

A

Jumpchain

Adventure

Version 1.0.0

Welcome to the world of Wrong Turn. This series of slasher films primarily follows the activities of a deformed, inbred cannibal known as Three Finger and his kin, especially his brothers Saw Tooth and One Eye, as they make their lives in the backwoods deep in West Virginia. Given this is a series of slasher films and the primary connecting thread is a cannibal, you should probably know what to expect.

Of course, Three Finger isn't in all the films. While he connects the original film, and its increasingly schlocky direct-to-video 2 sequels, and 3 prequels, there was a theatrical 'reboot' in 2021 which may or may not even be in the same universe as the other films. They have the same writer as the original film, and both focus on young adults getting killed deep in the Appalachian Mountains after going somewhere they were warned not to. Maybe this is just a universe where the Appalachian Mountains are dangerous.

Of course, this also seems to be a universe where inbreeding and industrial waste induce superstrength and cannibalism, so maybe there's a lot of other dangerous pockets out there.

Either way you'll be starting a grand Appalachian vacation, and while you can leave the mountains well before the decade is over, you will be staying here for a decade so hopefully you won't encounter too many of the world's local spices. You can expect to encounter at least some of them though. It'd be boring otherwise, wouldn't it?

To help you make your way in this universe, you'll receive these:

+1000 Choice Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Tourist: You're not from around here. You're from one of the big cities like New York, or San Francisco, somewhere with culture and capital. One way or another, though, you

seem to have decided that the Appalachian Mountains would make a good place to vacation… hopefully you won't regret it. Alternatively you're really not from around here and have neither connections to or memories of this world as you're a drop-in who has just appeared in the Appalachians.

Local: You're from West Virginia or at least the Appalachian Mountains. You grew up in some small town nearby. Maybe you've visited some 'big city' like Charleston, Roanoke, Asheville, or Greenville, but if you've ever been much further afield than that it's probably as part of the US military.

Hillbilly: You're from West Virginia or at least the Appalachian Mountains. You come from an isolated clan that has lived in these mountains probably since before the colonies rebelled against the British and become divorced from the common culture and society of the mountain folk, living on its own in a way that has shifted towards some rather unsavory and overly insular practices involving violence towards outsiders and a family that's a little too tightly knit together.

Survivalist: You're from the Appalachian Mountains, maybe West Virginia. Your family has been in these mountains since the first European settlers, and your come from a village of individuals who have cut themselves off from the rest of civilization since before the Civil War. Oh you might have visited a nearby town to observe and spy on the outside world, but you were born and raised in an isolationist compound dedicated to preserving its peaceful way of life against the corruption and wickedness of the outside world by any means necessary.

Location:

You will begin in a highly isolated region of the Appalachian Mountains. You're somewhere off any major roads or tourist destinations, and if you're not in the territory of the Hilliker brothers, you're in the territory of the Foundation, or another similar group of killers. Possibly your own if you are such a killer.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Guns the Great Equalizer (200 CP): Well normally they might be. But with you it really seems like people just can't aim. It's not impossible for somebody to shoot you, just like it's not impossible to hit someone with a smoothbore musket, but people can't properly aim at you with guns. This does only apply to guns, not to bows, or thrown weapons, or energy blasts, and they'll still be in your general direction which might be enough with a shotgun.

That's Why They Pay Us the Big Bucks (200 CP): You are an excellent businessman. You might not be particularly skilled at whatever it is that your business does, but you understand how to attract investors, marketing, how to invest, and generally how to manage a business. You might need to hire people to actually run a hotel, engineer designs, make the new hot fashions, or whatever it is your company does, but you know how to organize, manage, and market a business to make it grow.

Blood Ties (400 CP): If there's anything these movies showcase, it's that nobody supports you like family. This is now definitely true for you. Your family is extremely loyal to you. While this won't stop them from sometimes having conflicts with you, you can trust that your family members will always pick your side against an outsider and wish the best for you if in their own twisted way. Even long lost relatives who you only just met seem willing to stick with you against their friends and loved ones. You could probably convince your cousin you just met to help you cover up murdering their friends including their longterm girlfriend. It's almost like mind control. You do have to support them and have their back too, at least somewhat; killing their friends is ok, letting someone else try and kill them while you watch and do nothing is less so. More distant relatives will be less affected, but if your family tree keeps tying back into itself this might not be so much of a problem.

