

Welcome, Jumper, to a dying world. I hope you came prepared to discover just how dark a place the human mind can become when civilisation dies.

An epidemic, the likes of which this world had never seen, has swept through every nation. The dead do not stay dead. The living do not stay living. Civilisation itself has crumbled and collapsed, the lives the people of this world once knew decimated by this disease. Walkers, zombie-like creatures, roam the streets and hide in shadowy corners, searching for warm bodies to consume. It is this hopeless world, in which the survival of the human race hangs in the balance, that you find yourself in now, Jumper, for the next ten years.

I think you should take this **1000cp**, for your own good. Trust me, you'll be needing it.

Starting Location and Time

Roll 1d6 and gain 50cp, or choose and receive no additional cp.



1 - Athens, Georgia - 95 Days Pre-Apocalypse

You wake up in a bed you don't recognise, in the college town of Athens, Georgia. The wife of Lee Everett, a history professor at the University of Georgia, is in bed next to you. In two minutes, he will open the door to the bedroom. He is already in the house. Good luck.

2 - The Suburbs of Atlanta, Georgia - 3 Days Post-Apocalypse



The garden you find yourself in is only a touch beyond well-kept, like the owners have been away for a week or two. There is a tree-house in front of you, from which you hear a small creaking sound. In a few moments, heralded by the snarls of the undead, a man with an injured leg will hop the fence behind you.



3 - The City of Savannah, Georgia - 100 Days Post-Apocalypse

You watch from the station as the first train in almost three months pulls into the City. On it are a group of survivors, hoping to find both a boat and the parents of the young girl travelling with them. One of them has a badly-injured leg, and will likely die without proper medical treatment.

4 - A Forest in North Carolina - 844 Days Post-Apocalypse



The log cabin before you looks inviting and warm, as the cold winter night draws in. If you wait for just a few moments, you will spot a young girl prise a plank from the wall of the locked shed next to you, and escape from within with a bleeding arm. She clearly needs stitches, and is determined to get the supplies necessary from the log cabin.



5 - A Junkyard, Virginia - 1317 Days Post-Apocalypse

From your hideaway up on a stack of junked cars, you see the small family step out of the van that just pulled in. You know the men from the New Frontier frequent this place, and you've heard the stories of what they do to survivors they meet. What you do with this information is up to you.

6 - Ericson's Boarding School, West Virginia - 7 Days Post Apocalypse



The Apocalypse has just begun, and the teachers have abandoned the fourty-two students that had once been their charges, at Ericson's Boarding School for Troubled Youth. Only a single adult remains behind - the school nurse, Ms. Martin. The youngest students are aged around 5, and the eldest between the ages of eight and nine.

Background

Please pick one of the following. Your background is your own personal history in this world, and will confer a 50% reduction in CP price to any corresponding Perks, unless stated otherwise. You may choose your gender for free. None of the backgrounds listed provide any alternate or extra memories, nor do they change your personality in any way.

Survivor - Free



The life of a survivor in this world is a harsh struggle for survival. The basic necessities - food, water, and shelter - are now hard-won commodities, and nobody is ever truly safe. You've made it this far, though - and that's something most people can't say, in this world.

Age: 18+1d12 or 50cp to choose.



Child - Free

Growing up in a world ruled by the dead has been the making of a few of the youngest survivors in the world, and the breaking of the rest. You're at a distinct disadvantage, in terms of physical power, but people will regularly either underestimate or take pity on you.

Age: 6+1d8 or 50cp to choose.

Hero - 100cp



On a biological level, there is nothing separating a Hero from the average survivor. On a mental level, however, the difference is staggering. A Hero has the willpower to keep going, in a world where everyone else has given up. They're the ones taking the big risks, making the big sacrifices, and keeping the world alive, whatever it takes. For them, a herd of walkers is not certain death, but a slightly-challenging obstacle.

Age: Free to choose, between 20 and 40.



