

(jumpchain compliant) V 1.11 basic fuckups fixed edition

You're here, you're naked and almost everyone wants to kill you.
If they say they're friendly, shoot them.
If they say they're hostile, shoot them more.
If you hear "BR?", shoot everyone you see.
The only thing you see from the outside are packages dropped from a plane.

Build. Fight. Survive.
Heres some stuff to get you started:
+1000CP

Gender/Age
You retain your age and gender, or may pay 100cp to change them. The locals don't seem to care about gender, so it doesn't matter much at all.

Backgrounds

Naked (drop in) –free: Newbie, huh? You wake up on a beach with nothing on your back and a small crate next to your with your belongings, should you have brought any. You show promise, just try not to wind up dead. You should probably hurry up and start scavenging for supplies.

Clansman -100: You sure know how to pick your friends, a fairly large group men without pants greeted you with open arms. You're a capable builder and craftsman who knows how to assemble many basic weapons and tools. Your shelters seem to last longer and resources like stone, wood, and oil are so common as to be underfoot

Raider -100: You're a surly individual with his eyes on the prize, the prize being that nice fellows stash of refurbished AK's. Quick on the draw and light on your feet you're good at dealing with individual threats and getting into places that weren't meant to be gotten into. Good luck with shelter though, you always **were** a firm believer in "the rolling stone gathers no moss". Just remember, there is no honor among thieves.

Hacker -500: Comes with " Beware the Banhammer" without any bonus CP. Nobody likes you, maybe they just can't understand your greatness, maybe it's because the fabric of the universe seems to break down around you.
Nobody will trust you. Ever. People will shoot on sight. Always. If word gets around about you there will be manhunts. Even former enemies may band together to take you out. But check out those neat tricks.

Starting location

You will start washed up on the beach in the biome type with your stuff in a waterproof backpack next to you (should you have anything)
Roll 1d8 or pay 100cp to choose

1-2. Snowey
3-4. Desert
5-6. Forest
7-8. Plains

Perks

Swift **(100)** You find yourself unhindered by stamina when running, jumping, and generally moving about. Swinging weapons will not tire you either. Useful for dodging bullets, being more effective during larger scale raids, and also being a coward. Carrying a lot of gear will still hinder your speed, however.	**Sense** **(-100)** You instinctively know how cold/hot it is, how much blood you've lost/are losing and how long until these factors will kill you.

Where did it go? **(-100 Free clansmen)** When you want to make something the materials you would have dedicated to it just sort of, disappear only to be replaced by the complete item a few seconds later. How quickly it is done depends on the complexity of the item being crafted and your skill level.	**Tread Lightly** **(-100, Free Raider)** Your footfalls make no sound, ever. Nevermind any footwear you might be wearing.
Silver Tongue **(-200, Discount Clansmen)** You seem to find friends in unlikely places. While other people have trouble finding a single trustworthy individual, you are capable of rallying people under one banner. Other people are also now somewhat more likely to speak to you instead of just outright shoot you. The trouble is, while you are good at convincing others to join your cause, these are often short term alliances.	**Function Over Form** **(-200, Discount Clansmen)** When crafting, one does not always have the finest materials to work with, but that isn't a problem for you. You can skimp out on resources when making tools and weapons. However, the end result, depending on how much you skimped out on, will look much worse as a result. This difference is only cosmetic, however, as the item will work just as well as one that was done properly. You still need a minimum amount of materials.
Carry a big stick **(-200, Discount Naked)** You've never been burdened by such things things as "carry weight" or "endurance" Why don't people just carry everything they see is beyond you. The limit on this is 500 pounds, but good luck even finding that much loot here. The only question is; where do you put it all?	**Dig in your heels** **(-200, Discount Clansmen)** When you're entrenched, you're nigh impossible to remove, like a tick that's found a nice source of blood. You have a talent for defending positions and designing bases to better repel attack.
Edgelord **(-200, Discount Raider)** Raiders don't just raid people because they want loot. Raiders raid people also because they have sociopathic streak a mile long. You too will be able to channel this inner monster and ignore moral codes and guidelines. After all, it's just a game, right? Also, in your hands weapons like swords are devastatingly effective, the feel of blade slicing flesh in nigh orgasmic.	**The Big Score** **(-200, Discount Raider)** Where'd you find that? High quality ammo and medical supplies are more common when its you looking for them, but you still won't be rolling in high quality loot just from this.
Unseen **(-200, Discount Raider)** When you make any attempt to hide whatsoever and stay still, those who seek to spill your blood will seem to just not notice you. There's still a chance that one might see you, but a small party would have a bad time looking for you. Not as effective against larger searching parties.	**Hot/Cold-Blooded** **(-300)** Going into a blizzard or across a blistering desert stock naked might not be a wise decision, but that never stopped you from doing it and coming out unscathed. This won't stop you from melting when being thrown into the sun or something, but you'll never have to worry about normal weather conditions ever again.

