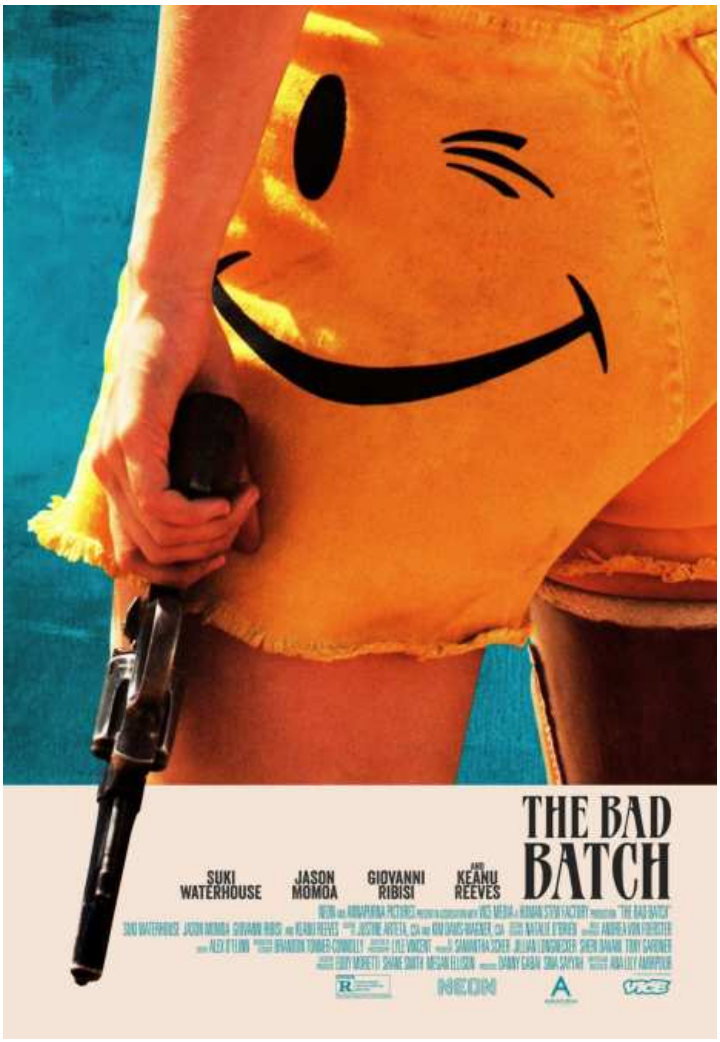
The Bad Batch Jump

Version 0.5

By Director_Red



WARNING

BEYOND THIS FENCE IS NO LONGER THE TERRITORY OF TEXAS. THAT HEREAFTER NO PERSON WITHIN THE TERRITORY BEYOND THIS FENCE IS A RESIDENT OF THE UNITED STATES OF AMERICA OR SHALL BE ACKNOWLEDGED, RECOGNIZED, OR GOVERNED BY THE LAWS AND GOVERNING BODIES THEREIN.

GOOD LUCK.

TITLE 18 USCRS

Beginning

The year is... hard to determine. Definitely sometime in the first half of the 21st Century, on an Earth unlike the one you first came from. In truth, details and specifics are slim here, with only vagaries to hang on to and *Mad Max* to compare to. This world is now a dystopian one, with undesirables being cast out to a wasteland in the southern region of North America and labelled as Bad Batch. There are no governmental bodies or law agencies to prevent the barbarism seen throughout. Survival of the fittest is taken to terrifying extremes here, with humanity being separated as either drugged up cultists or cannibalistic body builders. You'll be starting two years before BB5040 is released. There's not much hope out here, or much of anything, but you do have this...

+1000CP

Locations

When stranded in the desert with roving bands of biker cannibals, location can be key. Roll a d8 to decide location or pay 100CP to decide.

