Mad Max Jump

V1.3

The planet is dead. After using up Earth's resources, humanity largely killed itself off in a series of massive worldwide conflicts. All that is left of the human race scrabbles like cockroaches through the wreckage, using what they can scavenge of 1970s technology to live one day longer. With law and order mostly collapsed, people are left with nothing but anarchy. Well, anarchy… and one man. Welcome, mate, to the world of Mad Max!

First, let's get you supplied.

+0 CP

…or not. This world is one of starvation, not of surfeit. As such, it is a Gauntlet. You have no powers here, no Warehouse of items brought from other worlds, or Companions, in fact you bring nothing at all (Your memories remain and do not overwhelm you, but you'll quickly find they're of but limited use). Not even any points. If you'd like to have some, you may select as many Drawbacks as you wish. Should you achieve your goals for this jump, you will move on as normal; however, should you die or fail your goals, you will not end your Chain as is standard. Instead, you will simply move on to your next Jump without any reward but your memories, a little older, a little harder, and hopefully a little wiser. If this setup does not appeal to you, continue on to the Skills and Perks section; you have another option available.

Starting Location:

Instead of rolling for your location, time period, or other starting point, you instead have a choice. You may appear near the titular Mad Max Rockatansky at the start of one of his adventures. With your choice, however, you will also find your objective. You must complete this task to move on to your next jump; this Jump will end when you die, when you fail, or one day after you succeed.

The Original: You start off with Max before he was Mad, at the very beginning of his journey. Society has not yet completely devolved, as the Main Force Patrol attempts to maintain order in the Outback. However, they will soon fail. You have to bring to justice (and yes, that means real justice, even if you have to refound society to ensure a meaningful trial and punishment) Toecutter and his entire gang.

Road Warrior: Join Max in his most classically-famous endeavor. Civilization has now completely collapsed, save for a few holdouts who want to found a new safe place and are now attempting to fuel up for the journey at a desolate refinery in the waste. Unfortunately, they are menaced by the terrifying Lord Humungus. You must ensure the safe escape of Papagallo's group, with enough petrol to safely make it to a new home.

The Thunderdome: This one's… a little weirder. You appear with the now definitely Mad Max just before he discovers a new place called Bartertown, home of the Thunderdome. Your objectives here are slightly split; you must overthrow Master Blaster and Auntie Entity and the safe delivery of the children to Tomorrow-morrow Land.

Fury Road: Huh. I'd swear he looks a little different now. Anyway, Max has just been captured by some group calling themselves the War Boys; this time you have a choice between guaranteeing the delivery of all the escaped Wives to a safe new home OR the overthrow of the Citadel and installment of the Wives and Furiosa as leaders.

Age, Gender, and Background:

Who were you? Nobody. Except the day after, you were still alive. That nobody had a chance to be somebody. Now, you're that nobody. You have your own body, with whatever your age and gender were before Jumping, and you have no Background here. You may pay 50 CP to choose your gender, or to set your age to a number of years between 18 and 25.

Skills and Perks:

Your average person would be long dead by now. You've picked up some kind of skills that kept you alive this long; what are they? Depending on your location/objective, you will have one perk free.

The Jumper Wars: 0 CP

Remember that stuff about this being a Gauntlet? Nevermind. You have your full array of powers and items, and 1000 CP to spend. Unfortunately, you can't get any of the ending rewards. Further, while you no longer have to complete your objective, you're now stuck with the normal ten-year timespan.

Road Warrior: 100 CP: Free The Original

You're a masterful driver, with good reflexes and a great sensitivity to the road. You know how to choose a line, how to execute it, and how to fight the g-forces to keep yourself conscious. Among the skills involved are some slightly more… combative, such as the best places and speeds to ram other vehicles for an intended effect.

Black Thumb:100 CP: Free Road Warrior

You have the skills of an expert mechanic, able to keep vehicles running even in the most inhospitable conditions. Repairing and tuning up engines is your bread and butter, even while they're still operating. You also have a feel for how to upgrade cars in more esoteric ways; hey, it takes skill to add that many spikes and not hurt the handling!

Thunderdome Warrior: 100 CP: Free Thunderdome

You have a more… direct approach to things. It takes a surprising amount of skill to kill someone with a bladed hockey stick, and even more to do it while flying through the air on elastic strips, but you've done it before; you're lethal with weird weapons and situations. Also, you give a killer Balmain kiss.

