible gold leaf sheets don't taste like anything, if you were curious). There's an entertainment system on par with a holodeck. There's a place to repair guns that handles fixing them for you.
There's a personalized set of rooms for every companion and follower you have. To fit all of it, the **Safe House** is capable of becoming arbitrarily large on the inside, though the outside dimensions of whatever building it's found within remain the same.
There's even a side door that leads to your Warehouse, assuming you have one. Seriously, at this point? If you don't have a Warehouse, the **Safe House** can qualify as one.
In this and future Jumps, you can come across the entrance to your **Safe House** where it would be useful to you, and a decent Somebody Else's Problem field prevents that from seeming strange to outside observers.
As this Item is Fiat Backed, you will notice the entrance and be capable of going inside at least once every 24 hours, though Drawbacks and the like may prevent you from staying there long term.

<u>Sidearms and Melee Weapons</u>

A Melee Weapon (Free) - This indestructible implement can be used as a melee weapon. It could be a frying pan, a baseball bat, a tonfa, a crowbar, a guitar, a fire ax, a katana, or any number of similar simple weapons, decided at time of purchase. This *does not* include ballistic knives or equipment like the chainsaw (*simple* melee weapons, whose primary purpose need not be melee). If you lose it or throw it away, you get to decide if your melee weapon returns to your Warehouse or if another

simple implement you're carrying takes on the properties of this item (in which case your old melee item loses the indestructible property). This item counts as a Melee weapon for **Deep Pockets**.

Defense Knife (50CP, Mod Only) - This knife allows you to break the grasp of any being grappling (with) you. It breaks after one use. Using the Defense Knife this way kills any humanoid target whose grip you broke this way, and grievously harms non-humanoid targets. A knife used this way reappears in your Warehouse after 1 week. This knife can be used as a regular combat knife in a pinch. You aren't required to be capable of movement or even thought to activate the defensive ability of the knife, which will work automatically if you intend for it to do so. This equipment item is slotless, and can be carried in addition to your full load out effortlessly and invisibly.

Chainsaw (200CP) - Ah, the great communicator. This is a 2 handed weapon capable of bypassing all resistances. It instantly kills common infected that it hits and can carve a Tank into two or more pieces in 3 to 8 seconds (3 normally, 8 under **Expert mode**), or any other Special Infected in half a second. Rev it up and rip them to pieces! Unfortunately, there is a drawback to this little gem. It only has enough fuel to be used for 60 seconds before it runs dry. Additionally, try to avoid carving your allies apart with it if you can.
(Mod Only) - You may instead elect to use a one-handed juggling chainsaw, and can further modify it yourself to attempt to remedy the fuel concerns.

A Pistol (Free) - A semi-automatic 15 round pistol. You can pick the M1911, the P220, or the Glock 26. As long as you haven't modified this weapon beyond adding a flashlight to it, you will never run out of bullets for this gun; whenever you eject the magazine, you'll find another loaded magazine to replace it with (the previous magazine vanishes). If you reach for this gun, it'll appear in your hand as it was when you first got it. This gun is keyed to *you*, and while it can be given away temporarily, it only has the above properties in your hands. This weapon counts as a sidearm for **Deep Pockets**.
(Mod Only) - The ban on modifying this gun is repealed but retains four key properties: a 15 round capacity, it appears when you reach for it, it provides infinite reloads for you, and it "recognizes" you as its owner above all others. Instead of appearing as a stock handgun when you reach for it, this weapon appears with the mods you've added. Have fun.

Another Pistol (50CP) - A second pistol like the one above, this gun shares all the properties of the above **A Pistol**, including the make and model. Unlike the other

Pistol, this one can be given to others without losing its infinite ammo property, though it still appears in your hand when you reach for it, disappearing from wherever else it might have gone. Maybe you gave it to an enemy before a fight for a laugh? This item counts as part of **A Pistol** as a sidearm for the purposes of **Deep Pockets**, meaning they both fit in the same slot.

Magnum (300CP) - The .50 Desert Cobra magnum handgun. Only 2000 were ever made, and now you've got one. This handgun is far more powerful than a handgun has any right to be. The bullets are hitscan, meaning they travel arbitrary distances instantaneously without dropping due to gravity or bullet spread. Against average targets, this gun might as well fire death itself instead of regular bullets, instantly killing whatever it hits in a single shot so long as it actually hits the target. Against tougher opponents, the bullets ignore armor and can do some harm even to the most indestructible of foes. Though strong, the weapon can only fire so quickly, and it has a maximum capacity of 8 rounds. Similar to **A Pistol** above, you'll always have another magazine with 7 rounds inside when you need a reload.
(100CP, Mod Only) - For an extra 100CP, you get a second Magnum, and you no longer need to worry about recoil. It is as quick and easy for you to reload *both* pistols as it is to reload just one. Consider putting one down for longer range shots, though, or letting a friend borrow it.

Primary Weapons

A Survivor's Best Friend (100CP/200CP) - A Primary Weapon. These tend to carry a ton of ammo, and include anything from their respective Tiers from the Games.
For Tier One (100CP), you can get something like a submachine gun or a pump action shotgun.
For Tier Two (200CP), you can get something like a tactical automatic shotgun, an assault rifle, or even a piercing sniper rifle.
(Mod Only) You can also take any reasonable gun from this Earth, circa 2009 or earlier, provided it more or less fits the criteria (or general power level) of the above.

The Grenade Launcher (200CP) - This grenade launcher has 30 spare rounds (plus one in the spout), and takes one second to reload. The grenades loaded in are explosive, and cause anything hit by them to stagger; this effect cannot be resisted. The explosive itself has a tendency to gib human or near enough equivalents, instantly killing anything as tough as or weaker than the Charger. All these effects are only retained for the first thirty one shots, and those shots are only replenished once per week; if you reload this launcher during this Jump from anything not backed by CP, it doesn't retain either of the above effects. Try not to blow yourself up.

Post Jump, you can replace the explosive rounds with any other type you might have (sleep gas, flashbang, bean bag), and they will retain the stagger effect for anything directly hit by those rounds without limit. The first thirty one *explosive* rounds fired will have the instant kill effect, but any after that will only be as powerful as the fired grenades should normally be.

TIL IT GOES CLICK (300CP) - The M60 Machine Gun. It has a magazine size of 150 rounds, and it cannot be reloaded using materials from this Jump (that aren't bought with CP). Every bullet fired from this gun is an order of magnitude stronger than it should be, and it pierces all defenses (similar to the Magnum, above). If you land all 150 rounds from this gun's magazine on a single target, that target dies. This bypasses all resistances, health totals, resurrections, literally everything; shoot voldemort's ghost body with it and his horcruxes die with him. This effect can only occur once per year (or per Jump, if that comes sooner), though Post Chain this effect is applied to every full magazine you successfully fire on any single target. Even if you don't manage that feat, this gun is still far more powerful than it has any right to be, and can shred even well defended targets with remarkable ease.
(Mod Only) You can give this gun the appearance and firing speed of a minigun, but it still has a maximum capacity of 150 rounds.

