

Now & Then

A few years ago, Jack Brooks' beloved wife Lori passed away from cancer. He threw himself into his work as a consequence, running himself ragged until a chance encounter with an old friend eventually resulted in him adopting a young girl named Carol. He finally eases off work as he becomes a father and finds himself opening up to whole new people and experiences.

Of course, all of this was a few years ago. During her last years of schooling in the year 2019, a mysterious virus began to fester in China and other Asian regions that grabbed Jack's attention. Named ZED-019, it even resulted in several countries 'going dark'. As he began to prepare for the worst by stockpiling supplies and even buying a gun or two. Eventually the virus reached America in the 2020s and soon lockdowns were in place to help stop its spread, but a sinister image began to emerge as rumors of zombie-like individuals spread. As order increasingly broke down it turned out this new virus led to the infected becoming incredibly violent, seeking only to infect or kill others.

As summer approaches Jack and Carol still remain holed up in their apartment, but as supplies run low and the power finally fails the thought of leaving begins to have real weight to it. Though unresolved issues from their own past continue to haunt them and may even be exacerbated by the pressures of this new world.

You will find yourself in this world a few days before power finally fails in Grantsboro and a major shift occurs in the Brooks household. You will have to survive ten years in this apocalyptic world, dodging bandits and infected both while struggling to gather supplies to survive. Maybe you could build a safe haven among the rubble, or perhaps you merely wish to plunder from those who are trying to survive? Maybe such things don't concern you in the first place.

Regardless, you'll need these to get started:

+1000 Choice Points

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Apartment Complex, Grantsboro
An apartment complex in the lower income part of Grantsboro that was only half-filled even before the apocalypse. Now it is nearly a ghost town, only a man and his daughter who have stayed. You can either be a neighbor in their unit, or in a different building as there are many similar ones nearby.

2 - Concord, Grantsboro
A suburb on the outskirts of Grantsboro that is home to a number of families, including the survivalist Ted. It has largely been abandoned by this point but thankfully nothing has been looted, though if anyone has left anything behind is a different question. Otherwise fairly quiet, though distant from anything else in the city.

3 - Glenn Davies Highschool, Grantsboro
A local high school that was built to function as an emergency shelter, though sadly the nature of the pandemic before things went completely to hell meant it was never used for that purpose. These days it is almost entirely locked down though you may be able to find some keys inside, and a lonely woman named Sydney has taken refuge within the library.

4 - Luxury Hotel, Grantsboro
A very well-appointed hotel located near the Pinewinds neighborhood that has stood surprisingly well in the chaos of the outbreak. The reason for that is the military/police compound next door that covers four city blocks and imposes order on the area. So things are fairly peaceful here. On the bad side, they only accept women and children in the compound so males have to stay outside in this hotel. On the worse side, they actively try to kill any male people as potential threats after a few days of staying, so you may wanna leave sooner rather than later.

5 - White Oak
A quiet one-light town in rural Georgia, surrounded by farmland and unknown to most the Marshand House nearby. Despite the ravages of the infection elsewhere life continues on in this place nearly the same as before, though people generally know not to travel alone. The power has recently gone out though some of the locals are currently working on repairing the local hydroelectric plant. Unknown to most is a bandit group looking to prey on the town.

6 - Free Choice!
Good news, you get to choose where you start! Even places not mentioned here, though big cities may not be the best option.

Origins:

Due to the nature of the apocalypse, you can freely take any origin as a Drop-In as what you were before matters little. Gender is the same as the previous jump, age is 18+2d8. 50CP to change.

Widower

Others might have ignored the situation at first, but you noticed the signs early and started preparing. You might not have been much of a survival guy beforehand, but needs must in the apocalypse. Though perhaps you didn't plan as well as you should, as your stores might be running out and you're having to scavenge more and more. Perhaps it is time for a new plan.

Survivor

You didn't see the incoming threat before it all went down, and were fairly unprepared. Sure, maybe you were into survival and self-sufficiency beforehand, but you weren't exactly expecting things. Still, you've done well to survive this long even if you may be at the end of your rope. Thankfully, there are several potential options ahead of you.

Community Leader

Things went to shit pretty fast once the infection really got going, but unlike others who broke down and cowered away you stepped up into a position as a leader of a group, though how exactly that manifests is up to you and where you start. Either way you have more than just yourself to think about, but the cities are becoming increasingly dangerous as more and more people die. What will you do?