Tourist Perks

I'm Like a Fox (100 CP): That is to say you're sexy and sleek and you get what you want. You've got the sort of looks to put asses in seats for a horror movie. These aren't the looks to be cast as the star or lead heroine. The last girl is rarely the most attractive after all. These are the looks to be cast as the hotter victim.

You will also find that while your hair, make-up, and the like can get messed up by things like being chased through the woods by killers, they have a way of messing up in an artistic and attractive manner.

Speed Racer (200 CP): You really should drive more carefully on narrow, curvy mountain roads with minimal visibility. Though just in case you don't, you now have incredible luck at surviving vehicular collisions and crashes. You even seem to generally avoid (major) injuries in these.

You are also an excellent driver, with good reflexes when driving at high speeds, even when using an unfamiliar vehicle. This won't let you pilot a plane without training, but going from a car to a tow truck you won't have many problems with the different way it handles or getting accustomed to the difference in size.

Forgot About Me (400 CP): People have a tendency to do so. At least during fights. This does require you to be relatively inactive, and them to still be fighting, so it's not the most useful in a one-on-one fight, but if you're temporarily removed from a still ongoing fight, your opponent(s) don't seem to follow up on it or even consider the possibility that you'd get back in it. And once they have forgotten about you in a fight, you'll find that not only is it pretty easy to get a clear shot on them, but that your attack hits a lot harder than it normally would.

Final Girl (600 CP): You're not necessarily smarter than others. You're not necessarily a better survivor. But you've got the special sort of luck that makes a final girl. Enemies have an odd tendency to miss you, especially when attacking from surprise, and when they don't miss they have a tendency to hit somewhere non-lethal. This becomes less effective in a drag out fight, so be careful, but you're not too likely to get into one because would-be killers tend to target you last unless given a really good reason to target you in preference to others.

Even when they do decide to target you, people will often find themselves wanting to kill you slowly, or in a ritualistic fashion, and possibly after they've done other (possibly worse) things to you first, instead of just stabbing you and getting it over with. This might

be a bit questionable as luck, but it'll give you a better chance to find a way to escape or be rescued, and you will find that people are oddly willing to risk themselves to save you; your friends and allies are far less likely to leave you behind, and that group of rednecks you were rude to might still decide to save your life from the cannibal hillbillies or crazy cultists even though it means risking their own.

Local Perks

X-Treme (100 CP): There's a reason people go to out of the way, physically difficult mountains. You're now an expert rock climber, snowboarder, white-water rafter, and skier. Climbing a cliff after your line is cut and without tools, or skiing to town through a snowstorm aren't necessarily easy for you, but you have a real chance of survival. This actually extends to other x-treme sports too.

At Hand (200 CP): You tend to just find weapons available and at hand. You seem to be able to find something that can be used as a weapon in short order in almost any situation, but this becomes much more effective when you're actually in a fight where for some reason you will find actual weapons laying around ready for you to grab easily. In a modern world this might be a shotgun, a knife, a bow and arrows, or even a stick of dynamite; it won't always be an optimal weapon you'd prefer, but it will be some sort of thing designed as a weapon.

Nerves of Steel (400 CP): You have them. You don't panic but are able to remain calm and level headed even in (extremely) dangerous situations. This doesn't mean you don't feel fear, or even don't get the surge of adrenaline that comes with danger, just that it doesn't cloud your mind with useless panic.

Beyond panic, your steely nerves give you an extremely high pain tolerance and ability to push through pain and injury. A gunshot to your leg might still slow you down, but you could limp miles on it if you had to, and one to the gut would probably not even slow you down. This also means you can take a surprising amount of beating; while this won't let you survive a fatal wound and a mortal one might still be mortal, you are much more resistant to shock, and death from accumulation of wounds that individually would be survivable.

