

Where were you when all the lights went out?

INTRO
Welcome, Jumper, to the quiet apocalypse.

The Long Dark is a survival game that takes place on Great Bear Island, a fictional island in the Canadian Yukon. You arrive shortly before the First Flare, the beginning of a geomagnetic event that turns life as we know it upside down. Following the Flare our world is plunged into permanent winter. Electromagnetic anomalies render modern technology inoperable. Wild animals become vicious seemingly overnight. All the comforts of civilization vanish in a twinkling, leaving you to survive with naught but your wits, your skills, and whatever you have at hand.

This jump is intended to be a pure survival experience. As such, you won't be forced to spend a full ten years here. Instead you will spend **one year** in the frozen north.

Take these choice points. You'll need them.

+1000 CP

PERSONAL DETAILS
Age and gender are largely irrelevant in this jump. Keep your previous statistics, or choose one of each for free.



TOGGLES

The vast majority of jumpers have powers that trivialize the challenge of surviving the frozen north. These toggles are offered as a way to even the playing field without turning this jump into a gauntlet. Each category you choose to toggle off provides +200 starting CP. You are free to take any combination of toggles, or all of them, if you're so inclined.

Note that you can only choose to toggle off categories that actually affect you. For example, you must actually have companions to toggle off the companions category.

Out-of-Jump Powers - All the powers, knowledge, and abilities you picked up in other jumps cease to work. Only powers acquired in this jump or BodyMod (or its equivalent) will operate as normal.

Basic Needs - Most Jumpers don't need to eat, drink, or sleep. A good number don't even need to *breathe*. This toggle changes all of that. By toggling this on, you'll be forced to attend to all basic human needs: food, water, warmth, shelter, air, and so on.

Companions - What good is taking the world on alone if you aren't... y'know, alone? By activating this toggle you lose access to any and all companions you might have.

Out-of-Jump Items - The only items you can use in this jump are those native to this jump. Everything else has to stay in the warehouse, and you can't use that, either. No hiding out in the warehouse for you!



DISCOUNTS

Like age and gender, your background is largely irrelevant to this jump. Rather than including preset backgrounds, this jump instead offers a set of floating discounts you can apply to any combination of purchases. They are:

- 4 100 CP purchases
- 2 200 CP purchases
- 1 400 CP purchase
- 1 600 CP purchase

All 100 CP purchases are free. All others are 50% off their base price.



STARTING LOCATIONS

Choose any of the following locations as your starting point. Alternatively, roll 1d10 to let chance decide your starting location. You'll receive an extra 100 CP for your troubles.

Mystery Lake

Once a lakeside resort for the rich and famous, Mystery Lake fell out of the public eye long before the lights went out. It's remained remarkably well-preserved ever since. As such it offers abundant shelter and supplies in an area with few storms and fewer predators. Connects to Coastal Highway, Pleasant Valley, and Forlorn Muskeg.

Coastal Highway

A cluster of vacation cabins and dilapidated storefronts hunkered by the edge of the ocean. Shelter and supplies are easy to come by here, but the weather is unpredictable, and the wolves are legion. Connects to Desolation Point, Pleasant Valley, and Mystery Lake.

Desolation Point

Decades ago Desolation Point boasted a thriving whaling fleet and sprawling processing facilities. The town's economy collapsed following a blanket ban on whaling. Desolation Point's shelters are few and far between, interspersed with long stretches of barren waste, but offer treasure troves of supplies. Connects to Coastal Highway.

Pleasant Valley

Once a farming town with a population in the low triple digits, Pleasant Valley's populace only recently sought greener pastures. The homes they left behind form clusters separated by long

stretches of barren farmland. If the weather turns ugly, as it often does, you may well have nowhere to run. Connects to Timberwolf Mountain, Coastal Highway, and Mystery Lake.

Timberwolf Mountain
Timberwolf Mountain is the tallest mountain for a thousand kilometers in any direction. It's cold, it's exposed, it's almost bereft of man-made shelters, and resources are hard to come by. ...unless you brave the path to the peak itself, where a crashed plane full of precious resources awaits you. Feeling brave, Jumper? Connects to Pleasant Valley.