Marauder

The world is over, why bother keeping up any pretenses anymore? You care not for the laws of the old world, hell you might've not cared even before the virus. All that matters is satisfying your immediate needs however you want, usually by taking them from others. Of course, the infected haunt every corner of the world and being a drifter could mean many hungry nights. Maybe there's a more permanent method you could use?

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

General

Magic Dick [50 CP] - While having sex normally does boost a person's emotions thanks to the release of numerous 'feel good' hormones, fucking you goes a bit beyond that. Any emotional issues that a person has seem less daunting or have their impacts lessened each time you fuck someone. It's even possible, through repeated dickings, to fix a person's mental state. If you didn't have one before, you also have quite a larger dick now.

Big Loads [50 CP] - Much like a certain protagonist, when you cum, you cum a *lot*. No matter if it's your first load of the day or your eighth, your balls are basically in overdrive as long as you are using them. As a special bonus you are also much more fertile than you were before, even capable of knocking up someone with an IUD or even a woman in her 40s. Thanks to your potent seed this also prevents any complications that could otherwise occur thanks to these 'impossible' breedings.

Firearms Training [50 CP] - Something you either picked up before the apocalypse or early during it is basic firearms skills. Despite the noise attracting the Infected there are just some times that you need to shoot someone or something out there. You know how to aim to a decent distance, and how to handle, clean, and maintain any firearm you get your hands on.

Widower

See the Signs [100 CP] - Being prepared for things to hit the fan ahead of time is important, but with all the nonsense of daily life it can be hard to see the signs of something coming. Now you can more easily filter out what is 'important' and what you should be concerned with, with things like news of a new virus in Asia seeming to jump out at you if it would cause a global impact soon.

New Father [200 CP] - A single widower in his 30s probably shouldn't be able to adopt a child so as easily as Jack did, but like him you somehow are able to adopt any abandoned or unwanted children as people don't really pay attention to your circumstances or even do more than a cursory background check. In addition you are also a much better parent than you would have been before, knowing when to be lenient and when to lay down the law, and how to effectively parent a wide variety of kids from the rambunctious to the well-behaved. Your children are practically guaranteed to be well-adjusted adults in the future.

Now [400 CP] - You've been around the metaphorical block, Jumper. Perhaps you had a wife early on that taught you quite a bit? Either way you're quite skilled at most things to do with sex, from performing your preferred method of oral to knowing how to comfortably deflower virgins and more. This also gives you a more appealing aura, people are more likely to find you attractive than they were before, even if you are 'off-limits'. Finally, people in a relationship with you are less jealous of you fucking those outside of the relationship, and over time will even come to get off on it.

& Then [600 CP] - You can have 'flashbacks' to important times in your bodies' previous life, as long as you have a past in that world (no Drop-Ins). These aren't just memories but ways that you can further customize your own history in the worlds you find yourself in, as you are able to have some limited control over the actions the past 'you' took. Maybe you once flirted with a close friend and now that things are different they will recall those flirtations and maybe want more? These will usually appear before you meet the person in question, and don't cause any timeline disruptions.

Survivor

Innocent Love [100 CP] - Sure, you shouldn't love and want to have sex with your adopted father, or your best friend's dad. But it's the apocalypse and people just don't have time to care about that, at least not as much as they once did. You may get a token protest or two but people are just generally too busy with their own stuff to care that a man's adult daughter keeps living with him and getting pregnant. Even in future jumps people just can't find it in themselves to care when you break obvious taboos.

Certainty of Death [200 CP] - One of the worst parts of an apocalypse is getting separated from people you care about, and then not knowing their ultimate fates. Sure, chances are they are dead but not knowing can be killer. Now, you have a sort of sixth sense for if a family member or important person to either you or someone talking to you is dead or alive, though you won't exactly have proof without using other abilities.

Survival Knowledge [400 CP] - Similar to Naomi's father Ted, you spent a lot of time learning various survival skills that are now pulling their weight. You know what to do in order to survive a wide variety of situations, even something as preposterous as a zombie apocalypse, and you know how to do various things like filter water, hunt for food, build traps, and several other skills that are useful now that modern life as we know it is gone. You could even build your own log cabin! This will adapt in future jumps to potential apocalyptic scenarios in them, at least ones that are survivable.

