Dying Light

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Introduction

Welcome to the City of Harran Jumper. If you believe this will be a vacation Jumper, you will be disappointed; it will be anything but. A deadly virus, now coined the Harran Virus, has taken hold of the city and turned some of its populace into flesh-eating monsters, and some of the infected into other horrifying monsters. Of course, not every single person within the quarantined city has been transformed; there are other humans in the city, fighting to stay alive and scavenging what they can from the city and the caches that the Global Relief Effort have been dropping, which include a drug created to combat the infection.

Whatever your path, take these **1000 Choice Points** to adequately prepare yourself for the journey ahead.

Good Night and Good Luck.

Race, Age and Gender

Your race will be decided in your origin and neither age nor gender doesn't really hugely matter in this scenario, choose whatever suits you fancy.

1. **The Tower(Free for Runner Faction):** The headquarters and stomping grounds of the **Runner Faction** led by Brecken, a former parkour instructor with strong ethics and empathy. The building is an old apartment complex with multiple apartments within it. Its inhabitants consist of survivors, runners, and a few notable people.
2. **Rais's Headquarters(Free for Rai's Faction):** The headquarters of **Rai's Gang**. If you adhere to a philosophy that only the strongest survive. The headquarters appear to be situated inside an under-construction complex of at least four towers, left unfinished by the outbreak, with the most prominent tower situated to the southwest end of the complex.
3. **The Fishermen's Village:** Allied with the Tower, this place houses some more survivors along with having fishing access. It also is fantastic defensively due to the gate in front and the river being in the back.
4. **CountrySide Village:** A village located on the outskirts of Harran that seems to somehow be thriving all things considered. You found your way here along with someone else before they went off on their own.
5. **Free Choice:** Congratulations, luck has smiled upon you. Choose your desired location within the city.

Origins

Survivor(Free): Maybe you were unlucky enough to be vacationing within the city when the infection hit or maybe you are a resident. Whatever the case you are now trying to survive just like the rest of the people here. You may choose to have no memories or backstory if you wish to arrive in this city without either (this is the drop in origin).

G.R.E Agent(Free): You are an agent of the Global Relief Effort better known as G.R.E., an organization with ties to the Ministry of Defence. While portraying themselves a virtuous corporation, they are really out for another purpose within the city: A certain file and the Harran Virus. Jumpers who pick this Origin can expect to do a lot of legwork looking for both. But they are very generous to those who do their bidding.

Infected(200CP): Well, this is unexpected. Do you wish to become one of those things? Alright, I guess if you really want to. You have become one of the many infected zombies that exist within the City; Of course, since you paid for this you retain your sentience while in this form, but you do still need to eat in order to not lose that sentience from the hunger for flesh. Also, you might have a really hard time convincing the living to give you a chance if you plan to still try and help them as you know you are a zombie now and to reflect this take the **Zombie! Drawback** with full points.

Factions

Rais' Faction: Ah, you have chosen wisely my friend. Those weak Runners holed up in their tower seek to deny the truth of the matter: The strong thrive within this city and the weak serve the strong. By joining us you have become a part of something better than yourself and understood the one message about humanity: Barbarism is the natural state of mankind. That being Civilized is an unnatural condition to humans and that strength will ultimately triumph. You have gained access to the fighting pits, where you may test your mettle and train yourself against the threats in the city. You can move up the ranks if you so choose in order to gain a position of power within the gang. Impress enough people and you will gain the attention of Rais himself.

Runners Faction: Hey you, yeah you. Finally, woke up huh? Caught you in that infected ambush along with the rest of us. Well, that's just fine anyway because my Runners managed to get to you in time and save you from that crash. We are the Runners; A group of survivors just trying to get by and survive against the zombies. Well them and those stupid fucks that are

headed by Rais. Anyway, ignore them and they should leave us alone. You are currently in your room in the tower and are expected to pull your own weight around here. Don't worry though, with our training grounds you can be assured that you will be able to become quite a formidable combatant should you run afoul of anything in the city, be they, zombie or human.

Factionless(+300CP): You have decided to go it on your own and to give up the support and allies that would help you to survive within the city. As a solo act, please accept these 300 extra CP. You'll need them.

General Perks

Gun Training(Free): As with all horror worlds filled with zombies, you will need to know how to properly handle a firearm as it will be your main tool of survival. Taking this perk will give you the basics of firearm training, proper care, and maintenance.

