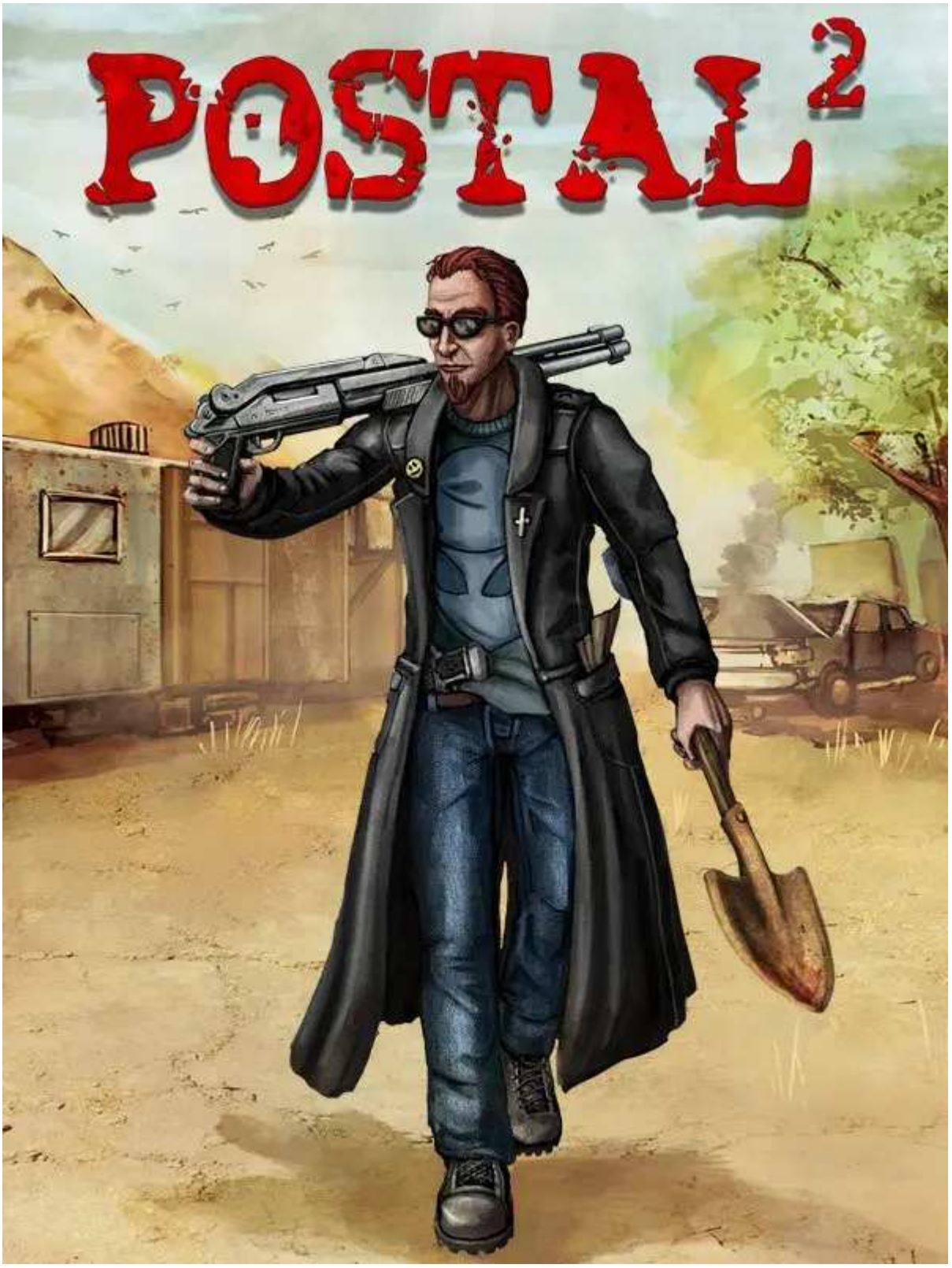

POSTAL 2

The Postal series Jump
v1.0

by Verbal Smacker

Well… Well… It seems you have chosen an interesting universe to jump into. Welcome to Postal - universe that spawned Video Games and a movie made by Uwe Boll, made only cause the man Vince Desi was bored making Educational games and wanted to do something else for a change. Buckle up cause this Ride is gonna be wild, gory and/or downride obscene. But since you chose to jump in here, I assume you don't mind chaos, outdated references and overall Tomfoolery.

Take **1000 Postal Points or PPs** to fund your adventures.