1: The Fence

Your tattoo is likely still fresh, or you really aren't the moving-around type. You are just outside the fence separating you and civil society. The guards are unlikely to help (or acknowledge your existence), but at least the chance for cannibals here is low. You'll just be seeing every new member of the Bad Batch until you move on. Hope they're friendly.

2: The Car

In the unyielding heat of the sun, any kind of shade is welcome. A beat up muscle car is the last thing you'd expect out here, and it doesn't look like it'll ever run again. Either way, it offers some protection from the elements and a mirror to soul search in. Careful, though, it'll definitely stand out to anyone scouring the desert.

3: The Rocks

Like the car, it's a small oasis in the desert. Less shade and less conspicuous, it's the perfect in-between spot for long journeys. You'll have little else in the way of comforts besides inane graffiti and cover to hide behind. Just remember: if you thought it was a nice spot to hide away in, somebody else is likely to think the same.

4: The Badlands

Congratulations, you have found... nothing. Dry, sandy flatlands as far as the eye I can see. No cover from the wind or sun and essentially nothing to do or keep yourself alive with. You can be spotted from miles away, but luckily, you'll spot anyone coming to. This isn't the worst place to be, but it's pretty damn close. Expect grackles to start circling soon.

5: The Airfield

And here we have the worst place to be, at least for some. The home of the "bridge people" and the Miami Man himself. Musclebound cannibals are everywhere, feeding off their partially amputated victims. If you're not one of the bridge people, you can very quickly end up in a whole new world of hurt. You better be fast and clever or develop a taste for human flesh.

6: The Comfort

The only known sanctuary for the more peaceful of the Bad Batch, this drug fueled kingdom is owned by The Dream. There's free drugs and a rave every night and a seemingly functional economy in the day. Definitely one of the best options for the socially able, though the number of guns floating around mean that you shouldn't expect to act as lawless as you might like.

7-8: Free Choice

Be it golf cart, motorcycle, or skateboard, looks like you found a way to get wherever you were going. Pick from any of the locations above.

Origins

Drop-In (Free):
Odd. You don't have a Bad Batch tattoo. In fact, you probably wouldn't have even come up as an undesirable. Doesn't change the fact that you're in exile, too. You likely won't be as prone to manipulation and madness as those thrown out of civilization. Don't expect being normal to buy you any mercy out here, though.

BB4XXX (100):
Bad Batch four thousand something. You were deemed as unfit for society, processed, tattooed, and thrown out with the rest of your kind. Whatever it is you did, even if just be too unlucky, you can expect to be inured to cruelty, injustice, and downright disregard for your humanity. No matter what happens, you won't be surprised by the depravity of it.

Dreamer (200):
Not just a citizen of Comfort, you fully believe in The Dream.
You're either one of his gun toting goons or child bearing women. You'll find luxury like this, through drugs, privilege, and the sewer system, as well as a novelty T-shirt. You can expect to fall back on some of the past affects of real civilization.

Bridge Person (300):
You are a true terror amongst the Bad Batch, what with your physique and diet. Around other cannibals, you'll be accepted and able to barter. However, most other humans will find you despicable and evil, likely trying to kill you if they get the chance. Your reputation as a bridge person may tend to do you favors in matters of intimidation.

Perks

Go Far Away (100, Free for All):
Not many can find a decent form of transportation, so you can expect to walk. However, something about this world lessens the harshness of muscle fatigue and exhaustion. Treks for miles will feel like substantially less, and for 100CP, you can keep this perk beyond this jump.

The Screamer (100, Free for Drop-In)
From kinda kooky to completely crazy, people will tolerate whatever madness you exhibit with just a shrug and mild annoyance. You can go as far as screaming at and insulting someone, but not for very long. A blessing for those who have trouble controlling themselves.

Hang in There (100, Free for BB4XXX):
Maybe being mutilated, covered in feces, and stranded in a desert would get others down, but not you. Your urge to fight for survival will never waver, even in the face of complete hopelessness. You won't be broken by great horrors or logistical nightmares. However, you can't survive on moxie.