Belt Items

The Infamous Pills (50CP, first Free) - This is a white bottle with a blue and yellow label. The label declares it a Pain Reliever. In effect, it's somewhat better than that. These pills heal you for half of your total maximum health (this does not overflow) for 2.5 minutes. Unlike in game, any damage taken during this time is removed from your temporary health first, and the health granted by this CP backed item does not gradually diminish like it normally would. These pills also completely nullify all pain-based effects, and are a booster shot of nutrients and general wellness; unlike the pills in game, minor injuries don't come back after you've knocked back this bottle of Pills. Contains 2 pills, to be taken together.
In spite of all of this, the Pills are completely non-addictive. Enjoy!

Adrenaline Shot (50CP) - Like the Pills above, the Adrenaline Shot heals you for 25% of your maximum possible health without going over. Like the Pills, this shot isn't addictive. Unlike the pills, this shot also doubles your speed in all beneficial ways for 15 seconds, and you are immune to all binds, holds, slows, sleeps, and movement impairing effects for this time; as a general rule, err on the side of whatever benefits the user the most. After the speed wears off, the temporary health remains for 2.5 minutes.

Grenades, or The Other Side of Your Belt

Pipe Bomb (50CP) - This pipe bomb is wired with a modified alarm, and it beeps when thrown. This beeping causes all non-sapient enemies to attempt to pick up the Pipe Bomb. The explosion kills all baseline humanoid enemies in its radius, and does significant damage to all other foes (your allies are immune to this explosion, and neutral targets are still hit with a standard blast).

Molotov Cocktail (50CP) - The classic beer bottle with a flaming rag. This bottle will not break or explode by accident. It is easy to throw exactly where you want it to land. When it breaks, fire will cover the surrounding area. You decide when you throw the Molotov whether this fire can spread from this initial area or not. Any enemy who steps in this fire or has it splash on them cannot be put out until they stop being your enemy or until they die; water will not protect them from this version of the Molotov. The initial pool of fire and alcohol fades away after thirty seconds.

Bile Bomb (200CP) - This bottle of Boomer Puke summons 30 Infected, as per the **Boomer's Bile** Perk, and they only target your enemies. You decide when the bomb is thrown whether or not these Infected can spread their infection, and more importantly, who is *safe* from their spreading infection. All Infected created from this effect are your allies, but do not naturally become Followers. Try not to end future worlds with this biological weapon, please?

Back items

First Aid Kit (100CP, first Free) - A small red pouch with a white cross on it. You can purchase as many of these as you like. When used, it heals the target for up to 80% of their missing health; this process takes a few seconds and requires no medical expertise. This is at least as effective as visiting a hospital, and is capable of healing broken bones and even some long term illnesses. Furthermore, this Kit can reset a **Black and White** counter for the target on use, if they have that Perk. Unlike most other items on this list, you only receive another Fiat Backed First Aid Kit (per purchase) after each Jump (or every 10 years post Spark). You *can* stockpile them (you get more regardless of whether the original(s) have been used).
The AI Director may place items with a similar function in your path if you really need them, but they will be very strictly based on the Jump they're found in and can only be used in that Jump and extremely similar ones in the future (magic vs physics vs spiritual vs mixtures of each...).

Defibrillator (200, limit 1 per Chain) - When used on a corpse, the target is raised from the dead at half health, which also removes any ongoing medical problems that may have led to that death. The process only takes a few seconds, and requires no medical expertise.
This functions as a 1-Up Item; if the Jumper or one of their Companions is carrying this when the Jumper dies, it can be used in place of a 1-Up Perk to bring the Jumper back from the dead, preventing a Chain Failure even if they are otherwise out of Fiat-backed resurrections. If a target has access to **Black and White**, using this item on them resets it.
You only receive a replacement for this item every Ten Years, or after each Jump, whichever comes first. You *do not* receive a stockpile if the previous one wasn't used.

The Ammo Packs (100CP) - You gain the ability to summon two different boxes of ammo to your side once per hour: an Incendiary Ammo Pack, and an Explosive Ammo Pack. Each pack allows you and all your allies to instantly add one additional reload worth of ammo to their active firearm (or one shot, if their weapon doesn't use ammo and can't be reloaded). When all your allies have used a given pack, or one hour after it has been set down, it vanishes. Attempting to use the other ammo pack, or a new ammo pack, replaces the active effect, only topping up your current reload.
The Incendiary Ammo causes enemies to burst into flames; these flames only die if the target is submerged in water, or if they die.
The Explosive Ammo causes irresistible knockback to anything it hits (you included), and causes powerful explosive splash damage to everything near the hit location.

Companions and Followers

Your Companions are not permitted to take drawbacks, Companions or scenarios, but may suffer from the Jumper's Drawbacks (being indirectly targeted).



They Were Left For Dead... (Free and Mandatory for a non Infected Jumper): This is a multiplayer game, Jumper! Even most of the Solo Versions of it! As such, you *must* Import or Create 3 Companions, and they receive the other survivor Origins you didn't pick yourself. Each Companion Imported this way gains 600CP and their associated discounts and Mandatory Perks. If you don't have 3 Companions to Import, choose from the Left 4 Dead roster for your new allies; they are intended to get their own Perk Trees, but you can give them other abilities if you think it'll help, Jumper. Post Jump, your imported allies get their human form as an extra Alt form.



Quit Pissing Around and Get In Here! (300/600CP): You can import up to 64 companions for 300CP. They get 300CP, the Item Stipend, and all freebies associated with their Origin. If you have more companions than that, you can import as many as you want for 300 more CP (upgrading followers to Companions can be done here if you like), but they don't receive any CP to spend from this purchase; if they have CP from elsewhere, they can spend it here, and they also still receive any free stuff from this Jump.

Purchasing either level of this allows you to export as many local living humans as you wish for no additional charge. Doing so cures them of the Infection, and grants them the Freebies from this Jump for no additional cost. You'll get a Hotel add-on to your Warehouse to store everybody in, which handles their basic needs, even if you already have something like that. Feel free to depopulate the planet this way, I'm not going to stop you. It's not like there's much left around here worth staying for.