Universal Donor: 100 CP: Free Fury Road

What it sounds like. Your blood is good for pretty much anyone who needs it, and will only rarely be bad for people no matter what horrible things are in your bloodstream. The same is true on a slightly more metaphorical level, giving you some extra skill at training people.

Driving for Days: 100 CP

And nights, and days… you have superhuman endurance. You can keep going long after most would give up the ghost. Whether you're driving or walking, you can just keep going and going. A few hours of sleep every couple of days is good enough, and you'll stay alert.

Fast Reflexes: 100 CP

Enough to catch a striking serpent. Your fast-twitch reflexes are really fast, giving you an edge in all kinds of situations. Especially given how many people are now reduced to using arrows and other theoretically dodgeable weapons.

Forecaster: 100 CP

Unlike the ones on televoto, or whatever it was called, you're really good at getting the weather right. Even when there's really weird stuff, like a rad-front moving in to hit that sand wall and make a lightning tornado, you'll have predicted it beforehand, through a combination of instinct and practical experience.

From the Before-Times: 100 CP

You're really old. Like, super-old; at least 40 or so. Meaning you are likely to be valued by communities you join, and have memories about how tech and society were supposed to work. While a lot of things have changed, knowing the basics of pre-war technology can make things much simpler.

Iron Stomach: 100 CP

You… really don't care what you eat anymore. Live lizards, dog food, people… it all goes down just as easy, and hey, protein is protein! You can eat pretty much anything without having to worry about gag reflexes, vomiting, minor spoilage, or other mundane problems. Just turn off your taste buds.

Rationing: 100 CP

When you don't have much, it's important to be careful with what you've got. You're very good at saving supplies, ensuring that anything you find of use stays found and that it doesn't get wasted by accident. You'll get every last drop of fuel from a can, and never drop some plastic tubing just because you can't think of a use at the moment.

Used to the Silence: 100 CP

Most people really wouldn't handle the whole "apocalyptic wasteland" thing very well. You, however, do. You're not affected by the agoraphobia of the constant horizon, nor do you have the psychiatric issues going without human contact for weeks on end can cause. Well, you'll only crack a little bit.

Well, It Breathes: 100 CP

Even the most impractical garb is suddenly good for the heat of the Outback. One would think that wearing spiked leather armbands would get uncomfortable, but for you, chafing is a thing of the past. So long as it's suitably apocalyptic-chic, you won't have any of the normal problems weird clothing would cause, and it won't get hang up no matter how many spikes are on it.

You Can Shovel Pig Shit: 100 CP

Well, yes, you can. Fortunately, that's not all you're good for. You can pick out the skills people have and how they can contribute to solving your current problem from just a glance. Even if they don't think they're useful, you'll know a use for them.

And Then The Road Warrior Continued On…: 200 CP

The wastes are an awfully big place, but you keep seeming to run into interesting things. No matter how boring the terrain, every few weeks you're guaranteed to run into some sort of pivotal conflict deciding the fate of many. Or at least something unusual.

The Car Runner: 200 CP

The acrobatic talents necessary to run on top of a shoddily-constructed vehicle moving at 70 miles an hour are not to be discounted. Fortunately, those are exactly the talents you have. Running, crawling, and jumping, you're good to continue to be mobile while being mobile.

Gardener: 200 CP

Even in the Wastes, life can bloom. And under your care, it's almost certain to. Despite the radiation, lack of water, and similar attendant problems, you are able to grow a crop given enough time and labor. If you have seeds, you can start life.

Jumper Run Bartertown!: 200 CP

If there were no people left, that would be hard enough. Unfortunately, there are, and they're all either jerks or insane. Fortunately, you're good at working with that. You have great skills at forming and holding together communities even when the people making it up aren't exactly normal.

Keep the Tell Alive: 200 CP

You're the kind of wandering hero people tell stories about. Actually, that's what this gets you; no matter where you go, you'll quickly build up a memorable reputation, the kind that gets passed down the ages, even after most stories are forgotten.

