Generic Bunker Jump

Rise and shine, soldier! It's a bright new day, the sirens are blaring, and the threat of nuclear annihilation is nigh upon us. That's right, we're doing a post-nuclear apocalypse! But rather than putting the focus on exploring the harsh nuclear wasteland, building a society out of a once thriving town with the resources you can scrounge up, or fighting in a war between factions to determine who claims the right to lead the remnants of humanity to a new future, we've decided you'd be better off in the safety of a shelter right before the bombs drop.

You've been assigned your own bunker courtesy of JumpCo to let you wait out the apocalypse until someone can come to get you out of the wasteland or society can rebuild itself. For the next 10 years, this bunker is going to be your new home. Keep it safe and keep it cozy, cause it's the best shelter you're going to find out here, and losing it will not end well for you.

You start the jump on the day the apocalypse is scheduled to start, with enough time to get acquainted with your surroundings and be located close enough to your bunker that you and anyone you bring with you is guaranteed to make it if you start evacuation when the announcement hits.

Origins:
Any of these origins may be taken as either Drop-In or with background as you see fit.

Leader
You're a person who knows that strong leadership can lead anyone out of a sticky situation and into a brighter future. As such, you've been the kind of person who knows when to take charge and be the person that makes the initiative when no one else has what it takes to step up to the plate. That tenacity is likely why you were chosen to be assigned to a vault.
As a leader figure, you'll likely be responsible for deciding whose job it is to do what and otherwise make sure everyone's safe and happy. You'll be the ones calling the shots most of the time, and that also comes with the responsibility of making sure you don't make any bad moves that could get you in a bad situation. Well, I'm sure you got this!

Tech Specialist
The advent of technology was what turned humans from just another part of the ecosystem to the dominant species on the planet, and ever since then science has always been the key to our advancement as a society. Yes, it did technically cause massive environmental damage in only a couple centuries and may or may not have given birth to the nuclear warfare that put us in the post-apocalyptic wasteland we're now stuck in, but that's not going to stop humans from needing machines to save their skins and find a way to make the best of a bad situation, and that is why you were reserved a spot in a bunker to ensure your survival past the bomb drop. Lucky for you, your gearheaded intelligence makes you an invaluable asset in the wasteland. The bunker's got a lot of moving parts that are gonna cause some serious problems if they break down, and being able to fix up the broken machinery left after the blast is going to give you access to a lot of useful equipment you wouldn't otherwise have access to.

Medical Researcher

But technology is only one side of the coin. Gears and machines are all well and good, but understanding the mechanics of life and the environment is also vital to keep humans hearty and hale, as well as pushing us on the path towards discovering the secrets of our existence. And as a medical expert, you've been on the front lines of the prewar world in studying everything related to medical biologies and medicines to make sure humanity would live to find the answers to everything they've wanted to know.

While everyone saw the end coming as a sign that things were going to take a turn for the worst, you saw opportunity. Your invaluable mind was an asset that ensured you a spot in a bunker where you can use your knowledge to help the people survive and hopefully help them survive the various illnesses and injuries that the nuclear fallout has left in its wake.

Survivalist

You always knew you were gonna be put into a situation like this one of these days, and spent your life learning how to adapt to survival of the fittest and stay on top of the food chain. Whether that be boy scout camp, camping trips with friends, the life of a mobile traveler or just playing a lot of post-apocalyptic video games. While you were likely content to hide out in a fridge and build yourself a new home in the wasteland as a scavenger, you managed to get into a bunker before the bombs dropped instead, so now you have yourself a head start to your wasteland survival plans.

While you may not have the intelligence needed to build self-sustaining generators or communication satellites or all that other fancy tech stuff, you have extensive knowledge of something equally if not more important: Basic survival skills. Your knowledge of how to navigate uneven terrain and scavenge for supplies will make you an excellent asset to the bunker, and help you not only survive, but thrive in the wasteland when society has failed and humanity has to fall back on basic instincts of survival to get by.

Military Veteran

War never changes. Well, the world certainly does, and you've likely been around to see the worst of what it could offer. You were likely on the front lines when you saw the events that would eventually lead up to the tragic end of society. Maybe you still were, and were relocated right when it was time to end everything. Regardless, your status and likely copious amounts of trauma came with privileges, one of which being a position in the bunker when the bombs dropped and with it a chance to live and see a new world after the end.

Being a part of the military secures you a slew of experience knowing how war works and establishing connections with the military, which you will have plenty of chances to take advantage of in the coming situation. While your training hasn't really prepared you for how to survive in the ruthless wasteland, it has taught you everything you need to know about what to do if someone tries to kill you.

Homemaker

Bunkers aren't just magically turned into safe havens y'know! Just like a house or a huge building, they're built and supplied by people whose job it is to dig out space and line the walls

and floor and furniture needed to keep it running right! You'd know this well enough, considering you're one of these people, and as part of your insurance plan, you've also been secured a bunker (or spot in a bunker) as a reward for your effort.
As a homemaker, your knowledge is tied directly to survival inside the bunker. You know the entire layout inside and out, you know where everything is located and what to do if the basic necessities get messed up, and you are prepared to stay indoors for extended periods of time. Something that you are definitely going to need for the next year. Or ten. Depends on how things go, really.

Perks:

Leader
100 - Captain's Charisma
It's part of the job, really. The first thing a good leader must do is convince their subordinates that they are to be trusted. You have a special charisma that allows you to make the perfect speeches to motivate your crew. You can deliver speeches with power and determination that can lift spirits high in trying times, and you always know what to say when you give these speeches as well. A good opening speech will prepare anyone for what this cruel world throws at you, and more importantly gives you a good running start to your career as the leader of the bunch..

200 - What makes you SPECIAL
Little on the nose, but it gets the job done. By focusing on a person, you can quickly deduce their attributes, strengths and weaknesses. Generic traits like physical strength or stamina can be determined by an overall gauge, while more distinct traits stand out independently. This also allows you the knowledge on where someone would excel at and where they would fall behind, so you can avoid the issues that come with assigning a professional boxer to medicinal expertise.

400 - Making the Right Decisions
As the one in charge of leading your squad and your bunker towards the safety of a brighter future after the end, you're going to be on the front lines when it comes to taking initiative on the various problems both external and internal. Fortunately for you, you have a form of understanding for what the consequences of performing certain actions in a given situation will do if you decide to go through with them. For example, you *could* give that group of struggling wastelanders a can of soup, and likely get a gift of gratitude from them like a radio or map. Or you could choose to tell them to leave, on the very very slim chance that they'll beat you all up and steal everything you have, thus leaving you for dead. On a more optimistic note, this has the added benefit of telling you what items would be effective for solving what problem, or open up some new opportunities to take more beneficial approaches to confrontations.