Forlorn Muskeg
A vast, frigid bog full of howling winds, hungry wolves and perilously thin ice. Few were ever bold enough to settle here, even after the railroad brought modern convenience to the Muskeg. As a result there's precious little in the way of artificial shelter here, and even less in the way of supplies. Connects to Mystery Lake and Milton Township.

Carter Hydroelectric Dam
Built by a coal magnate before the Collapse, Carter's development was plagued by misfortune. It went through two closures and attempted reopenings before finally being abandoned for good. There's plenty of loot to be found here, provided you can navigate its maze of halls and heavy machinery in the pitch dark. Connects to Mystery Lake and Pleasant Valley.

Milton Township
A small town tucked in the mountains just below Timberwolf Mountain, Milton has been dying a protracted death for the past thirty years. Most residents fled following the Collapse, leaving gutted infrastructure and tumble-down buildings in their wake. Man-made shelter is plentiful here, as are supplies, but beware the wolves come to scavenge on Milton's remains. Connects to Mystery Lake and Forlorn Muskeg.

Other - Great Bear is full of locations not detailed here. You're welcome to start at any of them, if you're so inclined.

Free Choice - Looks like luck is on your side. Start wherever you'd like. You'll still get your 100 CP.



SKILLS

Weatherman - 100 CP
Call you the Weatherman, because you always know which way the wind is blowing. With this skill you'll always have an intuitive awareness of the weather and its many changes. Wind direction, wind speed, relative humidity, it's all second nature to you. Never get surprised by a blizzard again!

Cold Fusion - 100 CP
You've spent enough time out in the cold to develop a resistance to it. No matter how chilly it gets, your body will always react as if it's significantly warmer than it is. You'll be more comfortable at lower temperatures and less likely to suffer the negative effects of cold exposure.

Beneath A Starry Sky - 100 CP
This is a grim world, Jumper, and even the sturdiest souls can buckle under its weight. This perk alleviates some of the grimdark inherent in a post-apocalyptic setting by boosting your mental and emotional resilience. You'll always be able to appreciate beauty and find serenity, even when the world is falling apart around you.

Night Walker - 100 CP
Winter nights are long and dark and full of terrors. This perk makes that middle bit at least a little more bearable. With this your senses receive a sizable boost. You'll see better in the dark, hear more clearly, and smell things you never could before. Even your food will taste better! You can toggle this ability off if you start finding this new acuity overwhelming.

Icewalker - 100 CP
The frozen north isn't the easiest place to get around, especially when the spring thaw seems distant as a dream. This perk will make that a little bit less hard to swallow. You'll move about

half again as quickly (and expend half as many calories) whilst moving through deep snow, over thin ice, or over any similarly challenging terrain.

Firestarter - 100 CP
In the Yukon a fire can mean the difference between freezing to death and living to freeze another day. Thankfully for you, you've got an uncanny knack for starting fires. No tinder? No problem. Wet wood? Still burns! No matches handy? A magnifying glass will work just as well. So long as you've got an ignition source and something to burn, by God, you'll always be able to start a fire.

Efficient Machine - 100 CP
You're remarkably finely-tuned for a human, able to survive and indeed thrive on fewer calories than others of a similar build. Under normal circumstances you'll need about a third less food and water than the average person. Abnormal circumstances might cause your calorie needs to spike regardless, so try to avoid those, would you?

Book Smarts - 200 CP
Book-learning is no substitute for experience, but it sure doesn't hurt to have. This perk grants you a learned layman's knowledge of wilderness survival techniques. Fire-making, trap-building, shelter construction, basic navigation via primitive tools, butchery, hide tanning methods- you know about all of it. Once you get to hands-on practice you'll learn it quicker, too.

Faithful Cartographer - 200 CP
Good pilots can fly with just a map. Truly stellar ones can fly without a map. Guess which category you fall into? This perk grants you an unerringly accurate mental map of your surroundings. You'll always know precisely where you are, where points of interest in your location are, how far you'll have to go to reach your next destination, and roughly how long it will take you to get there. In future jumps you'll discover the other half of this perk: you always know *when* you are too. Should come in handy when time gets wibbly-wobbly.