Comfortable (100, Free for Dreamer):
Just because the world is shit doesn't mean you can't have a good time. This is a slight decrease to all forms of pain, but nullifies the most annoying kind. Hangovers, the spins, malnutrition: all of these will barely register as pain until nearing death. If you're going to suffer, you'll do it comfortably.

Meat Eater (100, Free for Bridge Person):
A balanced diet is something you can find in a dystopian wasteland. Thankfully, your body has adapted to this. An all meat diet will still sustain

you, even one based entirely off of human meat. As long as you feed your body some nutritional value, it will only have positive effects on your health.

Mobility (100):
Handicapable, motherfucker. Missing a limb, shot in the chest, or carrying a child, you will not be slowed down. Excluding the most extraneous circumstances, you'll only experience a slight hamper in speed and mobility. At 100% efficiency, you'll feel like you're gliding over the ground.

We Ain't The Same (200):
For someone rejected by society and doomed to a cannibalistic wasteland, you're taking this surprisingly well. Your emotions are more or less under your complete control, and your mind is unlikely to fail. Being surrounded by craziness doesn't mean you have to start acting like a maniac.

Comprende? (200, Discount for Drop-In):
Bad with communicating? Only have a child's grasp of another language? Not even speaking at all? Doesn't matter, you can get your point across. Be it a bartering, giving directions, or providing soulful insight, you only have to put effort in communicating the idea for the other person to understand it.

Sun-Kissed (200, Discount for Drop-In):
Death from the elements is an all too real way to die. Well, for others. For you, however, it'll only change your appearance. Even when all logic points towards heat exposure or skin cancer, you'll brave the elements fearlessly. Your appearance will start to change to appear wiser and more mysterious.

Time Machine (200, Discount for BB4XXX):

Well, not quite. Instead, this can be seen as somewhat of a revive mechanic. If you're close to death but can somehow escape to where at least a neutral party can find you, you'll be saved. They won't do anything for you except prevent immediate death in the right circumstances.

Hardy (200, Discount for BB4XXX):
You couldn't catch a cold if you tried. Whether it's crawling around in filth, bearing open wounds, or just plain being unsanitary, you are immune to most common diseases. Your immune system will fight off anything that comes its way, failing against only the supernatural or specialized diseases.

Who Wants Flies? (200, Discount for Dreamer):
In the face of entropy, you party on indifferently. Machines and architecture hold up abnormally well around you, and people will be drawn to your natural sense of wealth. Everything will last longer and more aesthetically pleasing around you, including your own body. Expect more than a few hanger-ons.

Fair and Square (200, Discount for Dreamer):
You know how to make a deal. In terms of bartering and persuasion, you can route a fair trade, or even force one if you have enough advantages. You can haggle out most of anything, but you must always offer something substantial.

Bod (200, Discount for Bridge Person):
You've got mass and it looks good. What would normally take a strict diet, exercise regiment, and team of coaches comes naturally to you. Your will last you through all but the most malnourished lifestyles. You won't be a small target, but you'll look like you're carved from stone.

No Big Deal (200):
When you're outside the scope of civilized humanity, you'd think all the refuse would be piling up everywhere. Instead, the place is pretty clean, all things considered. More than that, any trash heaps and wrecks are much more likely to hold useful, salvageable scrap. This won't make you well versed in restoring them, but you'll start to feel like a magnet.

Just As Good (200):
In the wasteland, it's hard to find exactly what you're looking for. Well, not for you. If you're looking for something and putting in the work, you'll come across a close enough match, though it depends on the broadness and value. If you're looking for a Batmobile, you'll find an old wrecked car, but looking for a trendy pair of shorts will be easy.

Southeast (400, Discount for Drop-In):
No matter the road, no matter the distance, you remember. You will never get lost or forget the way, as every path you've walked (and even those that have been described to you) will be locked in to your mind forever. Every step you take will be in confidence of your destination.