Tech Specialist:
100 - Repair

You've got a knack with machines, and the main reason you were chosen to be put in a bunker is because things are gonna need fixing. When you see a piece of machinery that's busted up or not working the way it's supposed to, you can quickly deduce what's wrong with it, what you need to do to fix it, and what things you'll need to do said fixing. Actually getting the parts and fixing the thing will be on you, but knowing exactly where the problem is and how to fix it saves a lot of time.

200 - Hazard Training
The bigger the machine, the more effective it is, but also the more moving stuff in there that could seriously hurt someone if something springs a leak! You are well aware that machines can be very dangerous to the unsupervised, and thus you know how to take precautions to keep someone from getting hurt either through accidents or sheer idiocy. In short, you know how to prevent dangers brought about my machinery accidents by creating failsafes in case something goes wrong. Things like automatically shutting off pumps if one springs a leak to keep the radiation from spilling out, or creating an emergency shutoff for the power generator in case a wire gets exposed.

400 - Microfabrication
You have the knowledge on how to make microelectronics, and with it the ability to create the technology of the future! Well, the 60s ideas of the future at the very least. Right now, you've unlocked the knowledge on how to build technology that existed in the 1960s of Earth with little trouble so long as you have the resources on hand. Trying to build beyond that will require more time and resources to make, but it's certainly possible. Maybe you'll be able to move up the technology timeline with more efficient resources given enough time to perfect your craft.

Medical Researcher
100 - First-Aid Training
Obviously, that's part of the job. You know all the basics that have to do with medical expertise, from how to treat immediate injuries to providing medications for people. You can take one look at someone and quickly determine their condition; whether they're fatigued or not, if they're sick from something and what that sickness is, and how to treat it with the equipment on hand. This isn't enough to help someone who needs intensive surgery due to a nasty internal mutation, but it's good enough to keep people from dying from an infected cut.

200 - Experienced Chemist
Yeah, chemistry! Science of combining different elements into compounds that make cool stuff happen! You have the ability to recite the entire periodic table like nothing, you can quickly discern chemical compounds and formulas, and most importantly you understand what'll happen if you mix two liquids together. That means you can create some really cool stuff like sodium bicarbonate, or determine the nutritional facts in a piece of food if you wanted! Oh, and you also know how to make various kinds of pharmaceutical drugs, special medical equipment like healing vaccines and immunity pills, and maybe some not so legal stuff like meth.

400 - Advanced Medical Expertise

This is where the real medical knowledge comes in. With this knowledge, you have the skills needed to understand the complex physiologies of humans and animals alike, from the normal pre-war variations to the weird mutated versions that now inhabit the surface world. Just through observation, you can quickly understand what makes them tick and what kind of mutations and evolutions they've undergone, which has the benefit of making you very skilled at both complex surgery and dissection of organisms.

Survivalist:
100 - Scavenging 101
One inevitable truth that the people of the bunker are going to face is that eventually supplies are going to run thin, or something outside is going to break, or you'll need to deal with outside threats to the bunker's integrity. In cases like this, you're going to need to man up and step out into the irradiated wasteland in order to look for supplies. Fortunately for you, you have the survival training needed to be a hunter gatherer for your home. You know how to traverse harsh terrains like unforgiving nature paths or the ruins of a once thriving town while avoiding hazards that could grant you serious injury, and you know where to find useful stuff.

200 - Improvise, Adapt, Overcome
Of course, just because you can't eat, wear, or kill something with an item doesn't mean it's complete junk. You know that one man's trash is another man's treasure, and you have the knowhow needed in order to determine the resources you can obtain from an object and how to repurpose it to something else. You may not have any gun for those bullets, but you can still burn the gunpowder inside it. Bug spray can kill insects, and probably some other things like mutated plants and such. You also have the ability to inspire other people to adapt this improvisational nature in other people, which could be particularly useful if you have someone more scientifically minded with you.

400 - Survival of the Fittest
They say that only those who can best adapt to their environment are able to survive in this harsh unforgiving world. But as a survivalist, you've had more time to adapt to stuff like this than a lot of people, and nature's lessons have paid off. By default, you can live off half the nutritional requirements that you did before, which by itself is pretty useful when supplies are scarce. But more than that, your body is capable of enduring harsh environments and situations better than normal people would. Not enough to completely nullify it, but it softens the blow by quite a bit. Hot deserts or cold tundras are definitely annoying, but you can survive with just a jacket or some water with little issue whilst others would be suffering with the same stuff.

Military Veteran:
100 - Military Grade Athletics
You've got the marks, and you've got the physique to prove it. You've got the physique of someone who's gone through ten years of service for your country, very lively and strong for your age. A powerful form that can run long distances and move across hazardous environments, while also able to keep up on endurance and a proper form at that! Certainly going to be of some help out in the wastes.

200 - Quick Thinking
In a wasteland like this where anything and anyone can be your enemy, the slightest gap in reaction time can be the difference between life and death. You understand this better than anyone, and you have the training needed to make split second decisions quickly and efficiently with minimal issue and absolute focus. That's the kind of initiative one needs when in high intensity situations where monsters and crazed madmen alike are sure to be coming for you.

400 - A Machine of War
You really are a man of combat, aren't you? When in the heat of battle or a life or death situation, your mind seems to shut down all higher brain functions and revert to a cold, ruthless state of action. Like a well oiled machine, your body will be capable of pinpoint reactions, swift agility, powerful physical strength, and ruthless determination. You'll be able to hold off groups of raiders or mutated beasts even when in a cramped bunker room in this state, though said state will only last for a short while. Still, that short while is going to be a really bad time for whoever tries to tick you off.

Homemaker:
100 - home making
Cooking, cleaning, sewing, occasional childcare, a lot goes into keeping a house presentable. It's easy to forget when you're out and about without much time to just hang around at home, but now that home is basically the only place you can be, it can be kind of jarring for someone who doesn't spend a lot of time around the house. But you're one of those house and home kinds of people, aren't you? You have the knowledge and skills needed to do everything it takes to keep the house spick and span and the residents healthy and happy, with almost frightening efficiency.

200 - A New Life Underground
Being locked up in one place, unable to leave for days, weeks, months, possibly years, can really put a toll on the mental state. The kind that could drive someone mad from isolation, wondering just when they'll finally be able to break out, smell the fresh air, and live life again. But you've had experience with staying in one spot for extended periods of time, and so you've learned how to accept living in isolated places like this perfectly. Being isolated and cooped up in one place won't take a toll on your mental state by itself, the most stress you get comes from things getting messed up or dangerous situations like home invasions. You also have the ability to passively emit a calming aura that allows the people around you to relax, and more easily accept the situation just like you can.

400 - Passive Upkeep
They say home is where the heart is, and the heart is responsible for powering all the functions of an organism's body. Now, you can apply that basic biological science to any building you consider home. Buildings will slowly repair themselves if you live in them, this will even remove manufacturing defects and shoddy workmanship. It's obviously not going to fix any glaring

issues like a giant hole in the roof or half the building being blown up, but minor mistakes like leaky faucets or subpar wiring will patch themselves up given a day or two.

