Death Stranding

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Once there was an explosion...
A bang which gave birth to time and space

Once there was an explosion...
A bang which set a planet spinning in that space

Once there was an explosion…
A bang which gave rise to life as we know it

And then came the next explosion.
An explosion that will be our last.

The sixth mass extinction has just begun. Scientific hubris has led that to happen. This world resembled a future version of your own. The initial blasts were mistaken by the American government as an attack from an unknown terrorist group. The mysterious materials found in the massive craters added only more questions, until great clouds of the new material entered that atmosphere, cutting the USA from the rest of the world. The material falling from the sky rapidly aged everything it touched, leading to the phenomena of timefall. Then, the BTs were discovered properly, ghosts of those who died which returned from the Beach, each carrying a bit of antimatter in their core, the true cause of the above blasts. The United States was broken apart. The event was later known as the Death Stranding.

Many years later, the newly formed United Cities of America is trying to reunite America, having created the organization of BRIDGES in order to reconnect America with the Chiral Network, a miraculous technology allowing instantaneous transfer of information and energy, a rebirth of the pre-Stranding internet. An expedition, BRIDGES 1, was made to set up waystations from coast to coast, led by the current president's daughter, Amelie Strand. While it made it to the West Coast, a terrorist organization called Homo Demens attacked the expedition, kidnapping Amelie while killing the rest. They now terrorize the Knot Cities in the name of independence for their Edge Knot City.

In about fourty-eight hours, Central Knot City will be destroyed due to an hidden suicide being unincinerated too long, attracting a BT which created a massive voidout. Bridget Strand, the dying president of the UCA, will task Sam Porter Bridges to reconnect America using the Chiral Network.

You will be here for ten years.

You will start with 1000 CP for your stay here.

Origins

Drop-in: Simple enough to describe. You appear close to your location, with your purchases nearby and no trace of your origin. Mysteriously, it seems that you are already registered as a porter in the region. Where your loyalties lie are up to you.

+ No attachments to this world, yet still having a job.
- No connections in this world, without any friends.

BRIDGES Personnel: Of course, when BRIDGES went west to reconnect the country, not everyone did the entire trip. Many personnel were left behind, maintaining the network as Amelie Strand headed westward. You were one of these personnel, working in one of the various distribution stations established throughout the ruined country. Perhaps you have more knowledge about the technology then most?

+ In-depth knowledge of the workings of BRIDGES
+ Your actions are working to reconnect people after a disaster
- No privacy except in very specific circumstances.
- An entire terrorist organization wants your group dead.

Prepper: Not everyone was flat footed when the Death Stranding began. Doomsday Preppers had long built shelters where they could remain safe in the case of catastrophe. These people, and the unique talents they all carried, were courted by BRIDGES, though distrust of the organization is extremely common. Whatever the case may be, trust or distrust, you are one of the many preppers around in this world, with packages needing to be delivered to and from, sitting in your shelter near your starting location.

+ Independent from BRIDGES with all of the benefits.
+ Highly skilled in a craft makes you useful to many.
- You are very likely quite distrustful of others.
- Don’t expect many visitors beyond passing porters.

Separatist: Or perhaps you want to go a bit crazy? Not everyone can take the pressure of the apocalypse that well. Even ignoring Homo Demens, which seeks to stay independent of the UCA at all costs, it's possible you are one of the many Porters which have gone mad, robbing other porters of their packages in the process of becoming MULEs. You may be a bit more sane then the other individuals in these categories, you have become a threat to the reconnection of the country.

+ Complete freedom from the tyranny BRIDGES represents.
- You are a bit insane for most individuals.
- Depending on your choice of group, you may be working for a death cult.

Regardless of your origin, your age can be chosen freely.

Location

Roll 1d8 to determine your starting area, or pay 50 CP to choose.

1. **Eastern Region, Central Knot City:** Along with its sister city, Capital Knot City, this is one of two cities which experimented with and created the Chiral Network. Publicly it is still the seat of power for the UCA and Bridges, and therefore is a major target for the terrorist group Homo Demens. Still, it is by far the largest population center left in the Eastern Region.

2. **Eastern Region, Capital Knot City:** The other part of the current Chiral Network, it is the actual seat of power for the UCA, the president having already moved here from Central Knot under great secrecy. Most of the critical BRIDGES staff has been moved here already.