Basic Parkour Skills(Free): There will be moments in which you will be chased into situations where you won't be able to fight your way out, where the only option of escape is the rooftops. With this perk, you will be gifted with basic skills of free running in order to adequately traverse the treacherous terrain within the city.

Basic Medical Training(Free): Cuts, sprains, bruises. All those minor injuries are now within your field of expertise as you gain knowledge of basic first aid in order to adequately survive during your stay.

Origin Perks

Survivor Perks

Apocalyptic Knowledge(100CP, Free for Survivor): Turns out watching all those apocalypse movies was a good thing. Your countless hours of research and binging movies has led to you retaining that info, and knowing how to apply it when needed. When someone needs to know what kind of household items can be used to create a filtration system for water or how to create items that distract the undead so supply gathering is easy, they come to you.

Green Thumb(200CP, Discounted for Survivor): Not every person needs to be a runner, fighter or a doctor. Sometimes a farmer is needed, it may not be much but it is honest work. You know how to set up greenhouses in order to grow food, how to tell whether or not food is edible or not and are able to make crops flourish even within the most desolate of conditions. Yes that means you could actually make corn grow in a desert if you tried hard enough but doing so will make people ask questions.

Trapmaker(400CP, Discounted for Survivor): Picture this: You are pressed for time, supplies are low and the store that you haven't looked in yet is completely swarmed by zombies. You notice there are cars in the opposite direction so you quietly and quickly go over , rig it up on a timer and run back just in time for it to go off and draw the horde off, leaving you to crack open

that store at your leisure, or maybe you are being chased down by some zombies and you lead them down a corridor right into the trap that you set up. Watching in satisfaction as they are sliced to bits and you go on about your day. You now are capable of creating elaborate traps that will have a multitude of uses in dealing with the undead and an intimate understanding of cars and electronics of all kinds.

Leader(600CP, Discounted for Survivor): You are a natural born leader, people look to you for when things are darkest, when hope seems to have faded and everything is lost. You are able to inspire courage within the most terrified of people, bring out the best in the worst of people and lastly you also will always be able to bring people back from the brink of despair.

G.R.E Agent Perks

Chameleon(100CP, Free for G.R.E Agent): Being a corporate agent, you had to learn quick to move in and out of circles of varying classes in order to effectively do your job. You have nurtured this skill set over the course of many years and it comes in quite handy. You now have the ability to infiltrate, blend in, and make friends with many groups no matter what.

Corporate Speak(200CP, Discounted for G.R.E Agent): You have a way of speaking that even the devil himself would be envious of. You can convince those willing to listen to you to perform most tasks that others would consider to be insane. The only caveat of this is they need to at the bare minimum need to be *willing* to listen and not under duress or nursing a grudge against you.

HUD(400CP, Discounted for G.R.E Agent): A main reason that G.R.E scouted you was because you were renown within the corporate backchannels as being someone who could find anything/anyone no matter what. What they didn't know is because you were able to see your objectives laid out before you, literally. You have a interface complete with a compass that will mark your objectives, a clock that will always tell time in a way that you can understand, an ammo counter that will keep track of of how much you have on you and finally you will have items outlined in whichever color you choose, people will be outlined in white and enemies in red.

Pathologist(600CP, Discounted for G.R.E Agent): Looks like someone has been taking lessons from the resident scientist Zere because now you are just as knowledgeable in the art of Pathology as he is. However, unlike Zere you will be able to understand any and all viruses,

whether their nature is magical, supernatural, or otherwise. Whether you use this knowledge for good or ill will be ultimately up to you.

Infected Perks

Who needs those? (100CP, Free for Infected): So, an interesting thing about being undead, a lot of those things humans need to constantly fulfill like eating, sleeping, breathing? You'll now find that you have no need for any of that at all anymore, so that means more time to focus on whatever task that you wish to set your mind to.

Tough as Hell(200CP, Discounted for Infected): Interesting, it seems that the virus has changed how resistant to damage your body is. You can now withstand blows that would otherwise kill a normal person. Hit by a car? Brush it off. Smacked upside the head with a baseball bat? Sure, it'll hurt like hell but you'll survive it.

Animal Senses(400CP, Discounted for Infected): It has been said that the reptilian part of the brain, the instincts, is all that remains when a human becomes an undead which explains why may or may not explain why you suddenly have greater sense than a human. Hear that car alarm from blocks away, smell that human hiding out in an underground bunker deep beneath the ground and see far enough to catch the glint of that sniper currently aiming at you.