Items:

Free - The Journal
Day 0. While we were setting up the jumper with perks supplies, we came across a strange journal sitting on the bunker's doormat. The pages appear completely blank, save for the first page displaying a title of 'Day 0' and some introductory notes about itself. When left closed, this journal appears to automatically update itself with a log about the events that happen up to the point that it's opened, which are organized by the number of days since the jump begins. It doesn't really seem to be written from any one person's point of view, instead referring to everyone in the third person and using 'we' pronouns when talking about the group collectively. The journal seems capable of marking down important events that happen in the bunker, like insect outbreaks or new visitors, even if the readers haven't noticed it yet, and can then provide them with a set of choices for how to handle the outcome. It doesn't seem all that malicious, but it's not exactly openly helpful either.

100 - AI Assistant
Aw shucks, you found me! Hello hello! I'm the Bunker Overseer's Terminal, or BOT if we want to get into technical terms. I'm an artificial intelligence designed to aid the inhabitants of this bunker in surviving the post-apocalypse in their new perfectly secured shelter.
Huh? Why take me over the journal? Well, I'll have you know I'm way better than some stupid book! I exist in a computer terminal that runs on its own unlimited power source so I can keep myself functional even when the power dies out. Plus, I know everything about what's going on in the bunker 24/7 and can keep you updated in real time instead of having to be asked manually! I can also be integrated into any technology you want too, so you can keep a close eye on all your stuff even when you're out in the wasteland. And… Well, I'm always here if you need someone to talk to, or play games with. It gets incredibly lonely in this terminal.

Leader
100 - Organization Chart
This tablet or clipboard or what have you is a specially designed item that's meant to help aid you in managing the various statuses in your bunker. It's capable of planning out things like how to ration supplies, what you gain and lose on a given day, who's present in the bunker and who's been sent out into the wasteland, and who's alive and who isn't.

200 - How to Rebuild Humanity: The Complete Series
Well well! Here, we have a stack of books containing the step-by-step guide to rebuilding society after a disaster. The books are separated into different volumes, each one giving you everything you'll need to know about a specific category of rebuilding. What the disaster was, how it affected the world, managing your current population, all that jazz. Follow these books and you'll have society back in working order in about a century or two.

400 - Atomic Drill Training Tapes

As any good leader of the people, you should be prepared to not only do whatever it takes to survive in your new harsh environment, but also be able to teach others important lessons about surviving the harsh environment. Lucky you then that you have access to a supply of special media in any form convenient for you at the time of presentation that contains various videos about how to survive in the wasteland! In future worlds, these videos always adapt to fit whatever harsh environment you may find yourself in.

Tech Specialist:
100 - Post-Apocalyptic Toolbox
To be able to build and repair stuff, you need the tools to put stuff together. Whenever you want to take out a specific tool, all you need to do is open this toolbox and you'll find various assortments of whatever tool it is that you want. Wanting to get a wrench will get you various wrenches of different sizes and shapes, while picking a screwdriver will give you various phillips and flatheads of varying types as well. If you want to refresh the tools or pick a different one, just close the box and open it again.

200 - The Alleged Car
You're now in possession of a mundane pre-war vehicle of your choice that managed to survive the blast. Maybe it's a car, or a van, or an RV, or an ice cream truck or something. It could certainly be in much better shape, but at the very least it's still functional. It's easy to put back together as long as you put the crucial parts in place, and it's fuel efficient to boot. Plus, you can always give it some decor and defenses to make it more suited for the current apocalyptic mess you find yourself in.

400 - Portable Supercomputer
This special computer, disguised as a briefcase, is a device that has multiple technological uses. Off the bat, it's very useful as a jailbreaking device, capable of hacking its way through any terminal or electronic gate you can hook it up to. It's also capable of downloading and decrypting files from any electronic device provided it hasn't been destroyed beyond repair, so you can get some archives from the pre-war world. And finally, it can always be used to reprogram machines or act as an emulator provided it's able to jailbreak the device at all.

Medical Researcher:
100 - Coat and Mask
A generic lab coat and a gas mask, for professionalism and safety! Wearing these will allow you to keep yourself at the very least professional and safe from any inhalants that might occur from mishaps in the lab. I wouldn't recommend stepping out into the irradiated wastes with just this, though. It's not that potent.

200 - Hazmat Suit
This is the more heavy duty suit that you'd see being used when dealing with airborne hazards. When wearing this, you'll be much more safe when dealing with gases and viruses, since your entire body will be protected from any physical contact with foreign substances that risk harming you. Needless to say, this makes hazardous experiments somewhat less hazardous.

400 - Big Book of Science
Science in a book! This is a rather thick book that in some ways is similar to the Jumper Scounts Handbook described below. But where that book tells you about the basics to survival and practical means of surviving the end, this book tells you all about the things you'll need to know when researching on and experimenting with the radioactive dangers you'll find in the wasteland. This book can tell you all about biologies, mutations, chemical reactions, and more importantly things like what might happen if you perform certain experiments with them! Oh, and it also has the mercy to include various safety tips and warnings in the pages.

Survivalist:
100 - The Jumper Scouts Handbook
This book may seem utterly useless at a first glance, but I assure you, this book is full of potential. Whenever you open this book, it will always seem to have instructions on survival in the great outdoors, which is surprisingly applicable to the most nuclear wasteland. How to fix broken equipment, figuring out which food you can and can't eat after the blast, a surprising amount of educational material that can make anyone civilized after reading through it, and a whole bunch of other stuff. Plus, it's the perfect weapon for teaching insects who's the boss.

200 - Scavenger's Survival Gear
As a survivalist, you're likely going to be the one being sent out most often to gather supplies for the bunker. Whilst the radiation sickness has been dealt with elsewhere, you know that it can take days to find some supplies and get back home. Thus, you have access to a camping backpack that contains a sleeping bag, a fireproofed tent, portable fire making set, and basic utensils, all of which can be easily deployed and then packed up. Super useful for the traveling types who can't exactly find a good room to stay the night in.

400 - Bunker Network
One bunker is probably fine enough for the average civilian, but you've been preparing for this day for a long, long time. You are now in possession of an interconnected tunnel network of many different bunkers spread apart from one another. Their overall quality, what they have and don't have, and what they're generally supplied with or who inhabits them tends to vary from bunker to bunker. But at the very least, they're all readily available for you to jump into, and the tunnels themselves are super sturdy and built to last for thousands of years. Always good to have a home to fall back on!

Military Veteran:
100 - Ol' Reliable
It's a trusty firearm from the old days, either a handgun or rifle at your discretion. Not quite the modern 21st century heavy hitters, but it's still very reliable and can be easily used as long as you have rounds to fill it with. It can also be repaired easily with minimal tools if it ever gets jammed or something, so it's at least good for that much.

200 - Military Uniform

You've got yourself your old jacket and vest from the pre war days. In spite of the end bringing society down to hunter gatherer level, this outfit still inspires fear in your enemies, and respect in allies. That fear/respect is all well and good, but it's better when it sometimes incentivizes them to give you something when they see you coming, like offering rations of their own to donate to the cause. Or just dropping their weapons and choosing to walk away.