3. **Eastern Region, Port Knot City:** The final major city in the Eastern portion of the former America, it is the one location where a port has been established to cross the massive voidout lakes dividing the Eastern Region and the Central Region. It also currently docks the only ship left in America, owned by Fragile Express.

4. **Central Region, Lake Knot City:** Supposedly one of the nicest cities in terms of weather, this is the other port which accesses the voidout lakes which cut America in half. Despite its relative safety, several MULE camps are located nearby, and the nearby preppers still need deliveries despite the lack of routes.

5. **Central Region, South Knot City:** Probably the worst hit Knot City not outright destroyed by Homo Demens, this city barely avoided the fate of Middle Knot City to its north, being only partially destroyed by an atomic blast. It is still reeling from the effects, and the destroyed area is filled with BTs.

6. **Central Region, Mountain Knot City:** Situated somewhere in the Rocky Mountains, this city is surprisingly one of the more populous cities in the area. Despite its surprisingly strong community of preppers, however, it is within the direct reach of Homo Demens terrorists.

7. **Western Region, Edge Knot City:** Oh boy. This is the current headquarters of Homo Demens, along with the place that they are holding Amelie Strand. The city is surrounded by a massive field of tar, and will soon be flat out destroyed by the terrorist organization. Perhaps you can change its fate?

8. **Free Choice:** Choose freely from one of the locations above.

Perks

Perks have a 50% discount to their respective origins. 100cp perks are in turn free to their respective origins.

General Perks:

DOOMS [Free/100cp/300cp]: You are one of the many sufferers of the condition known as DOOMS. Symptoms of which include an allergy to chiralium, nightmares about the end of the world, and psychic powers. Indeed, depending on the severity of DOOMS, its sufferers ironically enough get the ability to survive easier in relation to the world around them.

For free, you have the same severity of DOOMS as Sam Porter Bridges, at a level two. You can sense the presence of BTs in the area, although you can't pinpoint where they are beyond that. For 100cp more, you are now slightly higher than Sam, and as a level three you can now see BTs without the aid of a BB. Finally, for 200cp more for a total of 300cp, you have reached the level of Fragile. Along with the benefits of previous levels, you can also use the Beach as a means of near instantaneous teleportation, if only for your personal belongings. See the notes for more details.

Package Combat [100cp]: While many threats in this world are unable to be touched with bare hands, that doesn't mean there are none. MULEs, terrorists, both of these are threats to individuals which are unprepared. You are the rare kind of individual which can actually fight back, knocking them out with a few well placed punches… or even an expendable package. You are also skilled in countering those who would attack you in close range, capable of parrying attacks with just a piece of rope, and rapidly knocking out the assaulting individual with the same weapon. I don't recommend you try this with someone with a gun.

Repatriate [600cp]: You are a truly rare existence in this world. A being which cannot die- or, at least, not permanently. As the second known Repatriate, you are now uniquely disconnected from death, waking up on your Beach after you die a unpeaceful death. You can then return to the world of the living, none the worse for wear, beyond a bit of Tar to be coughed out of your lungs. In this world, this will work consistently. Once you leave, it will let you cheat death once per month. Finally, possession of this perk serves to boost other perks in the below list, being marked with a (*).

Drop-in:

Porter [100cp]: Perhaps you are one, or maybe you were formerly, but regardless you have all the physique of the porters of this world. You are more than capable of carrying about 120kg on your back, and have the skills to balance a stack of packages on your back even as you walk on narrow walkways. You also have the endurance needed to carry this heavy load long distances as well. If you put your mind to it, you could become a legend in the field with just these abilities alone.

Lost Cargo [200cp]: Not everything lost to some will be lost forever. You have a knack for finding the lost belongings of others, varying from personal possessions lost at some point, to packages which were lost in transit. Regardless of the item, returning these items will quickly let you get the good graces of whomever is the correct recipient. As one final note, you will also find that your own lost property will have similar luck in being found and returned.

