LOST

A Jumpchain Gauntlet



Welcome Jumper, to *The Island.* A seeming paradise that hides both danger and mystery in equal measure. If you wish to survive your stay here you will need to keep your wits about you and maintain an open mind. During the course of this Gauntlet you will have your outside Perks/Powers, Items, and Warehouse locked Away, reducing you to your Bodymod. And as this Jump is a Gauntlet you will not receive a starting stipend of CP, instead you must contend with Drawbacks. To succeed in this Gauntlet you must survive and escape *The Island.*



Origin

You are a survivor of Oceanic Flight 815 which crashed on September 22, 2004, and find yourself stranded on a beach with the other middle section survivors. You may freely pick your Sex/Gender and select your Age from between the ranges of 18-60.



Drawbacks

You may select as many Drawbacks as you wish. Choose wisely.

Tailies [+100 CP]
Did I say you were a passenger in the plane's middle section? It turns out you were seated in the rear, and will start with the tail section survivors.

Pinned [+100 CP]
You will find yourself pinned under wreckage upon your arrival, with only minor injuries.

Just Sweet Bloody Ignorance [+100 CP]
All knowledge of the English language is locked away from you for the duration of the Gauntlet. You can be taught to use it, but in the meantime you must make do with something else. You may choose a new language as your native tongue for this Jump.

A Painful Detox is Inevitable [+100 CP]
You are severely addicted to heroin, and having not had a fix since before boarding the plane, find yourself in the early stages of withdrawal.

Arnzt You Supposed to be Careful? [+100 CP]
You have the coordination of a nerdy and aging school teacher. Maybe try to avoid handling any dynamite.

We Have to Go Back! [+200 CP]
You can no longer leave, *The Island* itself intervening to keep you here.
(To win the Gauntlet you must instead survive for four years.)

Fugitive [+200 CP]

Like Kate Austen you were an unwilling passenger on the flight. You begin handcuffed and will have to contend with your escort, a US Marshall who also survived the crash.

Vincent, Vincent! [+300 CP]
(Incompatible with Timebomb of Responsibility.)
Rather than selecting your age from the provided range, you will instead begin at 10 years old. Unlike Walt who has his father, you instead find yourself without a guardian as they perished in the crash.

Timebomb of Responsibility [+300 CP]
(Incompatible with Vincent, Vincent!)
Your Sex/Gender selection is locked to Female and you arrive on the island already heavily pregnant.



Perks

Survivalist [-100 CP]
You have all the skills necessary to survive and thrive in the wilderness. Hunting, tracking, foraging, fishing, primitive crafting, orienteering, sailing, and more.

There's Someone Else Still Out There [-100 CP]
Your body is a vessel honed to survive a tropical hell. If one of the survivors here can do it, so can you. Running, swimming, climbing, fighting, you are capable of impressive feats of athleticism and endurance.

If it Ain't the Belle of the Ball [-100 CP]
What would a tropical island be without attractive people? Now you are one of them, looking like the lead of a TV show, beautiful or handsome in the way that you prefer.

If We Can't Live Together, We're Gonna Die Alone [-100 CP]
You have the skills and the presence to lead a small group of desperate survivors. They will look to you for guidance, and for good reason, as you guide and coordinate them to a better tomorrow.

Dear Mr. Sawyer [-100 CP]

There is a mantle passed from one ruined home to the next. You may not be the current Sawyer, but with your skills you could be. Fraud, seduction, silver tongued lies, scams and more. You have the makings of a formidable criminal.

I'm Not Doing This Reading [-200 CP]
Something about Australia seems to be giving people psychic powers… crikey, now you have them too. Vague premonitions of future danger, touch based precog on a target's near future, a sixth sense for perceiving supernatural phenomena, and an optional Australian accent if you want one.

Hardcore Spinal Surgeon [-200 CP]
Whether in a state of the art operating theater or a tropical cave, few are the surgeons who could truly call you a peer. You have the raw talent, sheer grit, honed skills, and refined medical education to be one of the foremost doctors in the world.

Please Try to Avoid Torturing Your Childhood Sweetheart [-200 CP]
A Bachelor's degree in mechanical engineering, a Master's in electrical engineering, the experience of a veteran communications officer with counterintelligence training. Such things will see you well prepared even on a seemingly deserted island.