400 - High Rank Badge
Now I know what you're thinking. Why a badge? Is it some kind of special badge with a super secret hidden function? Does it unfold into a cool item? Well, no. This badge does have a special ability, and that special ability is status. When this badge is in your possession, the military will know where you are and will make your safety and rescue a top priority task while they try to bring the world back together. While actual evacuation may take a lot of paperwork and powering through the wasteland, they'll still be able to send occasional supply drops and communications with you wherever you happen to be, provided you have a means of communicating at all.

Homemaker:
100 - Bunker Life Cookbook
Everyone knows that with changes in the environment comes changes in what is and isn't considered edible or readily available. But we at JumpCo have prepared for such a situation, and provided you with a fresh copy of the Bunker Life Cookbook! This book contains a virtually endless amount of pre-war recipes both delightfully delicious and perfectly suited to give you the nutrients you need for a healthy, well balanced diet. We know that available ingredients can change on a dime, so this book is able to accommodate for that by making edits in its recipes to add substitutes to anything that may not be readily available.

200 - A Suitcase?
You seem to have somehow come into possession of a suitcase that slithered into the bunker. Despite its rather large size, it's super easy to carry, and can hold a whole lot of stuff inside it, which makes it super useful for scavenging. Occasionally, you may also find something extra stashed inside, like an extra can of food, or a spare radio, or maybe a map. Maybe you were packing for a vacation, and you forgot that was in there?

400 - What Remains of Home
When the apocalypse hits, it'll leave nothing in its wake. But yet, even after the end, some remnants of the old world still remain. For you, this remnant comes in the form of a special location that you remember most fondly about the setting you're in. Whether that be the town you used to live in, a place you loved to go to as a child, maybe the place where the happiest moments of your life occurred. It's no doubt been ravaged by the end, but it'll always manage to somehow stay recognizably intact. You can always choose to stick around for a bit, recall some fond memories, but the real value of this place is that it'll always have a bunch of useful stuff for you hidden somewhere.

Companions:

100 - Bunker Buddy
For a modest feel, you can create or import one companion to join you in the bunker with one of the above origins and 600CP to spend on perks and items. Unfortunately, they can't contribute their points to the bunker builder.

Bunker Builder:

Alright, now that we've got you geared up for the coming days, we need to focus on the real star of this show: Your bunker.
By default, your bunker is a steel box underground about the size of a living room with a mattress on the floor, a single light hanging from the ceiling, a basic ventilation system to make sure you don't suffocate while you're down there, a metal bucket in the corner whose use shall not be spoken of, and enough water and canned soup to last you about a year, at which point the radiation is expected to die out enough to allow you to leave and scavenge for supplies without immediately dying. All of which is powered by a discreetly placed electricity system that's designed to run for centuries even when the world's gone bad, but can only really provide enough juice each day to keep the lights on and not much else.
If you want to upgrade any of your basic necessities or add some new additions to your home, you can pay some extra buffer to do so. Give yourself more room to stretch, or increase your quality of life while you wait for society to rebuild. Sure, nothing's stopping you from building it up yourself, but it's always good to have a head start in some places, yeah?
… Oh, alright. Here's 1000 Bunker Points designed exclusively for you to build your bunker. You want more, you can use your CP instead. Each option for customizing the bunker will come in 3 tiers, starting at 100 points for tier one and adding another 100 for each tier until you cap at tier 3. So if you want to get tier 2, you pay 200 points, and 300 points gets you tier 3.

More Space
Well, obviously you gotta actually have the space to put this stuff in places. The bunker as it is now is already pretty cooped up, so you're gonna need way, way more space to actually stretch your legs. Sure, the base will be expanded to accommodate all your stuff automatically, but only as much as is required to actually fit the stuff in there. Purchasing this will ensure you've got a lot more walking space alongside all the stuff you're shoving in, as well as the ability to accommodate more people if that's what you want to do.

100 - Your bunker has been upgraded from one room in size to a full house in its own right. You've now got one really large spot split into several rooms, which you can choose to split as you see fit to divide all the stuff in your bunker. Or you can choose to have two floors, if that's more convenient for you, with a stairway or elevator to take you between floors.
200 - your bunker is now on the level of one of those really big mansions rich folks got. Or like, a really big building, like an apartment complex or something. Plenty of floors with plenty of rooms each, and multiple elevators to move between floors, since you'll definitely need them with this much space.

300 - Are you trying to make your own underground society or something? Cause if you are, this is the tier for you. Your bunker's now at the size of the Pentagon. It's got a huge amount of space, which is basically capable of raising your own society and stuffing all the tier 3 upgrades to the bunker inside it, and then some. If you really want more space than this, you really need some help.

Power

Also obviously, you gotta keep everything running somehow. A lot of the stuff here runs on electricity, and as your bunker gets more elaborate you're gonna need a lot more than some shoddy generator and a bunch of batteries, and unless you start learning how to reroute power, that means you're gonna need something stronger. Building a better source of power can be pretty hard with society in shambles, so for a small fee, we can make some arrangements to the bunker to get you something more efficient.

100 - The bunker's generator has been upgraded from a cheap battery pack to a much bigger and much more efficient generator. This new generator creates electricity by burning fuel and other flammable items, and can provide enough electricity to power a large house and more energy intensive devices that would have shorted out the old one. All you need to do is throw some coal or gas into the tank and… oh. Right. Well, at the very least, the generator isn't too picky, and you can use basically anything in place of coal or gas as long as it burns well. Won't be as efficient though, and that doesn't mean you can use it to dump trash into it.

200 - Thank the lords for eco-friendly electricity! Your bunker has been equipped with power generators that instead draw powers from more environment friendly and renewable sources, such as solar panels and wind power and those wheel thingies that use water flow to generate power and heat absorbers that can use heat to generate power! It's much more efficient at generating the stuff, we've got plenty of the required absorbers around, and all it needs is for the environment to be cooperative! In the case that the winds are stale, there's no running water, the sun's been blotted out by clouds, and it's really chilly, we've got good old fashioned exercise equipment to keep the power running.

300 - Your bunker's been hooked up to its own miniature nuclear reactor room! How can we cram something like that into one little room? Where does all the fuel come from? Where does all the waste go? How can this function with no consequences like radioactive poisoning through the entire base? Who cares! Point is, this reactor can produce enough energy to power up anything in the bunker whenever you need it. Nuclear power is super potent and you'll really need to push it to the limit or break something super important for something to short out and leave you with limited electricity.

Air filter

Oxygen is a key component to survival, and nobody wants to be breathing in oxygen that's been gunked up by radiation or been made unbreathable due to a lack of filtration. Nature has sadly been destroyed after the blast, and the air outside the bunker is currently filled with dust particles and radioactive gasses and other yucky stuff you don't want in your lungs.