The Horde (200CP, Discount Infected, first Free with **Boomer's Bile**): This is not a Companion. This is a set of one thousand common Infected Followers. They're barely cognizant, and can only follow simple orders. They are, however, exceedingly good at chasing after loud noises and ripping the cause apart limb from limb. Each ~~zombie~~ common Infected's baseline strength is three times that of the average human, and they never run out of stamina, nor do they hunger or thirst, though they do fall into a torpor if an hour passes and their senses haven't been stimulated by something. These Followers' Green Flu variant is *not* contagious and will not mutate under any circumstances, though you could try to reverse engineer a new variant if you're crazy or something. Every hour, you can scream like a banshee, and their numbers will be replenished back up to full strength. Can be bought multiple times. Their loyalty is to the Jumper above all others, and their intelligence (if any) can be traced back to the AI Director associated with said Jumper, so any orders the Jumper gives them are interpreted by that ephemeral entity. If you later manage to grant them human-level intelligence, they will remain connected to the AI Director nonetheless.
(Mod Only) You can instead make this horde of Infected look like whatever you want, and can remove any expected lost limbs or the like. This doesn't increase the Horde's intelligence, just makes them look different.
*Companions may take **The Horde** with the Jumper's and Benefactor's permission.*



Special Infected (100CP Each, 3 Free for an Infected Jumper): Not all those infected by the Green Flu are mindless undead. Some are actually completely cognizant, even if their priorities are quite a bit skewed. It probably doesn't help that they're almost all incapable of remembering any details of their lives from before being infected. For this Companion, choose one of the Special Infected to take with you as a Companion: The Boomer, the Hunter, the Smoker, the Charger, the Jockey, or the Spitter. After this Jump, you can decide if they regain their sense of being human or not, and each gets a human Alt Form based on who they might have been before they were Infected.

Extra Special Infected (200CP): The Tank and the Witch. Given their drawbacks, this purchase grants you both of them. Each is capable of horrendous feats of strength, of monstrous damage inflicted on their foes. The Tank is a rage monster, and is compelled to attack available foes to remain in control of itself, while the Witch's despair prevents her from taking any unprompted action but to follow the Jumper at a walking pace. While the Tank can be directed to attack foes at any distance or to follow you directly, the Witch may instead be placed (teleported) in the path of your foes, wherever they may be. Both will respawn after one hour if they've died. If you manage to survive for your stay here while dealing with the **Realism** Drawback, these Companions are capable of instantly incapacitating any humanoid opponent who they manage to strike. If ever it would be a disadvantage to have these Companions with you (or if they're not keeping up), the AI Director can put them into 'storage,' where they await the Jumper's call once more.

Drawbacks

There aren't enough drawbacks here to necessitate limiting how many you take. Companions are not permitted to take drawbacks, but may be affected by the Jumper's Drawbacks.

Not My First Rodeo (0CP) - If you've done any other Left 4 Dead or Dead Rising Jumps, you can mix their histories with this Jump in a way that makes sense, provided it doesn't otherwise make the Jump much less (or much more) challenging. Back 4 Blood counts under that Umbrella. This will, by Fiat, *never* make the previous Jump world(s) worse off.
Additionally, you may add Willamette Mall to the list of locations you can encounter during this Jump, regardless of whether you've been there before.



Modded to Hell and Back (0/+100/+300CP) - You're going to a slightly-altered reality for this Jump, either because your Benefactor added in the mods or because there's a reality out there where everything is already like that. For 0CP, the mods are purely visual in nature, even if it would be in a helpful manner (like making health-kits glow in neon blue or giving Special Infected trailing rainbows). For +100CP, there are new special infected and other additional threats to deal with, and you can purchase (Mod Only) marked choices above; the AI Director may also now offer different gun types and other minor changes to things like map layouts, usually for fun purposes. For +300CP, you must add at least 5 additional mod maps to the total length of your Jump, which will inexplicably appear before you during your journey; you *must* complete these mod maps before you can complete this Jump, and if you haven't finished them by the end of 10 years, you fail this Jump (but not your Chain) and forfeit all purchases made from this document. At this CP value, the AI Director can throw any number of visual overlays onto any Jump entities (guns, allies, zombies, that Tank is now Macho Man Randy Savage...), and the levels may look very different from what you're expecting, but never in a way that's unfair for your chosen difficulty level.

No Microphone (+100CP, Mandatory for **The Infected**) - You can only speak in stock phrases from the Left 4 Dead games for the duration of the Jump. That's admittedly still a pretty broad set of canned speeches. This overrides any perks or abilities you might have that make it easy to understand you for the duration of this Jump; while you can certainly play charades or write legibly outside of combat, you're Fiat-guaranteed to be difficult to synergize with if doing so would require speech (or sign language, or whatever else you just came up with). You can still draw attention to things by clicking your flashlight on and off rapidly, or write on the walls with bullets, but in general you're hard to understand.

Guarding Gnome (+100CP) - Oh, there's the wee man. Your team is required to hold onto a Gnome Chompsky garden gnome by some means or another for the duration of this Jump. If the Gnome is lost, it will appear in your hands after five seconds, causing you to drop whatever you're holding. If the Gnome isn't on the rescue vehicle when you complete an area, you cannot leave until it is recovered, and it will not appear in your hands unless you're off the rescue vehicle for a full five seconds.

Stop. Shooting. Me. (+200CP) - If you cross in front of your allies' line of fire in the middle of a firefight for any reason, you're going to get shot. If your allies cross in front of *your* line of sight during a firefight, *they're* getting shot. The only exceptions occur when the would-be shooter is out of ammo, has no weapon equipped, or is reloading. No amount of trigger discipline can prevent this Drawback from activating. Yes, that means you can somehow accidentally shoot your allies while you have a melee weapon equipped. Thankfully, the bullet wounds aren't ever lethal, and are rarely crippling... unless you took Expert Mode and/or Realism mode. Then they can be extremely lethal. This drawback only triggers during combat, but does not prevent you from shooting people under other circumstances.

Expert Mode (+400) - The Common Infected will hit hard enough to bring down a combat veteran in no more than five hits, and they take twice as much punishment before going down. Friendly fire is several times more damaging, and bypasses resistances and immunities. The Witch can instantly kill the first person she successfully attacks after being startled. Fire damage bypasses resistances (though not immunities) and can drop a survivor in three seconds flat. The "AI Director" responsible for **Pills Here!** seems to actively hate you, and is extremely stingy in all but the most dire of circumstances. All other special Infected are more dangerous and damaging, too.

Realism Mode (+600) - The effects of all the General Perks from this Jump are turned off for the duration of this Jump. (You can still buy them for later Jumps, they're just turned off.) You experience hunger, thirst and other general needs like sleep, bypassing all perks that prevent these needs. Wounds require time to heal based on their severity, and never less than several hours. Common Infected are much more resistant to any damage that doesn't target their heads. If you are an infected (via origin or otherwise), losing your mind to the Infection causes you to fail your Chain.

Scenarios/Mutations

These scenarios are not all mutually exclusive, but use your best judgment on whether or not they're actually compatible before you start piling them together. The scenarios you can take any time are noted as such. If the Jumper has taken The Infected as their origin, they are not permitted to take any Scenario but Versus Mode.

Quiet On Set! (*Costs* 600CP to take, incompatible with other Scenarios)

You're not in a zombie apocalypse, you're one of the leading stars in a zombie apocalypse *movie series!* Oh, man, that was almost scary! The good news is, you're not going to have to worry about dying or getting infected, or much of anything for that matter. The bad news is, you're on the hook for this acting gig for the full ten years you're here.