Five Seconds of Fear [-300 CP]
No matter how crazy, how real, your terror might be in any situation, you made a choice. You let the fear in, let it take over, let it do its thing. But only for five seconds, that's all you will give it. And then it's gone, and you're ready to get back to work, fearless and laser focused on the task at hand.

The Numbers [-600 CP]
Perhaps it began when you used them to win the lottery, or perhaps you have been touched by the numbers in some other way. Regardless of how it started, you now know yourself to be cursed. Suffering from incredible and unbelievable luck at the cost of everyone around you. Or at least, that's what would happen if you weren't paying CP for this. Instead these effects are moderated and reliable. You will find that your own luck has increased greatly in all areas, and those who oppose you will see their fortunes diminished, though to a much lesser degree.

…Time Travel? [-1000 CP]
The exotic electromagnetic phenomena on *The Island* have given it a strange relation to time. And somehow a shadow of this power has passed to you. Should you perish during a Jump, rather than ending your Chain you will instead restart the Jump. This can trigger once per Jump and sends your consciousness back in time, allowing you to keep your knowledge and any improvements to your Soul, but not your Body.
This Perk is added to your Bodymod.



Items

Any purchased Items will begin buried in a hidden cache near your starting location. You will have instinctive awareness of the caches location, and it will be shrouded from others until you retrieve your purchases. Items will not restock during the Gauntlet, but afterwards will function as normal.

Backgammon Set [Free]
Two sides. One light. One dark. The oldest game in the world. I wonder if there's some foreshadowing happening here…

A Suitcase Full of Knives [-100 CP]
A case containing two dozen high quality knives of varying makes. Perfect for surviving and thriving in the wilderness.

A Marshall's Case [-200 CP]
A Halliburton case containing ten thousand US dollars, four nine millimeter handguns of your preferred model and 100 rounds of ammunition for them.

I'll Get You a New Dog [-400 CP]
It is said that dogs are Mankind's best friend, and never before has this been more true than now. This dog is of a large breed of your choosing, with whatever colouration and markings you prefer. In its adult prime and always perfectly healthy, groomed, and even somehow freshly washed. It will only ever bark to warn you of threats, will fight by your side loyally and return the next day if it's killed. Somehow it never leaves a mess and always disappears someplace just before its presence would be inconvenient, only to reappear a moment before you'd need it. This is the only pet you'll ever need, and can have the abilities of other animals you purchase imported into it.

Jumper's Cache [-500 CP]
Your cache is upgraded. It will now remain shrouded even after opening, relocate nearby to your most recent resting point, and also come along on your Chain. But most importantly, it will repair, restore, and restock any Items placed within, as well as containing a large supply of amenities that all replenish daily. These amenities are anything that can be found on a modern

passenger plane, whether in the plane's stock or the passengers luggage. Such as, food, drinks, toiletries, clothing, books, basic medical supplies, early 2000's electronics, etc.
This Item is added to your Bodymod.



Companions

Import [-100 CP]
You may Import a single one of your current Companions to accompany you in this Gauntlet. Like you, their outside abilities and equipment are locked away. They will receive 100 CP to start, and another 100 CP for each Drawback you selected, but cannot take Drawbacks themselves.

Survivors [Free]
You may bring along anyone that you can convince to join you on your Chain as Companions.



Scenario

Candidate
4, 8, 15, 16, 23, 42, Jumper.
You have been selected as one of the possible replacements for Jacob as Protector of *The Island*.

While there are no consequences for failing to ascend to this position, merely being selected has made you a focus for many. Should you succeed in becoming the Protector you will gain a copy of the Heart of The Island attached to your Warehouse.



Ending

Failure

You have failed this Gauntlet, forfeiting any purchases made here, but continuing along your Chain.

Success

Having successfully completed this Gauntlet, you take what you've purchased and earned, continuing on your Chain.

Notes

Based on the television show Lost

Information on any terms used here can be found at Lostpedia

A Jump by ComradeChairmanKGB

Jump Version
V1.0

In regards to **The Numbers** Perk
A rough quantification would be that your luck is increased by 100% and your opponents luck is reduced by 10%.

In regards to **…Time Travel?**
It will trigger after all your other 1-ups are expended, and as you are restarting your Jump it will refresh them.