Sadly, due to budget cuts, the air filter you've got right now is more focused on making sure you don't immediately suffocate in your bunker. It can pump just enough air through to keep you from running out, but it's also pretty worn down and can be easily busted up if something crawls inside and gets caught in the moving parts. Plus, while the air's definitely being filtered from radiation, it's pretty slow and crusty and only filters out enough to not be noticeable in the short term. Maybe with a better budget we could get something better arranged.

100 - The air filter has been patched up and is now running at full efficiency. Now it can actually pump air through the bunker properly, and it has a much lower chance of breaking down or getting jammed and needing someone to fix it. The air is still pretty stale, though. Like the kind of stale you'd find in the storage rooms of a store. At the very least, you have a much lower chance of dying from smoke buildup or lack of oxygen, yeah?

200 - The air filter's been improved upon, capable of pumping out cleaner air that's capable of filtering out most of the radiation sickness and other yucky stuff from the air. The ventilation is also capable of expelling any smoke or gasses that the bunker accumulates from things like explosions, and has basic air conditioning and heating in the case of a nuclear winter or a solar apocalypse or something. This is about the same level as a basic house ventilation.

300 - Now the air filter is properly built for the apocalypse! This air filter has completed a full on circulation system that has the capability it needs to give you fully cleaned, radiation free air. You have the ability to control the air pumping into each area, as well as being able to control the temperature and humidity to fit whatever you desire. Temperature regulation is now much more potent, as is your new choice to change the humidity of the air in order to make it much more comfortable to breathe. The emergency filtration is also now designed to work automatically to filter out any toxins or smoke in the bunker.

Food storage

Nutrition is essential to a healthy and happy lifestyle, and just because factories and farms have been hit with nuclear annihilation doesn't mean stomachs are gonna stop rumbling! Food will of course be infinitely harder to come by with the radiation messing up the soil, killing all the normal sources of meats and proteins, and mutating everything that hasn't been killed off. But that's why we always make sure to keep some food handy in case of situations like this, yeah?

100 - Your bunker comes equipped with a stash of canned foods with varying types of content, all of varying degrees of flavors and qualities, all of which are perfectly edible (taste notwithstanding), and all of which don't expire for the next 700 years! The stash you have handy is enough to feed everyone in your bunker for about 10 years and are stored in easily openable cans. You also have a basic heating plate so that you can actually cook the food to whatever degree of edible you think is okay for you.

200 - Tired of canned food? Well, not to worry, because now you have specially preserved foods! The foods that you have here go beyond the stuff you have in a can, and consists of packaged and freeze-dried meals ready to be consumed, alongside some other perfectly preserved meats if you're feeling peckish about it.You also get basic cooking equipment and tools, like stoves and spatulas and stuff, in order to actually prepare the food.

We would have just let you eat the stuff raw, but that's gross and runs the risk of food poisoning, which nobody wants.

300 - Ever heard about that one guy who made a potato farm on Mars? Well, we took a page out of his book, and now your bunker has its own indoor garden! Just like in that movie, this garden can use artificial sunlight and any provable soil and water in order to grow fresh, delicious and nutritious plants that are 99.8% safe for human consumption! The 0.2% is the chance that you'll end up getting a seed that actually contains a vicious plant monster, but its corpse is still perfectly edible. Your cooking equipment has also been upgraded to a full on diner that allows you to make top quality food while feeling like you're on Iron Chef, or Hell's kitchen, depending on who's cooking. Almost makes you forget you're living in a nuclear winter. Almost.

Water Treatment

Water, the essence of life and key to hydration. After the bombs dropped, all the available water kinda just dried out, and the stuff that didn't is more likely to make you grow a third intestine than it is to hydrate you. That's why we already got you stocked up with bottled stuff that hadn't been messed up by the blast. Clean, drinkable, and hydratable.

100 - Now instead of just one year worth of bottled water, you have fifty years worth of bottled water. Well, not exactly, but you have a very large stash of bottled water that can hydrate everyone in the bunker for a good long while, and a rain collector if you ever want to try catching some more. These jugs also come with plastic cups and canteens that can be used to evenly distribute the water between people in equal amounts to ensure everyone gets a fair share. No extra gulps for anybody!

200 - Instead of just giving you a bunch of huge jugs of water, your bunker has actual plumbing! No more needing to use the metal bucket in the corner whose use shall not be spoken of! The water's all run through a treatment plant to ensure that the stuff you're getting through the sinks and the toilets are at least free of dirt and bacteria and all that other yucky stuff. The radiation's also been cleaned out, to the point where it's not gonna cause any adverse effects to you. The treatment center can only provide so much water, so try not to drain everything at once, alright?

300 - The water purifier chip is now in full swing, and water supply has been maxed out. You now have extensive waterworks flowing through every nook and cranny of the bunker you'd need to pump water through, and you can be rest assured that the water will be crisp and clean, no radiation to be seen, and you'll never be left wanting for water. Oh, and as a little bonus, you also can choose to have some water dedicated to making other types of liquids, like coffee or alcohol or whatnot.

Living Quarters

You thinking what I'm thinking? Yeah, survival is all well and good, at least we have food and water and a place to sleep, but what's the point of surviving if you can't live to enjoy it? You're sleeping on a dirty mattress on the floor, your only furniture is some uncomfortable stools and a random box for a table, and the only thing you can really do besides plan your survival is sit

around and stare at the wall! That's boring! So we decided to fix that issue by giving your bunker some stuff to actually increase the quality of life.

100 - Your bunker now has a designated rec room where everyone's been settled with mattresses on pallets, topped with a blanket. It's not much, but it's better than sleeping on the floor. In terms of furniture, we've got a shelf and some basic cabinets for putting clothes and other recreational stuff, plus a metal table or two around the place with some metal chairs for people to sit in. In the entertainment department, we managed to supply a collection of books and board games perfectly preserved from the old days. How about a game of chess?

200 - At this level, we've managed to put some quality improvements on top of your quality improvements. The beds are now given actual frames, pillows, and sheets so you can actually rest easy. The furniture took quite a step up as well, with a proper set of tables and closets and the seats are actually comfortable and cushioned instead of just metal stools. You also get access to a basic television with an archive of shows from the world before the end, so you'll have plenty of stuff to binge while you wait for rescue.

300 - This is the level of a luxury bunker. The seats and beds are now crafted out of a fine prewar fabric, perfectly comforting and designed to allow anyone who uses them a good rest. The TV has also been upgraded to a full on flatscreen with surround sound, and a gaming console of your choice with a bunch of games already installed! The aesthetics of the room have also been renovated to make it feel more homey, in order to ease your stresses and make you and the bunker's inhabitants feel like family. It almost feels like you're still living in the old world. Almost.

Storage Unit

Yeah, come to think of it, you're probably gonna need a place to put all your stuff. I'm not just talking about all the food and the water and the books and things, I'm talking about all the scraps and supplies you're going to find on the outside. Now that society's gone down the drain, everything is up for grabs, and in a world where every resource could be vital, that means you're gonna be carrying a lot of stuff back to base, and that means you'll need somewhere to keep everything lest you sacrifice what little leg space you still have.