More Than Humungous: 200 CP

Your mama ate something right. You're much bigger and stronger than normal, enough to tower over your average dune rat and lift them one handed, and forget about using mechanical lifts when you do repair work. Baldness not included. Of course, now you've got to feed all that added mass…

Items:

While the wastes are lonely, you might just get lucky enough to have some tools to get you through. The quality might not be what you're used to, but every bit helps.

Bladed Boomerang 50 CP

A stark metal throwing weapon, bladed on each edge and lethal if thrown. Though it's a tough trick to learn, it can be tossed up to 50 yards and hit precise targets. While most war boomerangs don't actually return, this one does, though catching it is a bad idea without gloves.

Crossbow: 50 CP

Though everyone thought these weapons was dead, they've returned with the demise of civilized society. It can kill just as well as a bullet, and with the ability to re-use your ammunition. This is either a standard arbalest-style device or a shorter-range wrist-mounted weapon, your choice; either way, it's surprisingly accurate so long as you're aiming at tires.

Dinki-Di Dog Food: 50 CP

A year's supply of this high-protein, high-calorie, low-taste "food." It never spoils, never goes bad, and will keep you alive even if you can't eat anything else, no matter what your dietary needs. Not that you'd like that very much. Each purchase gets you a year's supply.

Music Box/Toy: 50 CP

A small toy, attractive to children (or those with the minds of children). Giving this as a gift is an easy way to get in their good graces, even if you would normally doubt they had any to begin with.

Telescope/Binoculars: 50 CP

It is very useful to see your enemies before they see you. In this kind of world, finely machined lenses aren't very common, so that's a rarity. But here, you've got a well-made and high-magnification vision enhancer, which is tough enough it won't break even if you hit people with it.

Bag of Snakes: 100 CP

Exactly what the name says; it's a bag that always seems to have snakes in it that never try to escape. Highly venomous but (barely) trained to not bite you, it's a lethal weapon or trap nobody would expect. And, in a pinch, a nice meal, though relying on it is a quick way to find a bottom after all.

Chrome: 100 CP

An aerosol gas of some sort that serves to spray-paint things chrome. Is very shiny, actually tastes good, probably won't kill you before the other things in the Wastes. Also serves as a basic combat drug when sprayed on/in your face, deadening your pain while accelerating your reactions.

Geiger Counter: 100 CP

Though battered and ugly, this Geiger counter is still perfectly operational. Actually, it's a bit better than that; somehow it's now tuned to warn you of any exotic invisible environmental dangers, whether they're technically real radiation or some other similar effect.

Main Force Patrol Jacket and Badge: 100 CP

A very sharp black leather jacket, identifying you as a member of the Main Force Patrol. The jacket is even more protective than normal, helping keep you safe against all the burns you can encounter operating vehicles at high speed, friction and otherwise. There's nothing special about the Bronze badge, other than that it tells you you're one of the good guys.

Pursuit Vehicle: 100 CP

Your basic car, truck, offroad vehicle, or golf cart. Fast enough for effective pursuit of whatever you want to chase and tough enough to keep going through some knocks. Customized just the way you want it from the Vehicle Section, below.

Sawn-Off Shotgun: 100 CP

This sawn-off double-barreled shotgun is light enough to carry easily, tough enough to keep operating no matter what you do to it, and yet just heavy enough to be useful as a club or tool. Even if you can't find any usable shells, this gun makes you uncannily intimidating to anyone you hold it on.

Thundersticks: 100 CP

Spears, with bombs attached to the end. Sound pretty simple, but they're a lot more effective than you'd think, both on individuals and vehicles. If you're lucky, the stick is long enough you'll be safe when the contact explosive goes off; if not… well, that's why you can throw them. You've got a dozen, and know how to make more if you have the resources.

Armored Jacket: 150 CP

Basically the same jacket as before, just add ten years of hard use, repair, and "upgrades." While it no longer looks at all fashionable (unless you like lopsided armored shoulderpads), it's a little tougher, and is so well worn it breathes no matter what it's put through; it's comfortable even when marching under the blazing sun.

Doof Guitar: 150 CP

A huge, shiny, double-necked guitar, built specifically to sound great when massively amped up. In addition to the musical uses (which are strangely inspiring no matter how bad you are at playing it) the thing is bladed and has an attached flame release enabling it to be used as a weapon.

