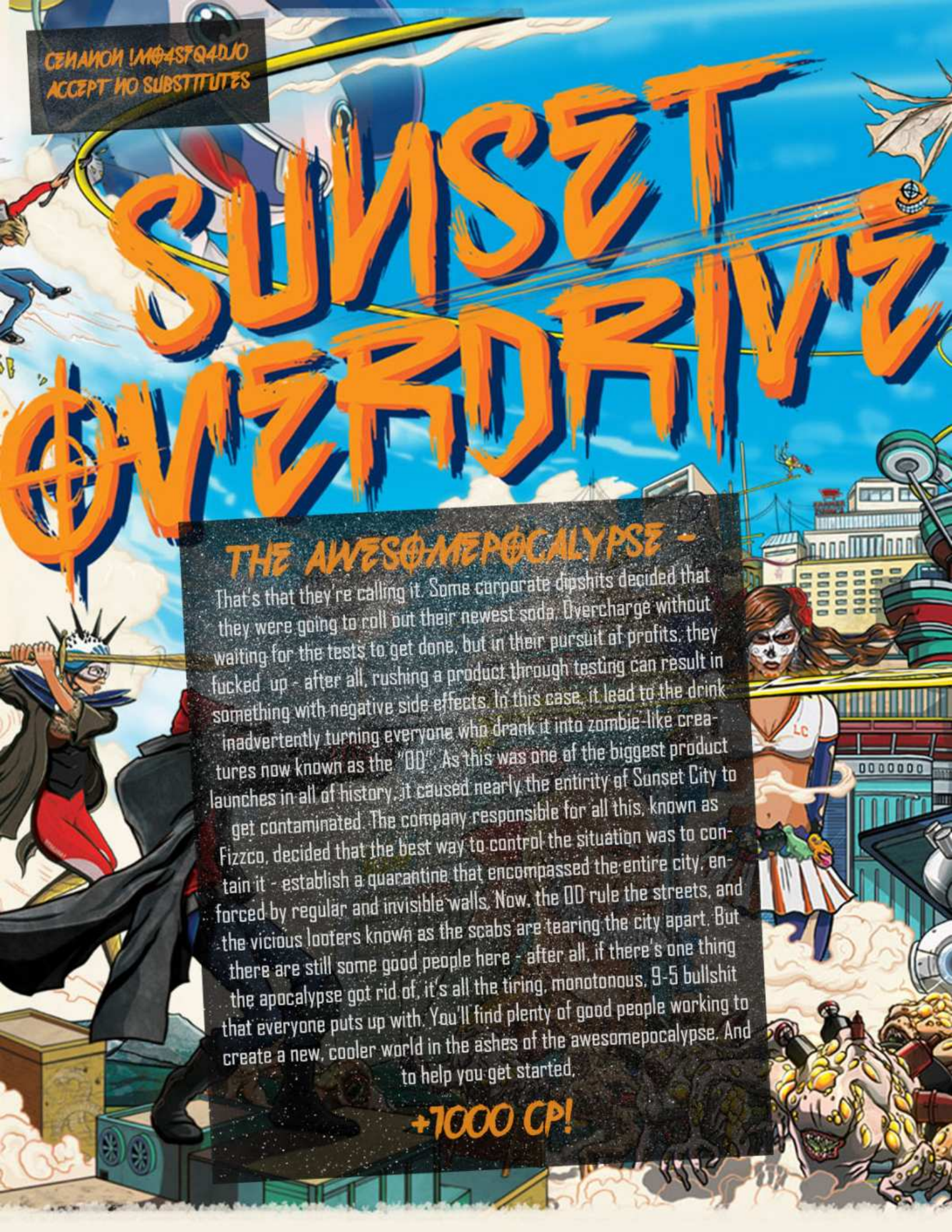

CENAYON !M@4STQ4DJO
ACCEPT NO SUBSTITUTES
SUNSET
@VERDRIVE
THE AWES@MEP@CALYPSE -
That's that they're calling it. Some corporate dipshits decided that they were going to roll out their newest soda, Overcharge without waiting for the tests to get done, but in their pursuit of profits, they fucked up - after all, rushing a product through testing can result in something with negative side effects. In this case, it lead to the drink inadvertently turning everyone who drank it into zombie-like creatures now known as the "OD". As this was one of the biggest product launches in all of history, it caused nearly the entirity of Sunset City to get contaminated. The company responsible for all this, known as Fizzco, decided that the best way to control the situation was to contain it - establish a quarantine that encompassed the entire city, enforced by regular and invisible walls. Now, the OD rule the streets, and the vicious looters known as the scabs are tearing the city apart. But there are still some good people here - after all, if there's one thing the apocalypse got rid of, it's all the tiring, monotonous, 9-5 bullshit that everyone puts up with. You'll find plenty of good people working to create a new, cooler world in the ashes of the awesomepocalypse. And to help you get started,
+1000 CP!

BACKGROUNDS

Yeah, your old job is probably gone, but it probably left a mark on you. So, what type of dude where you?

DROP-IN: FREE



You were just an ordinary joe - maybe a janitor, or a plumber, either way - something ordinary. Mundane. Just another 9-5 victim of the corporate regime that died when the awesomepocalypse happened. And, really, it's set you free. You get to be your own dude out here and rock on, man - kill zombies and do cool shit. Sure, the city might be kinda fucked, but the man ain't keeping you down any more - you get to be you! Roll 20+1d10 for age.

SCAB-100 CP



You like being the boss of other people: Taking what's yours, even when the scrawny punks don't want to give it up. That's why you like this all so much - you get to take whatever you want from whoever you want, and no one can stop you. Right now you're part of one of many street gangs - rise high enough, and you could easily run this city for real. Roll 20+1d10 for age.

MERCHANT-100 CP