Oo-Rah (600 CP): You are a fully trained U.S. Marine. This makes you a veritable badass on a level wholly above some mere army veteran from Iraq or Afghanistan. You almost seem like you'd be more at home in an action movie than a slasher. You have physique and fitness which could be described as 'peak human', and will find it easy to maintain this with only a small amount of exercise. Your situational and tactical awareness in a fight is nearly impeccable; it's still possible that a slasher villain might sneak up on you, but it's no longer a safe bet for them.

You are also surprisingly good at going hand-to-hand with people who are much stronger than you. When facing a physically superior foe you seem to be better at hitting home somewhere critical, and rolling with blows or avoiding lethal wounds. You even seem to

compensate somehow: a stronger foe might find you faster; a faster foe might find you hitting harder; and one that exceeds you in all physical attributes might see you showcasing even greater skill in combat. This won't always be enough to compensate, but you will show them why not to mess with a marine.

This won't guarantee you'll be walking away from a fight with a slasher villain victorious, but you really are the wrong person for one to pick to go after.

Hillbilly Perks

Cannibal (100 CP): You are able to toggle off the revulsion that you would feel towards hurting, and/or eating, other people. This allows you to remove all the natural hesitation and aversion against striking another person with lethal force, or shooting them, and even any learned or conditioned aversion as well. You might still hesitate to kill a certain person due to a personal connection, but when you use this toggle to turn it off the idea that 'killing' is wrong is no longer part of you.

You are also resistant to developing diseases and parasites (including prion disorders) from eating (diseased) members of your own species. In fact a cannibalistic and/or anthrophagous diet seems to slow (but not stop) your aging and generally increase your health making you more resistant to other diseases, reducing the effects of genetic disorders, and even helping put things like cancer into remission.

Trapper (200 CP): You are an expert at the construction and creation of hunting traps. This can range from mere tripwires, to full blown death traps where when they're disturbed a full sized log goes rolling down the side of a mountain, or several wooden spikes launch out at whoever disturbed it. You will also find it strangely easy to work with materials, and engineer traps; you might not be able to engineer a pulley system to get water from a well, but you could engineer one to rip an intruder's arm off with a length of barbed wire, and while you might not know how to put together furniture from wood, you could build a sophisticated wooden trap. When the goal is to maim, and kill, via a trap designs just seem to click so much more easily.

Quiet Killer (400 CP): You have nearly preternatural stealth, able to move with a silence that would be impressive for a predatory animal much less a human, and have an instinctual understanding of what angles you could be seen from, constantly aware of where you're visible from.

You will also find that people you kill are oddly unlikely to scream, and to even have their body hit the ground quietly. This only applies once you've applied a lethal wound – it doesn't have to have been immediately fatal, but they have to be dying within a few minutes from it – so if you just injure someone they can still scream.

Mountain Breeding (600 CP): People can argue about the detriments, but you're a demonstration of the strength of these mountain folk. You have freakish, mutant strength being strong enough to throw an axe with enough force to send an old lady flying and pin her to a wall several feet behind her, or to cut someone in half from head to crotch with a single swing of the axe. Though some of this might not quite be strength, because while

you're certainly strong enough to break world records, the sheer force and impact of your blows seem to be more than even your freakish strength would account for.

And you're at least as tough as you are strong. You are able to take an inhuman amount of beating. Even things that really should just kill you won't do more than stun you for a time. You could survive being hit by a car, having an axe buried in your chest, taking a headshot that missed the brainstem, having a spear plunged through your chest, or being shot by a shotgun that visibly tears your chest and stomach open and knocks you off a cliff into a shallow, rocky river. Now taking all of this in a row would probably bring you down, and you do still have vital organs, but you can take an extraordinary beating.

You are also capable of easily compensating for physical handicaps and deformities. While you can't just ignore having one eye, or missing 2 fingers, you will be able to compensate naturally with an unusual ease, and something like a hunchback or one leg being shorter than the other will have a reduced effect on your wellbeing and capabilities.

Taken with **Nerves of Steel** your ability to recover from it all will be increased. While you can't regenerate lost limbs or organs, you can heal from most things incredibly well. Take an axe to your chest? The wound is healed within an hour. Get run over? You can simply walk off the internal bleeding and organ damage in a dozen minutes. Get shot in the chest with a shotgun that tears you open and launches you into rocky rapids fifty feet below? You'll be fine by tomorrow, or the day after at the latest.