A Bad Dream
(-800, Discount Naked)
You are granted a single extra chance at life after your demise. You'll wake up in any bed you own, or that another would allow you to use. Your death only strips you of the items you had at the time. This works **once** a jump and

only once, so make it count. If you have no beds, you can wake up on a random beach, but this will probably result in pursuit by rock wielding cannibals if you do that here. In later jumps you'll wake up in the warehouse if applicable.

Hacker specific perks

Anyone can buy them, but the hacker gets one and **only** one for free

Wall hacks **(Discount Hacker -500)** You can instinctively tell where people are in a 2 mile radius. You know exactly where somebody behind that wall is, and you can tell exactly where someone is hiding in their house. No one will get the drop on you anytime soon.	**Speed hacks** **(Discount Hacker -500)** For a short period of time, you can make yourself move at speeds obviously inhuman. You're pretty much guaranteed to get the drop on someone if you know they're there. That being said, this isn't very protective in open areas, and someone might still get a shot off that hits you. Does not come with the reaction speed to really effectively use this.
Aimbot **(Discount Hacker -500)** With a bit of concentration you can make your sights automatically lock onto the head of the nearest person. But the spinning and snapping around is disorienting and **highly** suspicious.	**Duplication** **(Discount Hacker-500)** With a small effort you can duplicate a mundane item in one hand and create a copy of it in the other. The copy is perfect down to the sub atomic level aside from lacking any unusual properties. Only works on things that were produced by people and nothing that came out of the ground, air, water, or from any creatures.

Items and companions

Items bought here do not respawn should you lose or break them, but they **do** appear in the warehouse at the end of the jump. Items themselves may be discounted, but blueprints; which are required to make them, are not.

If you buy a blueprint for an item, it comes standard with the knowledge necessary to make any constituent items.

Once you have read a blueprint once it will disintegrate and leave you with an instinctive knowledge on how to produce the item contained therein.

Blueprints can be bought without buying the original item.

Basic Kit (1 free Clansman, -100) : At the beginning of any jump, you'll be supplied with a crate with enough materials to make a small, basic home without any furnishings, the materials differing depending on where you are. Here you'll be supplied with enough wood and stone to make a glorified stone shack with a wood door, though if you can somehow manage to make a stone door, be my guest.

Clan Recruitment (x2 free Clansmen. Discount Clansmen): For a payment of 50CP, you can import one companion to get any background for free, and it's free perk, as well as 300CP to spend on anything but items. Companions cannot take drawbacks; but, however, while they may take the Hacker background, they **will** also receive "beware the banhammer".If you have no companions to import, a purchase will grant you an agreeable native fellow who will become a companion. Can be purchased up to 8 times.

Apparel

Wooden armor

(chest, kilt)

-25 per unit -50 for blueprint

These are essentially planks with strings on them. You can slip these on you for some very basic protection from bows and basic melee weapons, but it'll fold against anything remotely ballistic.

Bone Armor

(chest, kilt)

-50 per unit -100 for blueprint

Primitive splint armor made from the bones of fallen enemies and prey. Brittle but effective against most melee weapons. Pretty intimidating too.

Sign Armor

-100 per unit -175 per blueprint

(chest, kilt)

Crafted from a variety of road signs, this armour provides decent protection from most forms of blunt and point force trauma. Ineffective against any ammo but pistol rounds or homemade shells, but it might work some magic and stop a rifle round at extreme range.

Metal Armor

-150 per unit -250 for blueprint

(chest, helmet)

Made from fragments of high quality metal, this is the best protection you can hope to have on the island. Suitable against firearms, including rifles, and almost entirely stops melee weapons. Rather expensive to make a whole set, and somewhat bulky and uncomfortable.

Hazmat Suit

-150 per unit -250 for blueprint

(full body)

A rather awkward looking suit fashioned out of various rubberized materials, with a big bowl for a helmet. That out of the way, it can be surprisingly helpful against the radiation, fire, and chemical spills you may encounter on the island. Has a single hilarious frog boot.



Seriously. Look at it.

misc helmets

-25 per unit -50 for blueprint

Bucket: Literally a bucket with some metal grating in the front to cover the face. Offers acceptable protection against melee weapons, small caliber rounds and bows, but a rifle will tear right through this thing. Not expensive to make.

