LISA: THE CHAINFUL V0.3

Jumpchain document by Moro, special thanks to /r/Jumpchain

It's recommended that you take this as a first jump- despite the harshness of Olathe, special allowances will be made for new Jumpers. If you're mid-chain or would prefer a more traditional route, then go ahead by all means.

The events of the LISA series of RPGs take place in Olathe, a desolate region of the United States. After a mysterious white flash in the year 2000, women have vanished from the Earth and humanity has descended into chaos. Days seem to last for weeks and nights pass in the blink of an eye while what's left of humanity squabbles over what little remains. The trees and grass of the old days have given way to cliffs and harsh, cracked dirt painted in stark relief by an unmoving sun. The men of Olathe have mostly regressed to tribalism, collecting into violent gangs and vying for control of land and resources.

As if that weren't enough, a strange gang of men in grinning masks have been handing out funny little blue pills called "Joy." Joy heals wounds, bestows freakish strength, and dulls emotional pain, but it's highly addictive and eventually causes intense hallucinations, inspiring feats of passionate violence. It doesn't take many pills to kickstart Joy's true effects- mutation into a fleshy abomination capable only of violence.

Despite these effects, many in Olathe have turned to Joy as a last respite, either out of loneliness, depression, or boredom. Joy mutation can be kickstarted by intense physical and emotional trauma, and if a user has been sufficiently dosed, even death cannot prevent their turning.

Eventually, a Joy addict named Brad Armstrong finds an infant- the last girl- during a drug-and-alcohol fuelled bender. With the help of friends, he hides the girl away, but such peace cannot last. **You enter this world a year before the girl, Buddy, is abducted from Brad's home, and you must survive for 10 years. You're given a stipend of 1000 Joy Points (JP) to spend as you see fit.**

BACKGROUNDS

Regardless of what you were before, you may become a seemingly-ordinary human male- in body and mind- for free. If you do so, choose your age from 16-60.

If you'd like to be female, you gain **200 JP** for the trouble. Choose your age from 16-60, but you must take the drawback **Hunted** for no additional JP.

Choose carefully. Men will gladly throw their lives away for the chance to bed a woman or worse, and the men of Olathe are no-doubt stronger than the men of your homeworld. That being said, there are bonuses and drawbacks exclusive to these sexes. **If you're intersex or nonbinary and would like to stay that way, choose which of these you most outwardly resemble for the sake of perk and drawback exclusivity. Gain that sex's JP bonus if applicable and keep your current age.**

Any shapeshifting abilities that would change your apparent or actual sex are unavailable during this jump. I apologize for the inconvenience.

ALL BACKGROUNDS can be drop-in if you'd like. You may only choose one background.

MARTIAL ARTIST (Free)

Regardless of what you want out of life, you've honed your body into a deadly weapon of war. Through adherence to a traditional martial arts style, you've become incredibly agile and strong, capable of going toe-to-toe with the most well-armed of wasteland warriors and shattering bones with your fists. But you are not exceptional- many in Olathe have similar training, studying in the area's many dojos. You are not the best at your art, but you are hardly a novice, either. Consider joining a dojo or gang- no matter how powerful you are, numbers are the best way to combat perverts and mutants. Your skills will revolve around being a tanky powerhouse able to persevere through the toughest of

odds. This background is a brave choice, for men who want to take the world head-on.

WARRIOR (Free)

You might've been an average Joe in your life before the flash, but that all changed thanks to the apocalypse. You're quite proficient with your weapon(s) of choice, capable of supernatural feats of prowess. Be warned that Olathian physics are pretty unusual- a gun isn't necessarily a more effective choice of weapon than, say, a baseball bat. Olathian firearms don't seem to need ammunition, though, so they're both valid choices. Your skills will revolve around being a stealthy, cheaty cutthroat with a penchant for one-on-one combat. This background is a violent choice, for men with a lust for blood.

WEIRDO (Free)

Well, that's unusual. You're not particularly good at anything. As far as I can tell, you're actually pretty wimpy. On the upside, you get discounts on crazy-ass powers that will make people regret calling you useless. Or at the very least, they'll help you support your friends who can actually dish out damage in a fight. Here's a hint: stay in back and let the actual fighters do their thing! Your skills will revolve around inflicting negative statuses in combat and providing support to allies through healing and encouragement. This background is a loving choice, for men with big hearts.

THINKER (Free)

You're a man of science. A man of… Higher power. That's what you like to think, anyways. Truthfully, there's not much room left in this world for the thinking man, or woman, or... Entity. I hope you have some friends who are capable of doing the dirty work for you. Your skills will revolve around the manipulation of both the minds and genetics of your fellow human beings. This background is a cowardly choice, for small men with small hearts.

STARTING LOCATIONS

Although Olathe's desolation is absolute, its locales vary in hostility. **If this is your first jump, choose a location freely from the list provided. Otherwise, roll 1d8 or pay 50 JP to choose a starting location freely**

1. **Aurora Town -** Aurora is a small, peaceful community in the hills of Western Olathe. Most of the men here are content to sit and reminisce about the past over bottles of hot soup and cold beer. There's rumors of a small gang hidden somewhere in the cliffs… Maybe you could hire some mercenaries at the local bar and go take them out.

2. **Bob's Dojo -** Bob's Dojo, and the land surrounding it, is a haven for the martially-inclined. Men clad in the dojo's distinct pink-and-white garb practice their arts under the careful guidance of their master, Bob Friday, a cowardly man who's said to have connections with the legendary warlord Rando. Be wary- despite its protection, there are those who wish the dojo harm, from dynamite-wielding gangsters to the tiger-headed dojo buster.