Good Dog: 150 CP

A genuine Australian mutt, who for some reason likes you. Tougher, smarter, and more vicious than you'd expect; it will kill to protect you, or not kill (even if it sees a squirrel). Though it's not unkillable, if it dies you'll find another already trained, or maybe they'll find you.

Gyro-Copter: 200 CP

A single-person helicopter-type vehicle, able to fly above the Outback while using only standard 98. Though it'll really only carry two people at most, the ability to operate in the third dimension everyone else's forgot will give you a lot of freedom. Just watch out, you don't exactly have much protection, and you're the only thing in the sky.

MFP Pursuit Special: 200 CP

Last of the V8 Interceptors, a muscle car designed by the Main Force Patrol to chase down anyone and anything. With a custom supercharger working on command, this specialized and rebuilt Ford Falcon is the ideal driving car, and will keep its driver alive through even truly tough collisions. Your choice of upgrades from the Vehicle Section below.

Smith and Wesson .44: 200 CP

A big, nasty pistol shooting big, nasty bullets. While those can be hard to find in the Outback, anything you hit with this will go down, including trucks. And given the powerful scope attached to it, you'll probably hit whatever you're aiming at. When most are scrounging for arrows, you are carrying the equivalent of artillery.

War Rig: 300 CP

A massive semi rig with its attached liquid trailer, good for getting you where want to go in style (and with a lot of company). Customizable from the Vehicle Section below. A real gas-guzzler, but tough, powerful, and impressive as hell.

Vehicle Customization Section

If you purchase a vehicle (Pursuit Vehicle, The Interceptor, or War Rig), you have 1000 SP (Scrap Points) to use on it here. You may trade CP for more SP at a 50:100 ratio. Certain options are marked War Rig Only; these can only be purchased for War Rigs. You may purchase multiple vehicles, giving you multiple pools; they do not overlap.

Armor Plating: 50 SP

Some extra armor welded, taped, or stapled to your vehicle. Good enough that bullets will probably not penetrate into the cab, and without increasing your weight too much.

Caltrops: 50 SP

A bunch of spiky things you can drop from the back of your vehicle to delay pursuers. Either ex-MFP spike strips, or just nails welded together; either way, anyone following you best hope they're good drivers or have thick tires.

Cupola: 50 SP

Whether a slightly armored sunroof with a step below it, a sheltered part of your "hull" with better handholds, or a fully-built firing step on the back of your vehicle, this is a place it's relatively safe to stand and shoot while in motion. Probably best to put any weapons you buy on one of these.

Extra Axle: 50 SP

Add another set of wheels. Good for increasing traction and acceleration, and for having backups, but overall you'll probably get slowed down some.

Extra Spikes: 50 SP

A bunch of extra spikes and small blades added to the exterior of your vehicle. Looks imposing, can act as a bullet trap, and really discourages people from trying to jump on. Might even be of use if you end up ramming another vehicle. Can include some barbed wire if you'd like.

Off-Road Tires: 50 SP

Big thick tires with lots of traction. While they'll slow you down, you're less likely to get stuck, and they're probably tougher. One purchase covers all your vehicle's tires, or you can just have a spare set of these to switch in.

Overhead Cab: 50 SP, War Rig Only

A bigger cab for your War Rig, with enough room for another couple of passengers or even a cot. Or you could just fill it with more guns and scavenged goods, your choice.

Paint Job: 50 SP

If you'd like your car to be painted up all nice, with your own logos or other marking on it, this is the way. Not like there are a lot of paint shops out in the Outback. Any color combinations you want!

Replaceable Steering Wheel: 50 SP

If you wanted to be able to switch out your steering wheel at a moment's notice, for whatever reason, you can do that. A catch system in the steering column lets you remove and change out wheels. Comes with three wheels in your choice of designs. And a pipe wrench.

Searchlight: 50 SP

A big, bright, fancy light. Good for signaling people, seeing where you're going at night, and maybe even blinding other drivers at close range. Now that's what you call a turn signal!

Track Tires: 50 SP

True speed demons, slick tires with lots of contact. Though the traction isn't great, you'll get a ton of speed and control on good surfaces. One purchase covers all your vehicle's tires, or you can just have a spare set of these to switch in.

