Okay, what do you want now? “Heavy”? You want to jump *Team Fortress 2*? Okay. Here’s the jumpdoc. Come back to me once you have finalize- what do you *mean* you want to jump the Heavy is Dead scenario specifically?

Okay then. Don’t say I didn’t allow you.



a (joke) Jumpchain CYOA by MelecieDiancie
v0.0

Welcome to the world of Team Fortress 2! Except, it’s *not* the world of Team Fortress 2. You see, here Heavy dies and everyone has to figure out who killed Heavy. That simple? No! There are *seven* people who could all have killed Heavy. Now the Mercs have to figure out who it is!

Alright, so here’s **1000cp**. Take it and find out who killed Heavy.



Origins

Heavy (0cp)
You are dead! It is not good day to be dead. Take drawback Dead for no cp.

Not Heavy (100cp)
The Heavy is dead! *Why* is the Heavy dead? I dunno. Find it out. Take drawback Who Killed Heavy for no cp.

Engineer (200cp)
That's right! It was me! Take drawback I Killed Heavy for no cp.

Perks

It Is Good Day To Be Not Dead (100cp, free Heavy)
You love being alive. So much in fact, that if you are alive, you can shout “It is good day to be not dead!” and with a 99% chance of success, you won’t die!

Kiss of “Make Heavy Alive Again” (200cp, discounted Heavy)
Okay. So, you are dead. Oh no! The cure is simple. Have a doctor, medic, or whatever kiss you. Once that happens, you’ll arise from the ground and return skyward! ...And then promptly explode, dying again.

I Think Heavy Is Dead (400cp, discounted Heavy)
You’re still dead, and you can’t become alive again. At least you can ask for the people still alive to find out who killed you. You can talk from the grave, or poke at your own body, that’s how you’ll remind people. Take drawback You Are Dead for no cp.

You are Dead! Not big surprise. (600cp, discounted Heavy)
Find out who killed you? Now you’re alive again! Now you get to kill whoever killed you, for them to taste the sweet revenge! And even better is that you stay alive. Is nice. Yes, this is stupid.



A weapon? That thing is why the Heavy is dead! (100cp, free Not Heavy)
So, the Heavy is dead. And you need to find out who did it, but first you need to find out how. Simple! Just find a weapon, and that thing is why the Heavy is dead! You can find weapons easily if they're nearby and link them to someone's dead.

My Professional Opinion (200cp, discounted Not Heavy)
The Heavy was killed! I don't think it's anything to worry about. You can offer advice, testimonies, or evidence, and everytime you do, you can slam your hands on a desk and explain it, Phoenix Wright-style! That would make it not only 2x cooler, but also 2x more convincing!

Let's Get Back To The Point (400cp, discounted Not Heavy)
Just in case that annoying Scout is annoying you again. You can raise a sign to get you back onto the Point, the more important topic at hand: WHO KILLED HEAVY??? Or any topic you want really, but what's more important than who killed Heavy?

That's a joke, lads. (600cp, discounted Not Heavy)
There are no leads onto who killed Heavy? Then just say that *you* killed Heavy! Even if it is not you! But that gets you onto a problem, now everyone hates you and you can't even say that it is true. What to do now? Say it was all a joke. Because it obviously was one, right? Right?



You are Dead! (100cp, free Engineer)
You need to kill the Heavy. How do you do it? Just fire a gun at him or something. And then you say “POW! You are dead!” in those exact lines. 100% chance of dead, even if Heavy says “It is good day to be not dead”

The Heavy is Dead! (200cp, discounted Engineer)
And you totally didn’t kill him. Nu-uh. You cannot be implicated in this crime of killing Heavy, or anyone else ever. Until you say so, but at that point you just want to say you killed Heavy, so you would only have yourself to blame for that.

That’s right, it was me! (400cp, discounted Engineer)
Or you really want to say you killed Heavy. Okay, then. That will let you be seen as a monster, the kind that kills people indiscriminately, by all, forcing them to hate you for all eternity, as long as the Heavy does not kill you.

Cause you’re fat, boy! (600cp, discounted Engineer)
But how do you explain killing Heavy? Simple. You can get the pettiest or flimsiest of reasons for killing anyone, and unless you are already a monster, they won’t hate you for it. Feel free to kill anyone now! And now they’re dead!



Items

Items are boring and there are none of interest here. Next!



Drawbacks

You may take 50cp worth of drawbacks. Any drawbacks worth more than that will be rolled back to 50cp.

You Can't Do Anything! (0cp, mandatory for all)
...but figure out who killed Heavy. All your perks, items, 1-ups, warehouse, bodymod upgrades, etc are all locked. You are a Merc, through and through. If you die, you die. Goodbye!

Dead (50cp)
You are dead! You will die soon after entering this jump. And barring perks bought here that allow you to revive, you cannot return to live.

Who Killed Heavy (50cp)
Heavy's death was a tragedy and a mystery, so of course you need to know who killed Heavy. And that is more important for you. If you do not know who killed Heavy by the end of your jump, that's also the end of your Chain.

I Killed Heavy (50cp)
You killed Heavy! And for sure, nobody should know that you killed Heavy. If even one of them know that you killed Heavy, you'll die on the spot, killed by Heavy, and there goes your chain.

You Are Dead! (50cp)
Ok. You cannot talk ever, every time you do everyone will say you're dead and thus you have no right to speak.

Scout, I Will Heal You! (50cp)
You could have stayed to help figure out who killed Heavy, but nooooo you had to heal Scout. And there goes your head, in an explosion.

It was Me! (50cp)
Regardless of whether you actually killed Heavy, at some point you would have to scream that you killed Heavy. And once you do, nothing, not even any perks you have, would help you.

Who killed Jumper? (0cp)
Someone, that's who. Regardless, everyone, and I mean *everyone* will die at some point. Even you. You cannot modify this fate, and all you can do is to futilely avoid dying, but getting critical'd at the last minute.



End

Okay, so you figured out who killed Heavy, as well as not die! Good for you! Now, decide:

Stay in your homeworld

Stay in this world

Stay in your chain

Notes

- If you didn't tell yet, this is a joke jump. Please do not actually jump this setting.
- If you want to watch Heavy is Dead, here it is.
- Everything is as powerful as it seems.