3. **Skull Town -** Skull Town is a village in central Olathe's desert, where men brave the harsh sun to… Sit around and do nothing. Huh. At last there's a bar, and you can always play pool with the locals. Be wary of bar fights, though- the heat can make tempers flare. On an interesting note, there's a colorful group of adventurers who usually hang around here. Or maybe they're just cosplayers? You could try joining them if you'd like.

4. **Wrestling Village -** Despite its name, the Wrestling Village is full of people who'd rather have nothing at all to do with wrestling. Also, it's really more of a Wrestling Tent Encampment. Though there's a makeshift bar and shop, the main attraction of this location is just to the West- the EWC. Olathe's last professional wrestling group is filled with colorful characters- no matter what those villagers tell you, fighting your way to the top will take guts! Go get that title belt!

5. **Holly Wood -** Not to be confused with the famous city in California, this sunbathed land of cliffs and half-finished construction is ruled over by the egomaniac warlord Hawk Hollywood and his (admittedly lazy) gang. Do be careful not to underestimate Hawk. He might seem like a pompous idiot, but he's a dangerous Joy abuser with a short fuse and plenty of martial arts experience.

6. **Garbage Island -** Discovered by the notorious grocery cart racer Fly Minetti, Garbage Island is pretty much what it sounds like- a small island that over the years has collected a truly epic collection of garbage. Despite its unholy stench and the occasional filth-crazed lunatic you might encounter, Garbage Island is a pretty peaceful place. Here, away from the harshness of Olathe's mainland, men are free to be sensitive and true to themselves. Just get used to eating garbage and drinking contaminated water.

7. **Free Choice!**

8. **Rando Land -** Named for the legendary peacekeeper Rando and the gigantic army that both call this place home. This barren, stony land is the start of Eastern Olathe, just West of Eastern Olathe's famous "List," where the strongest warlords of the region are listed from top to bottom in order of their prowess. From Big Lincoln all the way down to Buffalo van Dyke- the biggest bigshots are listed here, with their shaky alliances held fast by Rando's protection. You could make some powerful enemies if you're not careful.

PERKS

Ok, enough of all that. It's time to buy some cool shit! **Each origin gets its 100 JP perk for free, and others under its headers at a half-off discount. Gender perks are undiscounted and exclusive to their respective genders. If you haven't yet taken some form of bodymod, count the perks under "General" as discounted.**

General

Healthy Coping Mechanisms (100 JP) - The post-flash world is a depressing, hopeless place, but that doesn't mean you should have a shitty attitude! With this perk, you'll be able to, at least for a little while, set aside the bad to see the good that remains. You don't need Joy or booze- the world is enough of a drug for you. This perk cures any depression or suicidality you might have suffered from in the past.

Polarized (200 JP) - Worried about that hot Olathian sun leaving sunburns on your shiny bald head? Fear skin cancer and unsightly redness no more with this wonderful general perk! You gain an immunity to the negative effects of sunshine, from sunburns to overheating to blindness from staring directly at it. Before you try to powergame with this perk, no, this won't protect you from standing on the surface of the sun. Jackass.

Flavor Text (200 JP) - Huh, you've found a stick of dried meat, but you can't really tell what it is. What if it's poisoned? What if it's human flesh? With this perk, you'll get helpful, if odd, hints about the various useful items you find on your travels. Learn the alternative uses of cigarettes (curing poison with that smooth flavor!), the history of women's basketball, and more as you journey through the multiverse!

Jerky Belly (400 JP) - In case it wasn't blatantly obvious, the gas station diet of salty, dried meat

and stale beer isn't conducive to your health in the apocalypse. With this perk, you won't ever get malnourished or thirsty as long as you shove enough organic matter down your gullet, you disgusting animal. Be warned that this doesn't protect you from actual poison.

Martial Artist

Black Belt (Free and exclusive to Martial Artist) - Choose any traditional martial arts style- you gain the equivalent of 10 years of intense training in that style. This can include traditionally unarmed or lightly-armed styles- anything from karate to wushu spear fighting to krav maga. This training applies to both your skill and physical health, but it's not supernatural.

Ironbody (100 JP) - Thanks to a dubious martial arts scroll, you've learned how to flex your core muscles so powerfully that your hide easily turns aside physical blows. It'll also work somewhat against more powerful attacks- bullets will still hurt like a bitch, but you're capable of surviving a point-blank gunshot to the head! You'll have to actually prepare yourself for the incoming damage, but once you've triggered this ability, it should last for the duration of a fight- about 10 minutes. This obviously stacks with any other durability perks you might already possess.

One-Armed Angel (200 JP) - Oh no! Your arms were cut off/ your legs were bound/ your eyes were put out with a fire poker! Thankfully, you're no quitter! You're incredibly adaptable, capable of fighting through any physical hindrance or disability you might gain as if you've been dealing with it your entire life. This doesn't mean that you'll be exactly as effective with an arm missing as you were with both arms attached. It just means that you know how best to correct for your losses.

Fire Ball 4 (200 JP) - What's that? Gonna cry, bitch-tits? With this pansy-ass perk, you can harness your latent emotional angst to create powerful pyrokinetic attacks. Even a flabby, middle-aged man with no arms could use this to tear apart entire armies if he was emotionally unstable enough. Be warned- overusing these powers can in turn make your emotional state even more volatile, creating a

feedback loop of fire and violence. On the upside, if you gain any other pyromantic techniques in the future (or have some already), this can bolster them and allow you to use your emotions as an alternative fuel.