Premium Delivery [400cp]: Sometimes, the path to proving your worth to others requires a bit more than just doing what is asked. It takes going above and beyond in any requested duty. Fortunately for you, you know just how much to raise the stakes to impress these individuals. By increasing the difficulty of a task to twice its original condition, you can make whomever benefits from said action much more grateful for your assistance, even if the net benefit doesn't change much. Further, the amount of times you pull this off will be remembered, increasing your reputation to any who hear of your deeds. Become a legend among legends.

The Great Deliverer [600cp](*): Amongst porters, you are the best of the best. The man who gets things done. The one reconnecting America, one package at a time. This is hardly an exaggeration either; everything you do will work to bring others together with you. Just by delivering packages, people can be convinced to join and assist an organization allowing that to happen. Showing empathy can make people want to open up and befriend you, and trying your hardest for them will guarantee lifelong friends. Even those who despise the organization you represent will sign up in gratitude for what you have done.

- **You Are Not Alone:** An individual who is connected with others is never alone. Even if they are by themselves, facing a dangerous situation without backup, they are not facing it alone. In dangerous situations, white beings similar in appearance to yourself will appear to lend you aid, hindering enemies as well as providing useful supplies when you call out to them. While they can't appear constantly, the assistance they provide will always be relevant for the situation you are in.

BRIDGES Personnel:

Head of Distribution [100cp]: When it comes to organizing a team of people to get a job done, you are the man for the job. Whether it is getting the logistics down, ordering the needed materials ahead of time, or even getting rapid responses to emergencies, the people under you will work wonders with the commands you give.

BRIDGES Link [200cp]: Footpaths, Roads, Highways. All of these things serve to connect people simply through simply a matter of transportation. BRIDGES 1 laid the groundwork for a new highway system, one to replace the old asphalt destroyed by timefall. While at times their placement is… questionable, there is no denying the effectiveness and speed they allow. Beyond being skilled in the creation of new roads, allowing for speedy travel, you now may find paths made by others before you, even if their location may not make perfect sense. These may be simple footpaths, with maybe a ladder or a bit of rope to avoid the rougher parts of the terrain, but they will make travel easier.

Necessary Measures [400cp]: Let us get this out of the way, in case you haven't figured it out: the UCA is little more than a dictatorship. The "President" is no longer elected, and was inherited by the literal next in line, the cufflinks monitor your conversations at pretty much all times, and they seem to have sacrificed many liberties in exchange for uniting the country. Despite this, they are one of the few organizations keeping people moving forward, despite the Big Brother-esque monitoring of their civilians, and many join despite the well known sacrifices made. When you lead, people will become more accepting of actions done in the name of improving security, letting themselves lose a bit of freedom in exchange. Creating a practical police state will never be that difficult again!

Building BRIDGES [600cp](*): Interested in the technology of this world, are we? Electrical generators which safely charge devices meters away, ziplines which allow rapid transit between two points on beams of energy, even something as simple as extremely collapsible yet durable tools and weaponry. You start at the same level of general knowledge, capable of making most of the wonders seen in this world.

- **Chiral Network:** Oh boy. Your general knowledge of the technology of this world has skyrocketed past the level of the general BRIDGES development and into the realm of Mama and Lockne. Even ignoring the advanced walking robotic drones which you are now capable of making, the true masterpiece you are capable of making is a replica of the Chiral Network. Capable of instant transmission of data, as well as managing wide infrastructure projects, this is the technology which can be used to rebuild a nation.

Prepper:

The Profession [100cp]: All preppers currently around after the Death Stranding are not some random people or civilians. Each one has a field of knowledge which helps them contribute to the prepper community as a whole. Craftsman, Doctors, Scientists, even Chiral Artists have something to add to the community that is joining the UCA. Pick a small descriptor relating to a profession or role. You will get expert-level skills relating to the role you have chosen, such as improved sewing skills if you chose Cosplayer or improved repair skills if you chose Junk Dealer.

First Star [200cp]: In truth, beyond a few specific individuals, most preppers were not on board with joining the UCA. Indeed, if it wasn't for the fact that there was no requirement to join the UCA to get access to the Chiral Network, it would have been impossible to convince many to even connect. In turn, organizations trying to get you to join them will give you some of the benefits which only proper members can access, even if you have no intention of joining. This won't let you access their top secret files, mind you, but maybe will get a bit of basic access.