Survivor Perks

All That Remains - 100cp (Free with the Survivor Background)

Looting is easy - it's knowing where to loot that's the hard part. With this perk, you'll gain an instinctive knowledge of where exactly you should be looking for whatever you most need. This perk specifically targets your greatest need in the moment - an escape route, a source of clean water, a stash of medicine, or some unnoticed ammunition, to name a few. Fulfilling your needs will still be a challenge, but you'll at least know where to start.

In Harm's Way - 200cp



When it comes to walkers, there's only one truly effective way to dispatch them - a blow to the head. With this perk, you'll find it a lot easier to nail that killing shot. Your accuracy will be greatly improved, as will your abilities with a range of conventional firearms. Additionally, you'll find it a lot easier to target specific body parts - whether you're aiming for a walker's head or a raider's unprotected knee, you won't be missing without a cause.

Amid The Ruins - 400cp

This perk is less a skill of yours, more a truth about being around you. If you're looking for something generic, you'll almost always be able to find it, or something that will work in its place at the very least. If you're scavenging for food amongst the ruins of civilization, you'll certainly find a cereal bar or something that looters before you must have missed. If you desperately need ammunition for that fancy new shotgun, maybe there'll be a shell or two left behind in that house a few doors down in the gun cabinet. This perk is more effective when combined with a perk providing knowledge of where is best to search for such things, like the All That Remains perk above. This perk does not allow you to defy logic and discover, for example, a firearm in the dark ages.

No Going Back - 600cp



Integral to your very being is the desire to live on - and nothing can take that away from you. No matter what mental effects you are under, even when everything has failed and all hope is lost, you'll never give up. What's more, when you're at your limits of endurance, you'll find new strength to push through. This perk ensures you will always be ready and willing to carry on, and always capable of digging deeper, pushing further, and finding new depths that defy all expectations. This kind of fortitude is enough to empower a standard human to face a whole herd of walkers and live to see another day, or push through the pain of stitching yourself back up with the most basic of supplies.

Child Perks

Ties That Bind - 100cp (Free with the Child Background)

You're a kid, and who doesn't love kids? With this perk, you'll find people tend to be predisposed to liking you. This won't make everyone you ever meet instantly love you, and people can still come to dislike you if you treat them badly. But, so long as you don't actively do anything to upset people, they'll tend towards supporting you. This perk works better the younger you look - if your current presentation appears more like an adult than a child, this perk's benefit will be greatly reduced. You can toggle this perk on and off at will.



Suffer The Children - 200cp

In this world, the youngest survivors either got really good at surviving, or died tragically. You got really damn good at surviving. With this perk, going forwards, your ability to learn will be greatly enhanced in stressful situations. In a life or death situation, it'll take you a few shots to figure out exactly how to shoot that strange new gun. You'll quickly pick up on the intricacies of driving, so long as someone or something is chasing after you. With every swing, that bat will feel more natural in your hands.

Broken Toys - 400cp

Kids make mistakes. In a normal world, these mistakes would be the most minor of issues, generally. In this world, however, a simple mistake can be the difference between a whole group of survivors living or dying. This perk helps make sure that, so long as your actions can be passed off as a genuine mistake (especially if it stems from lack of experience), you are far more likely to be forgiven. It may not be instant, and it may not be easy, but there is always a path to atonement, for those who wish to seek it. This perk can be toggled on and off at will.

Take Us Back - 600cp



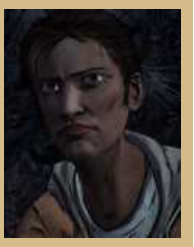
Sometimes, when you can feel the bad things coming closer, and fatal deadlines are looming, what you really need is some genuine advice from an old friend. With this perk, you'll always be able to have that. Whenever you sleep, you'll be able to summon a version of an old friend, mentor, or parental figure into your dream. They will have all the memories of the original version, and will offer the same advice the original would given the situation. This perk is able to summon versions of those that have perished, those that have been left behind in past Jumps, and even those that you knew before you became a Jumper. You'll never be truly alone ever again.