You know how to get shit from point A to point B - and how to get people the goods they need. That's why you realized that people would be needing all sorts of shit just to survive the awesomepocalypse, and you set up shop - selling everything that postapocalyptic punks need to get by. You run a tight ship, and by the end of all this, you may easily be one of the bigger reasons why the city survives. Roll 20+2d10 for age.

OXFORD-100 CP



You are far above the rest of these rabble - where they wallow in the dirt, you and yours flourish in the intellectual sun. Your mind and college level skills make you worth at least ten of the rest of these ruffians, and you know well that your wealthy and esteemed parents are doing everything they can to rescue you from this hell. Unless they aren't, in which case, thank god - you never loved them. Roll 15+1d8 for age.

BUSHIDO-100 CP



You and yours represent the finest concepts present in the youth - Honor, loyalty, and the samurai code - all these are tenents of troop bushido, the nation's most honorable boyscouts. You and yours maintain order and honor in little tokyo, as is fitting. Where others fall, you stand, as you are prepared for anything. Roll 10+1d10 for age.

FARGARTHS-100 CP



For decades, you and yours have prepared for events such as these, and now, you are validated! The world comes to an end, modernity fails, this is the time for modern knights to rise to the challenge! You and your merry band hunt, feast, and drink to glory, as you have spent decades preparing for events such as these while others mocked you, naming you "LARPer". Roll 35+1d10 for age.

CATRINAS-100 CP



All these other idiots in their colorful costumes, acting as if the collapse of civic order is sooooo wonderful. They forget that real people are suffering and dying because of the monsters and thugs in the streets. But no more. Because Las Catrinas, the world's deadliest cheerleaders, shall always defend the innocent. Roll 20+1d6 for age.

FIZZCO BOT-150 CP



Systems online. This unit is designed to provide security to any and all Fizzco locations. Post-apocolypse priority: maintain quarantine of Sunset City. Eliminate all infected mutants. Eliminate all potential threats. Eliminate all remaining civilian survivors. Plasma weaponry: Online. Sonic weaponry: Online. Reasoning inhibitors: Error! Error!