My Head is UNSTOPPABLE! (400 JP) - Ugh! Physics! That shit gets in the way of busting heads and taking names, right? Well, don't worry about stupid shit like "punching concrete hurts my hands" or "my body will be shredded if my kick breaks the sound barrier." This perk won't necessarily make your hits stronger, but you won't have to worry about the unintended self-harm caused by beating shit up. This might protect you from spraining your own wrist while punching a guy, but he'll still be fully capable of snapping your neck if you aren't prepared. Don't get too cocky.

Goodbye, Baby (400 JP) - The martial arts aren't just about competition or the ability to commit acts of violence. They're also about strengthening the inner spirit, turning your soul into a burning font of determination. When your friends are dead and your heart is filled with rage… Well, even if it's too late to turn an utter loss into a victory, you know how to go out with a bang. As long as you remember why you're fighting and you're on your last rope, you'll keep going until your body is physically incapable of movement. You'll strain beyond your limits, tanking gunshots and breaking your own bones to push through one more obstacle. You'll probably die after being put in this state, but that's the price you pay for a last shot at glory. Try to do the right thing.

Jumper Style (600 JP) - So you've learned like 20 different kickass martial arts styles that all do cool shit- too bad that you're only able to really use one martial art at a time. Until now. Much like Brad Armstrong, you've learned how to combine your martial arts styles into something truly unique and special. As long as two fighting styles you know are at least tangentially related- boxing and karate both use fists, for example- they can be combined in new and exciting ways! What, is that not enough for you? Alright, alright. If your fighting styles have different methods of empowerment- say, one requires soul energy while another requires meditation- you can choose to simply use one or draw from your own physical endurance!

Warrior

Combat Training (Free and exclusive to Warrior) - You become an expert with one mundane class of weapon of your choice- blunt objects, pistols and revolvers, machine guns, swords, etc. You gain the equivalent of 10 years intensive training with that weapon class.

Snake in the Grass! (100 JP) - A warrior isn't bound by some bullshit 'code of honor' like those martial arts nerds. You know how best to use your surroundings to your advantage when it comes to ambushing or hiding from others. Furthermore, as long as your hiding/ambushing has a good chance at working already, it'll become basically guaranteed. If you're crouched in the tall grass, that guy you've been following won't notice the few broken stalks from the spots you walked through. You'll also know just how to move in order to minimize rustling while you go for his jugular!

Disabler (200 JP) - When you're outnumbered, you can't take your time making sure each foe you attack is dead. With this perk, you'll be able to even the odds a little. You've gained an instinct for how to use your weapons and skills to easily temporarily disable an enemy in a fight. Maybe that top-heavy weightlifter has spindly little legs that'd be easy to sweep out from under him. Maybe that freaky Joy mutant would miss more often if you tossed some sand in its eyes. This isn't foolproof, exactly, as not every enemy is so easy to disable- if you're armed with a baseball bat, there's very little you can do to a tank.

Daylight Robbery (200 JP) - Like any other person, you've got needs. Maybe you need a shiny new gun. Maybe you need a fix of Joy. Maybe you just need a stack of dirty magazines. Here's the point: no more wasting time holding broke losers at knifepoint, alright? From now on, you know at a glance who has the goods you're looking for. So shake 'em down and take everything they've got! Be warned that this perk won't help you figure out who's a weak enough sheep to prey upon.

Empowered (400 JP) - You might have cool powers, but you probably have trouble using them in conjunction with traditional weapons. With this perk, you can kiss those troubles goodbye. As long as you focus on using a power, be it magic, psychic, or biological, while you use your weapon, you'll find that your weapon naturally channels it. Poison people with bullets! Burn people with a sword! The possibilities are limitless! Be warned that this doesn't work super well with powers that aren't about causing harm. You can't heal your friends with an axe.

Love (400 JP) - Being a warrior isn't all about theft and violence, though. Even the most hardened of cutthroats can lose someone important. Your skillset might not be able to bring a friend back from the dead, but it can at least make their killer pay a blood price. As long as you believe that the person you're fighting against harmed someone you loved, you will have a natural sense for where they are. No matter how far they run or where they hide, you will know exactly how to find them, how to break their heart over and over again until the pain they inflicted upon you and your friends is returned a thousandfold. You'll gain a sense for their desires, their fears, and their fighting methods, too. All the better to strike them down. Make it slow. Make it *painful*.

All-American Badass (600 JP) - As long as they go a few hours without being used, your arms and armor slowly regenerate material and effectiveness. After a day of rest, they'll all be like new. Even better, your ranged weapons can be used without actual ammunition! Although they're not as effective as the more traditional counterpart, by draining reserves of your own physical stamina, you can produce energy bullets for guns, energy arrows for bows, and so on. These energy projectiles look like the real thing, but they quickly dissipate on their own after being fired and don't do as much damage.

Weirdo

Scavenger (Free and exclusive to Weirdo) - Everyone has to survive somehow, even if they can't fight for their food. You're great at peeking in corners, rifling through corpse piles, and finding that last bit of edible material. You also gain a natural resistance to foodborne illness that you might

contract from ingesting your ill-gotten gains.

Eccentric (100 JP) - Being human isn't about killing, stealing, raping… Animals do all of those things. What sets men apart from beasts is their capacity for creativity! You gain great motivation and creativity for an artistic craft- this can be anything from poetry, to storytelling, to playing the guitar, to drawing and painting, to… Writing hints? You might not be as tough as those meatheads out there, but they're sure to keep you around after getting hit with a masterpiece of yours! Do note that I said "motivation." Practice makes perfect, but you might start out… Not great at what you do.

Touchy-Feely (200 JP) - Maybe it's not seen as traditionally "manly," but there's great benefits to getting in touch with your emotional side. There's even greater benefits to getting in touch with the emotional side of your friends and foes alike! You know just the words to inspire rage, drive men to tears, and motivate your friends in battle. This isn't necessarily magic, but you'd be surprised how much harder your friends will fight if you get them enraged at the enemy- or how poorly your enemy will fight when their eyes are filled with tears!