Sailboat Out On The Sea (400, Discount for BB4XXX):
Everyone will see what they want to in you. Be it a way to find their goal, another loyal follower, or just the right kind of stranger, you'll seem to fit the bill. Whether you can be what they want is another matter. Until you disprove them, though, people will want you to be in their lives.

What Are We Doing (400, Discount for Dreamer):

You have a way with words. More than that, you have an undeniable charm that draws people to do what you want. You can take a group of outcasts and, with time, slowly shape them to be whatever you want. They will worship you as divine if you establish yourself as such.

Find Comfort (400, Discount for Bridge Person):
You're a heat seeking missile. Whether you're tracking someone down or just looking for an unlucky loner, you'll be searching for a fraction of the time anyone else would be, and with significantly less effort. The effect decreases if the target knows you're searching for them, however.

Spirit Journey (400):
Wandering around high in the desert may seem like a waste of time, but not for you. Instead, any deep moments of introspection will reveal secrets and opportunities to you. The more disconnected you are from the corporeal (meditating, intoxicated, astral projecting), the more you will benefit.

Old Ideas (600, Discount for Drop-In):
No matter how weird or out of touch the world gets, you won't forget the basics. Everyone else may create weird, unconventional devices to perform tasks, but you'll get any job done with just the usual tools. You're the anti Rube Goldberg machine, and no one will stop you for your methods.

Leave Comfort (600, Discount for BB4XXX):
Abandoning your community and old way of life may be difficult, but not for you. You can constantly drop in and out of societies, even when in important functional roles, and no one will think anything of it. As long as the terms of your exit aren't violent or serious, your reintegration will be easy.

It’s Time to Wake Up (600, Discount for Dreamer):
Anyone can lead a team of professionals, but only the best can use a crowd of rejects to create a palace. Your way with words isn’t universal, but when speaking to a crowd, you can motivate and direct them to do pretty much anything. The more feasible the project, the easier it is to control.

Butcher (600, Discount for Bridge Person):
Chopping, paring, and cooking human meat isn’t exactly taught anywhere, but you can figure it out. This perk offers an intimate understanding of the human body, if not inspiring sympathy for it. Cutting it up for any reason (assassination, surgery, rituals, or dinner) will be much easier for you.

Friendly (600):
Has the wilderness ever seemed a little too hostile to you? Well, now you won’t have to worry about that. With this perk, you will only ever encounter animals they are virtually harmless to you. Predators and poisonous critters will be oddly absent, but any cornered animal can become dangerous.

Me? (800, Discount for Drop-In):
Unless you take some public, overt action to side yourself in a conflict, you will be seen as a neutral party. Animals, cannibals, raiders, and any other predator will overlook you as something not deserving of harm. If you don’t provoke anyone (or never get caught), harm will almost never find you.

Solution for Something (800, Discount for BB4XXX):
You’re a problem-solver. You can identify situations you can change, and it’s a pretty broad range. No matter how vague your sense of purpose is, you’ll find everything falling into well defined goals and limitations, with all others somewhat bending either with or against you.

Sons & Daughters (800, Discount for Dreamer):
When it comes to legacy, civilization, humanity, the main focus comes to one thing: children. Now, you'll be proficient at convincing people it should be your children to lead the future. Copulating, child rearing, and education will all come much easier to you, especially if you have help to raise them.

Misbehaving Humans (800, Discount for Bridge Person):
Maybe you and all your meathead friends shoot steroids and eat people. As long as you aren't too aggressive to neighboring societies, nobody will care all that much. Direct provocation won't be tolerated, but you can continue whatever barbarism without threat of intervention.

All the Colors of the Dark (800):
You will attract allies effortlessly and your prolonged presence will even turn your enemies to be sympathetic to you. These effects take time, though. A prolonged duel may earn your opponents deep respect, but being trapped together for days will have them practically in love with you. This is not a result of charisma, but this unspoken aura of humanity, making everyone naturally drawn to you for one reason or another. Powers that incite neutrality will instead be seen as favor and reverence, and no one will be able to both truly know and hate you.