Hero Perks

A New Day - 100cp (Free with the Hero Background)

You're a natural born leader, and people recognise that. Whenever the people around you are in a situation that is new to them, they'll look to you for advice or guidance, no matter where your place in the group's hierarchy might be. Alongside this, people will generally see you as the rightful leader of any group you join. If you have the experience (or at the very least seem like you do) and they do not actively have reason to distrust you, they will almost always follow your lead. This perk can be switched on and off at will.

A House Divided - 200cp



Being a leader is difficult. Things will go wrong under your watch, and even the best of us will sometimes fail. With this perk, you'll be much better equipped to handle the social and political fallout of these moments, and your words will inspire your people to pull together through the toughest of situations. Never again will your group's sense of purpose be lost to grief, fear, or anger. Quarrels will settle, grudges will be put aside, and enemies will find common ground, so long as you all have a purpose or direction to work towards.

Done Running - 400cp

A good leader knows when to back down, but with this perk you'll be far less likely to need to when it really matters. Whenever you're in an area that you consider your home territory, this perk will ensure you're much better equipped to defend it - specifically in the form of guerrilla warfare. Your enemies will have a harder time spotting you and your people, and every attack you make will be more accurate, more fatal, and more demoralising for your opponents. Additionally, you gain an incredible sense for where and how to build defensive barriers, traps, and similar constructs, to ensure your base of operations is as secure as possible against siege or invasion.

Thicker Than Water - 600cp



When you take a hit and get knocked down, you don't just get back up again. You get back up stronger, angrier, and more capable than you were before. This perk activates whenever an opponent manages to injure you, and is more effective if your opponent manages to make you bleed. Pain no longer distracts you - instead it makes you more focused. Your attacks will be more accurate, your endurance more impressive, your will more indomitable, and your blows even heavier. This perk is comparable to a barbarian's rage, or a predator's bloodlust. You also gain a very minor willpower-based healing factor, allowing you to weather any blow that could be considered survivable, and keep fighting until your enemies fall. This perk switches off after you no longer have enemies left to fight, leaving you at risk of a pyrrhic victory.

Gear

Anything purchased here will follow you through beyond this Jump. Unless otherwise stated, buildings and structures will join onto your Warehouse - adding new space rather than taking up existing space. If you do not possess a Warehouse, all buildings will instead appear within a few miles of your starting point in your future Jumps, with their own history to blend them into the memories of locals. Vehicles, if destroyed, will reappear in the warehouse after a week, or at the start of the next Jump.

Survivor's Pistol - 50cp (Free with the Survivor Background)



Weaponry in this world is sparse - ammunition even more so. But with this trusty sidearm, you can rest assured you'll always have something to get you out of sticky situations. This pistol never needs to be reloaded, and never runs out of ammunition. The appearance and model of this pistol can be: Carley's Glock 17, The Stranger's Beretta 92FS Inox, Gabe's Walther PPK/S, Clementine's SIG-Sauer P250 Compact, AJ's Smith & Wesson Model 36, or another similarly signature pistol to another character from the series.

Hero's Weapon - 50cp (Free with the Hero Background)

When you're out fighting walkers on a daily basis, you can't always risk firing a shot and drawing even more to your location. That's where a melee option like this comes in. This weapon will never dull, or splinter, or break in any way due to its intended use - smashing skulls. This weapon can take the appearance of: Lee's Fire Axe, Molly's Ice Tool, Kenny's Crowbar, Clementine's Hammer, Luke's Machete, Javier's Baseball Bat, Louis' Chair Leg, or another melee weapon of similar status from the series.

Child's Knife - 25cp (Free with the Child Background)



An unfortunate fact of being a child is that adults tend to not like you carrying weapons - at least, not early on in the apocalypse. A small bladed weapon, somehow, is deemed more appropriate and less dangerous than a big heavy bludgeoning weapon. Plus, this will be easier to hide if you ever need to. This weapon can take the appearance of: Clementine's Scratch Awl, Matthew's Knife, Violet's Cleaver, Mitch's Switchblade, AJ's Combat Knife, or another small, bladed instrument of a comparable level of renown from the series.