Stone-Age Sniper - 200 CP
Let's be real here: bows, arrows, slings, and stones fell by the wayside for a very good reason. Their efficacy pales in the face of modern weaponry. In your hands, however, they can keep pace with or even outshine more conventional weapons. With this perk you'll become faster, more accurate, and dramatically more deadly when using non-ballistic weapons.

Waste Not, Want Not - 200 CP
Civilization has a way of shielding you from the worst of Nature's visceral brutality... and now that comfortable buffer is gone. Thankfully for you, this perk steels you against the uglier side of survival. You'll no longer be disturbed by the sight of human corpses or the taste of raw meat. Better yet, your body will adapt to its circumstances, granting you complete immunity to food poisoning, internal parasites, toxins, and any other nasty side-effects you might pick up from

your new diet. Go ahead, eat that month-old venison. It might not taste great, but you can be sure you won't get sick from it.

Silent Hunter - 200 CP
In order to kill an animal, one must first *find* an animal, and in the frozen north that's often easier said than done. You, however, have become an expert tracker, skilled at following the faintest of trails over the roughest terrain. Nothing, not fresh snow, high winds, or old spoor, will keep you from tracking down whatever you've set your sights on. This perk affects all living beings, not simply animals. Synergizes well with There Will Be Blood.

There Will Be Blood - 200 CP
Of course, once you've found your prey, you have to actually bring it down. This perk makes that significantly easier. Not only do you become a better marksman and more lethal shot, you'll be able to extract more meat or resources from anything you personally kill. Synergizes well with Silent Hunter.

Resolute Outfitter - 400 CP
Perhaps you had some experience in primitive crafting. Maybe you enjoyed sewing in your downtime. Whatever the reason, you're a cut above the rest when it comes to crafting or repairing gear. Whenever you make or repair an item, it will last longer, withstand usage better, and perform its intended purpose half again as well as it was supposed to.

Out-Prep The Preppers - 400 CP
Back before the lights went out there were 'preppers', wackadoos convinced that the end was nigh. They might've had a point, come right to it, but right or wrong they left their caches of supplies scattered all over Great Bear. While you might find one or two unaided, taking this perk ensures that you'll always be able to find at least one cache per area. Caches will always contain useful resources- usually food, water, crafting materials, firewood, clothing, or weaponry- but are not guaranteed to provide anything better than what you have. Should you choose to continue your chain, you'll find similarly valuable caches of resources hidden wherever you go.

Natural Healer - 400 CP
Normally it takes considerable experimentation to uncover the more esoteric applications of natural materials. That's not the case for you. Simply by examining plants, minerals, animal parts, and the like, you can gauge whether they'll have medicinal, alchemical, or magical effects.

Happy Harvester - 400 CP
Resources are scarce out on Great Bear, but for you they're a little less so. Whenever you gather something, be it a plant, a hide, or some scrap metal, you'll always gather more of it. Just don't ask why that deer had two livers and three hearts. Some questions are better left unanswered.

Do Not Go Gentle- 400 CP
“Fighting angry” is usually code for “fighting stupid”. You, however, have mastered the fine art of embracing your rage without being ruled by it. This perk boosts your combat effectiveness in proportion to your mental state. If you’re merely miffed, you’ll get a minor boost at best. If you’re well and truly furious, you’ll fight twice as hard as ever before, all without sacrificing your self-preservation instincts or ability to think tactically.

Buffer Memories - 600 CP
Here’s a strange one for you. The vast majority of technology ceased to function after the First Flare, obliterating a frightening amount of information in the process. For you, however, that knowledge isn’t quite out of reach. Simply by touching any machine that could theoretically be powered by electricity, you can ‘absorb’ whatever knowledge it may once have contained. Touch a car, suddenly you’ll have a mental map of the area courtesy of the vehicle’s onboard GPS. Put a hand on a computer, all at once you know everything stored on its hard drive.