Starting Point

Choose however you want The timeline here ain't much consistent in this universe

Postal 1

1997,Paradise town. the Postal Dude SR discovers that a mind-altering substance has been released onto the town of Paradise, infecting the populace with insanity and bloodlust. Capped off by the sudden eviction from his home, the Postal Dude believes himself to be the only sane man left and sets out to put an end to the madness in his town, which he believes originates from a local Air Force base. Wanna help him out on this endeavor?

Postal 2

Paradise Town once again, in 2004. The Postal Dude lives in the off-kilter town of Paradise, Arizona.

Every day, his wife demands him to complete a number of errands, in which he must put up with while being flipped the bird, mugged, attacked by protesters, put upon by an obnoxious convenience store owner/terrorist along with his patrons who cut before him in the "money-line", plus a Marching Band, a murderous toy mascot named Krotchy, the police and SWAT, the ATF and the National Guard, a religious cult, savage butchers, psycho Taliban terrorists, and Gary Coleman himself. and you're right in the middle of this. Charming.

Postal: Brain Damaged

Wait… How the hell did you end up in Postal Dude's brain? Nevertheless, it will be a wild ride of a Spin-off right from any Narcotic trip stories you ever heard of from your friends.

POSTAL 4: No Regerts

Several years after Paradise Lost, The Postal Dude and his loyal companion, Champ, drive aimlessly through the scorching deserts of Arizona looking for a new place to call home. During a gas station rest stop, Postal Dude has his car and trailer stolen, leaving him with nothing but his bathrobe. Needing cash, they head for the nearby town of Edensin to find work, and hopefully, his lost home.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories,but with necessary documents, so that people wont think that you're some Matrix Glitch

Postal [Free]
Either a Vigilante with your own sense of Justice or a Borderline Psycho Fuck with all kinds of issues… Nothing in between for you, as you try to live your life without much struggle. But all those people seem to have it coming in your opinion. Eh whatever floats your boat.

Perks

Origins get their 100Pp perks for free and the rest are discounted to 50%.

General [Undiscounted]

The Piss Master [Free]
You got improved so you can store more piss and piss away with the length and power of a fire hydrant. It comes with no Health Drawbacks.

The Brawler [200 PP]
You are very well versed in the art of Brawling. You know how to kick, punch, swing and stay on your feet long enough to see that motherfucker knocked out.

The Weapon Master [400 PP]
In your hands, everything that it's not welded to the ground can be used as a weapon to deal massive damage.

I Regret Nothing [600 PP]
This is a Capstone Booster
In the world of Pretend, virtue signaling and overall Asshollery to bring an average joe down, the best thing to do is move forward and never look back. It's a Perk which allows you to do Save points which you can come back to by Killing yourself with Style. You can only set up one Savepoint and it doesn't result in a Chain Failure

Drop - in

I am my own Person [100 PP | Free for Drop-in]
Unlike those Gamers, you can differentiate what is real and what is not. This Perk gives you mental defense against mind altering caused by drugs or people or aliens whatever..

Aggressive Persuasion [200 PP | Discounted for Drop-in]
Sort of a Charisma perk where with enough determination and intimidation, you can coerce people to do what you ask of them (like them pesky petitions)

That aint shit [400 PP | Discounted for Drop-in]
You smoked them joints so much, you've developed an immunity to drugs. Beyond this universe it shall expand to any kind of harmful drug (except Painkillers), whether it's human made or Alien made or by any other means.

Freak of nature [600 PP | Discounted for Drop-in]
Don't let your stature fool your enemies, cause you have that muscle and power on par with Postal Dude himself. Can decapitate people with one swing. Dis-arm people with a shovel, kick down doors with one kick Etc.

With Capstone Booster: Your Strength is Demi-human. Not on Par with Superman, but your strength is on some Freak levels.

Postal

Mental Notes [100 PP | Free for Postal]
Like in Postal 2 you can manifest the notes of things you need to do at the specific point of time. Even more, Those mental notes update on their own depending on circumstances (EIther to add additional things you need to do or if something's changed.) Etc.

Chaos Bringer [200 PP | Discounted for Postal]
It's something bout you.. Maybe it's the aura you spread that makes those decent townsfolk go apeshit or it's the water that turns the freaking frogs gay. NAH it's definitely you… You have now an aura that when spread out causes people and even animals around to go crazy and bloodlusted. At you, at Each other… Up to you how you wanna use that to your advantage.

It's AO rated for a Reason[400 PP | Discounted for Postal]
A Mental Perk which protects your mind from any possible PTSD that you could get from seeing, doing or enduring the Damage and carnage you just caused. (Side effect: That may also just mean that you're a psychopath and you should seek help. Just kidding. Or perhaps..)