Ever-Evolving(600CP, Discounted for Infected): You ever notice how in fiction the zombies never seem to evolve beyond the basics? Your particular strain seems to have not gotten the memo on that and thus is ever-evolving and growing. This means that you can expect to see mutations within viruses that you own/are infected with. In the future, this will apply to other viruses that you come into contact with. This includes both non-magical and supernatural viruses alike.

Runner Faction Perks

Protector to the Downtrodden(100CP, Free to Runner Faction): Even before all of Harran went to hell, you were known throughout the community as someone never to injustice be done to those unable to protect themselves. You now gain a boost to your defensive abilities when defending someone else within a combat scenario.

Runner Extraordinaire(200CP, Discounted for Runner Faction): It *is* in the name of the group after all. You have spent countless hours running around on the training course, jumping off of buildings and grabbing onto ledges to the point where it has become second nature. You can run with the best of them and climb like the best with the added bonus of the training

improving your stamina to a great degree. Yes, it will take hours maybe even days before you begin to feel fatigued.

Regular Chuck Greene(400CP, Discounted for Runner Faction): Do I even want to know how you managed to fuse a machete with a car battery with duct tape of all things and made it work? You have a knack for combining and creating objects from two things that have simply no business of doing so. This extends to items that have properties that otherwise would not allow for this to happen. So, yes it is possible to fuse a lightsaber with a flamethrower or Excalibur with a laser rifle. Your brand of insanity knows no bounds.

Craftmaster(600CP, Discounted for Runner Faction): Let's face it: In the apocalypse the most important person is the one that can create stuff the fastest and you've taken that to heart. What would take others hours to days to create now takes you minutes to seconds to create complex items. Whatever the creation may be.

Rais's Faction Perks

Malicious(100CP,Discounted for Rais's Faction): You are terrifying as shit Jumper. You give off an aura of menace to the point where you can make even the toughest of people back down if you were to stare them down. You also can cow into submission those that are weaker than you and have them follow your orders without question.

Champion of the Arena(200CP, Discounted for Rais's Faction): Rais picks his men from those who were able to survive his dreaded arena, but you didn't just survive in his arena. You fucking ***thrived***. Your experience within the arena allows you to take on groups of enemies with ease and to do so for large amounts of times. Your hand to hand is quite deadly, your weapon skills unmatched and your marksmanship is unnatural. If people do not fear you now, they soon will.

Raid Leader(400CP, Discounted for Rais's Faction): You are an old-hand at raiding Jumper. You can hit and run with the best of them, cause confusion and terror while achieving whatever objective you set out to do. Furthermore, you always can tell where your prey is hiding their most valuable loot and how to get at it. Lastly, expect a general boost in your strength, speed and reflexes when you are using your talents to catch the enemy unawares.

Monster(600CP, Discounted for Rais's Faction): You will be leading a group of animals Jumper, so you need to make sure to be the biggest animal of them all. You can on command exude an aura of malice so vile that even those like you will hesitate to mess with you. Additionally, you will always know just who it is within a group causing a problem which will allow you to deal with them and doing so will bring the others back into line. Lastly, you will

always be able to find like minded individuals in which to control or incite them into acts of mayhem.

Items

General Items

Pack of Medical Supplies(Free): What every enterprising survivor needs: A bag filled with the necessary medicines, medical tools and such to stitch up the wounds of others and yourself. This bag will refill at the end of each day with fresh supplies for your use.

Gun/Crossbow(First purchase is Free, 50CP): This *is* a zombie world after all Jumper, and I think it goes without saying that you will need one of these puppies. Nothing too insane obviously like a rocket launcher or anything of that yield but you can buy any gun below that and has a real-life counterpart. Should it be stolen, destroyed or otherwise lost another copy will appear within the warehouse awaiting use.

Melee Weapon(First purchase is Free, 50CP on further purchases): There are going to be times where shooting a gun is not a viable option or you simply don't want to make any sort of noise so as to avoid drawing the attention of multiple infected. Select any real-world weapon and you will gain a version of the weapon. Should it be destroyed or stolen from you, a copy will await you back within the warehouse.

Grappling Hook(100CP): Harran is a big city and you will be needing this bad boy in order to navigate it efficiently and safely. A grappling hook with an indestructible wire and hook that will grab onto most if not all surfaces. Be aware that it does have a cooldown of sorts as it winds itself back to working condition.

UV Flashlight(Free): An integral piece of your kit for surviving here, the infection has given the zombies a certain weakness to UV rays. It is not a debilitating weakness but it is strong enough

of one that going without a UV Flashlight is sure to cause trouble. So, take one. Never say I didn't give you anything.