Chinese Fucking Voodoo (200 JP) - Okay, so this technique is neither Chinese nor Voodoo, but it's been called both by lesser men. This unlocks the genetic potential of the finger beam within you. "What's a finger beam?," you might ask. Have you ever pointed your finger at a person jokingly, as if it were a gun? Now you can shoot harmful lasers out of the tips of your pointer fingers when you do that. I'm not talking "sunburn" levels of hurt, either. I'm talking "seared flesh and boiling organs." Finger beams are fuelled by a mixture of physical stamina and strong emotion towards the target- anything from hatred to annoyance to a general feeling of judgement will do.

Pathetic (400 JP) - No, no, I'm not calling you names! But your enemies might if you take this perk… With this ability, people will wildly underestimate your ability to cause harm and will usually let you off scott-free. Why bother stealing from a wuss like you- it's not like someone so pathetic could have anything valuable. Even when you join your friends in combat, enemies will likely target you only

after all your friends have been disposed of, even if you've played a critical support role in combat. Be warned that if you directly attack somebody, they'll still be fully-willing to beat the shit out of you.

Status Inflicter (400 JP) - Remember how I said **Touchy-Feely** wasn't magic? This perk is its magical counterpart. If the emotional intensity of your message is high enough, be it communicated through words, dance, or images, it can inflict dangerous status effects on your enemies. Deliver a sick burn to literally light someone on fire. Tell poisonous lies to someone to deliver a degenerative poison to their bloodstream. Show someone a dirty image you drew to give them a stomach bug and force them to puke. Play a song so bad that it causes blood to pour from the ears of your opponents. This is highly-abusable, obviously. Can be combined with **Chinese Fucking Voodoo** to make your finger beams deliver status effects as well.

Little Cheer (600 JP) - At the end of the day, you're not the strongest, the fastest, or the smartest. No, you're stuck with the power of heart. In a world of violence and depravity, the love and kindness overflowing in your being might seem like more of a hindrance than a benefit. There's no need to feel that way anymore. Any encouragement you deliver- be it through a cheer, a simple thumbs-up, rousing applause- now has wonderful effects on the physical wellbeing of your friends! The more sincere your encouragement, and the more energy you put into it, the more it will promote wellbeing! This can be pretty draining, but with enough encouragement, you can heal even the most grievous of wounds and soothe even the sorest muscles. Sadly, kindness has its limits. You can't restore lost limbs, and once someone's dead or mutated into a Joy mutant, there's nothing to be done for them.

Thinker

Educated (Free and exclusive to Thinker) - You gain the equivalent of a doctorate degree's worth of knowledge in genetics and one other STEM field. I'd suggest something a little more practical for day-to-day post-apocalyptic survival.

Flat (100 JP) - How many otherwise-intelligent men have had their plans ruined by feeling too much? You refuse to fall within their ranks. Sometimes, progress comes at the cost of the wellbeing of others. Although you're still capable of feeling irrational emotions, you can easily suppress them when the time comes for action. Anger at another, grief from a loss, guilt borne from your own sins… Never fall short of your true potential, Jumper.

Planner (200 JP) - An animal lives its life day-to-day, spontaeneously. You're more than an animal, right? You gain a knack for creating elaborate plans, with the internal clock to match- an internal calendar and watch with nanosecond accuracy! Furthermore, you can easily memorize these plans and change them on the fly as situations arise and new information is learned. Perfect for robbing a bank, planning an assault, or something more… creative.

Recruiter (200 JP) - You're not about to get your hands dirty. Thankfully, you've picked up an administrator's dream- the ability to read everyone perfectly. This isn't mind reading, but at a glance, you can see a potential recruit's hidden potential- their strengths, their weaknesses, how loyal you could make them, what you could say to convince them to join your cause… The instant a person becomes actively hostile to you, this information is sealed off- you can't recruit an active enemy! This also doesn't work on those not gifted with sapience. Don't bother trying to argue a dog or Joy mutant to your side.

Mechanic (400 JP) - Sadly, intellectualism is a lost art in Olathe. You need some sort of readily-applicable skill to be accepted (or even tolerated) by a gang. That's where this perk comes in! You've gained the insight and skill of a gifted auto mechanic, capable of telling what's wrong with a broken-down car by banging on its hood, and fixing it within a matter of minutes... Given enough time, you could even cobble together a working automobile from scrap! This skill extends to other sorts of mundane, civilian-accessible vehicles- from bicycles to motorcycles to boats. With the right materials and enough time, you can repair (or create) them all! This has its limits. Without high-quality materials and tools, you can't build a space shuttle, and your best attempt at a tank will be more like an armored

car with guns.

Nostrodamus (400 JP) - Much like Yado was able to predict the White Flash and prepare accordingly, you're capable of telling what sorts of disasters will be coming to your general area. To be clear- a hurricane is a disaster. A traffic accident is not. A nuke is a disaster. A small thunderstorm is not. As long as the coming disaster qualifies as dangerous to you and the surrounding area, you'll be able to predict its magnitude and location with pinpoint accuracy, with 3 months to make preparations. Don't waste that time! Get yourself and your friends to safety, and prepare to capitalize on the opportunity.

False God's Call (600 JP) - The men of Olathe are like sheep, and you will be their shepherd… There's just the issue of getting them to obey. Thankfully, with this perk, you've gained a penchant for commanding ex-sapient entities as long as they aren't particularly bright- Joy mutants will gladly obey your commands, as will the average zombie. Vampires, on the other hand, might be less suggestible… With enough practice, you'll find that even your music can control the hordes. Build your own future.