Trailer Hitch: 50 SP

A hitch on the back of your vehicle to attach a small trailer. Good for adding a little to your load, but probably not best long term. (If you want another big load on your War Rig, keep looking.)

Winch: 50 SP

A powered winch wherever you want it with a long cable or chain and a hook at the end. Good for helping your own vehicle get unstuck, or doing the same for others. Honestly, if you can't come up with a good use for a winch able to pull 1.5x your vehicle's weight, you're not trying.

Startup Sequence: 50/100 SP

Your vehicle has some kind of lock on it so only you can use it. A double-key system, a complicated sequence of levers, or just a hidden catch, drivers who aren't you aren't going to get very far. If you pay 100 SP, there's some kind of bomb or lethal trap attached to the sequence; people who don't enter it are going *very* far, all the way to Valhalla.

Chains: 50/100 SP

A bunch of spiky chains attached to the sides and rear of your vehicle, these prevent people from getting too close or trying to get underneath. They can also clear obstacles for you, and maybe even catch those your ram and drag them along. For 100 SP, they are easily retracted and thus won't cause any drag if you don't want them to.

Anchor: 100 SP

Most people want a way to speed up, but you've found a way to slow down. A big plow or anchor you can drop to massively increase drag and slow your vehicle to a stop in seconds, as well as anything you're attached to. Getting it back up is the hard part.

Bulletproof Glass: 100 SP

Any glass in your car is made of a heavy bulletproof glass or plastic. Though it's pretty heavy and can be hard to see through, it's amazing how many people aim for the glass to kill you. Also, makes sure your gauges will be kept readable!

Concealed Weapons: 100 SP:

You have a few dozen extra weapons hidden around your vehicle behind nonfunctional panels or inside ornamentations, just in case you need them. These range from blades to pistols and other small arms, and without your help it will take a long and concerted effort to find them. Wherever you are, if you're in arms reach of your vehicle, you're armed.

Double Cab: 100 SP

Instead of a standard cab or body, your vehicle is an insane amalgamation of two or more cars mashed/welded together. Lots of room for passengers and booty, but don't ask what it does to the handling (seriously, who knows how you could even drive it).

Extra Guzzoline: 100 SP

You've lucked into a lot of gas. Either just really large tanks or a set of extended-range containers bolted onto your vehicle, you'll get a lot farther between stops. Also really good for drivers who want a lot of flamers, at least if you're careful.

Flamethrower: 100 SP

A big flamer mounted on your vehicle, good for scaring people off or burning their faces off. Driving into a cloud of burning unleaded or napalm is harder than most credit. With a little luck, you can even set other cars alight, though watch you don't ignite your own. Keeping it fueled might be a problem, too, but if you can it can also serve as a good signal at long range.

Grapnel: 100 SP

You've got mounted a big harpoon or grapnel gun, firing a single big spear designed to hook onto other vehicles. It's attached to yours by a chain or some tough wire. Make sure you hit a place it'll stick, not some fleshy bit that'll just get pulled off...

Lifted: 100 SP

The whole vehicle is lifted several more feet off the ground. In addition to looking impressive, you now have very good ground clearance for off-road work, and can probably fit useful things on your undercarriage. Unfortunately, the center of gravity's kinda tough to work with.

Lift Axle: 100 SP, War Rig Only

An extra axle with attached tires, this one's a little special in that it's attached to a lift. You can either raise or lower it as you'd like, meaning you get all the benefits and none of the drawbacks of another set of wheels.

Machine Gun: 100 SP

A light or heavy machine gun, using actual bullets to kill people or cars. If you can find enough of them. Your choice, anything from a Browning M2 to an old Maxim Gun.

Pole: 100 SP

Looks silly, but surprisingly useful. You have a big tall pole with a counterweight attached vertically to your vehicle. Anyone up top is able to see way off, and with some talent and luck you can drop a pole-cat onto another vehicle.

Rocky Mountain Double: 100 SP, War Rig Only

An extra hitch at the back of your rig for a medium-size trailer, like a 16' bed or a big fuel pod. Not anywhere near as big or heavy as another whole bed, but much more capacity and ease of driving than a standard trailer hitch. Detachable with a little work.

Super Speaker and Horn: 100 SP

A massive horn, good for signaling people or deafening them. Either usable by the steering wheel or by pulling a cord, your choice. Can have whatever sound pattern you want. Can also be used to speak your word to the desert at a great volume.