Lights in the Sky - 600 CP
The Aurora has a strange effect on anything powered by electricity, making it operate without any visible source of power as long as those otherworldly lights are in the sky. Now the Aurora itself seems to follow you as closely as your own shadow. Without this perk you’d be lucky to see the Aurora once a week. Now you’ll see it about every second night, and for longer stretches at a time. You’ll be the only person in the Yukon with an actual, functioning heater and stove! And in future jumps, well, it just gets better. In future settings the Aurora will become an inherent part of your being. Any object that requires a power source will operate without one so long as you stay nearby. Objects that are powered via mundane means will perform their intended function half again as well. Congratulations on becoming a physicist’s worst nightmare.

The Will To Live - 600 CP
It takes a very specific kind of person to survive the end of the world, and you? Are precisely that kind of person. You’ve got determination in spades, backed up by no small amount of willpower and a heaping dose of plain old good luck. Together all of those traits turn you into a survival machine. So long as you want it badly enough, you’ll shrug off everything from starvation to grievous injury long enough to reach safety. Once you do, however, expect to pay the price for your actions. You can only defy death in this manner once a week, and doing so will leave you physically exhausted for hours afterwards.



ITEMS

Mundane versions of these items can be found or crafted in-jump. Purchasing them here ensures you will start with them, as well as granting them fiat backing. Any items purchased with CP will respawn within twenty-four hours if destroyed or lost.

Backpack - Free

Bulky but sturdily-built, this backpack was made with hikers and wilderness aficionados in mind. It's got deceptively deep internal pouches built around a rigid frame, attached to padded shoulder- and chest-straps that help distribute its weight evenly. There are even external straps to tie your bedroll and compass to! Holds approximately 30 kilos worth of weight.

Bedroll - Free

A plain blue mummy bag purchased somewhere on the mainland. The tag states it'll keep you warm in temperatures down to 0C. By itself it probably won't keep you from freezing in a blizzard, but it sure beats sleeping on the ground.

Flashlight - 100 CP

The vast majority of technology simply doesn't work in this universe. This sturdy flashlight, however, is a rare exception. Whenever the Aurora lights up the sky it somehow charges this flashlight's battery. For every hour of exposure to the Aurora it'll operate at full power for half an hour. Useful for seeing in the dark, making sure you haven't missed any loot in shadowy corners, and driving off animals afraid of light.

Moosehide Satchel - 100 CP

A sizable pouch assembled from tanned moosehide. It laces neatly onto the outside of your backpack and can hold about five kilos' worth of weight. Objects carried within it seem to weigh less than they should. Better yet, foodstuffs stored inside last half again as long as they would when stored elsewhere.

Canteen - 100 CP
A battered but serviceable canteen that holds around two liters of liquid. Any drinkable liquid you pour into this canteen will be automatically purified, rendering it safe to drink without further preparation. Can be purchased multiple times if desired.

First Aid Kit - 100 CP
Bandages, antibiotic ointment, gauze pads, burn cream, hydrogen peroxide, tweezers, elastic wrap bandages, and more, all neatly packed into a waterproof plastic case. This particular kit is fairly comprehensive and comes complete with an assortment of useful over-the-counter medications. Its contents regenerate monthly, or whenever a specific item is about to run out. In future jumps any medical supplies you add to the kit will gain the same regenerative effects.

Map and Compass - 100 CP
A detailed map of Great Bear Island printed on a sheet of flexible plastic, paired with a palm-sized compass that always points north. Someone's added a hand-drawn legend to the bottom of the map. Every mark correlates to a point of interest, whether that's a likely safehouse, a potential supply cache, or a known bear hideout. Comes with a permanent marker so you can add your own marks. In future jumps this map will update to display whatever region you're currently in.

Fire-starting Kit - 100 CP
The savvy survivalist's best friend, this small box contains everything you could possibly need to start a fire. There's a lighter, waterproof matches, lengths of cotton cord that can be used for kindling, even an honest-to-goodness flint and steel. Best of all, it comes packaged in a waterproof container that should keep all your fire-starting supplies nice and dry.

Snare - 100 CP
Crudely fashioned from a couple of sticks and some gut fishing line, this snare is nevertheless brutally effective against small game animals. Set it up somewhere you've seen squirrels or rabbits and come back the next day. Chances are good you'll find something edible in your trap. Whilst useless against larger prey, snares are fairly durable and can be reused multiple times before breaking.