Gentlemen

Work Harder (100 JP) - UGH-HUH! Are you feeling that PUMP yet? With this perk, your muscles will never tire from exercise done for the sake of self-improvement, and you'll see results four times as fast! Lift those weights! Run on that treadmill! Hold that gigantic stack of fridges and cars on your upper back and SQUAT! Woo!

Prison Gay (200 JP) - Everyone has a need for a little human intimacy, but what's a straight guy to do in a world with no women? Well, nobody will judge if you bend the rules of 'straight' a little in the apocalypse… This sort of discretion applies wherever you go- as long as your behavioral and physical eccentricities aren't harming anyone, people will overlook them and judge you only for the content of your character. You could walk into a crowded mall as a tentacled nightmare beast and nobody would

bat an eye! This perk can be turned off at will if for some reason you want that judgement.

Ladies

Masked Mystery (100 JP) - Being a woman in this world is dangerous and unrewarding. It's best if everyone just assumes you're a guy. Thankfully, for some reason, nobody will find it weird that you're always wearing a mask. Everyone has some sort of eccentricity, right? As long as a person doesn't see you putting it on or taking it off, they'll cheerily ignore anything weird about you and assume you're just an average Joe or Jane. If they learn the truth, though, don't expect them to stay quiet about it. Stay safe out there.

Parkour (200 JP) - Anybody could navigate the steep cliffs of Olathe, but you've turned a chore into an artform of agility. Leap gaps two meters across with minimal effort, sprint for hours on end, run along walls… You're a master of getting from point A to point B! All the better for evading unsavory characters.

ITEMS

Each origin gets its 100 JP item for free, and others under its headers at a half-off discount. Just like the perks. Jumpers who haven't yet taken the Cosmic Warehouse get items in General at a discount, except for the Dirty Magazines- the first set is free, the rest you'll have to pay for at normal rate.

General

Post-Apoc Wardrobe (1 Set Free) - Ready to bare those bright red nips in style? All Jumpers, imported companions, and newly-bought companions get one free set of Olathian-quality threads. This can be anything from a midriff-baring shawl to a long poncho to a simple basketball jersey- all come with the requisite black pants and shoes. All clothing is of good quality, loose enough to move around

in and breathable in the heat, while still warm enough for sleeping in. It's also all self-cleaning and self-repairing, and will return to you within the day if somehow lost. Even better, the colors of this outfit can change to match any gang affiliations you might have, so your threads will be forever-relevant. There's no real defensive value to any of it , but you can implement any armors you find into your outfit- only one set of armor at a time- and your outfit will take on its defensive qualities. Don't question how a poncho can tank a gunshot. Magic.

Dirty Magazines (50 JP) - Did you pay for location? Maybe you just have spare JP burning a hole in your pocket? For an exchange rate of 50 JP per 150 porno mags, we can make something happen here. Before you get grossed out, dirty mags really are the only currency left in Olathe. It's a world of lonely pervs! 150 mags is enough for 15 nights at an inn.

Booze! (100 JP) - It's a seemingly-ordinary glass bottle… with an infinitely-regenerating supply of mediocre beer. And it's indestructible. I guess it's useful if you have any alcoholics in your party? Being drunk will make you slower and less accurate, but your chance of landing critical hits gets a huge boost. It's far from the worst status effect.

Cigs! (200 JP) - A pack of cigarettes that regenerates itself every 12 hours. Don't bother trying to sell the cigs, as they'll vanish half an hour after being removed from the pack. Wait! Don't back away! The taste of these Martlo-brand cigarettes is so smooth that it somehow cures poison! I'm not exaggerating… Somehow, just a puff will make that snakebite seem like a bad dream. Try not to get addicted.

A Truck? (400 JP) - This might seem like an ordinary shipping truck with a faded Cocola Cola ad painted on the side… It's much much more than an old junker, though! It runs without fuel, the engine never breaks down, it self-repairs any and all damage, and it's always got a few cans of ice-cold Cocola Cola waiting for you in the back! Sell 'em, drink 'em… They'll regenerate pretty quickly. As an added bonus, the truck can fast travel, teleporting you and any companions on-board to any publicly-accessible location in-jump that you've been to previously… Have fun!

Martial Artist

Bags (100 JP) - Your very own set of punching bags. They mysteriously vanish when you're done using them and appear nearby whenever you want to train. Your body will never sustain injuries by hitting these bags- likewise, no unarmed attack you can muster will permanently damage the punching bags. Go rough!

Child's Bicycle (200 JP) - Wait wait, don't walk away! This comically-undersized bright-red bicycle might seem like garbage, but you'll find yourself going at least twice as fast on it as you would at your top running speed! On top of that, it's great for making jumps across wide gaps- with enough innate running speed, you could clear the Grand Canyon with this thing! Too bad it makes you look a little ridiculous…

Unfair Gear (200 JP) - Now this just seems dishonest… Whatever your martial art is, you've got a piece of equipment for it that's flat-out cheating. If you box, maybe it's a set of brass knuckles. If you practice capoeira, maybe it's some spiked cleats. Whatever your particular gear is, it's supernaturally durable and will naturally deal more damage as your strength and proficiency increase. I guess there's no such thing as rules in the apocalypse.

Jumper's Center for Family Wellness! (400 JP) - No matter what world you end up in, you've got a dojo or some equivalent with your name on it… It teaches some mundane equivalent of whatever martial arts style you'd use, and you turn a small profit on the side just because of its existence. It's got built-in staff and facilities, enough to fit in easily in the average strip-mall, but with a bit of time and dedication you could really turn your unique style into a national phenomenon!