Coffee Can: Pretty much on par with the bucket but less bulky and stupid looking. Offers better protection against gunfire but open rear makes it pretty susceptible to melee attack. Slightly more expensive to make than the bucket, but not by a whole lot.

Wolf Head: Intimidate lesser foes with this wolf head slapped on top of your head. Offers no real protection from anything, but this is pretty intimidating, to be honest.

Riot Helmet: Looks like a black baseball helmet with a visor. Offers mediocre protection against small caliber rounds but really shines in puncture and fire protection. The least dumb looking of the helmets. Still not expensive to make.

Weapons:

Tier 0

- **THE ROCK(Free)** Primitive even by Ug standard, me remember when me bash head for first time. Always seems to be in pocket when me wake up. Good for getting wood and stone for me, somehow.

- **Wooden Spear Blueprint (Free)** Ug make pointy stick, Ug poke thing with pointy stick. Me throw too.

- **Stone Spear Blueprint (-your dignity)** Ug make leap and bound since last time. Now me put pointy **ON** stick. Is siense. Is foocher.
  (If you need a blueprint on how to do this, god help your pitiful soul.)

- **Bow Blueprint (Free)** Ug make springy thing good throw pointy stick, gooder throw than ug in fact

- **Eoka pistol Blueprint (Free)** Possibly the most basic firearm imaginable, a can with a touch hole on the back end. It doesn't even have a lock system, just a piece of flint you strike against the touch hole until happens. Useful for basic self defense and pirate cosplay.

Tier 1

-25 per unit -50 for blueprint

- **Revolver** (1 free to raider/clansmen): An unusual specimen distinct to this island. A 6 shot handgun with a striker instead of a hammer. Rather cheap to make and effective against unarmored opponents, but you'll probably need a bit more than this in the long run.

- **Semi Auto Pistol**: A handgun that fires the same rounds as the Revolver, but is semi-automatic and loads with magazines., which hold 8 rounds. A decent home defense weapon for those without much tech or supplies. This takes more materials to craft than the Revolver though.

- **Waterpipe shotgun** (1 free to raider): A very basic single barrel shotgun fashioned together with some wood and a water pipe. Fires 12 gauge shells, though you can also load slugs in this thing for a glorified musket.

- **5 Beancan grenades**: As simple an explosive as you can get. Just a fuse, some gunpowder and a can. Loaded with nails and glass shards for shrapnel. Made improperly, it'll probably explode in your hand or something, so be careful.

- **Double-Barrel Shotgun:** This thing is a spin-off of the waterpipe that sacrifices some power for the advantage of having two shots. A deadly weapon as far as self-defense against the unarmored goes, but most higher-tier armor can negate a good deal of this weapon's damage. Aim for the head.

Tier 2

-50 per unit -100 for blueprint

- **Crossbow**: An upgrade on the Bow in almost every respect, this weapon uses the same arrows that the Bow does, is quiet, and does surprisingly well against armor, though the reload is a pain takes a while, so make your shots count.

- **Thompson**: This jury-rigged SMG harkens back to a design from World War 2. Fires 9mm rounds, with a magazine size of 20, typically.

- **Custom smg**: A simple stamped sheet metal tube submachine gun widely available on the island, it boasts a higher rate of fire than the Thompson but doesn't hit as hard. Also hold 24 rounds in its magazine.

- **Semi-automatic rifle**: a jury-rigged rifle that holds 16 rounds. While bullets fired from it lack the velocity to be effective at great distances it hits hard in medium to short range engagements. Also relatively cheap to make, and is a solid choice for home/self defense.

- **Pump Shotgun**: Another island custom job, a simple but solid pump action shotgun with room in its tube for 6 shells.

- **Mace**: A surprisingly effective melee weapon seemingly crafted from a baseball bat with a spiked metal ball on the end. While slow to swing and ungainly in combat it will tear through even the thickest plate armor and incapacitate with a single blow.

- **F1 Grenade**: An imitation of a russian hand grenade. A bit costly to make, but this is excellent for tossing in windows and generally making people get out of cover.

- **Satchel Charge:** A diet version of C4, this explosive is good for raiding smaller, weaker structures. These are more economical that using C4 on some random sheet door, so small groups or solo survivors will definitely appreciate having this available. Generally made with beancan grenades, though you can experiment and fine more reliable ways to make these.

Tier 3

-100 per unit -200 for blueprint

- **Bootleg Kalashnikov**: The perfect design for the conditions on the island, this imitation of the Kalashnikov pattern rifles is one of the most powerful weapons that the natives have ever developed. Relatively effective at long ranges, but this weapon shines in short to medium range combat. The recoil can be a bit much, though, as a result of the hot loads that the rounds typically use.