Breaking Down Walls [600 CP] - Even before things went bad, people had a tendency to put up walls to protect themselves if they had been hurt in the past in some way. Now it is much more common for people, especially those who have had something go wrong in this outbreak. Thankfully, there's someone like you. You have the combination of charisma and persistence to slowly worm your way into someone's heart through their walls, slowly wearing them down and making them open up not just to you, but people close to you. You are also helpful at helping them work through the issues that lead to these walls coming up in the first place, even if all you do is listen to them rant about a situation. A friend is all someone needs, sometimes.

Community Leader

Respected [100 CP] - You're a respected member of your community, whatever that may be. Even in future jumps you will find your level of respect in whatever organization your origin starts you out in to be higher than it otherwise would. Additionally, this also makes it easier for you to continue building your reputation or even making one elsewhere.

Medical Knowledge [200 CP] - You have a skill worth its weight in gold in the post-apocalyptic world. While you aren't a proper doctor, you have some degree of medical training similar to Sydney. You know how to treat several common diseases and injuries, as well as some theoretical knowledge on more complex stuff. Surgery is still probably beyond you, but you are much better equipped to learn than the average person. Medication and other forms of first aid you use are also more effective even when you use them in substandard conditions. Even expired medicine can give benefits instead of accidentally harming someone if you prescribe it.

Position of Authority [400 CP] - Were you perhaps a soldier or a sheriff before the apocalypse? For some reason people tend to defer to your authority in bad situations, such as the state of the world now. Maybe similar to the protagonist you became a leader through experience and a desire to do the best you can by those around you. Regardless, people tend to listen to your orders and are less likely to object or otherwise complain about being under your orders. The more you prove yourself, the more people will put trust in you but no matter what you'll have a baseline of trust in your orders.

Elsewhere [600 CP] - The sobering reality of this new world is that, with electricity mostly down as well as any kind of network or phone infrastructure you won't really know what happens to people who leave, even them meeting up with you in the future is a rarity bordering on impossible. So every departure could be a goodbye. Now, you will instead get short vignettes of what people who are important to you that are away from you are doing when you sleep, and you won't forget these as if they are dreams. These are more likely to occur during times they are thinking about you, and you may even see some of their inner thoughts during these times. These looks into their lives without you tend to have occurred in the past day or two, so you are at least somewhat caught up on their current condition.

Marauder

Cold Calculus [100 CP] - You can't save everyone. At least, that is what you tell yourself at night, similar to Jack. You know when you have to make the bad calls that are necessary to survival, like leaving someone being chased by an infected to die. That's not to say these decisions won't impact you, but you are better at handling them than other people without descending into psychopathy.

Pro Athlete [200 CP] - Similar to Chaz the bandit leader you are absolutely fucking jacked, Jumper. Your muscles have muscles. You probably played a sport or spent 90% of your time at the gym. Thankfully your muscles no longer deteriorate unless you want them too, and if it wasn't already your physical abilities are much greater than the average person. You can jump from the second floor without damage or even upsetting your balance, you can easily slice through a person's flesh and bone with an edged weapon, and even glancing blows from your fists are painful, a full strike is likely to break something.

New World, New Laws [400 CP] - So you have a group of people to follow you, now how do you convince them to kill, steal, and rape at your command? Or how do you convince a bunch of scared survivors that kicking out all men is in their best interest? Well, you now have the charisma and skill to make people think your new way of living sounds pretty nice and tempt them into trying it. That's not to say they will instantly fall in love with it, but any reservations they have will be reduced greatly and they will be more open to future changes you wish to make, even those contradictory to earlier rules.

Always a Way In [600 CP] - So you found a place with plenty of potential supplies to loot, or women to take, problem is it's locked as tight as a bank vault. Or maybe it is literally a bank vault. Regardless, you can always find some vulnerability to exploit in order to get inside a secure location, no matter the level of its defenses. Maybe you find an unlocked side door, a gap in the patrols, or maybe are able to sweet talk someone into letting a fox in the hen house. There's simply no such thing as something completely impenetrable when it comes to you breaking inside if you want to. Just remember this only guarantees that you can find a way in, it says nothing about escaping or even accomplishing your goals once inside.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free.