Makeshift Fishing Line - 100 CP
A simple set of hooks, lines, and sinkers assembled from scavenged materials. Primitive, but fish won't know the difference.

Flare Gun - 200 CP
Built to mimic a pistol, this handy gadget operates on much the same principles. You need merely load a cartridge into the barrel, cock the hammer, pull the trigger, and fire. Flares fired from this gun burn brightly for up to an hour and produce a distinctive sizzling noise that makes all but the most determined animals flee. Comes with ten flares.

Bearskin Bedroll - 200 CP
A heavy but nigh-invulnerable bedroll that will always keep you warm and safe when you sleep in it. No matter where you lay your head, you're guaranteed to wake up warm, well-rested, and in one piece, so long as you sleep in this bedroll.

Wolfskin Coat - 200 CP
You (or someone else) killed enough wolves to wear them as a coat. What critter is gonna be dumb enough to tackle that? Provides a passive air of 'don't mess with me' that discourages wildlife attacks regardless of source.

Deer Hide Boots - 200 CP
Warm, waterproof, and perfectly shaped to fit your feet, these tanned hide boots let you move more quickly across snow, ice, or any similarly treacherous terrain. This effect stacks with any other movement-boosting perks you might have.

Rabbitskin Mittens - 200 CP
A heavy set of mittens crafted from rabbitskin, assembled with the fur facing inwards. Wearing them increases your manual dexterity considerably. This effect is especially noticeable when your hands are wet or cold.

Snowshoes - 200 CP
A set of old-timey snowshoes crafted from cured saplings and rawhide. These will dramatically increase your speed when moving across snow, effectively cutting your travel time in half.

Travois - 200 CP
A rough A-frame assembled from lodgepole pine saplings and rawhide thongs, this primitive vehicle makes transporting loads from point A to point B dramatically easier. It's deceptively easy to pull through the snow and can carry a load of up to fifty kilos.

High-Test Line - 200 CP
A spool of heavy-duty line and accompanying fishing paraphernalia that replenishes whenever it's running low. Using this line increases your chances of catching a fish as well as ensuring your catches are significantly larger.

Survival Bow - 200 CP
A simple longbow about as tall as you are, crafted from cured maple and strung with catgut. It's highly effective against most small game animals and can do significant damage even to larger ones, though it falls short when it comes to defense. Comes with twenty arrows and instructions on how to make more.

Revolver - 200 CP
Originally developed in the 1930s, this Smith and Wesson model 27 handgun has been a favorite of rugged outdoorsy types ever since. Its low recoil, six-shot magazine, and fantastically

loud report make it an excellent weapon for self-defense. In a pinch you could probably hunt small game with it. Alas, its small caliber bullets and comparatively-low stopping power make it fairly useless against larger animals. Comes with 50 rounds and instructions on how to make more.

Bear Hunter Spear - 400 CP
A primitive but quite effective spear crafted from flint and native wood. It's right around as tall as you are and a great deal sturdier than its archaic construction might indicate. When wielded in combat it's startlingly useful against anything bigger and badder than you are. The more lopsided the fight, the more deadly it'll be, but it'll always be a reliably dangerous weapon no matter how powerful you get. In future jumps this item can take whatever form you desire, or act as a 'template' to be applied to any other weapon.

Rifle - 400 CP
This Lee-Enfield bolt action rifle is a simple weapon developed in a simpler time. Perhaps it's unsurprising, then, that it managed to survive the end of the world. This hunting rifle sports a full wooden stock, iron sights, and a ten round internal magazine. Favored by the Canadian Rangers for its ability to reliably kill *polar bears*, it's perfectly capable of dropping wolves, deer, bears, and even moose. On the rare occasion it fails to kill something outright, it causes massive bleeding that will absolutely finish the job. Comes with 50 rounds and instructions on how to make more.

Gunsmithing Forge - 600 CP
You've struck the motherlode here, Jumper. This forge is conveniently located in a place of your choosing (set at the beginning of each jump) and contains all the equipment and materials necessary to forge your own equipment. You can forge improvised axes or knives here, smith and sharpen arrowheads, mill and fabricate your own ammunition, or repair gear you found out in the world. Anything you craft or repair here is guaranteed to be the best you could possibly make it. In future jumps this effect is turned up to eleven: anything you make after this jump will be at least a quarter again as good as it would be if crafted anywhere else.