Runner Items

Climber's Rig(100CP, Free for Runner): What every runner needs. You will be gifted with a rig that holds a flashlight, a holster for your gun and one for your melee weapon. This will also be durable enough to survive someone trying to cut it off of you to steal it. Be aware that some grabby hands *may* get your but you'll be fine...I hope.

Headset(200CP, Discounted for Runner): Sometimes you'll need your hands free to search through cabinets, climb up a building or kill an undead and having this baby makes that easier. A headset that will allow you to communicate with your allies no matter the distance.

Mods(400CP, Discounted for Runner): Something the quartermaster in the tower cooked up, here are some mods for you to take your damage to the next level. I was told these are quite effective and vary greatly. Set an enemy on fire, shock him, do both even! A cache of these will appear in your warehouse and will replenish daily

Legendary Melee Weapon(600CP, Discounted for Runner): Hoh, where did you get this masterpiece? This is a weapon of *exceptional* quality and sharp enough to slice through flesh like butter. The weapon you choose will be from a list located here for you ease of access. https://dyinglight.fandom.com/wiki/Gold-tier_Weapons Should this weapon be destroyed, stolen, or lost, you will find another copy waiting in the warehouse.

Rais's Faction Items

Body Armor(100CP, Free for Rais's Faction): Many of Rais's men are former military and took supplies with them when shit hit the fan. You were lucky enough to be able to grab a set of military grade body armor, capable of taking a few swipes from infected, bullets from the living and whatever else may be trying to kill you. If destroyed, it will have a copy reappear within the warehouse.

High Quality Gun(200CP, Discounted for Rais's Faction): Rais requires only the best for his men and since you are also now one of them that includes you. You gain a pristine condition weapon with special properties. Whether that means the gun will fire incendiary bullets, electricity , explosives or whatever. If lost, stolen or destroyed a copy will appear within the warehouse.

Antizin Surplus(400CP, Discounted for Rais's Faction): This is quite the boon to have within the city: A surplus of the drug that keeps humans from turning into infected. You will gain a pallet's worth of the stuff for your personal use as well as trading purposes. This supply will replenish after a few days and will be in the warehouse.

Headquarters(600CP, Discounted for Rais's Faction): Your very own nefarious headquarters! Complete with an armory to store weapons, a mess hall for your underlings to eat at, a barracks for them to rest at, bathrooms with running water, a storage area for supplies and a bedroom for yourself.

G.R.E Agent Items

Briefcase of Money(100CP, Free for G.R.E Agent): Being a corporate agent has perks, seems your company has gifted you with this. A briefcase filled with money. What you thought because the city went to shit that money is useless, pfft no! The amount of money within will always be enough to take care of any expenses that arise. It's not infinite money but the money will regenerate at the end of each day.

Personal Radio(200CP, Discounted for G.R.E Agent): In order to keep in contact with you and relay any updates/orders they have, G.R.E has gifted you with a long range portable radio in order to speak with you. The appearance is that of a cell phone and the color is up to you. Should it be stolen, given away, destroyed or lost another copy will appear in your warehouse.

Zombie DNA(400CP, Discounted for G.R.E Agent): What? You thought an organization dedicated to having control over the Harran virus *wouldn't* have Dna already? Yes, you now have access to the DNA of the zombies that are now residing in Harran. You may do whatever you wish with this. You have an amount of this to experiment with and create new creations with. I look forward to seeing your insane creations. Your supply will restock daily.

Safe House(600CP, Discounted for G.R.E Agent): Only the best for someone like you. G.R.E has supplied you with the location of a safehouse, upon arriving within the place you will find hot running water, electricity, a fridge and cabinet stocked with the essentials and a bedroom with the most extravagant of adornments. It will also have a workout room to maintain your physique and an armory filled with weapons. Lastly, the safehouse will only be known to you and those you make privy to its location. After this jump if you choose it will become a warehouse attachment.

Survivor Items

Pack of Gear(100CP, Free for Survivor): Your basic survivor pack filled with the essentials: Clothes, money, food and a radio. The special thing about this radio is that it will always lead you to a safe haven filled with people that aren't trying to eat your face.

Survival Guide(200CP, Discounted for Survivor): A manual full of helpful tips on how to survive fighting whatever the setting has seen fit to throw at you. The special thing about this is that it will detail the differences between the monsters, what their weaknesses are and whatever else is needed to ensure you keep breathing. Beyond this jump the Guide will update with the setting to include information of that settings creatures, both supernatural and benign.