Items

Stormchaser (100, Free for Drop-In):
A hat-hood combo, this hat will protect your face from the elements and those trying to identify you. Any faded color of your choice.

Shopping Cart (100, Free for Drop-In and BB4XXXX):
No, it won't make you travelling any faster, but you can carry more things, you pack rat. Thankfully free of that one broken wheel.

Wallet (100, Free for BB4XXX):
Impossible to steal, returns to your person, and carries a single heartfelt photograph. Otherwise, just an ordinary billfold.

Water Jug (100, Free for BB4XXX and Bridge Person):
Just a simple clear gallon filled to the top with refreshing water. Refills at the end of every day, unless obscenely damaged.

Shades (100, Free for Dreamer and Drop-In):
It sure is bright outside. Take a pair of stylized sunglasses to endure the unyielding brightness of the desert.

T-Shirt (100, Free for Dreamer):
A novelty white T-shirt with the words "DREAM" somewhere on it. It'll be easy to spot you as someone part of something bigger.

Weapon (100, Free for Bridge Person):
Any kind of simple melee weapon that suits your fancy, barring the most exotic choices. Think bats, knives, and chains.

Sketchpad (100, Free for Bridge Person and Dreamer):
Complete with a couple sketches related to your world and a pencil. Drawing on this will be a little easier, but you won't become Da Vinci.

Firestarter Kit (200, Discount for Drop-In):
All you need to get a fire going with just basic competency and dry enough ground to start. As easy as it looks in the movies.

Blanket (200, Discount for Drop-In):
Strong enough to restrain someone, durable enough to stand up to protect you from sandstorms, warm enough for even desert nights.

Skateboard (200, Discount for BB4XXX):
Something faster than your own two feet. Rolls best on flat ground, but if you find yourself a limb down, it'll do wonders.

Rabbit (200, Discount for BB4XXX):
A single rabbit with twice the lifespan. Furry companion, small meal, or a way to show someone how the world works.

Dream Dollars (200, Discount for Dreamer):
The currency for a little place called Comfort. You get a small stack of 25, and they convert to whatever economy you're operating in.

Spaghetti (200, Discount for Dreamer):
A plate of quality spaghetti that replenishes at noon everyday. Can be swapped out for a different kind of pasta.

Weight Set (200, Discount for Bridge Person):
A small set of weights and ropes meant to engage a specific set of muscles. What this is exactly is up to you. Will perform sub-par in combat.

Anesthesia (200, Discount for Bridge Person):
A syringe filled with local anesthesia that refills every 8 hours. The needle remains sterile in all conditions.

Gun (300):
Any form of basic firepower, but don't expect a LMG or explosive. If your choice is semi-automatic, ammo is replenishing. If not, you get 4 magazines.

Two Wheels (300):
Some type of two wheeled motorbike or scooter. Gas consumption isn't as bad as you'd think, but not as good as you'd hope.

Fuel (300):
Something for any kind of machine or generator. Naturally just diesel, though it works for any kind of power conversion. Refills weekly.

Snowglobe (600, Discount for Drop-In):
It's the answer. At least, it is for someone. Can be used once in any exchange, acting as complete payment for whatever is offered.

Prosthetic (600, Discount for BB4XXX):
Losing a limb has never been easier. This prosthetic will take about 4 months for you to get comfortable with. Includes hidden compartments.

Blueprints (600, Discount for Dreamer):

This roll of blue graph paper will clear its contents whenever you want. Draw a structure, and it will slowly become a complete blueprint on paper.

Golf Cart (600, Discount for Bridge Person):
Exactly what it says on the tin. All terrain, tight maneuverability, toughened tires, and excellent gas mileage. End of the day, still a golf cart.

Companions

Non-Functioning Member of Society (100):
Want to bring a friend along, or make one up yourself? They'll get 600CP and an origin of your choice. Cannot take drawbacks or companions.