Survivalist Perks

Hunter (100 CP): You are a fully trained and experienced hunter. While you might want to supplement your diet with some plant husbandry or agriculture if you intend on living in a single place long term, you are fully capable of surviving as a hunter-gatherer in the Appalachian Mountains, and know woodcraft, bow hunting, and how to make basic hunting traps; though you want be creating anything too impressive with just this.

Self-Sufficiency (200 CP): You are adept at frontier living. While you might not have the skills to build modern technology, including electronics or indoor plumbing, or to be a master craftsman, you know enough carpentry and blacksmithing to build a house, have an understanding of agriculture needed to be a farmer, know enough first aid and herb craft to treat wounds and symptoms and identify when an infection will require amputation to survive without modern medicine, and generally make a homestead away from civilization without issue.

No Sickness in My Family (400 CP): You're healthy. You have an incredible immune system, and in ordinary situations just simply do not get sick. Even something bioengineered or supernatural would find you hard to infect. You also don't need to fear cancer. This also comes with a clearing up of genetic disorders or diseases if you want it, and, even if you don't take this offer, ensures you'll never pass any genetic issues down to your children.

Founder (600 CP): You have the qualities to be a community leader. Specifically that of an insular community that rejects the outside world. This doesn't give you the skills to make a community totally self-sufficient, but you excel at working within a close, tightly knit community, and in ~~cult brainwashing~~ helping the rare newcomers assimilate into the community, and making certain that these newcomers and the native inhabitants feel like they are a part of the community and develop an intense loyalty to it and each other. This is easiest with an isolated and insular community where you can give at least some personal attention to every member of the community.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Raft (100 CP): This is an inflatable raft. It's strangely easy to inflate. It will repair itself within 24 hours, and if you lose it or simply need it, it will come floating down through a body of water within 24 hours.

Shack (100 CP): This is a small, wooden house. Despite being called a shack it actually has multiple rooms, but it is one story and rather ramshackle. It doesn't have plumbing or electricity, though it does come with a well. This shack will insert into an appropriate location in each jump and will retain objects placed in it. It will also repair and maintain itself over time; it will never repair itself to a state of full repair, always remaining barely standing, and ill-repaired.

Snowmobile (100 CP): This snowmobile will automatically maintain, repair, and refuel itself over time when not in use.

Lonely Mountain (300 CP): This is an uninhabited mountain. This mountain seems to quickly develop a bad reputation with the local communities, and beyond that seems to naturally discourage visitors. When someone does visit it they have an unfortunate tendency to either be lost or not have informed others of where they were going.

This mountain will retain modifications, good and bad, and insert itself into future jumps at an appropriately isolated and difficult to reach location; you may choose to have it not insert itself into a jump. At the start of any jump you may restore this mountain to its original, unmodified state.

Clan (300 CP; requires Lonely Mountain): It would seem that your **Lonely Mountain** is not so uninhabited. This is a small, self-sufficient community made from a mingling of various mountain clans. At this point they're all a single extended family of hunters, farmers, and murderers, who while they might not be able to maintain a modern, urban lifestyle, can sustain the community with nothing more than the resources of their

mountain. They are a very loving family, and while some look normal, they include individuals of varying levels of deformity. They also possess varying levels of superhuman strength and durability which scales with their deformities; the most deformed don't quite reach the level of **Mountain Breeding** but they get close while the completely non-deformed are merely somewhat above average for a human and not necessarily outside of the human range. You are recognized as the patriarch of this entire extended family.

If you want this can be somewhat less incestuous like the Foundation having been founded by a greater variety of initial families. You can even have none of them be deformed.

This population will retain modifications, good and bad, though at the start of a jump you can reset it to its initial state. If you choose to have the **Lonely Mountain** not insert into a jump, this clan will also not insert into that jump being put into stasis for the duration.

Armored Car (600 CP): This is a 50 year old wrecked armored car. It is also full of money, enough money to make you an extremely rich individual.

Post-jump this armored car will have any spent money replaced and the money updated to local currency. Post-jump this armored car will automatically repair, maintain, and refuel itself over time when not in use.