Great Improviser [600 PP | Discounted for Postal]
If an idea seems stupid but it works it's not stupid. With this Perk, the Universe can bend a bit of its logic in order for your plan to succeed. Obviously you can't do an absolute asspullery without not backfiring on you, but otherwise, it should be okay.

With Capstone Booster: Remember what I said Earlier? Fuck it. You can now ball with most Asspulling Bullshit you can ever think of on the fly.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Killer Beats [Free]
You get the soundtrack from the Postal Series for free. Like Any music Perk you've ever seen This allows you to play those songs at any time.

Krotchy Doll [100 PP]
Your very own Krotchy Doll, Does it do anything? NO. But it's a very limited edition one so might as well take it for that cheap

Cat [200 PP]
To use it as a Silencer for your shotgun, nothing else. Doesnt feel pain from it, and after a few uses it buggers off, to come back to you after a few weeks.

Home on wheels [400 CP]
You got your own Camper van. Never needs to refill fuel, the fridge is always full of food and it has internet,electricity, and running water in here. What's not to love.

Drop-in

Tha Paperwork [100 PP | Free for Drop-in]
The Documents that change their form and fill out automatically any information needed for you to pass off as a normal citizen. To any dumbass that will be more than enough but to those very intelligent/Paranoid it might not work out.

Doggie Treats [200 PP | Discounted for Drop-in]
Doggie Treats can be picked up individually, or in a box of 5 treats. When dropped, the nearest dog will run to the treat and will eat it. From then on, that dog will follow you throughout the day, attacking anyone and anything that is a threat until it is killed. More than one dog can be lured, increasing the brutality. Doggie Treats do work on hostile dogs, but they require more treats to become friendly.

The FIsh Finder [400 PP | Discounted for Drop-in]
The Fish Finder is a bass sniffer supposedly used to find fish. In this universe however, it actually detects nearby people. Red "fishes" are hostile people, yellow "fishes" indicate those alerted of your actions, and white "fishes" are normal, unaffected or unprovoked people. The Fish Finder uses units to power it, which depletes with every second the tool is held up for.

Cheats [600 PP | Discounted for Drop-in]
In the form of a Smartphone, you can use cheats from Postal 2. If you're a sissy

Postal

Man's Best Friend [100 PP | Free for Postal]
You get your own animal like Champ (It doesn't have to be the Dog) Very Loyal,brave and fierce.

Your War Stash [200 PP | Discounted for Postal]
You got your very own arsenal of Weaponry of Weapons, similar to what Postal Dude had acquired in the series (From usual guns, to absolute weird shit like The Penetrator, The Cat Launcher or the Piss Soaker) Their ammo replenishes every week.

Drugs [400 PP | Discounted for Postal]
Not just any kind of drugs. Health Pipes replenish your Health and Cat Nip can give you the ability to go into slow motion. It's a month's worth of supply, highly addictive.

Nuclear Warhead [600 PP | Discounted for Postal]
OK how the fuck did that got in there? Just like in Paradise Lost, you now have obtained a Nuclear Warhead similar to the one that Postal Dude got. After Usage it reappears after a Year.

Companions

Companions can purchase more companions.

Companion Import [50-200]
You know what they say… Best things come in pairs, or more… Anyway. You can import a single companion into any origin and race for 50pp each or eight for 200pp.

Postal Dude [100 PP]
The Main Man of the Franchise. An antisocial and reclusive loner who is usually just minding his own business. Well… Until you both met on another "Simple task went sideways really fucking fast" type situation, where you both joined forces to fend of the opposition. That's where you both Started your "friendship" of sorts. At first glance, he is a very easygoing and imperturbable guy, usually not minding the stuff happening around him and constantly making unflattering and sarcastic remarks about them. Despite all that, he also displays extreme psychotic tendencies, in particular his penchant for bouts of murderous violence against anyone he comes across for a variety of reasons, and sometimes for no reason at all. When you decided to share your true nature with him, Dude really liked the idea of a Jumper so he decided to join you as a Companion. Very loyal to you, as you're like his only friend - the one that actually gets him and the Bullshit he had to go through. He brings his vast arsenal of weaponry and items (Like Health Pipe or Cat Nip) and his dog Champ with him. (UP to you if you want him sound like Rick Hunter, Corey Cruise, Jon St John, or Zack Ward)

Postal Dudette [200]
Meet Postal Dude's Crazy ass Sister. Overly Social to the point of being intimidating and equally psychotic like her Twin Brother (also constantly making unflattering and sarcastic remarks about anything and anyone). She fell in love with you at first sight ever since you stepped foot in Paradise. From that point she went to introduce herself to you and pretty much follow you around. If you accept her confession, She will follow you to the end of the World and even further (Like to your bed). She carries an obscene amount of Arsenal like her brother and just like him she has no qualms about killing. You just need her to point in the right direction.