Speargun: 100 SP

A four-barreled speargun, using compressed air to launch sharp pointy things at people and vehicles you don't like. Reusing your shots is easy, too, assuming you kill what you hit. Easy to pop tires and screw with axles, and the design makes it pretty much impossible to miss at close range.

Spiked Axles/Wheels: 100 SP

Any wheels, axles, or tracks you've got have big spikes and blades on them. Nobody's going to get too close to the sides of your vehicle, unless they really don't care about their own safety.

Tracks: 100 SP

Rather than having wheels, your vehicle has tracks. With your massive contact area, you'll basically never get stuck, and off-roading is exactly as fast and easy as driving on a highway. Unfortunately, your top speed's been reduced quite a bit. Probably harder to damage, too (popping steel is much harder than rubber).

Cowcatcher: 100/150 SP

A big metal spiky plow on the front of your vehicle, ideal for getting things in your way out of your way, in one piece or more. Though it'll increase drag and slow you down, it also makes sure that anyone who gets in front of you is insane and probably can't hit your engine anyway. For 150 SP, you can raise, lower, and retract it so that you can hit thing from different angles, or not be impeded.

Extra Bed: War Rig Only: 150 SP

A hitch and setup for a second full-on trailer, giving you another 60+ feet of space to work with. Turning is going to be tough, but you're basically driving a train through the Outback; you can carry pretty much whatever you want. Defaults as a tanker, but you can switch it out below.

Flatbed/Low Boy: 0 SP War Rig Only

If you want a big flatbed rather than the standard liquid-carrier trailer, or even a specialized low boy for carrying superheavy loads or vehicles, feel free. Overall increases your carrying capacity in terms of cargo and gives you more space to work with for additions, but without as much armor from the steel sides.

Intermodal Container: 0 SP, War Rig Only

Replaces your standard tanker trailer with the big rectangular box usually used to carry bulk cargo. While this gives you the most cargo capacity, its sides and roof (while solid enough to give you some concealment) are really just tarp or thin aluminum siding, and won't hold off assault as well as a solid carrying tank.

Boosted Engine: 200 SP

Your vehicle's engine is tuned and boosted. In addition to generally being faster than you'd expect, it has some way to give you a little extra speed in a pinch, either through an afterburner system, a supercharger you can boost if you can cool it, or some more exotic method. Gobs of horsepower and acceleration.

Buzz Saw: 200 SP

A big rotating saw blade on a crane, good for cutting through vehicles and anything else you don't like. Probably has non-combat uses, but let's be honest, it's mostly to chop through cars you're driving near.

Drum Set: 200 SP, War Rig Only

For when you really want people to know you're coming, this gives your vehicle a massive speaker system and a bunch of drums strapped to the back. Send messages, just scare people, or make sure your soundtrack's always playing, at least as long as you can keep the drummers alive.

Extra Engine: 200 SP

No idea how this works, but you've somehow hitched a whole 'nother engine to your drivetrain. This basically doubles your horsepower, giving you a lot more acceleration when you need it and boosting your top speed a little, as well as supplying a backup for when things inevitably go wrong. Watch out, though, you're using a lot more black fuel…

Tank Cannon: 300 SP, War Rig Only

This… is probably overkill. You've got a whole tank turret strapped to your Rig, with enough power you can actually rotate it. It's really heavy, but if you're firing actual high explosive cannon rounds at people following you… you probably don't care. It's probably the safest place to hang out around, too.

Functioning Airbags, Air Conditioning or Power Steering: Hahah, no.

Drawbacks:

As if life in this world wasn't hard enough, here are your options to make it even tougher. Take as many as you can survive, if you're continuing this jump as a Gauntlet; if you are undergoing The Jumper Wars, you may gain a maximum of 600 CP through Drawbacks.

Dinki-Delight: +100 CP

You thought you were a Jumper, or at least a person. You were wrong! You're totally (convinced) you're the dog on the label of Dinki-Di Dog Food! You'll collect every can you can find, but don't eat it; building a hoard's the goal!