LOCATIONS: ROLL 1D8 OR PAY 50 CP.

1: Sasquatch and friends: A good old fashioned pizzeria, this is the home of the Oxfords.
2: Fargarthian castle: A heavily fortified children's play center - be careful with the locals.
3: Nuclear plant: Mostly shut down, but you might be able to get some use out of this place.
4: Brewery fort: This is where it's at. You can expect to find good drinks, music, and a whole lot of guns here.
5: The Hospital: Here, Las Catrinas tend to the wounded and the alone. Don't piss them off.
6: Ground zero: This is where the launch party for the soda happened. Not that dangerous, actually - the OD ran out of food and moved on.
7: Fizzco HQ. Between murderbots killing everything they see and OD trying to get at the soda inside, this place is pretty extremely dangerous.
8: Free choice! Nice roll, man - you get to start anywhere in Sunset City.

PERKS/ABILITIES

Alright, dude. You can't go off fighting the hordes of OD without having some tricks up your sleeve. So, what can you do? All discounts are 50% off.

BANTER-100 CP
FREE DR@P-IN

You know how to keep a nice back-and-forth going. Through Jabs, Jokes, and one-liners, you know how to really get under an opponent's skin and be the life of any party. You could probably do pretty well at stand-up comedy, actually - if it weren't for the fact that there is no more stand-up comedy anymore.

CREATIVE-200 CP
DISC@UNT DR@P-IN

How the hell do you take down an OD that's as big as a building, with the arm of an excavator? How do you take down a Fizzco drone that has more deadly weapons than appendages? You know how to do both of these, and you're very good at coming up with ways to tackle new, unforseen problems on the fly.

M@BILE-400 CP
DISC@UNT DR@P-IN

In this town, one rule holds true - speed is life. If you move slow, or try to fight by taking cover, you're gonna die real fast. You can do more than that, though - grind along ledges with no means of propulsion, bounce stories off of shrubbery, and wall-run on damn near anything. Put it all together, and few enemies can hit you.

AMPS-600 CP
DISC@UNT DR@P-IN

Now this is more like it! Whenever you move with style and chain together sequences of wallrunning, bouncing, grinding, and killing, you will activate amps - these are powerful boosts that range from knocking enemies over as you roll into them, to granting your weapons electrical effect, to calling down lightning strikes close to you.

THREATENING-100 CP
FREE SCAB

You know how to intimidate people - most of the time, you do it by accident. You radiate a disregard for rules and authority, and the vast majority of ordinary citizens are going to want to steer clear of you.

PREY @N THE WEAK-200 CP
DISC@UNT SCAB

Without any authroities left in this city, you're surrounded by weaklings - cowering, patheric people that can't hope to stand against you. And you know that for sure - as you have the ability to figure out from a mere glance whether someone is more or less powerful than you. Nearly no one can hope to hide their weakness/strength.

L@@TER-400 CP
DISC@UNT SCAB

Without any cops around, there's no one to stop you from taking what you want - and you're good at that much. You can quite easily strip any place bare of valueable objects within a short amount of time. Larger spaces will take longer, but this applies to those who work under you as well.

FILLING THE V@ID-600 CP
DISC@UNT SCAB

No cops, no military. You're the top of the food chain out here - you and other criminals run this city. And you're very good at taking charge in that manner - both at taking over areas where no established order exists, and at climbing the ranks or organisations - you could become the leader of most organisations in a matter of months.

WELC@MING-100 CP
FREE MERCHANT

You know how to treat your cutomers just right - a smile, a friendly word, and they'll be buying whatever you want them to. Which is better, of course, than what happens if you treat them as an asshole. You manage to become fast friends with your customers and people in general.

BREWER-200 CP
DISC@UNT MERCHANT

You've been in this business a while, and you know how to brew up some pretty wicked shit. Not just beer and shit, but also hazardous, weaponized chemicals and the freaky shit that happens if you mix some overcharge in. More complicated brews take more time, though.