Garden(400CP, Discounted for Survivor): Not especially fabulous or anything but this item is just as important as the rest. The garden will appear in a location that is most appropriate and whenever you plant a seed of a fruit, vegetable, drug, or whatever suits your fancy it will grow to completion within a matter of hours.

Buggy(600CP, Discounted for Survivor): A Vehicle that will allow you to navigate the city and the countryside safely and swiftly. Sure the streets may be filled with cars and such but with this bad boy you don't have to worry about that as you will be able to go over them with ease. It also has quite a bit of modifications made to it that allow for high speeds and has UV lights stored on it to deter any special infected from getting any ideas/Comes with a supply of gasoline stored within the warehouse and should something happen to it will respawn in the warehouse. You can import a vehicle into this in order for it to get the properties if you wish.

Infected Mutations

Instead of Items, you gain access to an exclusive to Infected only: Forms of transformation and customizable mutations. Take these 1000 Mutation Points. These can be converted from CP to MP at a 1:1 ratio.

Don't feel like choosing and just want a premade package? Here are some of the special infected forms for your convenience.

Viral Form(100MP): Ah yes, the earliest of the other mutations, the not quite fully a zombie but still unable to control oneself. Well, you don't have to deal with that at all and just get the benefits. By choosing this form you gain the following: **Increased Speed 2, Increased Strength 1, Heightened Sense 2.**

Volatile Form(400MP): This is the step-up of the Viral form, the Volatile form. Uglier, bigger and looking even less human than the Viral, it has everything the previous mutation with the addition of another level of **Increased Strength, Increased Durability 2,** and **another level of Increased Speed,** and **Toxic Spit.**

Night Hunter Form(800MP): The Apex, the one infected form that stands above all the rest. This form holds quite a bit of power along with extreme mutability. Usually, you would have to earn the mutations through eating humans, and just over time, your mutations would improve. But you paid for it so you will get the premium version, which includes **Horde Spit ,Acid Spit 2, UV Healing 2 ,Leapfrog, Pounce Shockwave, Toxic Spit, Increased Strength 3, Increased Speed 3, Increased Durability 3** and **Tendril Locomotion.**

Mutations

Natural Weapons(Free): Elongated Teeth, Sharp Nails, Infectious Slobber, and whatever you can think of that would be considered weaponry for the undead is here for your use. Within reason of course, nothing insane like Blade Arms or anything like that.

Acid Spit(100/200MP): It is as the name states, this mutation turns your saliva into a highly acidic liquid capable of melting through steel and inflicting massive amounts of pain to any organic unlucky enough to come face to face with you. For an additional **100MP**, the spit is upgraded in area of effect and is corrosive enough to completely melt a target in *seconds* and attracts other zombies towards the target as a result.

UV Healing(200/400MP): Normally UV light completely irritates the skin and causes death in large enough doses from those far along enough in infection, now you get to experience the exact opposite. You heal from minor to serious wounds such as stab wounds, bullet holes, and faster under the UV Rays. For an additional **200MP**, the healing is upgraded to work for grievous to life-threatening wounds like cut off limbs, disembowelment, and decapitation.

Toxic Spit(100/200MP): Similar to the **Acid Spit** mutation, this spit doesn't do the same type of insane damage that its counterpart does but it does inflict its target with a noxious poison that makes them incredibly ill overtime to a crippling degree. If you spend **200MP** the spit is upgraded from overtime to instantaneously sick and the area of effect is larger.

Horde Spit(200MP): Need to make a quick getaway? Well by grabbing this mutation, your spit will mutate to have the ability to incite the other surrounding undead to attack the target with the frenzy of ravenous dogs. The unfortunate target will need to flee quickly in order to avoid becoming the food of the horde you have summoned on them and you will have gotten away.

After this jump, your mutation will learn how to apply itself to other races so that you may do this outside of just the undead.

Increased Strength(100MP/200MP/300MP): The virus has seeped further into your muscles, infusing them with strength beyond that of 10 men, with an additional **100MP** of this mutation you gain the strength of 100 men, now capable of tearing through steel with ease. By purchasing the final rank, you now have become strong enough that nothing within the city holds a candle to you. You'll be able to toss around trucks as though they were made of feathers, destroy concrete structures with extreme ease and crush and destroy buildings with enough effort.

Increased Speed(100MP/200MP/300MP): You've become fast, fast enough to catch up to a fleeing trackstar, spending **200MP** on this mutation makes it so you can now catch up to a speeding car going its fastest with extreme ease and spending **300MP** gains you the last rank within the mutation, making you as fast enough to cross hundreds of miles within a few minutes. Fear the speed demon!