General

Record of Human Culture [50 CP] - With many pictures, movies, TV, music, and more only existing in a digital format, the collapse of civilization would mean the wiping out of potentially decades of culture. Thankfully you have this, a very special USB that holds all public pictures, movies, TV shows, music, and more than only existed in digital format before the end of the world. This USB will adapt to plug into any computer you have available to you, though you can only transfer files off of it, not onto it.

Solar Lamps [50 CP] - A set of solar lamps, LED lamps that cast a warm glow and can be recharged by just leaving them a few hours in the sun thanks to being solar-charged. They also have a part for a backup battery that will automatically switch on if the solar charge isn't enough. You have about six of these, as well as a small set of four disposable batteries for each just in case they run out. These batteries will restock each jump or every ten years, and any lost lamps will be returned in the same timeframe.

Collection of Guns [50 CP] - Guns were, unsurprisingly, one of the first things looted early in the apocalypse. While you may not have had much of a supply beforehand, you did manage to at least get three before everything went down. You have a M1911, a Heckler & Koch USP, and finally an Ithaca M37 shotgun. You have a decent supply of ammo for each, which only will restock once you go to a new jump or when a decade passes, whichever comes first. Though nothing says you can't find more in-jump or even make it yourself if you know how.

Bicycle [50 CP] - Abandoned and wrecked cars litter the road blocking access for other cars, and even if they didn't gas is becoming a rarer commodity than it has ever been. Thankfully you have this all-terrain bike, while it may not be as fast as a car it certainly beats walking and is quiet enough not to draw the infected. It also won't ever break or need maintenance, and will slowly clean itself if left alone. Can be purchased multiple times.

Widower

Beloved Car [100 CP] - A 1969 Dodge Charger, recently refurbed. It's surprisingly up to date despite the late year, and drives like a charm. It's also quite distinctive and will draw attention wherever you go, especially from the opposite sex (or the same). It never requires maintenance, but we weren't able to do anything about the engine being loud, so be careful using this in towns. Thankfully its gas-guzzling nature is counteracted by it having infinite fuel.

Scotch of Truth [200 CP] - Games like Naomi's 'Questions' are a good way to get to know people, but it can be hard to speak the truth especially if you go for an embarrassing question. Thankfully, you have this bottle of scotch. Anyone who takes a sip from it will be compelled to answer anything asked truthfully for a while after drinking it, in addition to the normal effects of alcohol. Whenever the bottle is empty, it will be refilled the next day. Do note that you don't have any protections against the alcohol yourself, try not to tell your daughter you have incest fantasies.

Apartment of Supplies [400 CP] - When things started to hit the fan, Jack used his spare key to his neighbor's apartment to move all the supplies he had collected closer to himself. Similar to him, you have your own stockpile of supplies close to where you start, easily accessible to you. It has a large amount of food, water, and other essentials to survival like candles or toiletries. Just remember to pack them up if you need to go somewhere else, you won't exactly get much benefit from this if you are several states away. This will restock at the beginning of each jump and be in a nearby available location, or restock in its original location after ten years. Whichever comes first.

The Marshand House [600 CP] - A house in the style of Claude Marshand's mansion, a Silicon Valley tech investor who was big into self-sufficiency. This home is absolutely massive, has its own top-of-the-line water filtration system, solar panels to power everything, and a fully stocked pantry with a ton of jerky and canned goods enough to survive an apocalypse in comfort for at least a year or two depending on group size. You might never even notice anything is wrong. Surrounded on all sides with a tall wall, the only entrances being a front gate that can easily be reinforced and a less secure back gate near its beach side or backside. Nearby there's also a river as well as a place where deer and rabbits frequent. In future jumps this will appear in an isolated place, fully restocked and ready to be used.

Survivor

Bug Out Bag [100 CP] - Sometimes shit hits the fan really hard, and you don't have long to get out. That's where a bug-out bag comes in handy, especially this one. Whenever you have to flee a location fast, this bag will automatically relocate to an exit you are going to, allowing you to pick it up and keep going with minimal fuss. Though, it should be noted, it will only contain what you stock in it. So be sure to fill it up before then. Can be either a backpack or a duffel bag.