SECURITY-400 CP
DISC@UNT MERCHANT

You've got a lot of shit, and a lot of people who want your shit. And you can't do much about it - you've never been a fighter. Fortunately, you know some people who are - and they do good work. Whenever you arrange for others to secure your items or locations, they can usually be counted on to do a good job.

BE CAREFUL-600 CP
DISC@UNT MERCHANT

There's a whole lot of shit out there that you need, and you are not the guy to go get it. Thankfully, you are very good at getting favors from other people - and you can usually get them to do what you want, even if it means risking their lives.

P@SH-100 CP
FREE @XF@RD

You alone are worth at least ten of the other ingrates in this city, and you have a way of making sure they know it. Your attitude is superior and lofty - you would be quite at home in high society.

MILLENIAL-200 CP
DISC@UNT @XF@RD

All anyone talks about is work, and how you should be doing more of it, no matter how tedious or boring it is. You, thankfully, have become quite adept at dodging responsibility and securing time to text your friends and check to see if you've got signal - far more important than scavenging.

ENGINEER-400 CP
DISC@UNT @XF@RD

You're one of the smartest people you know - and you're quite the talented engineer. Whether it's an atmoic-powered Robot dog, or a lazer beam, you can usually figure out how to build it given time. This is limited to tech from this era, of course.

WHIZ KID-600 CP
DISC@UNT @XF@RD

You are the crem de la crem, the pinnacle of human intelligence, one of the smartest alive. No, one of the smartest to have ever lived. You can deduce and analyze information far faster than the vast majority of other humans.

C@MPANI@N IMP@RT-50 CP

But why go on tour without a band? You can take this up to 8 times, each time it will import a single companion with 400 CP and a free origin of their choice.

PERKS - CONTINUED

HONOR-100 CP
FREE BUSHIDO
You and yours are devout adherents to the samurai code, and all that is within - most notably, the concept of Honor. You are one of the most honorable of the honorable, and you are seen as such by nearly all that you interact with. Few would ever think of you as distrustworthy, though they may occasionally see you as wierd.

BS METER-200 CP
DISCOUNT BUSHIDO
There are many within this rotting city who would seek to take advantage of you and your troup through subversion and schemes - but you can see through them. Whenever others are attempting to subvert you, you will find yourself able to see through all but the most well-laid plots.

PREPARED-400 CP
DISCOUNT BUSHIDO
Many others were caught unaware by this crisis, and as such, many thousands quickly fell to the OD menace. But you and your troup prevailed - for you adhered to that nugget of wisdom which is surely in the Samurai code - "Be Prepared". You shall find yourself able to prepare in advance for nearly any event.

TREASON!-600 CP
DISCOUNT BUSHIDO
In a society of honor, your will must be unquestioned - and as such, you have created an order where your subordinates shall have total loyalty to you. Whether it is exiling a well-known, lifelong friend over a single moment of weakness, or anything else - they shall obey nearly any command you give them.

BOISTEROUS-100 CP
FREE FARGARTH
It is a sign of the weakness of the modern age that men do not carry themselves as they once did - they speak in hushed tones where once they would raise their voices high. Not you and your merry band - you carry yourselves loudly and proudly. And contrary to what others claim, it really doesn't grate on anyone.

TRUE KNIGHT-200 CP
DISCOUNT FARGARTH
You and your band have spent decades practicing and preparing, studying the art of the blade. And now, you can truly call yourself an expert in sword combat - you can obviously best anyone in this city (save your comrades) and could even hold your own if you were sent back to the idyllic middle ages.

TEAMWORK-400 CP
DISCOUNT FARGARTH
Through your time, you have learned that a lone knight never propers - you must work with a team if you are to have any hope of survival. And you do - for you stand amongst the knights of Fargarth, and as a matter of fact, you are one of the best at coordinating with and directing your comrades in battle.