Increased Durability(100MP/200MP/300MP): You are as tough enough to withstand getting stabbed and shot at with a low caliber bullet, at rank 2 you are durable enough to withstand sustained fire from a machine gun and that last rank you are strong enough to withstand getting blasted by a tank.

Leapfrog(400MP): Your leg muscle fibers have multiplied and strengthened to an insane degree, gifting you with the great ability of leaping large distances

Tendril Locomotion(600MP): Oh, this lovely little mutation is quite the amazing thing. See, your muscle fibers have mutated and become extremely elastic, at least the ones in your arms that is, and have become able to be shot out from the palm of your hands like a rope. Yes the mental imagery of that is quite pleasant I know but hey being able to swing around the city at high speeds should be quite a good trade off right?

Companions

Import a Companion(Free/50CP additional): Want some company in this hell? You can choose to import up to 8 companions, giving them access to a single origin.

Horde of Zombies(200CP, Infected Only): Seems a group of infected have taken to following your around. You now have a large gathering of infected that will follow your every instruction

and are functionally immortal. Any perks that you decide to give them will be shared through the entire horde.

Survivor(100CP): You were running around on the rooftops when you saw that this particular survivor, whether they are male or female is up to you , was in trouble. You leaped down and helped them out of their situation and they decided that traveling with you was a safer option. They come with their own gun, melee weapon and a pack of gear.

Doctor(100CP): Somehow, your radio managed to intercept a signal from a person broadcasting a distress signal and you decided to investigate it. Upon arriving, you are greeted with a man/woman wearing a doctor's coat that has bloodstains on it who thanks you for coming to their rescue. They decide to travel with you and provide you with aid. Come with medical knowledge, melee weapon and a pack of medical supplies.

Bandit(100CP): You had just finished extorting some survivors for their supplies when you were attacked by this person. After you gave them a sound thrashing and a threat to not try that again, the bandit revealed that they had decided to test you and your abilities before declaring they would be your underling. They come with their own gear so as to not drag you down.

Jade Aldemir(400CP, Runner Faction Discounted): Nicknamed the Scorpion for her prowess in the ring, this former champion kickboxer was in Harran when all went to shit and managed to get herself and her brother to safety within the Tower. She is quite skilled with both her fists and weapons. She adopts a no nonsense attitude when it comes to things and appreciates honesty instead of a flowery truth.

Rais(400CP, Rais's Faction Discounted): The leader of a disgruntled group of military men and women who did not appreciate being left behind in hell. Tough as nails, harsher than most and respecting strength beyond all things. He is skilled in hand to hand combat, with weapons and will only follow you if you prove yourself to him.

Drawbacks: Take as many as desired,fanwank responsibly!

+100 Extended Stay within Hell: Instead of the normal month that you would be staying within the world of Dying Light, you will now spend the customary 10 years within the jump.

+100 Low supply of Antizin: It seems that something has gone wrong with the production of Antizin for the city. Now, instead of every supply drop having access to the drug, only other supply drops will have them. This means that losing out on supply drops is life or death as the longer you go without the drug, the closer to a zombie you become.

+100 Zombie Bait: You smell good jumper, good enough to eat! Infected seem to hold a particular candle to you and will more or less ignore anyone to get at you.

+200 Runners hate you(Rais Faction Only): Everyone inside the Tower has got it into their heads that you are responsible for killing someone within the tower. They will not trade with you or offer aid in any sort of way. If you end up having to speak to them, the conversation will be hostile and the reception very much frosty. Any companions will also receive the same treatment.

+200 Rais hates you(Runner Group Only): Rais is the leader of a particularly skilled group of bandits composed of former military and gangsters, and now he has set his sights on killing you as you have in his mind, done something particularly annoying to him. No trading, no offers of aid, and they will actively go out of their way to impede your progress during your stay here. Any companions that you take with you will also be targeted by them as a way to get to you.

+150/300 Zombie! (Infected Mandatory for Full Points): Pale Skin, jittery movements, and dilated pupils. You display characteristics that one would associate usually with an undead. You will definitely draw looks based on your appearance alone and sometimes that attention is not for the good. Though a positive of this is that you will be able to blend in with the zombies that pervade the city. If you are infected this is worth **300CP** as it is upgraded to smelling completely and utterly repugnant as though you were decaying from the inside like your undead brethren.