Food & Water - 200cp

In normal Jumps, this probably wouldn't be so expensive. With this purchase, you receive a supply of bottled water and a range of breakfast bars, crackers, slightly-stale crisps, and biscuits - enough to comfortably supply five people, or uncomfortably ration out to fifteen people. This supply will regenerate every two days. Food and water are a precious commodity in this world, so don't waste them.

The Hat Collection - 25cp



A set of three hats from across the series. These offer no benefits - they are simply a collector's item. This collection includes Clementine's baseball cap, Kenny's trucker hat, and Gabriel's beanie.

Clementine's Car - 100cp



Clementine's 1968 Ford Shelby Mustang GT-500. A perfect car for roaming the post-apocalyptic wasteland you've found yourself in. This car will never break down or suffer from normal wear-and-tear - it'll take more than that to put this vehicle down. The car never needs to be refuelled, and can carry a maximum of six people - so long as someone is okay with being tucked away in the trunk.

The RV - 200cp



The 1981 Dodge Midas 2000 driven by Kenny and used by the rest of the motel survivor group all the way back in the outskirts of Macon, Georgia. The RV comes with the same damage the original one did - namely, a damaged radiator. Once this has been fixed, it will never break down or suffer from normal wear-and-tear ever again. If it is destroyed, it will return to your Warehouse after a week, or appear within a few miles of you in your next Jump. The RV never needs to be refuelled, and can carry up to seven people safely. If you were really pushing it, it could probably fit up to fifteen, but it would not be comfortable, and a crash would be fairly catastrophic.

Clementine's Treehouse - 100cp



The small treehouse that Clementine spent her first few nights of the apocalypse in becomes an addition to your Warehouse. It can either connect to a tree somewhere within your Warehouse, or sit atop a structure or connect to the side of a bare wall. The interior is small and a little cramped, but being inside it can help people deal with feelings of loneliness, isolation, and homesickness.

The Log Cabin - 200cp

The cabin a group of refugees from Carver's rule made their home for a time, while hiding from the tyrant and living off of the land. The cabin is comfortably sized, and big enough for a group of up to ten to comfortably inhabit. It feels warm and cozy in the winter months, and cool and airy in the summer months, and it has a general aura of safety and homeliness.

Ericson's Boarding School for Troubled Youth - 300cp

Ericson's Boarding School for Troubled Youth is a large property, consisting of multiple classrooms, a large courtyard, an admin block, a basement, a kitchen and canteen, a greenhouse, and enough dormitories to house fifty students and several teachers. The school will be restored to its pre-apocalypse condition upon leaving the Jump, all damage from the years of neglect being undone.

The Travelier Motel - 300cp (100cp for Survivor Background)



The Travelier Motel, the short-term shelter Lee's group made their home for several months, becomes an addition to your Warehouse. Although a little barebones, the motel is the perfect place for companions, multiversal travelling partners, or even pets to stay at while waiting to be imported into their next adventure. The motel is a two storey building, with twelve individual rooms.

Clementine’s House - 300cp (100cp for Child Background)

Clementine’s House is a two storey (plus attic) detached family home, with an open plan downstairs and a small garden. The House has enough bedspace to sleep three, so long as a pair don’t mind sharing, plus two on the sofas downstairs. If Clementine’s Treehouse is also purchased, it will appear in the back garden of this property. The property comes with Peanut, Clementine’s pet goldfish. This goldfish has no special qualities.

Fivel’s Mansion - 300cp (100cp for Hero Background)



The semi-detached mansion in Savannah, Georgia, home to the zombified Fivel in the attic, was a safe haven for the survivors whilst they searched for a boat and for Clementine’s parents. Now, the property belongs to you. There are several rooms downstairs, including a kitchen, living room, bathroom, and a study, and several bedrooms upstairs, as well as a second, smaller study. The property also comes with an obedient border terrier who answers to the name of Walter.



Scenarios

This Jump has several additional challenges, henceforth referred to as ‘Scenarios’, which confer additional rewards if completed. There is no penalty for failing to complete these Scenarios, but the rewards they offer are significant. If you wish to, you can choose to forgo any individual rewards, or even all of the rewards listed for completing the scenario attached to your starting location and time.