ANACHRONISM-600 CP
DISCOUNT FARGARTH
There are those who would claim that just because society has moved on from your form of weaponry, you should too - else you be killed. What Folly! You are one of the best at fighting against "modern" tactics and weaponry with more aged ones. You could "bring a knife to a gunfight" - and win.

SERIOUS-100 CP
FREE CATRINAS
People are dying out there, every day, while those idiots keep jumping around. That's why you're serious - even though the idiots would choose to call you a "Hardass" because of it. You know how to make them take you seriously.

CHEERLEADER-200 CP
DISCOUNT CATRINAS
Your background in cheerleading allows you to move faster and farther than most of the OD could hope to. Whether it's pulling off a dozen midair somersaults, or cartwheeling to safety, you can pull off some pretty incredible stunts. You won't be running on walls, though.

FIND THEM-400 CP
DISCOUNT CATRINAS
There are people in jeaproady out there - and it's your job to find them and bring them back to the Hospital. You've become good at scouring places in search of individual persons or items - few things can elude you when you're on the prowl.

HELPER-600 CP
DISCOUNT CATRINAS
You've dedicated your life to helping others - the noblest pursuit there is. And you've found that the more people you help, the stronger and faster you shall be - in fact, so long as you live a life focused around helping others, your abilities shall all be amplified.

LOGICAL-100 CP
FREE FIZZCO BOT
Organics constantly suffer from the inhibition of emotion - thankfully, you were designed to be without it, and can make decisions based purely on logic. Of course, you can turn this off if you desire to emulate the organics for whatever reason.

ENHANCED MOBILITY-200 CP
DISCOUNT FIZZCO BOT
Several survivors have demonstrated anomalous agility. To combat this, Fizzco has designed you to be extremely agile - both in terms of speed and in your ability to jump over small buildings with little effort. The organic practice known as "wallrunning" will remain beyond you.

LOCKDOWN-400 CP
DISCOUNT FIZZCO BOT
You were designed to lock down and secure areas - and you are quite good at this. When you initiate defensive protocols, you shall find that very little can slip through your perimeters and defenses. This effect extends to any other individuals you may be managing.

REPLICATION-600 CP
DISCOUNT FIZZCO BOT
Your systems are powerful, but they are not invincible. Being outnumbered is a real risk in Sunset City, meaning that you were made to counteract. You are now able to self-replicate, given an acceptable quality of materials. This is limited to your Fizzco bot form - and can take longer if you don't have access to refined materials.

THE ROCKALYPSE-50 CP
Gotta take this one, man. You will now hear fitting background music for nearly every situation, and it'll usually be quite good. Punk rock only, though. You can turn it off, though, if it's too cool for you or somethin'.

ITEMS/EQUIPMENT

Okay, man. Lemme hook you up with some good kit. Can't rule this city if you ain't got guns, am I right? All discounts are 50% off for the origin in question, and 100 CP items are free when discounted.

OVERCHARGE-100 CP
FREE DROP-IN

This is it, Jumper - the Drink that caused Sunset City to lose control and fall apart. You probably don't want to drink it - but it still has its uses. You can use it as bait to lure the OD into a trap - they can't get enough of the stuff. Or maybe you could do some science shit on it. Either way, you get a 12-pack, which replenishes weekly.

CROWBAR-200 CP
DISCOUNT DROP-IN

You need a weapon, huh? Here, take this. Now don't you give me that look - this baby can easily stun or injure most human-sized organic enemies, and it's quite useful when it comes to cracking open containers - you know, the primary function of a crowbar. In fact, it's so good at that that you could get inside most wood or plastic containers with one or two good swings.

FLAMING COMPENSATOR-400 CP
DISCOUNT DROP-IN

Okay, you want a real weapon. A gun. Alright, here it is - an incindeary shotgun, capable of setting large groups of enemies on fire. It has a wide spread, allowing it to take on enemies across a good area, but it doesn't have much range. It has a chance to set enemies on fire such that they take damage over time.