Your Director's name is Angel Indiana, and (at least at first) they're delighted to work with the famous [Your Name Here]! Do you mind if they call you Jumper? They're gonna call you Jumper. You can call them some variant of AI Director, or just Director. While the special effects make everything *seem* completely real during any given scene, and in fact the studio is Fiat-Protected to withstand whatever ultimate power you can throw at it, a "true death" merely results in the Director shouting "CUT!" and making you and your companions redo the scene you flubbed from the start, as if none of it had ever happened. Each movie tends to be composed of five *long* scenes, though the Director insists the end length of the film can be fixed in post with slow-mo effects if you rush through them, or with the padding cut out if you take hours to grind down a path. Don't worry about the film side of things, your Director A.I. can handle that, you just need to focus on staying in character. Additionally, if you "write" yourself into a corner, the Director is magnanimous enough to let you start the whole film you're on over from the beginning. Just don't do it *too* often, they're still trying to get these things done, alright?

All drawbacks are given zany effects to offset them against this scenario, though they're only worth half as much. You also have to convince your director to let you use your crazy out-of-reality Jumper abilities and gear in their B-horror/action film, and if you do, you're required to improvise dialogue with your companions for how your powers work in the context of the setting, or if you really are some out-of-reality being. If the director disagrees with you, they can turn off your powers until you come up with a better explanation that they agree with.

If you manage to work your way through the entire Left 4 Dead series of "films" then you can also do other zombie based "films" like Resident Evil and Dead Rising and the like. It turns out your Director is a fan of CAPCOM and has a sweet contract with them for the rights to make those films, too. If you run out of zombie media that you're

familiar with, the director will happily film you running through those same scenes again for remastered editions. Apparently even your worst acting work is enough to keep the fans coming back for more; they say the special effects make it seem *so real*.
If you take the **Realism Mode** Drawback, then you're also paid a pittance for your acting work instead of the decent wage you'd normally have gotten. Additionally, the **Realism** drawback no longer removes your Immunity to the Green Flu.
If you can manage to "survive" ten years making zombie movies here, and you manage to complete *at least* five "movies" in that time (the length of Left 4 Dead 2's original storyline), you get the rewards below.
Items:
The Director's Phone Number (Reward Only) - Any Perks from this document that might require any intelligent outside input? The AI Director is responsible for them, and now you have their phone number. Up to once a day, you can call the Director from any device with numbered buttons on it (even a coconut you just carved yourself). The AI Director will answer simple questions you might have about upcoming threats, including what audio cues are associated with which problems you're facing. You can also make a reasonable request for the next item to be delivered by the Perk **PILLS HERE!**, even if you don't normally have that Perk. The Director won't share anything that would spoil their film, so don't expect to get detailed answers from them, especially about anything more than 24 hours off. They're also busy doing their job, and can't talk for more than a few minutes a day, though they can answer a call at any hour.
Your B Movies (Reward Only) - You get copies of the "movies" you made during your Jump. They're of really good quality for Budget films. They'd probably be Blockbusters if you actually had, y'know, *scripts* and such to work with.
B-Movie Studios (Reward Only) - The movie studio you spent ten years working with is coming with you. You can attach it to your Warehouse or have it appear somewhere appropriate In-Jump. You not only get royalties based on your performance during this Jump, but you can also go inside the main building to practice with whatever abilities you like in the safety of the Fiat-Protected studio. Nothing inside is truly real, however, so don't eat the food for sustenance unless you literally can't starve, and don't expect to build anything with the materials or specialized tools inside. If you need access to a film studio that makes regular films in a regular way, they've got a side studio for that, too, but you'll need to fix it up yourself. There *is* one oddity about the place:
Nobody works there.
All the work of the studio is done by the studio itself. If you want or need a staff, you'll need to handle it yourself. From the perspective of most people, B-Movie

Studios is totally abandoned, almost like everyone that worked there got the flu and just never came back one day.
Perk:
Acting! (Reward Only) - Any skills you gained as an actor over the course of your ten year journey are now Fiat-Protected, and cannot be lost for any reason. Yes, this overrides any Drawbacks that would turn off your ability to act, but *only* with regards to your skills as an actor (you only *played* a doctor, after all...).

The Last Man On Earth (Incompatible with: **Not My First Rodeo**, **No Microphone**, **Stop. Shooting. Me.**, **Realism Mode**)

Oh. That's unfortunate. It seems that the **mandatory companions** you were supposed to get aren't here. Worse, you can't take any companions, followers, or anyone at all from this Jump even after it's over. While you can certainly still spend points on Importing a few companions strictly to give them the ability to make their purchases from this document, they won't actually join you during the Jump and will instead be held in perfect stasis for the duration of your stay here. That perk that you could use to bring back the dead from previous worlds doesn't work for this Jump, either.
You're on your own.
To win, you have to survive until the title of this Scenario becomes true.
You have to be the last living person (not necessarily a man) on Earth.
There are no other survivors here. *Nobody* was immune to this infection. *Everybody* is going through the mutation effects caused by the Green Flu.
Everybody, of course, except you.
The Infected will survive for no more than one year, even if some somehow get frozen in ice or something outlandish like that. After one year, even if you haven't taken them all down sooner, you'll still be considered a winner. That's one year where you're the only thing left for the Infected to be angry with. One year while they're drawn to you from thousands of miles around.
And you can't just wait it out, either.
You cannot stay in a given place for longer than 24 hours. This isn't a chain failure thing, it just means that the AI Director will conspire to ensure that, no matter how Fiat protected something might otherwise be, it starts to fail after 24 hours if it would allow you to stay safe without moving at least a full city block away (though that doesn't mean you couldn't push the envelope if you needed a week off every once in a while). At least once a month, you also have to leave whatever city (or general area if you're in the countryside or something) you're in. You're fine as long as you're moving, even if it's a bit slow. While the AI Director will help you find food and shelter along the way, you have to keep moving. You can't go back, either, whether it's

because the building you were sheltering in collapsed or because it becomes inexplicably overrun with the undead, whatever. You just can't, the Scenario says so.
There is one thing in your favor here: any Special Infected that can pin or hold you will be forced to let go and can't grab you again for 30 seconds after you've been incapacitated, and will flee the area for that time if they can. It isn't much, and doesn't completely protect you from chain grabs between Specials, but it might mean the difference between life and three strikes here.
Assuming all else is equal, the world will be fixed after you leave. If you somehow return, you'll find that the Green Flu never happened, and everyone is immune to it.
Don't worry, I'll handle the details.
Unless you've got some other override saying otherwise, you can choose to end the Jump any time after one year has passed. Immediately after you've completed this scenario, you get the following rewards (yes, before you actually leave the Jump).
Item:
The Anchor (Reward Only) - This thing is as heavy as it needs to be not to move after it has been dropped. For you, though, it's as easy to lift as a feather. Wherever you drop The Anchor, you can stay there more or less safely for far longer than might otherwise make logical sense. Did you wake up in an active volcano? Drop The Anchor and you might even outlast the eruption and part of the ash-filled aftermath. This item doesn't work forever, but even in the absolute worst possible conditions it alone could buy you at least 24 hours of hanging around. After that, you'll need to put at least a city block between you and the last place you put it down before it can work again. If you somehow lose or break The Anchor, it reappears in your Warehouse after 24 hours. *No*, the anchor never becomes a black hole and it doesn't have its own gravitational pull, but it *can* act as a Truly Immovable Rod if you've got some crazy use for that kind of thing (and *you'll be stuck to it, too,* so maybe be *very* careful about trying to use it that way).
Perk/Follower/Companion:
Can Anybody Hear Me?! (Reward Only, overrides the "nobody can be taken from this Jump" restriction, See Notes) - Yes. Somebody can hear you, Jumper.
You are not alone.
All you have to do if you're feeling all alone is to call out into the void, and **CAHM** will show up right quick to stay with you for a while. They're a good listener, they're up for anything from a brawl to a quiet night in, and they can keep watch while you sleep or help you build that thing you're working on, whatever you need.
This being is manifested from your imagination when you shout out, and you get to decide if it's the same person or if they're new each time. They don't mind. Their form is either human or similar to your own when you call, and is always aesthetically