Warrior

Olathian Weapon (100 JP) - You've got your very own "piece" for roughing people up. It's of

pretty average quality, but never needs cleaning or repair and always seems to be nearby when you need to bash some skulls in. If you specialize in blunt weapons, this might be a baseball bat. If you specialize in firearms, this might be a middle-of-the-line revolver. Put it to good use. Of course, it's an Olathian weapon, so expect its damage to improve as your strength and skill improve. Don't question it.

Sickass Shades (200 JP) - Yes, they're polarized, but that's not the point. The point is that they'll make you look cool. Supernaturally cool. Even the pricks in the men's hair club will let a bald guy in if he's wearing shades this cool- they more than make up for the baldness. People will naturally let your weird little idiosyncrasies slide with these bad boys, is my point. Is it "cool" to ride around on an undersized deer? Well, if you're doing it, it must be...

Sweet Ride (200 JP) - A chromed-up, loud-as-hell motorcycle of whatever mundane color and build you'd prefer. Doesn't consume fuel, the engine is self-maintaining… You know, the usual fiat stuff. Great for jumping long gaps and running innocent bystanders over. If you buy this bad boy, your companions get matching copies, too. Start a biker gang and never wear a helmet!

Hideout (400 JP) - When you're not out busting heads, you've gotta lay low somewhere, right? This should do the trick. The hideout inserts into one reasonable location in each jump you enter- one part fortress, one part safehouse, one part tribute to your massive ego. The place will be plastered in your gang's colors and logos, with barbed wire topping thick concrete walls and… My point is that even the Rando army would have trouble cracking this. By default it's at a shitty, post-apocalyptic tech level, but you can always upgrade your little fortress…

Weirdo

Art Supplies (100 JP) - Spraypaint, chalk, parchment, a guitar… You always seem to have on hand what you need to complete a creative project. Perfect for putting up tags for gangs you're part of… Or rending Olathe's ears with your latest hit single.

Hyperrealistic Animal Mask (200 JP) - Where the hell did you find this? This mask can resemble the head of any real animal of your choosing, and people will just kind of be alright with you walking around wearing it. At least you can see and breathe through it without any trouble. Lets you operate with relative anonymity, and it's somehow high-quality enough for bathing in… And sleeping in… And eating food through its mouth... Are you sure you aren't some sort of animal-headed freak?

Dead Flower (200 JP) - Not many flowers grow in Olathe's barren soil these days... The few that remain are treasured by men with more delicate hearts. Tuck it behind your ear, or keep it in your pocket. As long as this dried out flower is on your person, you'll gain some innate protection from special attacks- watch as that fireball hurts like hell but doesn't actually light you on fire! Woo!

Jumper Village (400 JP) - The Warrior might have gotten a sickass death fortress, but you're not envious. No sir. Not a little bit. You've got a well-hidden parcel of land with some shacks and basic accommodations set up that follows you from jump to jump. Well, really, it's more of a pocket dimension. It's only possible to enter from your warehouse (don't question it), and anyone you bring voluntarily to this village can keep living there even after you leave their home jump, even if they're not a companion. The size of the parcel of land increases as its resident population increases. Perfect for saving lost souls.

Thinker

Toolkit (100 JP) - A small red toolbox filled with all the mundane construction and mechanical tools you might need throughout the day- hammers, nails, and everything in between. Perfect for securing a building, fixing a broken-down vehicle, or building a boat. It might seem boring, but there's no hardware stores in the apocalypse.

Joy (200 JP) - The pill that made the apocalypse even worse… Joy comes in the form of a bright-

cyan, spherical capsule. Now, you've got an orange plastic drug bottle that seems to spawn Joy whenever you need it. Sell the pills for mags… Or feed your pathetic addiction. Be warned that mutating will count as a chain failure.

All-American Muscle (200 JP) - Don't get too excited. It's just a muscle car from the 70's. It's in pretty good condition and the cassette deck still works, which is nice. Seats four people comfortably, never runs out of gas… You know the drill with fiat vehicles, right? Comes with a set of cassette tapes containing the soundtracks of the official LISA games. Have fun.

The Vaccine (400 JP) - This bright pink pill is the solution to what ails you… Probably. No matter how far-gone you are, a dose of the Vaccine will stop any and all forms of unwanted mutation and cure all forms of chemical addiction and withdrawal- it will even prevent them in the future. Originally, this pill was created by Doctor Yado as a form of payment for Buzzo's loyal service. Now, it lies in your hands, along with instructions to manufacture more. Naturally, this prevents Joy's deleterious effects from taking hold, though its strength-boosting effects will continue to benefit the user.

COMPANIONS

The apocalypse can get pretty lonely. **Jumpers who don't yet have any companions can take one at a discount.** Try to pick someone dependable, alright?

Brad Armstrong (400 JP) - Bradley is the protagonist of LISA: The Painful, and a deeply-damaged man. By the time you enter Olathe, Brad is already a Joy addict, but it's not too late to prevent him from mutating. Brad will do anything to protect his adopted daughter, Buddy, and even if you take him as a companion, there's no guarantee that he won't turn against you or abandon you if he thinks you aren't keeping her safe. His sister's suicide weighs heavily on his conscience. Without your intervention, he'll tear his way through Western Olathe, recruit a massive gang of misfits, decimate the

Rando army, and mutate into a mindless abomination. Brad has all the perks in the **Martial Artist** and **Gentlemen** skill trees, and carries a **Child's Bicycle** and **Dead Flower**.