Second Star [400cp]: Still want more things done in order to join someone? You will now find that as long as you express willingness to join an organization afterward, organizations will willingly accept to do a task in exchange. Whether it is getting a valuable piece of lost cargo or some other task, I imagine that they would be more than willing.

Best in the Business [600cp](*): Remember how I said earlier how you only have expert-level skills in the role of your choice? Yeah, scratch that a bit. You can now be considered a true genius when it comes to your chosen profession's skills. A weapon Craftsman which can turn any gun non-lethal, a Mountaineer which can climb any mountain even in horrific timefall whiteout, even a simple farmer of gourds which somehow bred a new breed of more effective cytobiotes. Further, using Chiralium, you will find that any products which you make will be superior to similar products just by its presence. The UCA wanting you makes a lot of sense.

- **Building Levels:** Oh boy, you want to make stuff even better than above? Products you make, if you are willing to invest more resources into their creation, will now be even more explicitly better even if nothing else is inherently different about the design. While the extra resources will be lost, the products will get better with each exponentially increasing resource expenditure! Chiralium will still be a needed asset to improve these further, however, so be warned.

Separatist:

Independence [100cp]: Isn't strange that, despite the general lower technology of MULEs, that all the technology they steal is still in relatively good shape? While partially this is due to theft, it is also due to a decent knowledge on how to maintain their equipment, allowing them to survive outside the cities and shelters. You now are easily capable of maintaining your tools and surviving in more hostile environments, surviving where others would not.

Stolen Cargo [200cp]: You seem to have a bit of skill when it comes to one thing: locating porters and seizing their cargo. While MULEs rely on special beacons to detect their targets, you almost have a second sense for locating potential prey. Further, you are unusually skilled at handling stolen cargo, to the point that you could even still deliver it to its intended destination and get credit. That is not to say the people who you steal from are happy about it, however…

Terror Tactics [400cp]: Another factor which kept BRIDGES from quickly connecting the chiral network was the reign of terror of the terrorists of Homo Demens. The destruction of Middle Knot City, as well as the near destruction of South Knot City, has left preppers previously very willing to join the UCA to almost be repulsed by the thought. Similarly, the more people fear you, the more they will avoid working with you enemies, even if you would never retaliate against them. It will take work for your enemies to get the connections they need.

Be Careful, its Fragile [600cp](*): Finally, we reach the ultimate goal of Homo Demens, more than the 'autonomy' they supposedly desire. The destruction of everything, the extinction of life as we know it. It is no surprise that its leader, Higgs, has sought the destruction of the reconstructionist BRIDGES, and its surgical strikes did more damage than anyone could expect. By destroying essential parts of enemy organizations, your actions will cause a domino effect, destroying even more of the organization than originally possible. Even a bomb going off in their territory near none of their resources could cause surprising infrastructure damage, and if that bomb was atomic? Lets just say they may never recover.

- **Then Came An Explosion:** Who says mass destruction has to be a bad thing? Indeed, every extinction event has in a way helped the survivors grow without exception, at least in the philosophy of this world. Your actions, if you so wish, can now have a positive effect on the lives affected by it, if they ultimately recover from it. Even an entire civilization being destroyed could lead to the survivors becoming more connected than ever before, and their knowledge skyrocketing.

Items

All items here will be replaced within 24 hours if destroyed by any means, either by timefall or other means. For each price tier above 100cp, you can choose any item to have a 50% discount.

The Gear of the Trade [Free]: With the advent of timefall, those who have to travel out in the rain do not want to risk their clothing literally rotting off of them. This is a set of gloves, jumpsuit, socks, and hood, all of which are extremely resistant to timefall. The style is appropriate for your background, but is comfortable. The hood automatically raises when the timefall begins too, as an added bonus. Along with this, you will receive a length of rope know as an Strand, used by BRIDGES for identification and as an emergency weapon, and an Odradek, a tool which can holographically maps the roughness of the terrain as well as detecting BTs when a Bridge Baby is connected. A pair of cufflinks which serves as a personal computer and tracking device is also provided at your discretion.

Chiralium Container [Free]: Due to the general usefulness of the material if used properly, BRIDGES has worked on keeping a supply of Chiralium available for construction. In order to store it once collected out in the wild, however, they have supplied porters with these containers. While your starts empty, it can hold extremely large amounts of Chiralium, to a virtually infinite degree. Post-jump, this will fill with 500 decigrams weekly, so you can always have a supply in future worlds.