pleasing to you; you could instead give them the form of a baby animal. They'll stick around for as long as you need them to, though they do get uncomfortable around people that aren't you if others should be nearby. They can be invisible to others if you want, and you'll choose that detail whenever you call out to them.
This is classified as a Perk, Follower, and/or Companion, whatever is most advantageous at the time the classification is needed. If you Import this into a Companion Slot, **CAHM** can still be classified as a Follower or Perk later on; you are never *required* to Import them to have access to this Reward. If you would lose this Reward for any reason *other* than a Drawback you chose willingly and intentionally, you instead still have it with you.

They're here for you, Jumper. You don't have to be alone anymore.

Tank Run

It turns out the Green Flu isn't actually mutating very much. The "common infected" got better after a really bad day or two and then got back to work, and even most of the special infected were instead just bedridden for a little while longer. Few people, if any, died from catching the Green Flu itself. The real problem is why.
After the first week, everyone who caught the Green Flu and wasn't outright immune to the side effects suddenly gained about a thousand pounds and grew muscles like nobody's business.
All the Infected are now Tanks.
Society is still *somewhat* functioning, and all the survivors around here have learned very quickly to employ fire if they get seen, or to be *very quiet* otherwise. The Tanks seem to be willing to just... stand around, *menacingly*, unless they hear or see something they want to smash. Their breathing is pretty heavy, too, so it's not too hard to hear where they're hiding.
Unless you're a Jumper. Jumpers are special like that.
The Tanks can always sense if a Jumper is around, and they'll chase after a Jumper or any Companions with a Jumper to the exclusion of pretty much everything else.
Wait, I hear you asking. If there's still a functional society around, why isn't the military doing something about this?
Why, that's simple.
These Tanks are built like actual literal tanks. They can withstand stupid amounts of small arms fire and can even survive getting hit directly from the main gun of your average battle tank. The military found out the hard way that most of their tactics aren't effective against these beefy monsters, and by the time the lesson was learned, most military installations had already been run down by large hordes of Tanks. It

doesn't help that all the most critical members of the military were killed by, or *turned into*, this new threat.
This is the world you're dropping into, Jumper. Your minimum goal here is, like most of these Scenarios, to survive for one year in a world that seems specially designed to kill you, personally. To earn your Reward, however, you must *also* ensure that at least one city is fortified against this new threat, and the people within safe until the cure for this strain of the Green Flu is found, to prevent future generations from becoming more Tanks. Unless you take more Drawbacks or Scenarios that say otherwise, there are scientists in the Jump already working on the problem, and it will take them a minimum of 8 months (without your help) to produce a vaccine that can be distributed worldwide. They will be in the city you decide to fortify, retroactively (don't think too hard about it). You *must* decide to fortify a city with a minimum of 53,594 living (uninfected/immune) people still inside it, which probably narrows your options down to those that used to be major population centers.
If you take this Scenario with **The Last Man On Earth**, then you instead just have to survive for one year, which is going to be a whole lot harder now that you can't stay put and fortify somewhere. And, y'know, the Tanks. *Everyone is a Tank but you*.
Your Reward for helping to save at least one city in this world is below.
Perk:
To Anyone Who Can Hear This... (Reward only) - You can distribute messages that are guaranteed to be heard by those that need to hear them. Those who receive these messages will understand what they'll need to do to survive in difficult situations, as if you were there with them, helping them along. This Perk synergizes with all your other Perks that specify Allies, Teammates, Followers, Companions or similar, allowing those who hear your messages to benefit from those abilities if you would want them to (and excluding those you *wouldn't* want to benefit). This Perk functions by Fiat, and does not require a radio or any other logical method of getting your message out. It just works.

Versus Mode (Incompatible with other Scenarios)

Good news and bad news. The good news is, you can't fail this Jump. The bad news is, we found something similar to the Scaling Enemy drawback.
It's your friends.
To try on the Versus Mode Scenario, you are required to Import (not *create*, import) 4 individuals with **The Grizzly Bear** as their Origin, in addition to the four Mandatory Imports for the Survivors team. The Jumper can be on either Team for this, but each team may only have a total of 4 intelligent people on it (sorry, multi-person Companions, you're sitting this one out), and you can only bring 8 people into the

Jump, including the Jumper. You will be transported to some part of the United States that is disconnected from everywhere else, and time will pause while you undertake this Scenario. Yes, this means that as long as this Scenario might take, you'll be required to complete your Ten Year journey (or however long it might be) in addition to this challenge.
When you've arrived, you might notice that you're standing atop the roof of a certain Hotel. It's a copy of the hotel from Dead Center, and your Mandatory Companions will be there with you. No matter their Origin, the Jumper's team is required to play as the Survivors first.
Your *other* Imported pals are your opponents. Their job is to prevent you from making it to the finish line. While playing as the Infected, all other infected will treat them as friendly, though friendly fire is still possible.
You and your team are required to follow (more or less) the paths taken by the main characters of Left 4 Dead 2, and complete 5 campaigns in **Versus Mode**. After you've arrived at each Safe House along the way (or died trying), you'll swap to the other team (and obviously, your Jump continues). When you're of the 'opposite' Origin to what you started as, you only get access to your Perks (not items, Rewards, Body Mod, et al) from previous Jumps, and the Mandatory Perks from this Document. Otherwise, in the Origin you picked for yourself, you have access to all your stuff, with one key exception:
The only '1-Up' style Perk you may access for the duration of this Scenario is **Black and White**, and only when you're a survivor. The portion that allows you to spend other '1-Up' style Perks is also turned off for the duration of the Scenario.
You will be scored based on how far your team got from one Safehouse to the next, with a bonus if your whole team made it all the way alive.
If you took the Realism Drawback, it's turned off for the duration of this Scenario, but turns right back on for the rest of your Jump.
Everybody who plays gets the following Rewards, with a bonus for all members of the winning team.
Reward:
Minimum Salt (Reward Only) - It can be a challenge to enjoy a good game without getting tilted. Now, you'll find it much easier to keep moving when you'd normally become frustrated or otherwise mentally disturbed from a run of bad luck or failure. Furthermore, it's also much easier for you to get "in the zone," where you focus on a given task with all of your senses without the risk of getting blindsided by unexpected developments. Finally, you can also reduce the stress of your opponents by reminding them that, whatever is going on, it's just a game... or, based on your intent, you could instead massively *increase* their stress with the same type of comment.