Survivalist Cornucopia [200 CP] - Jack's friend, Ted, was a bit of a survivalist and big into things like camping or self-sufficiency. Similar to him, you have quite the collection of survivalist gear that is on the higher-end, from quality tents and sleeping bags to things like a foldable solar panel and a power bank. Just about everything you need to survive off-grid, though this supply collection is missing things like food and guns. Does have water filters and a bow, at least. If lost or stolen, these will be returned within 24 hours.

Cabin in the Woods [400 CP] - Oh? Perhaps you were a bit prepared after all, or you just really liked going into nature. You are the owner of your own cabin deep in the woods, isolated and away from any major metro area. While you'll have to put in the work to reach it, you would be quite safe there. While the infected may be able to find it, other people won't be able to find its hidden spot unless they follow you or are given directions by you. It has three bedrooms and two baths, as well as plenty of room for a traditional American family. Has its own private well, but no source of electricity. This ain't the Marshand House, after all. In future jumps this will appear in an isolated location, and benefit from the same location obscuring effects even from things like drones and satellites.

Disaster-Proof School [600 CP] - Glenn Davies was built to withstand hurricanes and tornadoes, as well as numerous other disaster scenarios. Unfortunately, it wasn't up to withstanding a disease. Similar to it, you have your own school building that is built to withstand several natural disasters and shelter people. Complete with thick concrete walls, heavily reinforced glass windows, and steel doors. There is also a high wall around most of the building as well. It has things such as a gym, a sports field outside enclosed in the wall, an indoor pool, a stocked nurse's office, and its own generator in the basement with enough diesel to last for months. There's also enough food in the cafeteria to feed a school's worth of children for weeks. During emergencies, people near the school will take shelter inside of it unless you decide otherwise. The food, diesel, and other supplies will restock once every ten years or once per jump.

Community Leader

Smartphone Pair [100 CP] - A pair of pretty normal smartphones from the year 2019, what makes them special is they don't ever actually lose service. While the towers are still up, you will always have priority over any other traffic and will be able to call others or even check the net. When they're down, you still have access to a network, but thanks to everything else being down you likely can only call the other cellphone. Still, a way to keep in contact with someone in the post-apocalypse from a distance is a godsend.

Wine Cache [200 CP] - While it might not seem immediately useful, this incredibly large collection of some of the finest pre-apocalypse wine will be in high demand among certain survivors once people start to reorganize themselves, you might be able to make quite a bit of profit as a trader. Plus there's plenty for you to just get wasted or take the edge off if you need to. Your stock will be refilled each jump, and you will also find that you have any local specialties in each respective jump included.

Jumper's Farm [400 CP] - Oh, did you own some good land before the apocalypse? Or maybe you just took this from someone who was dead. Either way you have something very valuable in this new world, a source of food. As most farms are overrun and the food already made is spoiling, this is quite the treasure. This includes a home, a spare bunkhouse for workers, and any other buildings that may be necessary such as a barn or silos. You have a grand total of 100 acres that you can divide between crops of your choice and grazing animals, though once the choice is made you will have to change it manually if you wanna adjust it. Any improvements to the farm will continue on through future jumps, as will any new animals or crops planted.

Hydroelectric Plant [600 CP] - A promise of a return to normalcy. Or at least the closest thing to it. Maybe you were the supervisor of this facility before things went down, or maybe you just happened to find the keys. Either way, you have 'ownership' of a hydroelectric power plant complete with an associated dam in a nearby waterway. It's on the smaller side so it only generates power for a town of a few thousand in addition to several farms. Thankfully you don't actually have to know how to run it, as it runs by itself and only requires you to connect it to the appropriate power grid and troubleshoot any wiring issues. Maintenance is also not a concern, as it self-maintains. In future jumps you can place it in any small to medium river near any town you start at, and can freely sell the power if you wish.

Marauder

Bandit Machete [100 CP] - A wickedly sharp machete, this is probably the best pure weapon you could get for melee in this world. It can slice through bone as if it was flesh, and never dulls. Wounds inflicted by it also have a tendency to become infected, especially if you don't clean the blade. Since the virus spreads through fluid transmission, this machete also has a bonus effect. A person or creature stabbed by it will not spray blood/saliva out of their mouths, and any spray of blood from a cut will avoid landing on you even if it would make no sense.