Tourist Items

Pharmacy (100 CP): This is a large baggy of weed. That is pot, cannabis, Mary Jane, reefer, the Devil's lettuce, marujauna. It's primo stuff, low in the addictive compounds, and guaranteed not to give you a bad trip. It will also refill over time.

Revolver (200 CP): This is a revolver, or maybe another form of pistol. It will reload and maintain itself over time, never jam, and is strangely silent when you fire it. There is a sound, but it's more a small whoosh or whistling than the sound of a bullet and there's no sound of the gunpowder explosion that shoots the thing.

32 Cameras and Mikes (400 CP): This is a collection of 32 professional grade digital cameras and 32 professional grade microphones. Included with them is a receiving device which can be hooked up to a computer, and to which they will automatically transmit everything they record no matter where they are set up. This device will also save copies of everything they record as well.

Dream Car (600 CP): Is this car even real? This is a sports car, or otherwise high end and fancy car. More than that it is just better than it should be. It accelerates quicker, gets better traction, has a higher top speed, is more responsive to steering, has more effective brakes, and just functions better than a car of its make and model should. Beyond that it never breaks down, needs no maintenance, is much more resistant to damage than is at all reasonable, repairs itself at super speeds if it is damaged as if it had a healing factor, and doesn't seem to actually need fuel. This is the kind of car people can only dream they have.

Local Items

Cocktail (100 CP): This is a glass bottle filled with moonshine. While you could drink it, a cloth is inserted into the bottle and if you light it on fire and then throw this bottle it will spread its flammable accelerant wide as it catches ablaze. When thrown this way it seems to burn more readily and longer than moonshine should, and spread out further as if there was more moonshine in the bottle than reasonably could have fit.

Whether you drink it or burn it, this bottle will be refilled or replaced daily.

Dynamite (200 CP): This is 3 small sticks of dynamite. You don't have to worry about them going off by accident, even sticking them in a fire won't set them off if it's not done intentionally to set them off. Conversely if you light them to have them explode they won't ever go out by accident, requiring an intentional act to prevent them blowing up. The wicks also seem to burn at a rate based on your needs and desires; while they won't go off on your mental command, you do seem to be able to make them burn at least half or twice as fast as they should and maybe a bit over. Finally you will find it strangely easy to attach these sticks of dynamite to the heads of arrows, and that it doesn't seem to affect the flight of the arrow when fired.

One stick of dynamite will replace itself each day if used.

Shotgun (400 CP): This is a perfectly ordinary shotgun. At least by Hollywood rules. Which means it has very little recoil, and yet is unnaturally high powered shooting out with enough force to send people flying if they are close enough. It also doesn't need to be reloaded, simply reloading itself after a few moments before shots.

Redneck Posse (600 CP): This is a truckload (pick-up not big rig) of mountainfolk. They're armed with flashlights, guns, molotov cocktails, and a surprising skill at using them in a fight. They don't normally seem to exist, but when you're in trouble they'll come driving up. It just might take them a while, especially if you're somewhere hard to access, and if you're imprisoned or something there's no guarantee they'll be able to fight through whatever it is in their way and save you. Once they do come to your aid they'll stick around for a few hours, up to two days if you really need them to, but after that they won't be able to appear again for at least as long as they were summoned previously.

Hillbilly Items

Ice Drill (100 CP): This is a gas powered ice drill. Surprisingly easy to wield as a weapon despite its large size, awkward design, and the force of the motor running it. Alternatively this can be some other gas powered tool like a chainsaw, large, high powered weed wacker, or jackhammer.

Tow Truck (200 CP): This tow truck is quite good at traversing difficult roads, seems to be able to tow heavier loads than you'd expect, and will repair, maintain, and refuel itself over time when not in use.

Anon Springs (400 CP): This is a large hotel. It's well furnished with some serious antiques, and comes with hot springs that provide hot water for an indoor spa, and a heated outdoor pool, in addition to having access to an electrical grid and plumbing system even if the local setting lacks one. It's unfortunately in something of disuse, with the majority of the hotel having had its rooms unoccupied for decades, most of the furniture packed away for storage, and a general element of disrepair with dead outlets, wiring that needs replacement, and mold and mildew in the health spa, but you can fix that, can't you?