Crossroads Elegy - 600 CP
Maybe you've been touched by the same geomagnetic absurdity that brought about the end of days. Maybe there *is* a god out there and it's watching out for you. Whatever the reason, you have a downright magical ability to find- or perhaps summon?- safe harbor when you need it most. When the cards are down and your life is in danger, you'll always find some sort of man-made shelter where none existed before. While the shape and size of this structure is variable, it will always be safe, comfortable, and contain whatever supplies you need to recover from your brush with death. The crossroads have your back... but only for the moment. You'll only be allowed to stay here until you're back on your feet, and once you leave this shelter it will vanish, never to be seen again. This ability can only activate once per month.



COMPANIONS

Fluffy - 200 CP
In this jump there's one thing more valuable than food, water, fire, or shelter: *companionship.* You've found a perhaps unlikely- but undeniably useful- source of precisely that. Fluffy is a wolf. She's a timberwolf, if you want to get technical, as tall as your hip and every bit as accomplished a killer as the wolves trying to eat you. For whatever reason she's decided that you are her pack. She'll faithfully follow you on your adventures, catching small prey, helping corral larger prey, and scaring off any other wolves that might pose a threat to her packmate. You might even be able to convince her to carry a pack, if you can rig one up for her!

A Freight Train of Hate and Hunger - 400 CP
Wolves might be the most common predator on Great Bear, but they aren't quite the top of the food chain. That honor goes to the titular grizzly bear- and now you've got one on your side. This bear is a fully-grown example of its species, with all the strength, resilience, and savagery you'd expect of a creature its size. It can sniff out food sources, take down just about anything smaller than it is, and wards off smaller animals simply by existing. It also makes a surprisingly good living insulator when cold weather comes a-knocking.

Every Last One - 200 CP
There aren't many people left in this quiet apocalypse, but you've done the impossible and found one of them. This option lets you either take a canon character as a companion, or import a preexisting companion into this jump. Anyone thus imported will receive 600 CP to spend on skills and items, including two 100 CP discounts and one 200 CP discount.



DRAWBACKS

Take as many drawbacks as you like. These stack with your extra starting CP if you chose to play using toggles.

Nomad - +100 CP
Maybe you've got itchy feet. Perhaps you're trying to find some evidence of other survivors. Whatever the reason, you find it difficult to stay in one location for more than a day or two at a time. Traveling at least a mile will quell the worst of the restlessness, but it'll always come back with a vengeance given enough time.

Tender Tummy - +100 CP
Living on a diet of wild game isn't exactly easy on the system, and yours *really* isn't a fan of this whole 'living off the land' thing. Expect regular bouts of digestive distress at the most inconvenient of times.

On Thin Ice - +100 CP
Where there's snow, there's ice, and the Yukon is no exception. A pity you can't navigate the stuff to save your soul. Every time you cross ice you'll slip, fall, spin out, or otherwise perform some sort of comedic pratfall. Your clumsiness is guaranteed to not hurt you meaningfully, but that doesn't make it *fun.*

Bottomless Pit - +100 CP
Food is at a premium in this post-apocalyptic wasteland, but no one ever told your stomach that. For the duration of this jump you'll require

Day of Night - +200 CP

By default the Yukon receives roughly sixteen hours of light a day, regardless of latitude or season. This drawback inverts that ratio. Now it'll be dark sixteen hours a day, with only eight precious hours of daylight to work with. Best get a move-on, Jumper.

Ragged - +200 CP
Well, it's probably a good thing no one's around to see you, because you, my friend, look like something the cat dragged in. No matter what you wear or how hard you try to repair it, your clothing is always going to be raggedy. It won't keep you as warm as it should, nor will it be terribly waterproof.

Paradise Lost - +200 CP
You aren't handling the collapse of the world well. Some days you're able to soldier through, but others... others you can't muster the wherewithal to so much as crawl out from your sleeping bag. Crushing despair will catch you when you least expect it, or whenever the reality of your situation catches up with you. Willpower perks can alleviate some of this drawback, but you won't completely get out of feeling it.