INVISIBLE WALL-600 CP
DISCOUNT DROP-IN

How does Fizzco prevent anyone from getting out of the city via air? Through these - a set of devices which project a forcefireld known as an invisible wall above them. The invisible wall extends up to the stratosphere, and is, for all intents and purposes, impermeable. However, its generator is not as vulnerable, and can be destroyed.

MOOK UNIFORM-100 CP
FREE SCAB

If you want people to take you seriously, you gotta dress seriously. And so you have - you wear a standard mook getup, with a hoodie and hockey mask. Whenever worn, you shall find that others take you far more seriously as a threat.

KNIFE-200 CP
DISCOUNT SCAB

Now this is where it's at. Forget that gimmicky shit, this is all you really need to fuck someone up good. This here is a standard, 6-inch steel cobat knife. It can cut through the vast majority of "armors" that people are using in this city, and in addition, it is far more likely than most to hit some vital organ.

TOSSER-400 CP
DISCOUNT SCAB

All these people, jumping around without a care in the world. You'll show them - with this, a proximity mine launcher. It can throw mines up to 50 feet out - each of these mines will detonate whenever an enemy comes within ten feet of them, with enough force to sent them to kingdom come. Slow to fire and reload.

THE MARINA-600 CP
DISCOUNT SCAB

Now this is a proper hideout. Plenty of rooms to store kit, a ton of machinery, and all the supplies you'll need. What's more, the only connection this place has to the rest of this city is a small bridge - a wonderful chokepoint. It also has a bunch of boats, to help escapes. Post-jump, it appears as close to your starting location as is appropriate, owned by you.

TWO HATS-100 CP
FREE MERCHANT

Now this is style. This is a set of two top hats, a pink and purple one. When worn one on top of the other, as they were meant to be, you will note that others presume you to be a very capable merchant, possessing whatever they desire. I don't suppose they might have you confused with another guy?

RADIO-200 CP
DISCOUNT MERCHANT

It seems everyone needs to be walked through everything these days - this radio will help you with that. With it, you'll be able to give advice to anyone you've got out in the field. It works over an unlimited distance, and very few things can ever hope to interfere with its signal - it's plot-powered, after all.

DIRTY HARRY-400 CP
DISCOUNT MERCHANT

This here is one of the most powerful magnums around. It can put holes in just about anything, and a few mags are powerful enough to take down tank-sized OD. Further, you will find that any enemies you kill with it have a significant chance of dropping ammo for it.

FORT BREWERY-600 CP
DISCOUNT MERCHANT

Now this is where it's at. A gigantic brewery, capable of creating not only beers but also extremely unique weaponizable chemicals. This facility is equipped with security against OD incursion - with barricades, spinning blade traps, and more, it can take most attacks. Post-Jump, it appears in your starting location, owned by you.

PHONE-100 CP
FREE OXFORD

Uuuugh. Work? Why do work when you can browse facebook and text your friends? Okay, you can't do the first because the internet's out. But you can text your friends and use a good number of apps that don't need the internet - which is much better than work.

CASH-200 CP
DISCOUNT OXFORD

Ugh. Cash? Yeah, you've got right next to none of it - only ten grand. Ten grand! What type of parents would let their kids get out there with only ten grand in their wallets? Not yours, usually. It may be enough to buy you a good number of "weapons" from the ingrates that call themselves merchants - just be glad it repleishes post-jump.

BOO-BOO-400 CP
DISCOUNT OXFORD

The one thing worth living for in this boring new world - your custom-made, atomic-powered robot dog. He's durable enough to last a lifetime, and he has a unique gimmick - whenever you throw a certain kitty toy, he chases after it - and when he pounces on it, it releases a shockwave of atomic energy.

FIZZCO FORMULAS-600 CP
DISCOUNT OXFORD

Now, isn't this interesting? It looks like Fizzco had quite a few secrets - among them the formulas and schematics to all of their security drones, including plans for a gigantic hostile blimp and a flying, murderous building. These plans are now within your possession - as are the formulas to all of their energy drinks.