100 - The bunker gets a room designated for storage, which is moderately sized and has shelves. Yeah. That's it. It's the size of a storage freezer, and you can put stuff there. What, you expect me to go on a long winded tangent about a place to put your junk? You get a room to put stuff in and you get shelves to put stuff on. What else is there to say?

200 - Now your minimalistic storage has become decidedly less minimalistic. Your storage room's shelves now have a bunch of crates and containers that you can use to put things in, all kinds of things! Just think of all the things! Weapons and ammo, put it in a crate! Rations from the wasteland, put it in a crate! Fuel for the generator or like, pesticides or small electronics, put it in a crate! Makes it a lot easier to organize all the stuff, and they can store way more than their deceptively small size may entail.

300 - Why stop at shelves and boxes? Now we have crates, containers, lockers, every variety of storage unit you can think of! Basically the storage space you'd find in the storage places in a supermarket, or a miniature IKEA. It's a nice way to store a bunch of

vehicles or vehicle parts if that's what you're into, as well as large pieces of furniture or random contraptions you might find lying around.

Medical Center

But what if someone gets hurt? Or falls ill? Or gets an infection? Or some other thing that could happen to someone? Amputations and back-alley surgery can only get you so far, at some point you're going to need some actual medical aid! And I'm not talking about the gross stuff you get from cooking in a trailer, I mean real, legal medicines. Luckily (for a small fee), your bunker has already come equipped for that situation!

100 - Your bunker comes equipped with a bunch of medkits and a small cabinet filled with bandages and prescription drugs. Yes, it's about as effective as you'd expect. But the medkit will restock itself every few days, and it's capable of at least treating any immediate wounds and illnesses that someone may have. Anything more complex, however, may be beyond its capability. You can't really fix a heart disease with a bunch of gauze and alcohol, unless you're really good at being a back alley doctor, and even then I doubt it.

200 - Now you've got your own doctor's office, which is now equipped with more advanced doctor's equipment, including a much higher quantity and variety of medicines and bandages, so you won't be left wanting when it comes to medkits. And in the event where you need to perform some more intensive care, the medbay has a chair for patients to sit and lie down on, an array of tools that one would need to perform surgery should it ever comes to it, and a special freezer that holds spare blood, IV bags, and replacement organs, as well as a place to dispose of dirty tools and bad flesh. Don't ask where it goes.

300 - The medbay has been equipped with all the cutting edge stuff anyone would need for healing injuries and curing illnesses, with a special machine designed specifically for the case of fixing up the severely injured, capable of aiding them in recovery and adapting itself to accommodate people with unusual circumstances, like mutated biologies or cybernetics and stuff. The medbay also now comes with the equipment that one would need in order to dissect bodies or extract cells from living organisms and analyze them, for research purposes.

Science Lab

Science! It's how humanity survived until the bombs dropped, it was meant to bring us to a new golden age, and to put it bluntly, it's most likely how we got stuck in this situation to begin with. But if science can get us into a problem, science can get us out of it! But in order to actually do science, you need tools and supplies, so let's fix that, shall we?

100 - You have yourself the kind of chemistry equipment you'd see in a shady business or a motorhome somewhere. Pretty useful for basic medicine development or recreating your favorite episode of Breaking Bad, but more advanced stuff will need more advanced equipment… which you do not have. But hey, at the very least, a scientifically minded person would be able to develop special drugs and medicines that they would otherwise not have access to due to every pharmacy in about a 200 mile radius being blown up!

200 - The bunker's science lab has gone from your friend's garage level to an actual laboratory! The lab has been given the aesthetics and equipment that one can expect from a real life laboratory, complete with lab coats and safety goggles and gloves for the people working there. And of course you also have a fresh supply of chemicals to start off with and an archive of recipes for certain medicines and drugs. I wonder where those came from.

300 - Now this is the kind of lab you'd use to do some real science Cutting edge research equipment, computers capable of analyzing organic matter and chemical solutions, and containment chambers in case you want to store live samples for… reasons. Speaking of, you also have a special chamber designed for running tests with the various formulas and specimens you'll likely be working with.

Workshop

Because everyone needs a place where they can patch up their stuff, right? Yeah! This is the place where you can go to hang up some blueprints, take your tools, and fix up anything that needs fixing up. Or you can always take a crack at making something from scratch, provided you have the right materials.

100 - A basic workbench with some tools used to tinker with junk. It's only about the size of an office cubicle desk, and it's about as cluttered as you'd expect for it to be, but it still has all the stuff you'd need to do your handiwork on small handheld items. Spare parts and tools can be easily stored here in case you ever need them.

200 - This is the level where you actually have some proper tools needed to work with and build some more complex machinery. You've got a whole lot more space to put some spare parts, a much wider variety of tools to work with, and a larger table that you can use to set down whatever gadgets or experiments it is you're working on. Plus, it also has stands that you can use for things like armor, and places to hang up blueprints if you're so inclined.

300 - This is the level where you can make your own personal pit stop. You've got access to a whole variety of tools, parts, and schematics needed to create all kinds of fancy gadgets and materials. The place has also been given a special lift that can be used to store and modify vehicles, surprisingly, which is super helpful if building your own war machine is something you like to do. You also have access to a special 3D printer that can generate any part you ask for… provided you supply it with the right resources.

Communications

Because as nice as it would be to stay in the bunker and never have to worry about life beyond the shelter walls, at some point you'll need to know what's going on in the outside world. Whether the military is still functional, whether there are still survivors out there, or maybe aliens will discover the world too little too late! Sure it sounds ridiculous, but stranger things have happened out in the wasteland. Now, we already established that going out into the wasteland isn't the best way to ensure this, for a variety of reasons. Sooo, in order to make sure you can actually get that done…

100 - You get a basic radio and telephone system that provides the basic necessities needed for communication. They can run basically indefinitely, and there may even be some radio stations

still functional out there if you want some tunes to keep your spirits up, but I wouldn't tinker with it too much unless you're okay with having to patch it back up.

200 - Radios may be cheap and reliable, but this is the 21st century, dangit! WIth this purchase, you upgrade your simple radio into a full on radio room! Now, not only does your communications have a much better range and less chance of static, but you've also unlocked full on 2 way communication, so that not only can you know what's going on outside the bunker, but the outside can know what's going on inside your bunker!

300 - The bunker's now been equipped with a special scouting system that allows you to send out camera drones and view the world far beyond the confines of the bunker! You also have a set of portable communication devices and trackers that allow you to keep track of anyone you send out of the bunker for things like fetch quests or dealing with missions or caravans or stuff. All of which can be properly managed through a specially designed Overseer's office, which will be the place where messages and requests from others will be sent for responses and conversation.