The Sleazeball [200]
A tall, muscular man with mid-length straight black hair that reaches to his ears, sporting a long-sleeved shirt and matching pants with sandals. His occupation: an assassin for hire. Which should be a very lucrative job, and it is, but this man has a gambling addiction and usually spends all that earned money from missions in Casinos. How did you meet then, you may ask? Well you paid off his debt… which got you his gratitude. That's how you became acquaintances. While spending time together, you've found that he's a cool-headed, confident man who enjoys insightful conversation with others as long as it somehow pertains to himself and can trade witty banter with the highly sarcastic people. Used to be from a clan of assassins who treated him like shit so he left them and found a woman to marry (She was something to the point he changed his ways at that time) and to take her last name instead of family name, They even got a kid. But after her death, the financial situation got really bad, so he sold his son to the clan that hated his guts, in hopes that maybe his kid would have a better life than with

him. Man does not doesn't question his client's motives as long as the money is right and generally doesn't do any extra work for free. He's bold and dangerously calculated in his strategies, using his knowledge as an assassin to outwit even the prodigies. He's at Peak physical condition, trained in both bladed weaponry and guns.

Scenarios

Scenario One [Pacifist Run]

Oh it would be so easy to just whip out a gun and move those motherfuckers down like your Lawn. Except…. You're forbidden from doing so. You have to survive and do all the tasks you're asked off without going murder hobo, while everyone will try their hardest to piss you off

Reward

Surviving this whole ordeal gives you a Perk called **Perfect Zen** - whenever shit goes sideways that could almost bring you to the Edge of snapping, the Perk shall activate and calm you down.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay [+100 PP]
For each purchase of this your time here is extended 10 years.

Boomer [+100 PP]
You seem to be a little behind when it comes to pop culture and references. Like a few years behind.

Cant take the Krotchy down (+400 PP)
Some motherfucker in a Krotchy costume has decided that you're the source of his misery and set it his goal to put you down. Over the Course of your stay here, he shall go after you with his rocket Launcher with homing missiles and go out of his way to kill you. If you manage to take him down, he will pop up a few years later, even more pissed off than ever.

Skill Issue [+500 PP]
It seems your skills, perks and items have taken a huge nerf. Like in those Games, where they show the protag at full power only to strip him from it. The same thing happened to you now.

Lockdown [+600 PP]
You have no **Out Of Context** items, powers, or warehouse. Only thing you can use is the things you bought here. Sucks to suck…

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life. Weird to choose it here out of all places but okay, I guess.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Jump Creation
"The Sleazeball" is an Expy of Toji Fushiguro from Jujutsu Kaisen

Cheats in question: https://www.liveabout.com/postal-2-cheats-pc-3402074

God mode (invincibility) [alamode]
All weapons [packnheat]
Extra ammunition for current weapons [payload]
All weapons, maximum ammunition, and invincibility [iamsolame]
Extra doughnuts [piggytreats]
Extra money [jewsforjesus]
Extra dog treats [boyandhisdog]
Extra catnip [iamtheone]
Extra cats for silencers [lotsapussy]
Extra health pipes [jones]
All radar items [swimwithfishes]
Rocket cameras [fireinyourhole]
Body armor [blockmyass]
Gimp suit [smackdatass]
Police uniform [iamthelaw]
Full health and four medkits [healthful]
NPCs become Gary Coleman [whatchutalkinbout]
NPCs become fanatics [osama]
Guns that use cat silencers shoot cats [rockincats]
Disable cat shooting guns [dokkincats]
No clipping (walk through walls [ifeelfree)]
Flight mode [likeabirdy]
Disable flight and no clipping [walk]
Slow motion [slomo]
Disable slow motion [slomo 1]
Set errand complete/turn on hate player groups [SetThisErrandComplete(errand name)]
Set all of indicated day's errands complete/turn on hate player groups [SetThisDaysErrandsComplete(day number)]
Set all of the current day's errands as complete/turn on hate player groups [SetTodaysErrandsComplete()]
Reset all errands/ turn off hate groups [SetAllErrandsUnComplete()]
Set all errands complete [SetAllErrandsComplete()]
Set/reload the day [WarpToDay(day number)]
Select level [Goto(level name)]
Change player to opposite morality [ChangeDude()]

Reset police and wanted status [ResetCops()]
Play demo indefinitely [set gamestate demotime 9999]
Stop all non-player animations [playersonly]
Scissors machine gun [nowwedance]
One shot kills [headshots]
Ricocheting cat bullets [boppincats]
Disable ricocheting cats [splodincats]
Switch to third-person view [behindview 1]
Switch back to first-person view [behindview 0]