Mostly Friendly Competition (Reward Only) - Some days, you just want to unwind. Throw on the game, grab a drink, sit back and just get lost in the challenge. This is a Perk that's perfect for just such an occasion.
If you're familiar with the phrase, "Go-karting with Bowser," then you're probably seeing where this is going.
If you can get a message to your opponent(s), you can inform them that you're interested in challenging them to a game of some sort. Assuming it isn't a trap (and they'll always know somehow), your enemies will accept the challenge and will come over to play a lighthearted (or highly competitive) game with you. Feel free to take the chance to talk things out with them, if you like. So long as they leave without being seriously inconvenienced (or attacked), they will not cause trouble for you for a 24 hour period after the game ends. You can easily issue the first such challenge once a week without fail, but any more than one a day will be rejected no matter what.
Additionally, you can get any opponent to drop their guard for a brief moment by reminding them that whatever you're doing is just a friendly competition... regardless of the actual circumstances.
Items:
The Gold Trophy (Reward Only, Winning Team Only) - Every member of the winning team gets one of these four commemorative trophies. Gazing upon it gives the winner a sense of pride and accomplishment that can stave off mental harm of all kinds.
Once per ten years, the Gold Trophy can be used by its original winner to cure any amount of injury or illness for a single person, up to and including death.
Once per ten years, the Gold Trophy can also impart one set of uses of **Black and White** to any recipient, chosen at the Winner's leisure. This boon can be granted so long as the target is alive.
Both effects above can be used even if **The Gold Trophy** isn't present; being the Winner of the trophy is sufficient to activate these abilities at will.

The Survivors Escaped!

All your ongoing Drawbacks are removed, and you receive the following Fiat Backed Items regardless of your success or failure in this Jump:
Bill's Hat (A 1st Special Forces Green Beret), Ellis' Cap (A Baseball Cap), and a Frying Pan (a seasoned, self-cleaning cast iron skillet). These are just a few promotional items Valve has an infinite supply of, so enjoy them!
The Jumper and all Companions and Followers are cleared of any and all compulsions and ongoing drawbacks and are given the following choice:

Go Home (Mandatory in the event of Chain failure) - Yeah, the Green Flu isn't all that nice to deal with. Your journey on this Chain is over, and unless you have some other arrangements in place, your body will be completely recovered and you'll be safely delivered home. You are offered a lifetime supply of effective therapy, which is an opt-out thing if you don't want it. As a final thanks for stopping by, you can have a **Safe House** Item free of charge. Stay safe out there, Jumper!

Stay Here - Uh. Are you sure? I mean, if you insist. First off, you can decide that the Green Flu has had an inexplicable downturn, leading to the prevention of any new infections from now on. Further, the world is now *much* safer to travel, as the local AI Director ensures that zombie fighting is purely opt-in. There can still be zombies spawned in by the Director, if you prefer, in the event that you just want to kill all sons of bitches from now on. As a side note, staying here allows the Director to respawn *you*, making you effectively immortal. Have fun with that.

Keep Going - Another ten years, another Jump to challenge. You may select another Jump Document to use to continue your Chain. Good luck out there, Jumper!

Notes and Clarifications

Unless otherwise stated, all Perks are intended to *improve* the Jumper's capabilities, not detract from them. If you think a Perk is secretly designed to screw you over, I hereby declare that you can *slightly* alter the text to remove the unintended drawback, as if you had interpreted the wording more favorably. You may *not* change any CP costs this way.
Jump Author's Fiat.

*Why so verbose?
+It's my writing style. I keep feeling like I've missed something critical, so I try to explain what I meant. As a result, there's tons more text. Make of that what you will.

+Why did you make this Jump?
+I saw the previous L4D Jump and wanted more. I've put hundreds of hours into the Left 4 Dead series over the course of many years and consoles, and I wanted to share a little bit of that here with you.

On a somewhat related note, I saw somebody else doing the same for another Left 4 Dead Jump, which is really cool! The Ocp scenario should retain compatibility with all other Jumps with the Left 4 Dead continuity (and Back 4 Blood, by the same creators).

*Free and mandatory for this jump. Um, OK? Why the insistent terminology?
+It's intended to completely shut down the rare problem whereby a universal drawback or scenario turns off your ability to make your own decisions in the document, which would have the same impact as taking the 600CP Drawback in this Jump in spite of the options being Free.
Speaking of, any Jumper suffering from such a drawback gets the **Can Anybody Hear Me?!** Scenario Reward for free, though they may still be restricted from upgrading it during their Chain. It's the least I could do for those poor schmucks.

*Why so stingy with the drawbacks? Where's the scaling enemy? Where's the warehouse access and power remover?
+I want people to seriously consider what they want from this Jump beyond the freebies. This answer may also change as later versions of the document are written. On the subject of power removal drawbacks: it amuses me greatly to imagine something like TinyHammer's 'Your Dudes' (literally a small army) Companion effortlessly tearing through the Jump, so whatever power you've gathered up until now can be downplayed at the discretion of the Jumper. You've gathered up all these powers, why not put them to good use against generally acceptable targets? Save the planet if you want more rewards, though. Or just... live. That's fine some days, too.

*A number of Drawbacks seem to contradict or be overwritten by Perks here. How does that work?
The few Drawbacks from this document are intended to be difficult to deal with and are not overridden by anything, full stop. They are *not* free points. They can be mitigated by things from outside this Jump (Realism Mode almost strictly requires it to avoid becoming Infected), but must never be completely ignored.
If you have to make a judgement call, the only Drawback with leeway is Realism Mode; if making the judgement call would cause you to fail your Chain, you can instead forfeit the points gained and any benefits they provided and continue from there. This is just a failsafe; if you picked it on purpose to roll the 25% chance, enjoy your free trip home.

*The **Flashlight** can't be taken from you?

+Nope. This has a fun (and intended) side effect of meaning you can't be disarmed while it's attached to your weapon, a useful ability in something like a zombie apocalypse. The downside is you can't give it away, unless you take advantage of the first note to ignore that part of the description for short periods of time.

***Not Dead Yet** sounds like a drawback with those inherent slowing effects.
+I tried to make it as clear as possible without adding even more text that the slowing effect only comes into play when you otherwise couldn't do something. For example, if you have some other Perk that allows you to act even when obliterated, then it takes precedence and you can act at regular speed. For those of you with broken legs and no other Perks, you can still get off the ground and hobble around without hurting yourself.