This hotel will retain modifications you make to it, and will insert itself into new jumps somewhere appropriate with you holding full legal right to it. It also comes with a pair of caretakers or staff, who might be married, cousins, or brother and sisters; it's hard to tell which. They consider you part of their family, and do seem to count as being related to you. They are followers not companions.

Grandfather's Bow (600 CP): This is a simple hunting bow. Its pull weight is rather impressive, but even without training you seem to be able to handle it like a trained archer. Though maybe what's more impressive is how its pull weight seems to increase with your strength, so that the stronger you are the more force it will put behind its arrows; somehow they won't even explode from the force of being shot out from it if you're strong enough. It is also strangely easy to use this bow as if it was assisting you with your aim.

It comes with a quiver full of arrows which will restock themselves over time as they're lost.

Survivalist Items

Knife (100 CP): This is a knife. It's a fairly big knife, and holds its edge unusually well. While it is more of a hunting knife, it's strangely good as a throwing knife, always seeming to hit with the blade and not the hilt.

RV (200 CP): This RV will repair, maintain, and refuel itself over time when not in use.

Hunting Outfit (400 CP): This is a specialized camouflage suit. It resembles a ghillie suit, though it has an animal skull as a mask or helmet. It's a *near* perfect camouflage suit for a specific natural environment – it could make you virtually invisible against a specific species of tree, or match the local leaf litter – and once per day you may change it to another natural environment. This suit also completely hides your scent when it is worn, and your body heat as well.

Traps (600 CP): This is a collection of several dozen 'hunting' traps ready to be set-up. These range from things like bear traps and snares, to deadly swinging spikes and blades.

You will find additional traps for any property or territory you acquired directly from a jump document. The number of these traps will scale with the size of the property; a house might have 2 or 3 traps built into it to deal with home invaders, a mountain would have dozens and dozens built around it; not enough to make every step a trap by any means but enough to be dangerous to unwanted intruders. These additional traps will include things like concealed pits (possibly with spikes) and tree logs ready to be rolled down hill or swing down to hit someone triggering them hard. These traps will set themselves up at the start of each jump if desired, and will reset themselves automatically (though not while they are holding a captive).

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than one of the 3 Hilliker/Odet brothers (Three Finger, One Eye, or Saw Tooth).

The Brothers (100 CP/200 CP/400 CP): For 100 CP you can recruit One Eye or Saw Tooth. Three Finger, being significantly harder to kill and the most dangerous of the brothers, is 200 CP. For 400 CP you can recruit all three brothers, and their father Maynard Odet if you wish, sharing a single companion slot.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Special): You may reduce your stay here to as short as 1 month. This requires the **Took a Wrong Turn** drawback, and will half the value of all other drawbacks, or if you reduce your stay to below 1 year reduce the value of them to 0 other than **If We Kill Them We'll be Just Like Them, One Eye, Economically Depressed, Leg Irons** which are reduced to 50 CP each, and the 300 CP drawbacks which will be reduced to 100 CP each.

Country Roads (+100 CP): Vehicles you drive or ride in have a tendency to break down, crash, get towed, or otherwise lost especially when you're in unpleasant places to be stranded.

How Hot is That (+100 CP): You are sex obsessed and have a libido that would be described as healthy if it was divided up between several people.

I Can be a Bit of a Bitch (+100 CP): You're generally stand offish, rude, unfriendly, and just not the most pleasant person to be around. You can still make friends, and even stand by them, but expect to treat strangers like crap, and even your friends will have to learn to get around your pointy edges.

If We Kill Them We'll be Just Like Them (+100 CP): What do you think you are some sort of superhero? You have an idiotic (and strict) no killing rule, even when being hunted by murderous cannibals.

One Eye (+100 CP): You're missing one eye. This comes with depth perception and blindspot issues.

The Place You Belong (+100 CP): You will be spending your entire decade in this jump within the Appalachian Mountains. You just can't leave the mountain range for one reason or another.

Took a Wrong Turn (+100 CP): Oh, sorry, it looks like you're a star now. You will start your jump lost and stranded in the mountains being hunted by the Hilliker/Odets. Any vehicles, teleportation, super speed, fast travel, immunity to being lost, etc will be disabled until you've survived the hunt and returned to civilization.