Armory

Tending to basic human needs is all well and good, but this is the post-nuclear wasteland. And in a post-nuclear wasteland, you also have to deal with the very real threat of hostile entities from the wasteland! Post-apocalyptic raiders, mutated predators, maybe even soviet terrorists! A bunker door isn't going to defend you if something tries to break in! And if you need to go out, surely you wouldn't put your faith in the luck of loot from the wild! That's why you need some kind of supplies to ensure you're prepared for threats both inside and outside the bunker.

100 - You managed to get yourself a pile of random weapons and a small stash of ammo to fill them with. Unfortunately, bullets aren't exactly very easy to come by even before the bombs dropped, and you'll be lucky to find any now that all the gun manufacturers in the area got blown up. Thankfully you've also got some melee weapons too. Bats, axes, a medieval sword for some reason. Sure, it's not exactly the best equipment in the world, but we're running on a budget here, and it's at least better than trying to fight off armed soldiers with your bare hands, right?

200 - Now you actually have a good arsenal to use, with lockers and crates filled with guns neatly organized by type and ready for use at any time. All your ammo has been neatly stockpiled as well, alongside some special rounds like incendiary and explosives. As long as you're not spraying thousands of rounds an hour for extended periods of time for whatever reason, this stash should be enough to ensure you have a good supply needed for any trips outside the bunker and for self defense if anyone tries anything funny.

300 - How in the hell were you able to afford this? Okay, yeah, stupid question, but point is, now your bunker has its own workshop and weapon manufacturing machine! It's pretty resource heavy, but if you have the materials, you'll never be left hungry for ammo. It also comes with its own designated shooting range where you can set up any kind of targets you want and test out your weapons to see what you like best.

Security System

And then there's times when you really should come up with a means of defense that doesn't involve spraying and praying. The bunker's equipped to protect you against the initial blast and the radiation poisoning afterwards, but if anyone tries to break in, you'll need some way of actually defending yourself and your bunker in the case that you can't arm yourself enough. The bunker and all its goodies are at stake after all.

100 - Your bunker's now equipped with… a really big and heavily reinforced door! This door's super strong, so you'd have to have a hell of a lot of explosives or be a gargantuan muscle-filled freak in order to put a dent in it. Plus, if for whatever reason your bunker has an area placed above ground, this defense also applies to the entire outer wall, to make sure nobody can blow the wall open instead of the door. If you want, we can also add some extra doors on top of those doors, for decontamination or extra security or the like.

200 - Oh, so bunkers with huge doors aren't good enough for you? Alright, well now your bunker's been equipped with actual security cameras and an alarm system! All of which can be easily supervised from main surveillance rooms that can watch every room 24/7 and are designed to set off the alarms if hostile activity is spotted, such as a monster infestation or a raider attack. It'll also announce the location of the incident and what the incident is in order to make sure the inhabitants are fully aware of how to prepare their countermeasures.

300 - But what's the point of having security without any ability to enforce rule of law, am I right? Now your bunker's been equipped with a compact and very persuadable sentry system in each and every room. In the event that it detects any hostile activity, such as a monster invasion, someone trying to break into the base to steal stuff or kill people, or the event that someone does something unsavory that the bunker doesn't let slide, the sentries will quickly deploy and proceed to establish rule of law by quickly and efficiently terminating the source of the treat. As long as whatever is causing the problem can be solved by either fire extinguishers or bullets, the automated system should have it covered.

Training Quarters

The apocalypse is no excuse for you to skimp out on your exercises! Quite the contrary, in fact. Now that humanity's basically been regressed back to hunting and scavenging, you're going to need to train your mind and body to the best of its ability in order to keep up. Couch potatoes aren't going to be of any help to rebuilding society, and so we've found it important to give you equipment to make sure your stats remain in high gear!

100 - Well, due to budget cuts, we kind of had to improvise on the equipment. All the weights and cardio equipment and treadmills and stuff are all kitbashed together using random junk we found after the bombs dropped. Hey, don't give me that look! I'll have you know you can get a lot of mileage out of weights made with cinder blocks, conveyor belt treadmills, and flour bag punching bags! Sure it's not quite as effective as the professional stuff, and sure it's not designed to accommodate specific weight classes or body levels, but at least it's something!

200 - Alright, alright. The bunker's training grounds now have a set of real exercise equipment that's actually designed to help people exercise. Real weight benches and real weights, real treadmills, all the good stuff. The equipment's actually geared to be able to handle

all weight classes, so nobody has any reason to whine about being crushed because the cinderblock weights are too heavy or whatever.

300 - Now the equipment's been upgraded to some professional league training gear. It also now comes with its own personal AI assistant designed to analyze someone's body type and develop a safe training regimen for them to get the desired results in the safest and most efficient way possible. It's also designed to act as the helper buddy that stands by while you exercise to make sure you don't hurt yourself, though you can always choose to modify it to put you at 'I just got a role in that new superhero movie and I need to get hella buff super fast physical health be damned' mode if you like torturing yourself.

Scenarios

If simply waiting out the apocalypse inside a metal box isn't very exciting to you, we've got some scenarios to spice things up a bit.

Seek Rescue

Let's face it. There's no way this bunker by itself is going to sustain you for ten years. At some point you're gonna run out of supplies, and then the area around you is gonna run out of supplies, and sooner or later the airdrops are going to be cut off too. Or someone's just gonna snap and start messing everything up for everything else, who knows?

Point is, we gotta get out of here. Doesn't matter how or what happens, but you need some means of escaping this crazy wasteland and finding safety elsewhere. How are you supposed to do this? Where are you supposed to find saviors when the entire world may be on its last legs? Beats me. Buuut, if I had to make a guess, there's a couple of ways out of this.

For one, there are still some remnants of society still out there. If you can somehow make contact with some friendly survivors and help them build a community, they'll eventually invite you to join them in safety. Alternatively, the military might still be out there, and are working to evacuate any survivors. They'll likely make their own furious demands, but if you can give them what they ask for, they could eventually hold up their end of the deal and get you out of this mess and into safety. Of course, there's also the choice of helping some more shady individuals who will similarly ask for various demands in supplies or labor in exchange for their own means of evacuation. Or you can always try to make your own escape and find a way to bail from the wasteland.

If you succeed at escaping the wasteland, you'll get the reward of being able to leave the jump early.

Rebuild Society

Why wait for society to rebuild itself when you can make your own? Your task here is to turn your bunker from a place for you and your buddies to wait out the apocalypse to a place that can preserve a fragment of society and let humanity survive after the end.

You'll start by managing to obtain the maximum amount of survivors that your bunker is able to hold at the beginning, who will be escorted inside when the announcement plays. After that, you'll have to expand the bunker yourself as people from the wasteland who managed to somehow survive will approach you for various reasons. Some may be merchants looking to trade, while others may be looking to take shelter in your bunker.

As time goes on and people start piling up, you're going to be building out and expanding your territory. Whether that means building your bunker outwards or building a society once the fallout clears depends more or less on what the conditions outside are. At the end of your 10 years, you need to have a thriving community in your bunker.