*What's up with **Black and White**?
+The ability to get up from lethal damage appeals to me. Did you get cleaved in half? Now you get to survive that mostly intact. As for the interaction with other 1-Up abilities, I've had them fail in the past for silly reasons, so this 3 strikes-you're-out set up really appealed to me. If another 1-Up Perk isn't working to your standards, why not convert its 1/Jump (or 1/10years) effect into another use of **Black and White**? On that note, **Black and White** intentionally leaves you somewhat helpless while the *incapacitated* effect is active, an inherent balancing drawback given the interaction it can have with Perks outside of this Jump that keeps in flavor with the inspiration for the Perk.

*Still on **Black and White**, why does it give you more than the 1-Up effect?
+Oh, the visual overlays and stuff. Two reasons. First, I wanted to include those abilities somewhere in the Jump, and I figured that the 600CP perk you can't discount was as good a place as any to pile extra abilities into. Second, the visual overlay that occurs in game is designed both to give you a better view of the world and to make it very obvious that you need to fix the problem immediately. Given the visual overlay inherent to the effect, it seemed narratively appropriate.

*Leroy Jenkins? Really? And what's up with the Perk in general?
+It's based on THIS (sound warning). I know some people like strange and powerful Perks, and they've got ten copies of everything else on the list above, but it would still be nice for them to get something rare and valuable for their visit here. While this Jump isn't quite "high power" enough to warrant a consequence free "I Win" button, speed running is an integral part of a whole lot of games, even if it isn't the primary focus.

The "speedrunner mindset" is just focused on getting the job done; it doesn't waste time being malicious, it doesn't waste time being malevolent. It doesn't conserve or acquire resources unless it has to in order to gain more speed. It will attend to your needs as much as is necessary, but otherwise considers them superfluous. *Everything* but speed is superfluous, *except* during downtime (when speed cannot be gained or lost), which then defaults to "achieve secondary goals" or "literally just wait until more speed can be acquired." If you have rules that were previously ignored, they wouldn't be during this time, though soft rules still tend to default to being ignored.
The restrictions are intended to try to prevent Jumpers from just skipping their entire Chain with this Perk, cruising in the background while racking up points; as it isn't intended to be used during a Spark Jump, arriving after "doing nothing" for your whole chain would either result in you failing to rise to the occasion, or in you being little more than a conduit through which your Perks function, and at that point, weren't you just watching as an audience member anyway? That said, if you're stuck going to a Jump you *really* don't want to, this can be used to get past it... though you do still experience everything, so that might not be that much of a consolation.

*You broke the unwritten rules of Jumpchain, overwriting how 1-Up effects work!
+Though it may be frowned upon, it would take a great deal of convincing to get me to remove that part of the **Black and White** Perk. It costs 600CP undiscounted (that'd be 1200CP if you could apply a discount), so I want it to be worthwhile.

*Why is your 600CP drawback just removing the free general abilities for this one Jump?
+Left 4 Dead takes place during a literal apocalypse. Society has burned down and the Infection is going to murder you. With the inherent general abilities, plus some extra from the 1000CP everybody gets, the Jump is balanced to be a bit difficult but not impossible, and stuff like **PILLS HERE!** can give you food and water, basic survival stuff. Without them, first Jump Jumpers will have around a 75% chance to die from *breathing*, let alone combat and taking care of their physical needs. The Drawback in question is more for Jumpers who are confident in their abilities and want to take on this challenge as a regular (super powerful) person might. They are, in essence, being rewarded for getting this far in their chain, and can still spend those 600CP on General Perks that only activate after they leave.

*__Defense Knife__ seems pretty strong. *Any* humanoid target?

+You know what? Sure. Kill pre-evolution Sephiroth on the spot. Knife G-Man's apparent form into ludicrous gibs. If Scion's Avatar from Worm grabs you by the throat, you can knife him and his Avatar portion will die, but his non-humanoid parts are only moderately damaged. Have fun with that, ya min-maxing weirdo, just beware of things that merely *look* human from your perspective.

*<u>*Any*</u>-
+If you attempt to knife your Jumpchan, you'll find out the hard way just how much control they actually have over your Fiat-backed abilities during your Chain. The vast majority of them only *look* humanoid like Scion from Worm does. Have fun with that *at your own peril*.
Using this on another Jumper (or yourself, somehow) will trigger resurrection effects; the knife kills something (or grievously harms it) *once* per use.

*What counts as a simple melee weapon?
+If you seriously have to ask, it probably doesn't count.

*Hey, when you say you can mod that pistol…
+The starting pistol you receive remains the same, but you can add a stock, modify the barrel to fire in a different caliber, toss on a scope, whatever you like. Again, this is all stuff you can add after the stock handgun has already been delivered to you. The second pistol can be modified too, provided it carries the key properties as stated in the description.

*How does healing work here, really?
The Medical Kit and Defibrillator Unit both work at least as well as a trip to the emergency room, albeit only up to the noted health levels (80% and 50%, respectively). The Defibrillator *also* cures any ongoing medical issues in addition to that, which can include making you 10 years younger if your age contributed to your cause of death. *Technically* it can make you much younger (or older) than that if your current age somehow would just kill you again, but take that with a grain of salt. While the First Aid kit takes 5 seconds to apply by default, the Defibrillator takes 3; these times can be sped up by other effects.
The Pills and Adrenaline shot both grant temporary health (50% and 25%), which drains at a rate of 1% every 3 seconds under normal circumstances. While under the effects of temporary health, you *are* at that level of health until it drains away. Bones effectively stop being broken, internal bleeding stops, organs are repaired- as far as existence is concerned, if you have 99% temporary health and 1% permanent health,

you're effectively uninjured until it starts to drain away. Any damage taken (regardless of source) is removed from temporary health first, and temporary health can never make you worse off.
Adrenaline shots also eliminate fatigue and grant the user double speed for 15 seconds. As a fun side effect, using a shot completely removes speed penalties in water and breaks all slowing effects for that time.
In *all* cases, using a medical Item from this Jump consumes it completely.

*Limit one per Chain? What, can I not have each Companion buy one, then?
There are a *lot* of ways to duplicate items in Jumpchain. Truly unlimited resurrection effects for no cost can break some Chains. As such, at a mere 200cp, the Defibrillator item can only save one person per Jump, full stop, and yes, only *one person* can buy this per Chain. If you're trying to save piles of people, use one of the many Perk options for that. As an aside, use your best judgment on how long you have to resurrect the Jumper with this; if it makes sense and you can get them within a day, that's fine. If it'll be a little bit but saving the Jumper is still in the cards with some effort, that's probably fine. If they fell in a black hole and their body is unrecoverable, then this doesn't work and the chain failure protection is removed to prevent soft locks (and the Jumper's soul being stuck in an unbreakable chain or something stupid like that).
In simple terms: some Chains fail the instant the Jumper dies and has no remaining 1-Ups. This item buys time for an *in-Jump* 1-Up and/or resurrection effect to be used to bypass that problem.
Post Chain, feel free to go hog wild, because the restrictions on duplication and stockpiling are gone. Furthermore, having a fiat-backed way to outlast the 10 year timers on many 1-Up effects is no longer as much of a concern.