Camper Van [200 CP] - Oh? Quite a museum piece you have here. One of the older Volkswagen van models complete with a bed in the back, made for camping. Despite its advanced age it will never break down on you, and handles dirt roads quite well. Just don't expect to take it everywhere a 4-wheel drive could go. It also has a selection of simple camping gear such as a tent in case you want to sleep outside, a firestarter, a sleeping bag, and some trail mix. Tends to blend in with the scenery, so people and infected may not even notice it unless you are making a lot of noise. Never runs out of gas.

Exit Strategy [400 CP] - When things go tits up, it can be hard to get out of the situation without a plan ahead of time. Thankfully, you don't have to worry about that now. Whenever things are going bad enough to need to abandon wherever you are or whatever you are doing, you become aware of a fleet of vehicles large enough to carry yourself and your closest followers out of immediate danger, though they will break down or run out of fuel once the immediate danger is gone. These vehicles will adapt to the danger and the setting you are currently in, like if the planet you are on is going to explode and you're in a sci-fi setting you'll find something capable of space travel, though probably something that won't get anywhere fast.

Gun Store [600 CP] - Well now, aren't you lucky? Early on in this mess you managed to get a hold of an unlooted gun store. Jam packed with all the lovely weapons one could easily purchase and sell in the US pre-pandemic, as well as numerous accessories and enough ammo to depopulate an entire town. The doors to enter are heavily fortified, as is the front display, and the gun range in the basement is fully soundproofed. Additionally there's a second floor with a small apartment unit you could live in if you wish. This is more than enough to outfit a small gang and cause some serious trouble. The guns and ammo are fully restocked after each jump, and will adjust to local versions if you desire. You can either use it as an armory or actually try to make it work as a store, though keeping yourself supplied will be up to you.

Companions:

Import/Create [50 CP, 300 CP for 8] - It would be kind of sad to be surviving alone, the impacts from a lack of a social interaction of some kind cannot be overstated. Thankfully, you can import any existing companions you have, they will get a background and 600 CP to spend customizing themselves. If you don't have companions you can instead design one yourself, within normal human limits who will also have a background and 600 CP.

Canon [50 CP] - Someone catch your eye? The deluded but beautiful Sydney, or the dutiful daughter Carol perhaps? Well, with each purchase of this you will get a favorable first meeting with a character of your choice, and you are guaranteed to continue encountering them for the rest of the jump regardless of how unlikely it is. This also ensures that the protagonist, if you aren't replacing them, will not be on their 'route' if you are concerned about that. Though that may change the story in unexpected ways.

Drawbacks:

Please enter your first name [0] - Congratulations, you will now be replacing the original protagonist, widower Jack Brooks. You have an 18-year old adopted daughter Carol and are friends with her best friend's family, as well as several others who helped during the adoption process. You are currently holed up inside your apartment and wondering about leaving.

Unprepared [+100 CP] - Well, it looks like you didn't really take this seriously until shit had really hit the fan. You don't really have many supplies, and are woefully underprepared for even just bad weather, let alone something like surviving the wilderness. Considering a lot of stuff has been looted, or is surrounded by infected and/or bandits, and you're gonna have a hell of a time staying alive for the remainder of this jump.

No Condoms in the Apocalypse [+100 CP] - Where have all the damn condoms gone?! I hope you're good at pulling out, or are fine with bringing a bunch of kids into this clusterfuck. Because finding a usable condom of some kind will be harder than finding a working vehicle. Any perks that would let you control your fertility no longer work as well, and you are fertile even if you weren't before.

Your Inner Self [+100 CP] - I hope you don't have too many unresolved issues coming here, because you frequently find yourself in arguments with a ghostly version of yourself, representing your subconscious. He/She will appear whenever you are having problems and point out what you really want to be doing and argue with you over your course of action. Not necessarily a bad thing, maybe arguing with yourself can help you discover something about yourself or even help you in a sticky situation. Also probably not a great idea to let people catch you doing this.

Hiding in Shadows [+200 CP] - The infected aren't actually zombies in the traditional sense. They still have some level of needs like sleep, and tend to dislike standing in bad weather like the rain. What is important is that they tend to rest or lay in wait in darker places or those well protected by the elements, like behind dumpsters. This can obviously be quite surprising, and I hope you don't mind jumpscares because this remnant instinct will be cranked up by a lot near. Infected are going to be popping out of the shadows or hidden locations like crazy instead of standing around on the street. It's like they have a need to lay in wait in hidden areas.