WARDROBE-50 CP

Hey, if you're gonna get out there, doing cool shit and risking your life, you might as well look good while you're doing it. This is an extremely extensive set of clothes that should get you whatever look you're going for - as long as it's cool.

ITEMS-CONTINUED

SCOUT UNIFORM-100 CP
FREE BUSHIDO

There is no chance that you could ever be seen as anything other than you are - an honorable scout of troop Bushido - while you wear this. This is a uniform akin to those traditionally worn by western boy-scouts, with a sash on the shoulder featuring badges galore. It comes with a Samurai helmet, to show your respect for Nippon.

KATANA-200 CP
DISCOUNT BUSHIDO

Now this is a true weapon. A katana, folded 1000 times by the greatest artisans of Nippon. It can cut through nearly anything up to a half inch of solid steel. It comes with a sheath, and is easily stored on your belt. It also serves as a symbol of office, making others take you more seriously as you wear it.

AMPED OVERCHARGE-400 CP
DISCOUNT BUSHIDO

There are going to be some desperate times while you are here. And in such times, you may have no choice but to drink this - an amped bottle of overcharge that, if consumed, will transform you into a gigantic, oriental-style Dragon. In this form, you shall have much power and strength. It lasts for about ten minutes, and you shall be vulnerable after you change back. However, you only have one dose of it - just as well, as anyone who consumes more risks death.

THE MUSEUM-600 CP
DISCOUNT BUSHIDO

Now this is a command center - The Japanese culture museum, where one can find countless sets of Samurai armor and weapons. It is heavily fortified, with many sets of traps, and has an expansive courtyard garden to hold back any DD. Post-jump, it appears in your starting location, owned by you.

"ARMOR"-100 CP
FREE FARGARTH

Ah, you have practiced long and hard in your tournaments. You have battled against many different knights - and in this process, your armor has proven most crucial - it can, after all, deflect most melee attacks and an amount of small arms fire - even if it is made from repurposed football equipment.

BOW & ARROW-200 CP
DISCOUNT FARGARTH

Ah, the inventions of the modern age are scarcely worth anything next to these - as you shall soon learn, this bow and arrow is far quieter than any gun could hope to be. While using it, you shall find youself to be more stealthy than you would otherwise be - and most definitely on the level of those who hide behind their guns.

THE GALLEON-400 CP
DISCOUNT FARGARTH

Ah, but perhaps you may one day tire of the fights here. Or perhaps you desire to expose Fizzco for the criminals that they are. Very well, then - this ship will be able to take you out of the city, as it is capable of escaping most detection and interdiction efforts. It can continue on for several hundred miles before running out of fuel.

CASTLE FARGARTH-600 CP
DISCOUNT FARGARTH

Aye, now this is a fortress! Ignore assertions that it may once have been a children's play area - for today, it is a genuine fortress. It has ramparts, high walls, mounted defenses, and all one would need to defend the true fortress that it is. On the interior, it has all the facilities one could ask for - a barracks, a kitchen, and of course - a dungeon. Post-jump, it appears in your starting location, owned by you.

UNIFORM AND BAT-100 CP
FREE CATRINAS

Now this is how you let them know that you're part of las Catrinas - a cheerleader uniform, facepaint designed to mimic those used during "Day of the Dead" celebrations, and a baseball bat for melee combat. And before you say anything, it's practical. It helps with... dexterity? Facepaint can be applied and removed in an instant.

FIRST AID KIT-200 CP
DISCOUNT CATRINAS

Well, if you're gonna get out there helping people - and you'd better - you're gonna need this. A portable first aid kit, not much bigger than a suitcase. It contains everything you need to stabilize most injuries, even those that have put people in critical condition. Contents replenished weekly if used up.

THE SWORD-400 CP
DISCOUNT CATRINAS

This is ridiculous. You never wanted this? Why did he give this to you? It's stupid! Somehow, one of the idiots running around thought it would be a good idea to give you the gift of a sword. It's a nice sword and all, and it does throw off lightning every time you swing it - You know, maybe this isn't so bad after all.