- **Bolt Action Rifle**: Easily the most accurate and powerful thing on the island that isn't the Rocket Launcher. Fires the same rounds as the Semi-Auto and Kalashnikov. When you need to reach out and touch someone a long ways away, accept no substitutes.

- **C4**: An explosive charge imitated by the natives of the island, this is the best way to knock down a wall or a door to a compound if you can get up close. These are obscenely rare though, and even a single charge is a great treasure. Making one of these is going to take a LOT of gunpowder, so use them VERY wisely.

Tier 4

-200 per unit -400 for blueprint

- **M249 Bravo (no blueprint)**: This weapon is not natively found on the island. The only way a weapon like this could even possibly get here is one of those packages. Holding 100 rounds, this weapon is a killing machine without equal. Even the most veteran of raiding parties are wary of something like this. You'll never find a blueprint for this, so if you want to produce one, you'll have to actually take it apart and hope you figure it out the first time.

- **Rocket Launcher**: a simple concept, but devastating in practice, It's really just a pipe used to direct a rocket with a payload of explosives or a sulfur based incendiary compound. However, the rockets fired from this weapon are deadly, doing heavy damage to structures that they hit, and probably killing anyone close to the point of detonation instantly.

- **Auto Turret**: A home defense option for the very rich. Using technology acquired from the airdrops, the natives successfully came up with the idea to stick a Kalashnikov onto a motorized clamp with a CCTV camera used to lock onto enemies. Uses an advanced targeting computer with friend/foe recognition. Only has a range of about 120 feet and a turning radius of 180 degrees. It's susceptible to sniper fire and people getting in behind it if left out in the open. You might be able to expand on this tech more, if you can figure it out.
- **LR-300 Assault Rifle [no blueprint]:** A rifle from the outside, only found here and from the Helicopter, like the M249 Bravo. This weapon uses the same rounds as the AK, though it's not as outright powerful as the AK. This is made up for with much less recoil and the ability to fit on virtually any attachment you find.

Weapon Attachments
-100 per unit -150 for blueprint

You gain one attachment of your choice. These can only be put on firearms, obviously.

Suppressor: Swaps the usual cannibal attracting sound of gunfire with a much more mild *THIB*.
Holosight: Grants you a much more clear sight picture and allows you to aim at night without much difficulty.
x4 Zoom Scope: A x4 scope that should help you out in long range firefights. Helpful on Bolt-Action and Semi-Automatic **weapons**, not so helpful on automatic weapons.
Flashlight: A nice source of light that isn't a torch. Super bright. Watch out, while it does help you see in the darkness it also makes you stand out.
Laser Sight: Assists for firing from the hip. Pretty bright, and very helpful on a weapon like a shotgun.
Muzzle Brake: This little thing will lessen the recoil of the weapon outfitted with it, at the cost of inherently higher bullet spread. Effective on weapons with high fire rates, like SMGs or the M240.
Muzzle Boost: This will increase the fire rate of any weapon it can be attached to. This comes with the cost of less bullet velocity and less accuracy, so this is best on any close quarters weapon which needs to get the lead out fast.

Ammo and Medical
-50 per unit -100 for blueprint
You get a standard bandage blueprint for free

Medkit -50: Used to aid recovery from the worst wounds.
medical syringes x10: A shot of adrenaline and morphine. For quick medical attention.
100 arrows (Blueprint free): Basic arrows. You shoot them. Self explanatory.
50 high velocity arrows: Faster, but lacking heft and weight, resulting in less damage.
500 homemade shells (Blueprint free): Cheap n dirty homemade shotgun shells.
250 buckshot shells: Standard US #3 buckshot.
150 slug shells: Solid rounds in a shotgun shell. Good if your really need to reach out with a shotgun.
1000 rounds pistol ammo: 9mm rounds, for a handgun or a SMG.
500 rounds of HV pistol ammo: 9mm rounds that travel faster, go farther and hit harder.
500 rounds of incendiary pistol ammo: 9mm rounds that might set fire to people or structures.
800 rounds of 5.56 ammo: standard Ball ammo for all rifles
400 rounds of HV 5.56 ammo: Rifles rounds that travel ever farther and hit even harder.
400 rounds of incendiary 5.56 ammo: Rifle rounds that might set fire to people or structures.
250 rounds of explosive 5.56 ammo: Explodes on impact dealing good damage to structures and people
10x rocket: a rocket for the launcher, travels in an arch. Not terribly accurate.
5x hv rocket: travels faster than standard rocket, more predictable arch and longer falloff distance.
5x incendiary rocket: Rockets that are likely to begin a large fire.