+300/400 Infection: Oh. That's not good. You've become infected with the virus and as such now require a steady supply of Antizin in order to not become one of the mindless masses outside. For an additional **200CP**, you now require double the dosage of Antizin in order to survive and not deal with the horrible effects of the virus which include seizures, heightened aggression, and loss of control of oneself. Be aware that a single vial usually is what staves off the effects, you now require two of those vials and it is usually not easy to come by.

+400 Tougher Zombies: Take this at your own peril, the zombies seem to have continued to mutate beyond what was previously projected. Instead of the normal somewhat lethargic undead that were around with a minor amount of fast ones, now they are all fast as virals. The special infected also have mutated to become stronger than previously expected. Virals are stronger and faster, Volatiles have become the stuff of nightmares, now capable of wandering around during the day and chasing after you. Thankfully they only will give chase if you end up wandering too close to their nests.

+400 Replacing a Crane: Kyle Crane died shortly after crashing into the city and was eaten alive while trying to escape his parachute. Thankfully, G.R.E has prepared a spare in the event that this happened...that's you jumper. You now replace Crane as the protagonist of the story. Welcome to Harran.

+600 Oh SHIT! (Factionless Only): You have been accused as the one who started the Harran Virus and created hell on Earth, now both the main factions within the city have put aside differences in order to put you in the ground. Nowhere is safe, nowhere to rest. This is the ultimate challenge of survival, how long can you go when an entire city is after your head Jumper?

+600 Things go bad. Real bad: Usually this city would be overrun with slow zombies, a smattering of special infected that would cause problems, and the usual bandits causing trouble. Nothing unmanageable right? Well, unfortunately, that's no longer the case. It's been found out that the Volatiles have a leader and it is hyper-intelligent. Capable of planning grand plans, and is currently amassing an army of incredibly dangerous zombies to come and take over the city. Guess who gets to deal with this mess now and I don't have to tell you that should this be allowed to escape the city, it's a chain ender. Alternatively, if you take this perk as an **Infected**, you will be dealing with a united front of survivors who wish to exterminate every single infected within the city. You must make sure that you are not among them at all because death here means the end, regardless if you have perks to negate that.

Scenarios: If you'd like to spice up your time here and gain some extra rewards, here are some extra little adventures that you can go on. You can take more than one Scenario if you so choose and gain the rewards from them if you want, the only trouble here is how much of a challenge can you handle? In addition to taking Scenario, you get a 500 CP per Scenario taken.

Bozak Horde: Well, this is quite the pickle now isn't it? Someone has kidnapped you, taken you to an unknown location, and attached an explosive collar around your neck. As you sit there trying to regain your wits and wondering about the situation you have found yourself in, a man begins to talk to you over an intercom system. He identifies himself as Bozak and has taken you as you have interested him enough with your prowess in combat and movement - don't ask how he knows, he just does - and wants you to go through a set of challenges to prove that his attention on you was not a mistake. Refusing is not an option as if you do not follow his instructions or are just a bit too slow on completing the challenges, the collar explodes. The challenges will consist of disarming bombs, killing volatiles, and special infected galore and even fighting other survivors who have gotten pulled into this situation. Once you complete his challenges and stand victorious, you will be directed down a series of hallways to an elevator that will take you to the man himself: Bozak. He will then proceed to reveal to you that his name is not Bozak, it's more of a title and that you have been completing challenges to become the next Bozak. He will then give you your final challenge: Defeat him and win your freedom. To make this suitably challenging to the infected and the more suitably experienced Jumpers, he will be scaled to be up to your level in both strength and skill and will display minor powers associated with being an apex hunter.

As a reward for defeating Bozak and claiming the title, you will now be known across the multiverse as a great hunter and slayer of everything that walks. You also gain the ability to put others through the same trials that strengthened you and made you better than you were before.

Go forward and Rule Bozak.

The Following: There've been rumors floating about a community that exists in the countryside near Harran that is living prosperously and without fear of the undead or the infection. This is because the biggest part of the rumor is that the community and all who inhabit it are immune to the virus. You will be sent by whichever faction you joined or you'll take the initiative yourself to go and see if they are true, drawn by the possibility of a cure. Of course, this will take a few days as you are an outsider trying to gain access to what could help end this nightmare, so after ingratiating yourself with the locals and being generally helpful, they let you meet their leader in private. Their leader turns out to be a human/volatile hybrid that somehow managed to convince a group of people that she is the prophet of a god and has become the leader of their community in secret. She talks to you about the supposed cure and as it turns out it is a cure, but only a false one. It stops the virus from going further but transforms you into what she is and now she confronts you with two choices after she explains this. You either choose to go along with her plan of containing the virus which blows everything up or you decide to reject her truth and kill her. Be warned that this will turn her immediately hostile and she is quite a formidable opponent. Strength of Ten Men, speed to match, and the raw animal ferocity that she keeps locked up inside of her.