Buddy Armstrong (400 JP) - This young woman is Brad's adopted daughter, and humanity's last hope. Don't let her youth fool you, though- thanks to Brad's training and her uncles' tutoring, she's become a megalomaniacal killing machine. Buddy believes the world to be innately violent, and will treat all strangers with suspicion and hostility. Without your intervention, she'll kill the warlords of Eastern Olathe, slay the creator of Joy, Doctor Yado, and claim the lonely title of "Queen of Olathe." She's damaged, but it's still possible for her to change. Just don't let her get her hands on any Joy. If you want to recruit her, you'll have to convince her that she won't be giving up her freedom by tagging along with you- and this better be the truth. Buddy has all the perks in the **Warrior** and **Ladies** skill trees, and carries an **Olathian Weapon** and **Dead Flower**.

Dusty "Rando" Armstrong (400 JP) - Before the flash, before Buddy, Brad had another adopted child. Dusty was a nervous-but-gifted martial arts student of Bradley who lived in his master's dojo. Although Brad never let Dusty refer to him as a father, the orphaned child came to see the man as a father figure. Brad abandoned Dusty after Buzzo destroyed his dojo and sawed Dusty's face off in an attempt to get revenge on Brad. Whether he did so to protect Dusty or cut his losses is unclear… Despite this, Dusty never let himself stop loving Brad, and still practices his old master's patented Armstrong-style karate. Nowadays, he wears a red skull mask and calls himself Rando. He's in charge of Olathe's largest army. Despite his imposing stature, he's a peacekeeper with a penchant for diplomacy. Without your intervention, he'll be beaten within an inch of his life by Brad before being tortured and killed by the pedophile Bolo Bugaughtiichi. If you want to recruit him, you'll have to convince him that Olathe is beyond saving. Rando has all the perks in the **Martial Artist** and **Gentlemen** skill trees, and owns **All-American Muscle** in the form of a limousine plastered in red skulls.

Bernard "Buzzo" ???? (400 JP) - This grinning menace is Doctor Yado's right-hand man, a violent psychopath with a fetish for amputation and the leader of a cultish drug cartel known as the Joyboys. Before he was a shirtless machete-wielding maniac, though, he was Bradley's karate student and the only friend of Brad's younger sister, Lisa. Buzzo came to blame Lisa's suicide on Bradley's negligence, as Brad knew very well of his father's abusive tendencies and fled the broken household rather than defend his sister. Now, Buzzo lives only to get revenge on Bradley, to hook the man on Joy before turning him into a mutated monster. Without your intervention, Buzzo will cut off both of Bradley's arms, dose the man on enough Joy to guarantee a mutation, and then fall into a deep depression. He will later sacrifice his life and humanity to save Buddy from Doctor Yado, and mutate in the process. If you want to recruit him, you'll have to help him come to terms with the loss of his only friend. Buzzo has all the perks in the **Warrior** and **Martial Artist** skill trees, though he refuses to use Armstrong style these days. He owns an **Olathian Weapon** and **Joy**.

Canon Party Members (200 JP Each) - There's over 30 different weirdos that Bradley will inevitably recruit during his journey across Olathe, and it'd be a shame if none of them could join you. From the cheerful Terry Hintz to the violent and mysterious Tiger Man, I'm sure there's someone who fits your style. They'll follow you pretty much unconditionally, and get perks based on whatever skills they have ingame. For example, Terry Hintz would get pretty much all of the **Weirdo** skill tree except for **Finger Beams**. Party members may come with an **Olathian Weapon** if their skillset requires a weapon to make sense. Any you don't recruit will end up becoming Brad's party members, and will inevitably die along the way.

Fanon Party Members (200 JP Each) - Austin Jorgensen, the creator of the LISA series, once said that "all fangames are canon." I guess that means you can import a fangame character if you really want. They'll have the closest available skills to what they can do in their own game, and. I guess they'll just show up next to you? That'll be a bit disorienting for them, but that's life. If you ever wanted to recruit legends like Joel Miller, Benny "Beltboy" Oberwinch, or El Elefante Vinchenzo, this is your chance.

DRAWBACKS

Is Olathe not brutal enough for you? Fine, take this and get out, you filthy minmaxer. Ugh. **You can take up to 800 CP of drawbacks. Drawbacks always override conflicting perks.**

Hunted (+0 JP, Mandatory for women) - Listen. When they haven't seen a woman for over a decade, guys around here can get a little desperate. Some of the more noble men might even get ideas about "saving humanity" by, y'know, getting you knocked up. Long story short, even the hint of a woman existing is going to circulate, and then the hunt will be on. Think of it less like a drawback and more like a feature of this hellscape. Keep your face hidden and try wearing some baggy clothes. It might delay the inevitable.

Bald (+100 JP, men only) - The top of your head is as bald as a newborn's bottom, and there's no way for you to change that for the duration of this jump. Even worse, your now-bald head is prone to sunburns. Pack plenty of sunscreen, and remember that hair-gro serum doesn't actually work. Poor bastard.

Porn Addict (+100 JP) - I know people can get a little pent up, but this is just stupid. You feel compelled to spend at least an hour a day looking at dirty magazines or other forms of pornography- and never the same one for this session! A master pornographer such as yourself needs fresh material to inspire your carnal creativity! Thank God that the local currency is porno mags, right?

Jumper Checks His Hair! (+200 JP if male, +400 JP if female) - Wow. You've sure become one narcissistic piece of shit, haven't you? I know that Olathe is full of drag queens, bodybuilders, and men obsessed with hair, but this level of vanity is insane. During combat, you'll constantly have to resist compulsions to check yourself in the nearest reflective surface- gotta make sure you're still looking hot! You'll take just about any excuse to flaunt your good looks, and your

wonderful features are now your favorite topic of conversation. If you're a woman, it's a really terrible idea to take this… So you'll get more JP, I guess.