5x high explosive rocket: Rockets with a wider blast radius and higher damage than regular rockets.

Drawbacks

Take up to 800cp in drawbacks, or more, whatever. I'm a wall of text, not a cop

Civil War **+0** The island has broken out into major civil conflict! Divided evenly between two conflicting ideologies; this war could, and probably will, rage for years; decades even! You'll have to choose one side or the other, or if you can manage, go it alone or assemble a small band who wants nothing to do with the conflict, maybe market yourself out to either side, trading weapons and/or services. Anything is possible in wartime.	**Welcome to Rust** **+0** The island you reside on is normally not entirely unusual, barring the fact that it manages to have a desert, forests, and snowy mountains. Now, however, there will be a strange set of rules the island goes by. Every 6 months, all bases will disappear, causing everyone to be a fresh spawn again. Everyone still has the knowledge gained from blueprints, however. At this time, everyone on the island will wake up on the beaches of the island. At the same time.
Bootleg **+100** Anything you create will end up looking incredibly shoddy. You can't help but use stop signs for the butt plate of the AK you're making, and you graffiti all over your stuff. That being said, these items still work as well as versions of the same item that actually don't look dumb. You just look like an idiot. Don't worry, at least the other residents of the island seem to do the same thing...	**The Hunger** **+100** Many people here have developed a taste for human flesh, it's common, filling, and surprisingly tasty. But you take it a step too far, you **need** to cannibalize your fellow man. Animal meat leaves you unsatisfied and sick.
No, no, no, motherfucker **+100** This guy shows up all the time and never shuts up. You can kill him but he'll always be back a day or two later, ready to taunt you once again. He'll never actually attack, barring verbal assault. Beware, he's loud but shooting him is even louder. The only solace is that he's kind of amusing. Try not to give away your position.	**Forever Naked** **+100** Anything you try to fashion to conceal your modesty seems to break down instantly. You can still wear armor, but you'd better be real proud of your body, since you're still going to be exposed for all to see...
Too Cold **+200** You are extremely susceptible to weather conditions. Even with plenty of clothes on you still run the risk of freezing to death, and in the desert you always seem to be on the border of a heat stroke.	**Buffed Wildlife** **+200** The wildlife on the island is usually pretty dangerous, sure, but nothing like this. Bears will take several shots to kill, and they're much more aggressive and commonplace, you won't be able to escape them; in the desert? Bears, In the snowy north? Bears, On top of a nigh inaccessible iceberg? Tough luck, because you got bears. Wolves aren't much better they just hunt in

	packs, and they won't rest until they've either caught their prey or died. Watch yourself when you're working outside.
Soft Target **+200** You are constantly raided, and raiders seem to know your powers and develop ways to combat them surprisingly effectively. You can fight off raiders, but that's extremely dangerous, and the raiders on the island are glad to come back again and again. The only way to stave off constant attacks for a while is to change locations, but they'll find you eventually.	**Unlucky** **+200** You find substantially less materials and loot. Even people you kill seem to have less stuff on them, even if they were just shooting at you with a rifle before...
Fresh Spawn **+300** Where'd your keys go? For the duration of this jump you won't have access to your Warehouse or anything you've collected on other jumps. All of your possessions will be kept safe in the Warehouse, but you won't be using a Bolter or magical swords to stave off raiders here.	**Wipe** **+300** Remember that whole wiping thing that the first drawback talks about? That only happens to you now. Have fun.

Beware the Banhammer
+600
(hackers receive nothing)

Using any obviously unnatural abilities will result in great mallets coming down from the sky for you, possibly because you have angered the gods of this land by not playing by the rules. They aren't 100% accurate, but they are persistent, and they'll always kill you if they hit, regardless of your powers or durability. It's rather sudden as well, so prepare to spend almost all of your time in cover. If a companion has this drawback and are smote by one of these hammers, then they are gone for the rest of the jump, and lose all the perks they bought here.

-Incompatible with Fresh Spawn.
-Hackers get this standard.
-overrides "a bad dream"

*notes

- Any weapons that are purchased with CP will have infinite stocks of ammo after the jump.
- Special ammo types will appear in the amount you purchased and respawn every week.
- Should you lose any item you bought here with CP unintentionally in another jump it will eventually teleport to your Warehouse. If they are broken, they will slowly repair themselves over time.

Made by: *Dick* and **HEAD**: the new kids on the bloc