An “Urban” Man - Start 1 only

Lee Everett is a good man who made a big mistake - he killed a senator whom he’d walked in on having an affair with his wife. In the original timeline, this mistake led to him being taken to Meriwether County Correctional Facility on the first day of the apocalypse, and thus the story begins. Having started in this senator’s place, you now have a chance to ensure Lee never becomes a murderer, and never goes to prison. If you can resolve the situation peacefully, and keep Lee Everett from being arrested for any reason before the apocalypse starts, then you deserve a reward.

Reward: Lee Everett as a free Companion.
Reward: Lee’s Fire Axe as a free piece of Gear.
Reward: A House Divided as a free Perk.

Oh my Darling, Clementine - Start 2 only

Clementine is a young girl whose world was turned upside down when she was unceremoniously thrown into the apocalypse. This shouldn’t be too challenging for you, but your task here is to keep Clementine alive for the duration of your Jump. She managed just fine on her own, of course - but will your interference make her too dependent on the help of others? Can you still strike the balance that the original Lee struck, of providing her a childhood whilst still preparing her for the reality of this new world? Her fate rests in your hands, Jumper.

Reward: Clementine as a free Companion.
Reward: Clementine’s Hammer as a free piece of Gear.
Reward: Clementine’s Treehouse as an addition to your Warehouse.

The God of Boats - Start 3 only

Kenny is a simple man; he wants to protect his family. When you meet him, coming off of the train in the outskirts of Savannah, the man you meet is anything but simple. In the space of a day, he has lost his wife, his son, the RV he’d spent months fixing, and hope itself. Now, he’s turned his sights to the life he knew before the apocalypse - being out on a fishing boat, riding the waves. This dream is not meant to be. If you can find a way to return Kenny’s hope to him, and make him feel like life is once again worth living, then you deserve a reward. You must also keep him alive for the duration of the Jump.

Reward: Kenny as a free Companion.
Reward: The RV as a free piece of Gear.
Reward: Kenny’s Hat as a free piece of Gear (from the Hat Collection).

Cabin Fever - Start 4 only

Sarah, Carlos' daughter, is not somebody who can survive in this world on her own. Her lack of experience of the world, and her father's overprotectiveness, combined with the traumatic experiences of losing her mother at the start of the apocalypse and living under the tyrannical rule of Carver for two years, has turned her into a broken shell of the young woman she could have become. Perhaps, under your wing, she'll grow to be someone a little different to who she was in the original timeline? Can you take the girl who shuts down at the mere sight of walkers, and teach her to survive in the world of her nightmares?

Reward: Sarah as a free Companion.

Reward: The Log Cabin as an addition to your Warehouse.

Reward: Suffer the Children as a free Perk.

Blood Brothers - Start 5 only

Javier Garcia and David Garcia had a messy relationship as brothers, prior to the apocalypse. David, although not a bad person, is objectively wrong about a great deal of things, including the way he treated his wife, Kate. If the two brothers were ever to reunite, it would either be a disaster or a miracle. It's your job to make it a miracle. The universe will conspire, against you if it has to, to have David and Javier meet within the next few months. If you can keep things calm, and stop them from coming to fatal blows, and then go as far as to keep them alive through the next ten years, you seriously deserve some kind of reward.

Reward: Javier Garcia as a free Companion.

Reward: David Garcia as a free Companion.

Reward: Kate Garcia as a free Companion (if alive).

Reward: Gabriel Garcia as a free Companion (if alive).

Reward: Mariana Garcia as a free Companion (if alive).

The School of Hard Knocks - Start 6 only

By the time Clementine comes across Ericson's Boarding School for Troubled Youth in the original timeline, there are a total of ten survivors living there. At the start of the apocalypse, there were fourty-two of them, including one adult. The many deaths involved in the post-apocalyptic history of the school are a tragedy, and now you have the opportunity to prevent them. This scenario will be considered completed if you manage to keep at least thirty of the students alive through to the end of the Jump.