When It Comes to Money (+100 CP): You'll do nearly anything, though usually you will pursue the quick and easy route. You're greedy and unscrupulous when money is involved.

Humanitarian (+200 CP): You are a humanitarian. That is to say, like how a vegetarian eats only vegetables you eat only humans. Oh wait, that's a different word, isn't it? You're a cannibal. If you can't obtain meat from other people, you'll eat your own flesh, and you will find yourself hunting and killing people to eat them.

Economically Depressed (+200 CP): You're broke, will regularly go broke again, and somehow find yourself in places where there's not much to buy even if you had money (or were just willing to steal). You will also find that your out of jump items are among those that there wasn't money for and that you have no access to them or your warehouse for the duration of the jump.

Kind of Cute if They're Stoned (+200 CP): If they're sober you're definitely not cute. In fact you're quite hideously deformed, looking at least as deformed and ugly as Saw Tooth, One Eye, or Three Finger. You can maybe pass as human, but you might find that many people have trouble accepting you as such.

Leg Irons (+200 CP; requires Took a Wrong Turn): You're a convicted criminal for a major crime. Thankfully you were being transported and the bus you were in crashed. Unfortunately this was because the Hilliker Brothers attacked it and you're now stuck in their territory, chained to a group of convicts, with the keys to unlock them gone, and the chains are strangely resistant to attempts to cut or break these chains using anything from out of jump. Even if you do escape the Hilliker Brothers you are a highly wanted criminal and can expect a nation-wide or even international manhunt.

The Hills Have Eyes (+200 CP): You seem to have the absolutely worst choices in places to go as you can't seem to help but find yourself in the middle of buttfuck nowhere where there's no contact with civilization and you are at risk of being attacked by inbred cannibals, and murderous cults. And you will be attacked by them. Not all will be as strong as the Hilliker Brothers, but Texans wearing other people's faces, Nevadan savages straight out of the Road Warrior (if they didn't predate it), and maybe even underground dwelling off-shoots of humanity are all things you can expect to encounter now. And some might well have the same sort of strength and power as the Hilliker Brothers.

Horror Chick Stupid (+300 CP): You are. You absolutely panic and go to pieces in a life or death situation, and don't particularly handle lesser forms of danger (or inconvenience) well. You are whiny, demand that other people fix things for you, rely on the protection of others, and throw a fit when things don't go your way. You also have the survival instincts to free the sociopathic killer because he promised to let you go if you do, and then let him get a weapon while alone with you and significantly stronger and more skilled in a fight than you, or more generally the character in a horror movie who makes the decisions that get not only yourself but everyone around you killed.

Slasher Shared Universe (+300 CP): You will be regularly encountering other unrelated slasher villains who want to kill you. This includes the likes of Mike Meyers, zombie Jason Vorhees, Freddy Krueger, and Art the Clown. Heck, you might even meet Pinhead, Pumpkinhead, and the Deadites despite them being demons and not from actual slasher movies just because they get grouped as slashers for some reason. You'll even encounter OC slashers. You will be hunted for the decade.

The Apocalypse: Ultimate Survivalist (+300 CP): The nuclear apocalypse happened. You're in a post-apocalyptic heavily irradiated wasteland with a complete collapse in human civilization, a heavily damaged global ecosystem, and given this world you can expect the radiation to be causing mutations that make individuals stronger but hungry for flesh. And because the places least hit were those places that were most isolated, the pre-existing cannibals and strange mountain cults survived and are now flourishing as the ones best suited to this new environment.

Twists of Fate (+300 CP): From time to time you set off various reality tv show tasks you must complete. These events have tight time limits. Unfortunately if you fail to complete one of these tasks you will fail the jump immediately. I hope you have fun with them.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Turn Back: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Park: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Drive On: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Why is X-Treme the Local 100 CP perk? The sports show up a lot, and it was originally going to be the Drop-In background, and the marine from the 2nd film just didn't quite give a 100 CP perk to go with the rest of his perk tree and that generally thematically fit him.

Changelog:

Version 1.0.0: Released.