Equipment [50cp or 100cp]: While not everyone out there is doing deliveries, everyone is going to need things to get around in this harsh world. For each purchase of this item, you can select an item below, getting replacements every day. For another 50cp above the original price, you will instead receive upgraded variants of the items, far more capable at doing tasks then the equivalent item lacking the enhancement. **You get one 50cp choice free, and just have to pay the upgrade cost for that item.**

- Ropes and Ladders: With the extreme fracturing of the terrain as well as the still standing mountains, it is important to have some ways to traverse them. The ladders expand from a small box to a full size of 10 meters while being extremely sturdy, while each rope, one planted using the stake, is a full 30 meters in length. You will get 4 boxes of each when purchased. Enhancement further increases durability.

- Boots: Made of timefall resistant materials, these boots will be worn away by your travels far sooner than by the horrific rain. That being said, they are some of the most resilient boots you can find. Enhancement improves its abilities in resisting impaces and spikes to improve grip on slippery surfaces.

- Blood Bags: Filled with the blood of a repatriate, this blood thankfully works in your own system… or that of anyone you want. If transfused into a body, it will rapidly deal with an individual's blood loss within seconds, being far more efficient than mundane transfusions. It also can act as an additional source of ammunition for when you want to fight BTs with the appropriate weaponry. Get 2 blood bags of 500ml per purchase. Enhancement instead provides Chiral Bloodbags, which despite being the same size and weight, explicitly holds twice the blood within.

- Skeletons: Porters are only mortal. That being said, sometimes they need to get more done then what their flesh and blood legs will allow. Skeletons attach to the legs of an individual, vastly improving their capabilities is some form. Each purchase gets you either a Power Skeleton, which vastly improves sheer lifting capacity, a Speed Skeleton, which vastly improves running speed, or a All-Terrain Skeleton, which vastly improves balance. While by default you only get the initial model, an upgrade will get you the best version provided in this world.

Anti-BT Arsenal [50cp]: The biggest issue with BTs is that they ultimately are unkillable. Normal weaponry has no effects on them, and considering the disastrous effects if a BT grabs an individual, it's better to just avoid them altogether. With the advent of a certain repatriate, however, weapons have finally been developed using their body fluids. A purchase of this will get you two sets of hermetic grenades, as well as a special handgun designed to fire blood. While this doesn’t by default give you access to repatriate blood, you at least start with the necessary equipment.

If you have the repatriate trait above, your own blood can also be used to load these weapons, though without prepared blood bags they will instead require blood directly from your bloodstream.

Finally, the last major weapon you will be getting with this is a Cord Cutter, a chiral blade made along with Repatriate blood meant to cut a BT's connection to this world in the most direct way possible. Meant for sneak attacks if a BT does not notice you, it is the only anti-BT weapon here which does not Repatriate blood to function, due to being constructed with the blood in question.

Cargo Backpack [100cp, Free Porter]: This backpack is quite a doozy. Seemingly indestructible to standard wear and tear, it is capable of carrying several hundreds of kilograms of cargo without fail, and is designed with customizability in mind. It even has an inbuilt solar battery! Comes in a color of your choosing.

Unlimited Cargo Containers [100cp, Free BRIDGES Personnel]: If you are going to ship products, it's best to place them in the right containers! You now have access to a terminal to order these containers, accessible at either warehouse or on your properties. They will be swiftly delivered afterward, ready to be packed with products for delivery. Good for stacking and have excellent resistance to timefall, they are not very resistant to impacts, so handle the products with care.

Professional Tools [100cp, Free Prepper]: Every professional has the tools of his trade. The things which make their job possible. Courtesy here is a set of custom tools for a profession of your choice, made of top quality materials. There are no better tools available for the job you do.

Weaponry [100cp, Free Seperatist]: Most weapons are frowned upon nowadays. The whole "dead people create BTs'' thing really makes it far more complicated. That being said, if you want the guns to threaten other humans, here is a good option. A purchase will grant you a handgun, a semiautomatic shotgun, and an assault rifle, with a full complement of ammo. For those who actually care about not killing people, this also comes in completely nonlethal variants.