Haunted by Guilt [+200 CP] - Sure, it is every man for himself, but there is a certain level of expectation of being a human being present. Of course, due to the difficulties of survival you can ignore it, hell maybe even it'll work out for you by diverting some of the infected or bandits away from you. But your subconscious can't ignore what you did. Guilt will eat away at you for a significant period of time after, filling you with what-ifs and replacing the person you left to their fate with those you care about. You will have to find time to process your guilt in a healthy way.

Miss Suck My Dick [+200 CP] - Similar to a certain member of the Marshand Family, you are… Abrasive, at the best of times. You have a tendency to make demeaning or rude remarks almost automatically in response to people asking you questions, and even those who are trying to get close to you will find themselves being mocked. Obviously this isn't the best trait to have during an apocalypse, but maybe there's someone out there who won't mind your prickly exterior. You aren't forced to be rude, but it is kind of your default and it will take effort to hold yourself back. It may be possible to 'thaw' your personality, but it will take quite a bit of work!

That One Fucking Scene [+300 CP] - You'll meet someone quite friendly and helpful during your time here, and may even form a friendship with them despite how odd it may be. Unfortunately, one day they will be ambushed by one of the infected and become infected themselves, and you will be the one to find them. How you deal with it from there is up to you, after all the infected will die out on their own eventually. Or will you give them 'mercy' and kill them as soon as you find them? Does not pair well with certain other drawbacks.

Long Drive Back [+300 CP] - If you're been at this for any length of time, chances are you have quite the collection of property or buildings that you own. Unfortunately, all that nice property you have will no longer be anywhere near where you state. Where, exactly, they end up will be up to the whims of fate, but at the very least they will be several US states away. Your warehouse is also manifested into the world and will be several states away as well, though it will never be broken before you get to it. Any warehouse additions or properties you don't want to import will not be given this treatment, but will be inaccessible for the duration of the jump (or until you find your warehouse). You have a vague sense of where each of these are.

Dumb (Bad) Luck [+300 CP] - How is it that, despite living in a heavily isolated mansion, somehow bandits found their way to Jack's group? It's honestly just bad luck, luck that you now seem to share. Any bandits or otherwise malicious people in an area will seem to stumble upon at random any place that you spend a longer than a week staying at. It doesn't matter how isolated it is, if there are bandits in the area they'll somehow stumble across it. Maybe take a proactive approach to keeping your local area clear?

Epilogue:

Congratulations, you managed to survive ten years of the apocalypse! Did you build a community of like-minded survivors, pillage what you needed, or maybe you just went at it alone? Regardless, it is time to move on.

Go Back

It reminded you of home, huh? Don't worry, things are how you left them. But you can now return with everything you've gained on your chain.

Stay

Oh, perhaps you were a bit too attached to what you built here? Feel free to end your journey and stay here then. Best of luck!

Continue

Might be time for a nice relaxing adventure, or at least one where less people die. Regardless, you can continue your chain.

Notes

Item imports?
You may freely import any item you own into any similar item in this jump.

Infection information
As stated previously, the infected in the game aren't actually dead. The ZED-19 virus instead basically boils/melts/destroys higher brain function in a way that may be similar to rabies resulting in their reasoning abilities to be quite low. The virus also causes their muscles to slowly rot and also seems to impact their vision, but not their hearing. They are incredibly violent to the non-infected and seem to always roar when they find one, and will either beat a person to death or infect them. Infection occurs through droplets/aerosol transmission from saliva or blood, or presumably trying to fuck one (do not do this). One of the more common methods of infection is the infected howling in someone's face and the spit entering their system, perhaps one of the reasons they howl. Thanks to their muscles rotting from the virus they also slow down and become weaker in time, and they don't eat or drink so eventually they do die of starvation, though it seems to take longer than it'd take a human. Finally, they do seem to rest and sleep, and tend to avoid the rain.

Grantsboro/White Oak
While Grantsboro does seem to be in North Carolina, and there is a White Oak in Georgia, these locations don't seem to actually conform to how they are in real life. Grantsboro has had heavy investment and is home to multiple taller buildings complete with heavy adoption of solar panels, which is how the power lasted for the last six months or so. White Oak has much more farmland around it and a hydroelectric dam, as well as a newly developed subdivision.