Reward: Violet as a free Companion (if alive).

Reward: Louis as a free Companion (if alive).

Reward: Minerva as a free Companion (if alive).

Reward: Sophia as a free Companion (if alive).

Reward: Marlon as a free Companion (if alive).

Reward: Tennessee as a free Companion (if alive).

Reward: Ericson's Boarding School for Troubled Youth as an addition to your Warehouse.

Drawbacks

You can take a maximum of 600cp worth of Drawbacks. Special Infected does not count towards this total.

Jumpscare - +100cp

Sometimes, walkers are stealthier than people expect. Every now and then, just to keep you on your toes, a seemingly-dead walker in the streets will grab at your ankle as you walk by, or that silent closet will just so happen to have a very, very quiet walker hiding inside it. Get used to staying on your toes, and always remember to double tap.

Come Back Soon! - +100cp

Normally, in this world, it takes a dead person between three minutes and eight hours to come back from the dead as a walker. Around you, it's five minutes or less, every single time. If you want to spare your dead friends the indignity of turning, you'll need to do it fast. And if someone dies near you, and you don't have anything to disrupt the brain with… well, good luck.

The Stranger's Ire - +200cp

The Stranger is an unstable man, the ultimate antagonist of the first season. And now, rather than Lee, he's decided you are the root of all his problems. He will stop at nothing to hunt you down and take away everything you love, just as he perceived you to have taken away everything he loved. He is only one normal, baseline human being, but he is intelligent and determined - a potent combination for his delusions.

You Are Not Immune - +200cp

In this world, nobody is immune to the airborne virus that swept across every nation, guaranteeing all bodies with an intact brain will rise from the dead and hunger for human flesh. Now, no matter what perks or equipment you have, you are no exception. Practically, that means very little for you, unless you get bitten. The resulting infection will kill you, unless the affected area is swiftly amputated. Death is easier in this world than you'd expect.

The Herd Follows - +300cp

Something about you attracts walkers. If nothing else is distracting them at the time, every walker in a five mile radius will slowly shamble its way towards you. Unless you prepare your base accordingly, expect to have to keep on the move a lot. If walkers get within range of you and your group, they will always focus on targeting you, even if someone else is nearer. This rule is not without exceptions though, and those exceptions will always pop up at the worst times. Using yourself as a distraction is likely to get your group killed.

Only Human - +500cp

Any past perks you've picked up are stripped away for the duration of the Jump. You may not import any gear you've obtained from past jumps. Your Warehouse is inaccessible for the duration of the Jump. You will enter the Jump with whatever knowledge you have of the setting, and your Body Mod. This is as close as you can possibly get to the authentic survival experience, Jumper.

Special Infected - +100-500cp

This Drawback is worth 100cp for every Jump you have previously experienced, up to a limit of 500cp. For every Jump you have previously experienced, choose a canonical character who is approximately middle-of-the-road for their setting in terms of power. They are now a walker that you are guaranteed to meet at some point during your ten year stay here. They retain access to any inherent powers they had, but do not keep any specific items, weapons, or gear. They are as unintelligent as a standard walker, but will use their power in the most basic ways possible in order to aid them in their hunt for warm bodies. For a Jumper who has stuck to settings in the shallow end of the multiversal pool, this isn't shouldn't be too dangerous. For the more well-travelled Jumper, this could be deadly.



Companions

Anybody taken out of this Jump through the usage of Stasis Pods or similar automatically become Companions, identical to Companions purchased as Background Characters.

Imported Scavengers - 200cp

Bring up to four companions into this Jump along with you. They receive a background, and 400cp to spend on gear and perks. They may not purchase the three most expensive perks, even if they can afford them. They may not take the Special Infected drawback.

Background Character - 100cp

Any characters not specifically named in this Companions Menu may be purchased with this option. You may take as many Companions as you wish. If you explain your nature as a Jumper and they willingly accept your offer to join them, you receive 50cp back, which may be spent on additional perks or gear from this Jump after the Jump ends.

