World's shortest horror story
By anon

“The last man on earth sat alone in a room, he heard a knock on the door” that is the entirety of the story. You will spend 10 years in this incredibly vaguely described world, you will take the place of the last man on earth and find out what’s at the door.
You have 1000CP
Alternatively you can waive the 1000CP treat this jump as a gauntlet

Location: You will start in an empty house located in whatever country you currently reside in.

Origin: due how vague the setting is there are no set origins instead you may select one 300CP perk/item and one 600CP perk/item to be discounted and you may select one 100CP perk/item to take for free.

Perks:

Good hearing - 100CP
You have incredibly good hearing able to pick up on subtle sounds in the environment most others would miss. This naturally makes you far harder to sneak up on.

Basic survival knowledge - 100CP
You know the basic in’s and out’s of surviving in the wild. While this doesn’t make you a professional by any stretch you at the very least know to boil water before drinking it.

Ready for anything - 300CP
You're far more calm and collected then most human beings. As such you’re far less likely to panic from disturbing sights or sounds. This let’s more easily deal with high stress situations more easily.

Finding comfort in the apocalypse - 300CP
You would think in an apocalyptic scenario you wouldn’t be able to find a nice place to rest and relax. But you happen to have a knack for finding buildings and furniture that is relatively unscathed from whatever apocalypse is plaguing mankind. You could easily turn these structures into a base of operations.

Last man on earth sat alone in a room. - 600CP
You have an instinctive grasp on how many people are alive on earth, and as such you can easily tell whether or not you truly are the last man alive. This however will not allow you to tell whether or not specific people are alive or dead unless you know them on a deeply personal level.

Heard a knock on the door. - 600CP
That thing on the other side it could be any number of unnatural horror's! Or it could just be you're just going crazy from isolation and now you've started hearing things. Well not anymore extreme isolation no longer has any bearing on your sanity. You could be stranded in Antarctica for a thousand years and still be no worse for the wear! Mentaly that is.

Items:

Comfy chair - 100CP
A comfortable chair that always seems to be around when you want to have a seat. Great for calming down and restoring sanity.

Comfy Clothes - 100CP
I hope you didn't expect to deal with the apocalypse in your birthday suit. You have a set of form fitting and comfortable clothes that are perfect for whatever environment you are currently stuck in.

Basic Supplies - 300CP
A good deal of food, medical aids and some tools to help you deal with the horror's of the outside world.

Reading material - 300CP
Plenty of books to keep you entertained and help you learn new skills. With plenty of books on survival, gardening, cooking, and the local environment.

A house - 600CP
You get a house located in the wilderness strangely it seems to have electricity, proper heating and gas despite the absence of any working power plant's or the like. It's situated in an easily defensible position and surrounded by incredibly fertile land.

Weapons - 600CP
a decent arsenal of modern day weaponry, with enough ammunition to last you the jump provided you use it sparingly.

Companions:

Last people on earth - 50CP for each 300CP for 8
you can import a companion into this jump with 600CP to spend.

New face - 50CP for each 300CP for 8
You can create a new companion with 600CP to spend.

Last woman on earth - 100CP
This lovely lady is a spry young woman with plenty of survival experience. Obligatory waifu option

Last trap on earth - 50CP
For whatever reason this bear trap seems sentient and can telepathically communicate with you offers solid hunting advice

Monster buddy - 100CP/300CP/600CP
For whatever reason a member of the apocalyptic threat your faceing has taken a liking to you so enjoy palling around with a sentient zombie or having a pet lion or zapping aliens with a killer robot you get the picture.

Drawbacks: Who is at the door?
Maximum of two drawbacks

It was your therapist - 0CP
Turns out there is no apocalypse and you're not the last man on earth. You just suffer from severe agoraphobia and refuse to leave your house, have fun dealing with that.

It was a wild animal - 100CP
Without humanity many cities have been retaken by wild animals and escaped zoo animals expect to deal with many more hostile predators and escaped zoo lions.

It was a zombie - 100CP
It seems whatever caused humanity to die out has also given it new life in death, shambling hordes of the undead roam the earth with only the basic instinct to feed driving them forward.

It was a Mutant - 300CP
Humanity didn’t die out, they were merely twisted into new terrifying abominations, they stalk the earth forming cannibalistic tribes. They now seek to hunt you down and either devour you or sacrifice you.

It was a Robot - 300CP
Humanity was wiped out by it’s own creation killer androids stalk the earth seeking out any humans to destroy in their relentless quest to wipe out any trace of their creators.

It was an Alien - 600CP
Humanity was wiped out by an advanced civilization from beyond the stars; they wield weapons and technology far beyond anything in humanity’s arsenal. Their motives are unknown, all that is known is that they won’t rest until all of humanity is dead.

It was a Demon - 600CP
Humanity was wiped out by supernatural creatures from beyond reality; they wield strange and esoteric abilities beyond man's comprehension. Be warned for they are brutal and without mercy.

Ending:
So did you have fun all by yourself? Did you uncover the secrets of what happened to mankind? What will you do now?

Go home: I understand being stuck in a post apocalypse by yourself can make one rather homesick.

Stay: perhaps you've grown accustomed to living by yourself, maybe you like the peace you like the peace and quiet or maybe you just hate everyone.

Continue: so you aren't done with your adventures yet very well good luck on your journey.

Notes:

Why yes did I make this jump solely for a joke about how you can make jumps about damn near anything? Why do you ask?

If you think this jump is horribly balance/broken/unfair feel free to make your own version i don't care

With drawbacks you can either combine the two threats together to make a new more powerful singular threat or face them both separately.