Vehicles [200cp]: America is a huge country, even with a literal apocalypse happening around you, sometimes you need something to help you get around. A purchase of this will get you two vehicles: a Reverse Trike, a fast vehicle which drives rapidly through the country, as well a Cicada MC 2000 truck, designed for carrying large amounts of cargo. Being powered only by electricity, both of these vehicles once charged can take you quite far though the countryside. As a good reminder though, these won't help you if a BT grabs on, but it is a good start.

Personal Chiral Constructor [200cp]: A PCC is one of the major methods used by BRIDGES to construct the infrastructure of the new country. A natural evolution of modern 3D printers, these devices can construct an entire structure within minutes from basic blueprints. Once you supply the necessary resources, they will immediately get to work. As a final benefit, the structures built from this device do not rely on the Chiral Network to work, so feel free to build in future worlds, even if you are limited to only BRIDGES design.

BRIDGES Warehouse Terminal [200cp]: Perhaps you want a bit more for your own Warehouse? Whether for a certain dimension warehouse or just for a more physical one, this terminal, once installed, will grant it the basic capabilities of a BRIDGES facility, allowing for automated storage and retrieval of your equipment and other material possessions. It can even automatically sort your various equipment automatically into various categories for better organization. An excellent addition for those who don't like sorting their stuff personally.

Personal Distribution Center [400cp]: Is the above terminal not enough for you? For those who want a lot more bang for their buck, a full fledged BRIDGES Distribution Center will be at your service, with massive storage capabilities, as well as the ability to manufacture equipment based off blueprints, a garage for storing vehicles, and offering a safe haven to rest a decently-sized crew. While this process requires no crew, it can be actively assisted from the efforts of others.
You can choose to place this when you enter a new world, or just leave it connected to your pre-existing Warehouse.

Beach Connection [400cp]: Wait, how did you get access to this? This is a literal, physical connection from the waking world to the limbo that is the Beach, the bridge between the living world to the afterlife. While nothing is going to enter or leave without your permission, it does provide some access to the resources of the Beach, both the miraculous Chiral Crystals as well as the strange beings known as Cryptobiotes, tardigrade-like organisms which restore lost blood to those who eat them. The connection to the Beach could be used to jumpstart the development of a Chiral Network if you had the skills, albeit with all the dangers of connecting to the land of the dead.

Tar Pit [400cp]: Now for an option for those who truly want something lost. This is a pit similar to one of the various pits of tar around the United States. This is not like the mundane sources of tar in the living world, however; this is tar which serves as an manifestation of the beach itself, leaking from the world of the dead to here. Why does that matter? Simply put, anything thrown into this Tar Pit will be lost forever, effectively gone for the rest of time. Explosives which explode underneath the tar will be absorbed without damaging the surroundings, and the items will themselves remain forever lost, to both you and others. A perfect disposal tool if used correctly.

Companions

BB [Free]: You didn't think I was going to make you enter this world without any assistance, did you? For no charge at all, here is a Bridge Baby just for you, capable of detecting BTs when plugged into the Odradek. That being said, it is best to not get attached to this guy. It is closer to a tool than an actual companion, so it is best to not get too attached to it, and on average they only have a year-long shelf life. That is enough to get you by for your journey here, but don't expect more than that. If you don't want to carry a baby around with you, this also comes in the form of a creepy doll, though that would just be an item, and not a companion.

Import [50cp, 200cp for 8]: Don't want to suffer in this world alone? For a low price, you can bring a companion of your choice along with you, with 600 cp to spend on the various items here. If you desire more, you can purchase this multiple times, with 200cp getting you a full complement of eight. This option can instead be used to create new companions, with backgrounds, appearances, and personalities of your choosing.

Forging Connections [100cp]: Some individuals might have got your attention throughout your journey. For each purchase of this, you have an opportunity to bring them with you, with the exception of a certain Extinction Entity. They will possess all perks appropriate to their background, and will get a good impression of you when you first meet.

Drawbacks

Damaged in Transit [+100cp]: You never seem to be lucky with anything you get. Anything you order seems to arrive damaged, not to the point of uselessness, but definitely to the point of disappointment. Unless you specifically try your best to keep everything intact, expect disappointment even from the legendary porters.