Lee Everett - 300cp

Lee Everett is a man with regrets, who tackles the apocalypse headfirst for the safety of a young girl he only met after the world ended. He is charismatic, and a natural leader. Physically fit, and mentally sharp, he is one of the most well-adjusted survivors in this world, and he will always be willing to fight to protect the people he loves.

Lee Everett has the following perks:
A New Day
A House Divided
Thicker Than Water

Lee Everett has the following gear:
Survivor's Pistol (Carley's Glock 17)
Hero's Weapon (Lee's Fire Axe)

Clementine - 300cp

Clementine starts the franchise as a quiet and creative eight year old, who misses her parents greatly and takes comfort in Lee's guardianship of her. Clementine finishes the series as a resourceful and pragmatic sixteen year old, who can widely be regarded as one of the most capable survivalists of the new age, not to mention the deadliest. She is not somebody you ever want to cross.

Clementine has the following perks:
Ties That Bind
Suffer The Children
Take Us Back

Clementine has the following gear:
Survivor's Pistol (Clementine's SIG-Sauer P250 Compact)
Hero's Weapon (Clementine's Hammer)
Child's Knife (Clementine's Scratch Awl)

Kenny - 300cp

Kenny is the definition of a family man. He loves his wife and son, and tries his best to protect them. In the original timeline, the apocalypse took him apart piece by piece, and yet he still came out fighting. If his family survives, they will join Kenny as free companions, without any perks.

Kenny has the following perks:
All That Remains
In Harm's Way
Thicker Than Water

Kenny has the following gear:
Hero's Weapon (Kenny's Crowbar)
The RV

Javier Garcia - 200cp

A ex-gambler, a former professional baseball player, and a chronic flirt, Javier Garcia is not a man you'd have ever expected to see called a hero. Yet, in the apocalypse, Javier stepped up to protect his sister-in-law and her children, and kept them safe for several years before his brother's own men caused the deaths of anywhere between one and all of them. For Javier, the apocalypse was the exact wake-up call he needed. If his sister-in-law and her children survive, they will join Javier as free companions without any perks.

Javier Garcia has the following perks:
A New Day
A House Divided

Javier Garcia has the following gear:
Hero's Weapon (Javier's Baseball Bat)

David Garcia - 200cp

David is a soldier, through and through, and thrived in the thrill of combat. In civilian life, however, he was restless, and always on edge. If you can handle his powerful temper and earn his respect, he will have your back through anything and everything. Whether or not David Garcia is redeemable for the actions he could take, as he did in the original timeline, is an open question.

David Garcia has the following perks:
In Harm's Way
Thicker Than Water

Ending Options

You survived. Good job. Now, what are your plans going forward?

Stay Here

This world may not be the most pleasant, but it has a certain charm. If you want to, you can stay here. Your Warehouse becomes a physical building, and any companions, pets, or other Warehouse residents that weren't initially imported join you in this world.

Go Home

This world may well have been too much for you - it's hard to handle seeing the worst in people play out over and over again, after all. Feel free to head back home, but know that your Chain will never continue.

Move On

Ready for another Jump, survivor? That's what everyone likes to hear. Go ahead, and good luck.

Notes & Changelog

Hi! This is my second JumpDoc, DragonVale being my first. I am always open to receiving suggestions, corrections, and balancing concerns. You can always reach me at u/Pomumon on Reddit.

Note 1: Any Companions taken with the Background Companion option will automatically receive a Survivor's Pistol, Hero's Weapon, or Child's Knife, if a model is named after them. I strongly recommend not informing Violet that her cleaver is referred to as a Child's Knife.

Note 2: If you, for any reason, require a surname for a character that is not canonically given one, such as Louis or Violet, I find that the surnames of the voice actors usually fit quite nicely (e.g: Louis Sulieman, Violet Adlon).

V1.0:
JumpDoc written.

V1.1:
Some minor rewording of perks to make their effects more clear.
Toggles added to socially manipulative perks.
Spelling and grammatical corrections.