Whiteout - +200 CP
Snow is simply part of life in the Yukon. For you, however, it's going to be an unusually constant companion. At least once a week you'll find your daily operations interrupted by a storm. Sometimes it'll bring just enough snow to annoy you. Other times it'll dump on you for days at a stretch. Best keep your firewood topped up and your stockpile full lest you get snowed in.

Cabin Fever - +400 CP
Now this just doesn't make any sense. You're in the Yukon, Jumper. Why the hell are you so bent on staying outside? This drawback gives you an intense and unrelenting case of cabin fever. For every hour spent inside, you'll be forced to spend two hours outdoors. There'll be no hiding out indoors for you, even if it's blizzarding out there.

Four Days of Night - +400 CP
Or we can just get rid of that pesky sunlight altogether! This drawback mimics the real-world effects of latitude on sunlight. At some point in the first week or two of your stay here, the sun will sink beneath the horizon for the last time. It will simply never rise again, no matter how long you stay here. While this won't have any deleterious effects on local ecology, it's going to make that whole 'staying alive' business considerably harder.

The Hunted - + 400 CP
There's a legend around here, Jumper. He's called the Old Bear. A grizzly half again the size of any other bear on the island, the Old Bear sports the scars of countless failed attempts on his life. He's canny, cagey, impossibly clever- and he thinks you look delicious. No matter where you go or how well you cover your tracks, the Old Bear will eventually find and attack you. On the off chance you manage to kill him, another bear will rise to take his place at the top of the food

chain, starting the whole cycle all over again. Are you sure this is worth it? Incompatible with Escape the Darkwalker.

Luminance Fugue - +400 CP
Under normal circumstances the Aurora makes animals more inclined to flee. These, however, are far from normal circumstances. Now even normally-peaceful animals are liable to attack whenever the Aurora is in the sky. Worse yet, they'll keep right on attacking until you either make good your escape or put them down permanently. At least you'll have a steady supply of meat and hides?

Escape the Darkwalker - +600 CP
The Long Dark exemplifies the survival genre... but if you'd rather play a horror game, this drawback can make that dream a reality. It introduces a creature called the Darkwalker, an incorporeal entity capable of filling entire regions with toxic fog. This Darkwalker will pursue you from the moment you arrive in-jump, gradually filling each region you visit with choking mist. Making contact with this fog will damage your health and make resting impossible. Only by continually traveling will you be able to escape it, and even then, your escape will inevitably be short-lived. Incompatible with The Hunted.

The Longest Dark - +600 CP
Well, Jumper, it's your funeral. If you really want to stay here for a full ten years, so be it. Have some extra CP to make up for it.



CHOICES

Well, you did it. You survived a year in the frozen north. Now a choice awaits you.

- *The First Of Many*
  Continue onto your next jump. All drawbacks are revoked. All items have their secondary or post-jump effects activated. Best of luck on your future travels!

- *Graduation Day*
  That's it. You've had enough of this 'jumping' nonsense. Time to pack your bags and go back home, wherever 'home' might be. You'll be returned to your original world with all the perks, items, companions, and warehouse additions you've collected in your travels. Enjoy your rest, jumper. Goodness knows you've earned it.

- *Face the Impossible*
  There's a certain terrible beauty in watching the world end. Perhaps you'd like to stay and experience it for yourself. If you'd like to settle down here, take another +1000 CP to purchase anything you'd like from this document. Consider it a parting gift.

NOTES

- All artwork used in this document belongs to Hinterland Studios. It was borrowed from their official site at thelongdark.com, or taken from in-game screenshots.

- Buffer Memories is an intentionally powerful ability. Please fanwank responsibly.

- Yes, you could probably make your gunsmithing forge your base camp if you were so inclined. That's not its intended purpose, but I can't stop you.

CHANGELOG

- V. 1.0 - Initial release



Thanks for playing! We hope you enjoy this jump as much as we enjoyed writing it.
-u/owlwithakeyboard and u/ezekielraiden