Jumper Hernandez (+200 JP) - Congrats, you're an honorary member of the Hernandez family, with the pudgy body type to boot. You're now a short and fat Latino with a bulbous, crooked nose and a moustache, if male. If female, you're pretty much the same, sans moustache. No shapeshifting abilities will fix this- best change your name to something that ends in -ardy. Nobody will take you seriously in this form- all charisma or intimidation perks are temporarily disabled.

Curse of the Bee (+200 JP, men only) - The Bees are a famous gang of crossdressing prostitutes, located in a brothel deep in the swamps known as the Beehive. Though most of them are some variant of balding, bearded, or just plain ugly, there's a few who manage to pass pretty well for female. You take this dubious blessing to a whole new level- sure, you're still biologically male where it counts, but you'll have a hard time convincing people otherwise. And Olathian men tend not to be too picky… Most will still have an urge to "sample the goods." Have fun fighting off an army of rapists. Naturally, your shapeshifting abilities won't fix this.

Alcoholic (+300 JP) - You could really use a drink. Or three. Although you haven't advanced to the point of physical dependence where withdrawal could kill you, you need booze to function normally. Gotta put off that inevitable hangover by drinking it away, right? Right. This is gonna become a big problem unless you detox. Too bad there's so little clean water in the apocalypse.

Puritanical (+400 JP) - Alcohol? Cigarettes? Pornography!? Why, you'd never! For some reason, you have the sensibilities of a Good Christian Housewife in the middle of a bloody and sexual apocalypse, and would never even dream of touching one of those so-called "dirty magazines." And you'd sooner die of dehydration than drink that rancid swill they call "whiskey!" Good luck surviving this one… Mutually exclusive with **Porn Addict, Alcoholic, and Pervert**.

Pervert (+500 JP) - Congratulations! You can't take **Buddy Armstrong** as a companion anymore- in fact, you can't bring any female companions with you on this jump! Furthermore, you've gained an obsession with finding and, uh, "using" the last woman out there. You sick freak. This is going to get you pummeled by Brad and the Rando Army alike. In all honesty, you deserve it for picking this.

Depressed (+600 JP) - Congratulations, you now suffer from clinical depression. In the words of Terry Hintz, depression "makes everything suck." You're not exactly suicidal, but have fun finding the motivation to get up in the morning. This is gonna be a really long decade. I hope you have some more motivated friends with you.

Hallucinations (+800 JP) - You might not be a Joy addict (yet), but you suffer from terrifying and violent hallucinations based on your past traumas. Have fun fighting giant spiders with your father's face! These hallucinations are only real to you and your companions, but I assure you that some of them can be quite dangerous. The hallucinations will become more violent and deceptive during times of heightened conflict. Good luck finding peace in Olathe…

Fuck You (+800 JP) - Buzzo seems to think you have something to do with Lisa's death… Or maybe he just wants to screw with you for the hell of it. Either way, that same vengeance he wanted to enact on Bradley? He wants to do that to you too, now. Buzzo can't be killed by normal means, and you won't be able to recruit him with this drawback. Have fun with that.

SCENARIOS

Special (optional) challenges with CP rewards. **You can only pick one, but the CP bonus doesn't count against the drawback limit. Failing your scenario is a chain failure.**

Rando Army Challenge (+400 JP) - This one's pretty simple. You must ally yourself with the Rando army and fulfill their goals- this means finding and either capturing or persuading Buddy Armstrong to your cause. **If Buddy dies, you fail unless there's some other woman available.** If Rando dies, things can be salvaged, but you'll need to keep the bulk of the army together somehow. **By the end of your 10 year tenure in Olathe, the Rando Army must still be the de-facto peacekeeper and strongest power standing in Eastern Olathe.** Your biggest obstacles will be the Joyboys and Brad Armstrong. At least you have the world's strongest military force to fall back upon.

The Usurper (+400 JP) - For the Jumper who wants to go their own way. **By the end of the jump, you need to have made your way onto Eastern Olathe's List of powerful gang leaders- and it has to be your name or pseudonym up there, not that of a compatriot.** Forge alliances, recruit gang members, and prepare for lots of violence. It'd probably be best to ensure that Buddy Armstrong becomes your ally, else she'll likely try to cross your name off the List… She'll try to kill you. That's what I'm getting at.

The Doctor's Challenge (+600 JP, "False God's Call" perk mandatory) - Wouldn't the world be a better place if a calm, rational mind like yours was calling the shots? Doctor Yado thought so, but he ended up dying a few years ago. Now, Buddy is in Brad's care, but there's nobody around to ensure that the doctor's plan falls into place. Buzzo has given up on his duty of distributing Joy, preferring instead to harass Brad. As such, Joy remains a vanishingly-rare drug. Stores still exist in hidden bunkers throughout Olathe, but it'll be up to you and your allies to crack into the bunkers, secure the drug, and supply it throughout Olathe. **By the end of your ten year stay, you must have cemented Olathe's decline- at least three quarters of the population must be mutated, dead, or**

addicted to Joy, and Buddy must also be dead or mutated if you haven't taken her as a companion.

The Big Girl's Challenge (+800 JP) - In a world like this, it's kill or be killed. At least, it ought to be... In this timeline, Buddy was turned over by Brad and company to the Rando army when they found her. Raised in a nurturing environment, she became a capable but kind warrior. Rando won't be killed by Brad. Buddy won't massacre everyone on the List. Doctor Yado is missing, and Buzzo is content with tormenting the lone drug addict Bradley. It's up to you to bring about the collapse of Olathe. **By the end of your jump, Rando must be dead with his army disbanded, and every player on the list must likewise be dead or in hiding.** Without the destabilization of the events in the Painful, you'll be fighting against a mostly-united front. This is going to be an uphill battle.