Freaks, Parasites (See Below)
Snag yourself a canon character from the movie, if you somehow think that's worth it. Cannot take drawback, companions, or items.

-The Hermit (200, Discount for Drop-In)
Takes the Drop-In origin. Stipend of 800.

-Arlen May Johnson (200, Discount for BB4XXX)
Takes the BB4XXX origin. Stipend of 800.

-The Dream (200, Discount for Dreamer)
Takes the Dreamer origin. Stipend of 800.

-Miami Man (200, Discount for Bridge Person)
Takes the Bridge Person origin. Stipend of 800.

Drawbacks

Dialogue (+100)
Or lack thereof. You, and everyone else around you will hardly speak. If you try to speak more than a few sentences a day, your mouth will dry rapidly. Continue to speak and it will progress to the point of cracking and bleeding. Better learn to be curt.

Accents (+100)
And boy are they horrendous. Everyone you speak to will have a distracting and embarrassing accent that will sometimes make them hard to understand. You will as well, and it'll be more obnoxious to yourself than anyone else.

Nothing (+100)
Lots of it, too. Between goals, objectives, and even places, there will be large periods and expanses of nothing to do. Music will only be able to be performed by others, you seem to move at a crawl when you're by yourself, and god will you be bored.

Predator (+200)
The town of Comfort will want nothing to do with you, instantly seeing you as some kind of cannibal raider. Though you'll be shot if you come too close to their walls, they won't take potshots and can be eventually overcome. Best of luck figuring out how to start a conversation like that.

Prey (+200)
Anyone that is looking for an unlucky victim will see you as the perfect choice. Armed to the teeth and 12ft tall? You'll still attract bridge people that

will arm themselves accordingly. Kill enough, or even talk them down, and they may back off.

I Lost the Kid (+200)
For some reason, you assign yourself responsibility for no other reason than for something to do. On top of that, you are absolutely terrible at keeping track of things. This will lead to you taking on and forgetting about many objectives.

Evil (+300)
No talking your way out of this one. Crying, begging, pleading, even rational logic can change the fact that the people who hate you will never stop hating you. Once you make an enemy, it'll be that way til death.

In the Darkest Corner of This Earth (+600)
This world is every bit as dangerous as you'd think, and more. Predators prowl for easy prey, cannibals are constantly hunting in small bands, and nothing is for free. Furthermore, enemies will be about x4 more intelligent and durable.

Missing Limb (+600)
Willing to pay in flesh? All purchases here cannot be undone through regeneration or cybernetics. The best you'll get is what was already achieved in your original world's 1960's. Amputation can be below the knee or elbow, though cutting above means a 300CP discount on the prosthetic purchase.

In the Middle of the Goddamn Desert (+600)
Don't worry, this isn't your typical gauntlet-esque drawback. No, this one is so you can taste the flavor of the world. Your powers will only be held back

in one essential way: you cannot leave Bad Batch territory. For the next ten years, you will remain in the confines of the fence. You cannot bring damage to the borders, exit them, or change them in any way. Enjoy your stay.

You're Very Confused, No? (+600)
When it comes to what people think of you, you have a very hard time determining friends and enemies. You'll think you're forgiven when you're not and feel like you've made an emotional connection when the other person couldn't care less.

The One Thing (+600)
You will wander aimlessly, trying to remember something you never even had the chance to forget. Everything you could possibly understand will be completely jumbles, and many will see you as a rambling lunatic. Food, water, and shelter will be distant concepts you will only think of passingly. There is no answer to discover, no escape to your confusion, and no peace to your suffering. You have completely lost your mind. Good luck.

End

10 Years. That's a long time to survive in a place like this, but you did it.
You know what's next.

Stay Here: "Well, I like it here."

Head Home: "I want spaghetti."

Jump On: "You done now. You can go."

Notes

0.1-0.4 - Thanks to some anons, I fixed the price of some fucky drawbacks.