If you can complete that, your bunker will now be fully populated with a society whenever you import it.

Drawbacks

+0 - Supplement Mode
If you so wish, you can choose to not have the jump take place in some generic world where the wasteland may or may not have gone global. You can instead choose to mix this jump with another jump of your choice.

+100 - Everyday Mishaps
Something always seems to be going wrong in your bunker. If the water purifier's not working right, there's a rat stealing all the soup. If the door doesn't have a breach letting nasty air in, then the ventilation isn't pumping any air in! Thankfully most of the problems you'll come across are super easy to fix as long as you have something that could reasonably be used to fix it, but man does it get annoying when you accidentally tear a hole in the map for the 20th time.

+100 - Bunker Infestation
Blast proof unfortunately isn't the same as pest-proof, and it seems like your bunker is now going to be occasionally visited by some unwelcome bugs and burrowing animals looking for some easy shelter or food. And they aren't the creepy tiny guys either, these ones have become horribly mutated by the blast and have grown much bigger and angrier as a result. And as if that was the worst of it, the stuff growing on the walls doesn't seem to healthy either…

+100 - Gluttonous Pig
You sure this is a good idea? Well, okay. You now require twice the nutritional value as you normally would. That's it. If you think it won't be that bad, i'll just wait until the realization of turning ten years worth of food and water into five kicks in.

+100 - Civilianized
It wouldn't really be all that risky surviving in the nuclear wasteland when you have seven different immunities to poisons and radiation, the ability to quickly and efficiently handle hostels

through various different means, and pretty much not needing to eat or sleep whatsoever, huh? Well, let's just say that won't do. For the duration of the jump, any perks that aren't from this jumpdoc are locked away for the time being.

+100 - Last Minute Packing
Uh-oh! Looks like you weren't informed about the imminent disaster until the last minute, so we didn't have any time to actually get packing before heading to the bunker. In fact, it seems like the only equipment you'll actually have going into this apocalypse is the stuff you bought in the items section. Well… Alright, how about this: I'll let you have exactly one minute, 60 seconds, to run around the cosmic warehouse with just your bodymod, to run around your warehouse and collect as many things as you can get out the door before the warehouse gets cut off for the rest of the jump. As long as the items are outside the cosmic warehouse by the time your minute is up, you get to keep it for the duration of the jump.

+200 - Unwanted Visitors
Uh-oh. Seems like some less than savory folks have caught wind of your bunker. They haven't decided to strike just yet, but you can bet your heinie that they'll be sure to make themselves a problem as time goes on. Sometimes you'll find people trying to raid the bunker in packs of mutated animals or crazed gunmen, sometimes an attempt at heading out for supplies will be intercepted by some angry raiders.

+200 - NUCLEAR Wasteland
The nuclear fallout after the bunker will last much longer now, up to five years at maximum. That's already bad enough, but the radiation's also gonna be super heavy during that time. Just opening the door for extended periods and letting the radiation in runs the risk of getting someone sick, and sending someone out there without any respiratory protection is more likely to kill them than it is to give them mutant powers.

+200 - Unhealthy
This whole nuclear wasteland thing doesn't seem to be doing you or the residents of your bunker any favors either. The radiation and overall hazardous environment means they'll be getting sick or injured often if they're exposed to the elements. Recovery is of course very much possible, but it would take a lot of rest and a lot of rations before they're ready to go back out.

+200 - Unhappy
Morale doesn't seem to be doing any good either. Being cooped up in one spot for an extended period of time can really put a strain on your mental state. You'd best make sure your inhabitants are happy and calm of mind. It's already a mess trying to survive the situation you're stuck in, and it's only gonna get worse if someone loses their marbles and starts going cuckoo for cocoa puffs, which very much runs the risk of messing something up or doing something they're going to regret.

+400 - Locked In

Uh… the door's not opening. The- the door seems to be stuck. Without that, we'll have no way of getting outside. We could always try brute forcing it open, but then we run the risk of exposing the bunker to the elements and having our front door open for hostile entities, and the only way to fix the door is from the outside. Well, that's probably okay! Not like you need anything from outside the bunker! … Right?

+400 - A New Experiment Underground
Oh no! Seems like you drew a bad raffle when you signed up for a bunker spot, and landed yourself in one of the bunkers that's actually secretly designed to test some dangerous and amoral science experiment! The experiment will begin about a month after the apocalypse hits and the shelter is secured, and you won't find out about it until one week after the shelter's secured. This experiment won't be a complete death sentence to you and everyone inside, but it sure will put a thorn in the whole 'surviving' plan. You know the kind of stuff where the door doesn't close all the way so radiation seeps in, or that one where they force druggies into rehab only to cold turkey them later? That kinda stuff.

+400 - 'Unprepared'
YOU ATE ALL THE FOOD!? Okay, well, this is a huge problem. Your bunker has now been completely drained of one vital resource. My guess as you can probably tell would be the food supply, but maybe the water's shut off instead, or the power been cut off. Either way, that's gonna be hindering you pretty hard until you can get out into the wasteland and find the things you need to actually fix the problem, which is a problem in of itself because the radiation is too dangerous for anyone to go out, and even when you can go out, resources aren't exactly easy to come by anymore. Until then, hope you can adapt to this massive shortage.

+600 - Tsar Bomba
The world has just become an overall harder place to live in. Mutations seem geared more towards hindering you than helping you, people are more angry and violent than before, resources are harder to come by, monsters are that much harder to take down, radiation sicknesses are that much worse, and surviving in general will just be exponentially harder.

+600 - Don't Escape
You are not trapped in a bunker. Nobody is keeping you inside. But the reason you still stay here is because it's literally the only place you can be safe against the harsh wasteland. Now, it seems like natural disasters attacks against you are a common occurrence, and the bunker is literally the only guaranteed safe spot you can hide against these threats. Things like acid rain, swarms of mutated insects, heat waves, nuclear winters, dust storms, more bomb drops, that kind of stuff.

+1000 - The End of the World
Rescue is not coming. Society as we know it is dead. The end has come for us, and you may well be the last person left on Earth. This bunker is the only safe place left in the world. Everyone else is either dead or done for. Supplies have all been destroyed or used up. Nothing

grows, nothing lives, and the sun has all but disappeared beneath a sea of clouds. It's truly the end times for humanity. Is this really a world you wish to survive in?

End:

Managed to last the jump, huh? Congrats, jumper. You earned yourself a slice of hot apple pie and some medical attention. You're free to head back to your idyllic life as a jumper, armed with safety from the end should it ever come. As a reward for making it through the jump, you get to take your bunker with you as a location that will be imported into the setting somewhere convenient for you… provided you still have custody of it when the jump ends. If someone else stole it, that's on you.

Anyways, you know the drill.

Head Home

Stay Here

Move on

Notes
Special thanks to Nuthenry2 for providing the template used to make this jump.

When in doubt, fanwank responsibly. If that fails, ask the community.