*How useful is the AI Director's phone number? The Studio? The Acting abilities?
+For the first scenario, the rewards aren't as strong because you're already in an essentially unfailable scenario. You have to *work for it* to screw this up. As such, the phone call is worth no more than a single yes/no question on any subject or a short conversation on various topics that the Director might be more cagey on the more it would "spoil" exciting events, and the **PILLS HERE!** access is pretty minor beyond smuggling small goods to you.
Your Rewards movies are considered B movies even if you added blockbuster effects yourself and somehow scripted every single action that took place in them. Embrace the B movie, Jumper. Embrace it.
The studio pays you between $20,000 to $200,000 per year in 2009 dollars in the Jump's equivalent currency, depending on whether you finished 5 movies or 50 (the equivalent of 5 games), and not a cent more unless you help make and sell more movies during a given Jump. Post-Jump inside the Studio might as

well be a pocket reality, similar to a holodeck, that can handle any and all of your abilities you might want to play with; the only rule is whatever *starts* inside *stays* inside, including things like electricity. The food and water there are something akin to imaginary, so they're safe to eat in the short run, not sustainable for any real length of time.

The Acting abilities are only as good as you yourself were in the movies, but with ten years experience under your belt it can easily put you on par with Bruce Campbell or Jeremy Irons if you actually, y'know, *act* between the fights for your life. The Director can help you with that, between scenes and movies if not otherwise. With the right training, you could even become one of the best actors to ever live, only prevented from reaching the A list because you only took B movie roles. Yes, you can have adoring fans in Jump. Everybody just thinks the special effects are *that* amazing, and to be blunt, they sort of *are*.

*How could a first time Jumper take on the Last Man on Earth scenario, with how many Special Infected can lock you down and kill you dead? Is the Anchor worth that much? Do I really have to call my new pal CAHM?

+With great difficulty, sort of, and no.

To answer the first, I set up a number of Perks in the Jump specifically for this challenge. **Black and White** was made for this, as you can use a medical kit on yourself to avoid the three strikes problem and reset that counter. The AI Director can provide more of them as you go, as well, and is somewhat invested in giving you the chance to get this Scenario done.

The Anchor can be "dropped" at the edge of a black hole, which definitely meets the criteria for "worst possible scenario," and you'll be perfectly fine there, sustained by the Anchor, for the bare minimum 24 hours. Drop it somewhere you're well within your rights to be, and nobody and nothing can force you to move for weeks or even months at a time. You just can't use it in the same place twice.

Can Anybody Hear Me?! answers to whatever name you give it/them. Feel free to change that name as you like. It's a pocket companion that functions anywhere, similar to the Social Bunny from the Sims. While you can technically Import him/her/it repeatedly, focusing on building **CAHM** as a super companion, the point here is to give you an ally, someone to talk to that can't be taken away from you. A friend, a lover, somebody to beat the hell out of, **CAHM** is meant to fit the space that isolation would otherwise fill at times when you're alone.

Yes, you can quietly call out to **CAHM** in a crowded room where you nonetheless feel like you're all alone. They might not be super comfortable there, but for you **CAHM** doesn't mind too much.

The **Can Anybody Hear Me?!** Reward was designed to be like a living teddy bear for those Jumpers with anxiety and abandonment issues. Make of that what you will.

*Tank Run doesn't seem to fit. Isn't the whole point to stick to the Jump's original setup?
+I don't think so. This is a mutation, and one of the most difficult and memorable. I wanted my Scenario to reflect something like that, being different enough to be memorable.

*Won't the Gold Trophy cause potential infighting if the jumper doesn't win?
+The Jumper had to select this scenario in the first place, and while it's likely they'll win, they should be prepared to lose if things go wrong. That said, there are a total of *eight* 1-Up type effects available every ten years (Not per Jump, per Ten years), and there's nothing stopping a Companion from using the first effect on the Jumper if they die, assuming they manage it before their Benefactor pulls the plug.
If you're that concerned, don't play the scenario. Competition isn't for everyone, after all.

*Can't I just hide out in my Cosmic Warehouse for ten years?
+I mean, if you want to. I'm not going to stop you. You do you, friend. You won't really be able to complete any Scenarios that way, but they're an incentive, not a mandatory thing. Not everybody likes zombies, so don't worry too much about trying to avoid them that way. Try not to go mad from boredom, if you can help it.

*Your wording of the final choice is weird. Why do Companions and Followers get called out like that?
+I will start by noting that this protection does not apply to beings imprisoned to protect their Origin Jump or any future Jumps from them, assuming an unbiased third party would agree that their imprisonment is justified; I'm not a fan of omnicidal maniacs. Fringe cases like that aside, there's a special focus on slavery and mind rape present in a lot of Jumps, and this is directed at that.
If the Jumper has acquired any involuntary passengers, intentionally or otherwise, this gives them a chance to get off Mr. Bones' Wild Ride. There's a world of difference between being given a good chance to invite somebody on the journey, and having so many friendliness Perks that your new allies could not say no. This gives individuals the option to exit the Chain safely, especially in the latter case, unless they decide to stick with the Jumper in spite of all that. Don't worry, any Perks or Items that mandate Followers will be replenished with non-sophont beings in future Jumps.

Any fringe cases, especially those where Going Home is a fast trip back into torment, may elect to Stay Here. The AI Director will see to their health and safety (and the health and safety of others *from them*) as necessary. Don't worry, the Director is indeed powerful enough to handle literally anything thrown at it in this event.

*But muh slave harem!
+Meh? To be honest, I'm not bothered by that. The Jumpers who have those things can either avoid this Jump or risk losing their assets. Those who end up here randomly or are sent here will simply have to grin and bear it.

*Can I have free points?
+***Everyone*** who reads this far can also have a one time only bonus of +50CP to spend on themselves, including all Companions and Followers and any neighbors and any neighbor's literate dogs (though this CP does not make them Companions). Call it a "glad you read this far" stipend. The only requirement is, you aren't permitted to allow these points to stack (EG you have a Companion who shares Perks with you and allows you to spend these points on stuff for yourself), and you cannot receive them more than once for any reason. Otherwise, enjoy your free CP.

Changelog:
0.01 Jump created, haphazard perk ideas kludged together. It's a mess.
0.20 Removed most of the in-jokes, started cleaning up formatting. Wrote new Scenarios.
0.30 Collaborated with the new L4D 1 Jump author, offering anything from this Jump to be used in that one. Cleaned up a lot of language, rewrote the Notes section.
0.40 Finished the Item pool, changed around some perk and item costs.
0.50 Finally wrote up the Special Infected sections.
0.60 ~~celebrated 20 years of working on this Jump.~~ Added more pictures.
1.0 Jump officially "good enough." Received mediocre scores on IGN, accusations of coming out too fast after the new L4D 1 Jump, and endless messages asking when the third one will be done.
1.01 Added this line.