As the reward for defeating the Night Mother, you gain an alt-form that matches hers but is quite different all the same. You are able to do everything she did but your infection makes it so that you are able to create a cure from your blood for any virus from here on, in addition, you can also mass-produce hybrids of any two conflicting races seamlessly and easily as long as you combine your blood with the other two in question. So, Saiyan/Kryptonian hybrids are now within reach.

On the other hand, if you accept what the Night Mother is telling you and decide to go along with her plan to blow Harran off the face of the map to contain the virus, you will gain the ability of complete immunity to any and all diseases. Whether they be magical or mortal, none shall ever trouble you again and you gain the ability to pass this on to others simply by sharing your blood and choosing to impart this unique trait.

Save The Day, Hero: Save the city and get every single person worth saving out, make sure all traces of the virus disappear and expose G.R.E. for their attempts in trying to take the virus and weaponize it for profit. Keep in mind that it will be incredibly hard to do this as you are on a time

table to make sure that the United Nations does not come and firebomb the city with you and all the inhabitants within it. If you are an Infected that wants to do this scenario, you may be in luck.

Since you can talk and have maintained your faculties, you can choose to use a radio to communicate with survivors so as to avoid being shot at or otherwise hassled by those who see your appearance. As a reward for completing this scenario, you gain the uncanny ability to be able to locate people in distress with startling accuracy, to the point where some would question if it's supernatural or not. You also get the title of **Savior** for your efforts which identifies you as someone who went out of their way and at great risk to save the lives of others, and people will hold great respect for you. You can apply this title whenever/wherever you wish and it will work.

For the G.R.E.-ater good(if you took the Drawback Replacing a Crane): As it was Crane's job previously, it now falls to you. You must go into the city, retrieve the data that implicates your Corporate Masters for their part in this infection along with their plans to weaponize the virus for-profit, and escape the city to avoid being caught in the fiery blast that will ensuingly consume it. Be aware that you will come into opposition in the form of Rais who was formerly employed by G.R.E. and will do whatever it takes to ensure that you and your Masters suffer for their part.

Upon completing this scenario, you will be awarded something special: G.R.E. and all the connections that come along with being a multinational peace organization that dabbles in virus manipulations. Furthermore, you will gain the ability to create viruses like the Harran Virus and spread it if you so choose and create the cures to distribute them for profit.

Prison Heist: As you wander around the city and trade with others, you manage to hear whispers of a prison near Harran that was impacted just like everywhere with the virus so normally you would just ignore it, except the whispers also speak of an armory filled with tons of useful equipment, guns, and supplies that would be extremely useful to whoever manages to traverse the place and get to the vault. However, you will not be the only person who has heard of the place and decided to plunder its innards for yourself. You will be competing against others to get to the treasure before everything is lost forever behind a timed lock. Oh, did I forget to mention that the vault is actually on a timer that will be unable to ever be opened again should you not move fast enough?

As a reward for completing this Scenario and getting to the vault, you gain access to the abundance of ammunition stockpiled within, guns that are in astoundingly great condition, body armor that looks brand new and tons of food and medical supplies enough to supply an army with; but that's not all. For managing to even complete this scenario at all you now own the formidable fortress that housed the very vault and it travels along with you to other jumps. Any person imprisoned within this place comes along with you and will be provided automatically by NPCs that will populate the place; anything supernatural will need additional protections. Lastly, the aforementioned vault will be updated with weapons that are available within the setting

along with the ammunition needed for them, equipment for the setting, and armor that matches the setting, and will be of high quality. Nothing supernatural of course.. For ease of access, the settings will be separated by sections with the jump names labeled.

End of Jump

Go Home: Maybe you've just had enough adventure to last you a lifetime, you can take whatever you have within this jump, along with any companions and properties that you have gained on your journey.

Stay: Oh? Do you actually wish to stay in this world? Well, that's fine, whatever you came into this jump with along with whatever you have gained are kept with you, a life-like double with a copy of your mind is sent back in your place as to not leave your family heartbroken. Take this additional **1000CP** to spend on the document once more as a gift.

Leave Harran: I don't blame you for wanting to leave, you can go on without a doubt in your mind that you never have to deal with anyone or anything ever again. Best of travels jumper!