HOSPITAL-600 CP
DISCOUNT CATRINAS

Other people hide in forts and such - you know better. You came here to help people, and that's what you're going to do - in a hospital. The place has damn near anything you can think of, and it all replenishes weekly. It also has enough space for about 1000 patients at any given time. Post-jump, it appears in your starting location.

SENSORS-100 CP
FREE FIZZCO BOT

You, thankfully, do not have to rely on primitive biological sensors as do your human prey - instead, you have a set of advanced technological sensors, capable of detecting disturbances on nearly any light spectrum, and which provide a heads-up-display at all times.

PLASMA RIFLE-200 CP
DISCOUNT FIZZCO BOT

Firearms and improvised weaponry are far inferior to the weapons of Fizzco - such as this plasma rifle, capable of firing devestating plasma beams. It can also charge up, and fire a projectile that, upon impact with the ground, will periodically pulse plasma radially.

HEAVY ARMOR-400 CP
DISCOUNT FIZZCO BOT

You are made out of much sturdier stuff than the organics - specifically, a titanium-aluminium alloy capable of taking an extreme amount of fire before failing. Your enemies will find that all weapons not possessing an extreme amount of firepower will take a prolonged period to get through your armor.

TANK BOT-600 CP
DISCOUNT FIZZCO BOT

You are the pinnacle of Fizzco security bot design - standing 3 stories tall, you can take tank fire and retain optimal function. Further, your weapons systems include electric traps that you can saturate any area with, a large array of homing missiles, and of course, devestating melee attack. In addition, you are far faster than most drones.

NICE CUT-50 CP

Hey man, it's pretty much obligatory to be just a bit weird in this town, okay? As such, you can now select any one given hairstyle - no matter how outlandish - and have the ability to put it on at any given point in time. It will always be the perfect embodiment of that given hairstyle.

DRAWBACKS

You tellin' me that wasn't enough CP? Alright, I can hook you up with some more - but it won't be cheap. No more than 600.

"HUMOR"-100 CP

Between pop-culture references, 4th wall breaking, and other tired, tired routines, it seems that everyone here is trying to be a comedian - but no one's funny. Hope you're ready to groan a whole lot.

BUT WHY?-100 CP

Everyone here, it seems, is extremely fucking stupid - you'll have to talk them down from doing some crazy shit, and you'll be stunned at what they can think of.

DEPOWERED!-200 CP

C'mon Jumper, give the other fellas a fair shot! Your powers and warehouse items from outside this jump have been sealed away from you until the end of the jump.

OD-IN-PROGRESS-200 CP

You had some Overcharge a little while ago - not enough to turn you into an OD, but enough to build up a permenant addiction. You're going to have to fight down those urges - which is tougher than it sounds.

FIZZCONTROL-200 CP

You've got a small chip in your head. It is designed to provide Fizzxo with control over you - and in short bursts, it can. You're going to have to fight off these intrusions, and free yourself from the chip, in order to leave here.

THAT SMELL...-200 CP

You don't know what happened to cause this, but as it so happens, you smell a lot like overcharge. Much to the delight of the OD, which will seem to smell you wherever you are - and hunt you down in massive mobs.

POST-JUMP-OPTIONS

Your ten years here are up, and it's time to make a choice. Where to?

STAY HERE

Your life only began when the world ended. And here, you get to be you. Why be anyone else? This is where you belong. You get to keep your powers, and back home, your affairs are sorted out as if you disappeared.

GO HOME

Or maybe you didn't like it that much. I mean, fun is one thing, but back home, there weren't zombies trying to kill you, and here, there are. Pretty clear-cut. You get to keep your powers.

MOVE ON

Things only got cool here because things got changed up - and the minute you stay too long is the minure it gets stale. You move on to the next universe - and you keep only the memories. And the powers. And the weapons, and the rest.