Gas Guzzler: +100 CP

No matter what vehicle you're riding in, it seems to use up fuel at a greatly accelerated rate. Your average car will suddenly only make it a couple of hours between fuel-ups, and that's on a highway. Good thing petrol prices are low…

Max Who?: +100 CP

Max Rockatansky simply doesn't exist here. He got killed by a car crash before you even arrived. This means you'll have to work to resolve whatever difficulties threaten you on your own, without that one bit of aid.

Nom De Solitudinem: +100 CP

You have a bad nickname. Not just a bad nickname, a hilariously bad one, which gets all your enemies laughing every time you're mentioned. Unfortunately, you just can't accept this, and will proclaim it constantly for all to hear, convinced that if they just got it it would be scary.

PTSD: +100 CP

You suffer inconveniently-timed flashbacks to pivotal and painful events you've experienced; your first times in combat, the day you lost your children, etcetera. Similarly, it's hard to sleep peacefully.

Blaster: +200 CP

No offense, but you're certainly not a mental giant. In fact, calling you a room-temperature IQ is probably giving you too much credit (especially given the heat). You have about the mental abilities of an eight-year old.

Deformed: +200 CP

The radiation and other environments of life in the Wastes have left you twisted. You are mutated, ugly, and frailer than you would otherwise be. Tumorous growths abound. Also, just in case it mattered (given your ugliness, it probably didn't), you're now sterile.

Folk Legend: +200 CP

It looks like those old stories weren't quite right. Foes from another place are now added to wherever you end up. For example, the War Boys are now also assaulting Papagallo's refinery, or Toecutter's Gang are now top warriors of the Thunderdome.

Impound: +200 CP

Anytime you step out from behind the wheel of your vehicle, it gets stolen. Even if you're still on it, you're dealing with some hijacker who stuck on the bottom. Even though you're in the middle of the outback. You really should make sure your chair is comfortable, or get used to chasing down your ride.

Is It A Stick?: +200 CP

You really can't drive. Well, technically you can… but only automatics, and there aren't any around. You're going to stall out, run into things, and horribly mutilate the engines of your vehicle anytime you step behind the wheel.

Maimed: +200 CP

Life in the Wastes is hard, and has certainly left its mark on you. One of your limbs is brutally damaged; you had your kneecap busted, a hand chopped off, or something similar. Basically, it's going to be much harder to get around or make use of tools.

Master: +200 CP

You're a midget. No matter how smart you are, in a post-apocalyptic wasteland, this will lead to major difficulties; getting place to place will take you longer, manual labor's a lot harder, and actual combat… good luck.

It's A Dud: +300 CP

You really can't find good supplies. Scrounging is hard enough in the Wastes, but it seems like almost everything you do uncover is a dud or bad in some way, whether it's bad fuel or spoiled food. Get used to doing without.

Real Life Effects: +300 CP

…aren't really in use here. Anytime a vehicle you're using is hit (or basically anytime it would be convenient for you) there's a massive fireball explosion. On the other hand, your enemies' vehicles seem to have the flimsiest bodywork turn into solid steel; doors and ornaments now stop bullets.

What A Horrible Day: +300 CP

Everything's just going wrong. Even the weather! It seems like the weather is especially bad this season, and it seems to have it in for you personally. Expect lots of thundersandstorms, radnadoes, and all of the wonderful weather that makes the post-apocalyptic Outback a glorious place to be, and expect it to happen a lot more often and at just the wrong times.

Witness Me!: +500 CP

You're… pretty much actively suicidal. You want to die in as dramatic a way as possible, and will do your best to do so. Leaping on piles of explosives, stabbing yourself in the chest to get at an enemy behind you, and driving off cliffs to block paths… You'll fight those around you to make sure your death is witnessed and in no way mediocre.

Rewards:

So, you've managed to live through your adventures here, and not only that, you've accomplished your mission? Well, after you have your free day to party, you get to move on to your next Jump. Not only that, but you get three special gifts!

First, you may have your choice of a canon character (from your timeline or another) follow you in your continuing exploration. They will join you as a new Companion.

Second, all of the items and vehicles you've purchased here begin reappearing in your Warehouse if they are ever used up or destroyed.

Finally, in a seemingly small bowser attached to your Warehouse, you now have an infinite supply of either clean spring drinking water or a high-octane fuel suitable for the vehicles you've acquired here, whichever you would prefer!"