Lost in Transit [+100cp]: Perhaps you'd rather have a different issue with your packages? Cargo you are after seems to have a tendency to get lost with relative ease. Maybe the porters dropped it somewhere without noticing, or maybe a MULE secretly pulled it away. These packages can be tracked to some extent, but expect backtracking.

MULE [+100cp]: Something has come over you. Delivering packages is a way of life for many porters, and the feeling of satisfaction when they are delivered to people in need is… addicting, to say the least. This has gotten to the point where some porters attack and steal the deliveries from other porters, just so they can deliver more packages. You now have the affliction which all MULEs suffer from. While you are a bit more high-functioning then some MULEs, only needing to constantly deliver cargo, you are still going to have issues if you see a package which you aren't delivering.

No Killing [+100cp]: Honestly, killing people is actually a terrible idea in this world. The risk of creating more BTs is never worth it, and proper disposal is a huge pain as well. That being said, sometimes lethal force can be seen as necessary to protect your life. Which is why your new overwhelming desire to kill no one, while touching and smart in many aspects, is confusing. I'm sure the terrorists will mirror the sentiment as they shoot at you.

Fragile [+200cp]: It seems a certain woman by the name of Fragile has something in common with someone else. At some point in the past, terrorists forced you to run through timefall. While fortunately you didn't die from the experience, your body had aged greatly in the process. While you were given headgear, anything below the neck is now approximately seventy years of age, with all the weakness that entails. Expect difficulty with heavy loads.

The Dependant [+200]: While you were doing your duties, you found a prepper shelter seemingly untouched by the various factions. Contacting the individual within, what you were surprised to meet was an aging prepper, one of the last of a generation which was born before the Death Stranding. As they are soon for this world, you have dedicated yourself to extend their life past the ten years you have been given in this world.

While they will regularly get packages which will help them, failure to deliver them yourself will mean that they will ultimately not be long for this world. If they die, then you consider your time here over.

Supercell [+200]: You have a bad habit of being picked up by passing chiral supercells. The main issue with this is that this brings you into the mass Beaches which come with war. Until you kill the controller of the supercell, which appears still as a living human, then you will be stuck in an area where endless bloodshed is fought. Some of these wars even look like some from previous worlds you've been to…

DOOMless [+200]: To some, this could be considered to be a blessing. You lack the condition known as DOOMs. This means that you can sleep better at night… at the cost of now being unable to detect BTs without a Bridge Baby. Further, you now don't have the chiral allergy, which means your body fully takes the negative side effects of chiralium exposure. Try to keep away from suicidal thoughts, okay?

A Small Thermonuclear Device [+300]: It seems you have received a small little black package. Inside is a thermonuclear warhead, large enough to level any of the Knot cities. It must remain within one meter of your person at all times, or it will go off. Unlike certain other devices, this one doesn't have a timer, so disposing it in one of the tar lakes is going to be much tougher. Impossible, really. Even if you are some impressive god, it going off will end with you leaving this world. The package is also just standard issue BRIDGES, so beware of impacts!

Twenty One To Three [+300]: You are now the second individual in this world to possess the condition of myocardial cordiformia. In simple terms, this means that your heart is now the shape of a symbolic heart. This is not good for your health, and after an accident you are finding yourself with a certain obnoxious condition. You will live for twenty one minutes, and then die for three, until you are ultimately revived by your brand new automatic defibrillator. While it does have an alarm to warn you, you will find that a lot of life's functions are tougher when you die sixty times a day. These deaths do not count as a loss condition below.

A Humble Request for Pizza [+300]: It seems that one of the most popular foods in the United States still lives on in the culture of the survivors. You seem to be getting regular requests for it, even if you are not a delivery individual. Further, it seems that, despite having the same destination, the conditions for delivery seem to be getting more and more extreme. While you first may be asked to deliver from a nearby Knot City, as time goes on the requests get more and more ridiculous, asking you to go through MULE and BT areas, purposely keeping your hands full so you can't balance and climb, to the point where it is even accounting for your abilities from other worlds!

While you only have to deliver two pizzas every year here, expect your last one to be one to be one as great as an hour long pizza delivery could ever be. Failure in any of deliveries will constitute a failure of your chain. Don’t forget to leave the pizza flat!

Ending

After ten years, your mandated time here will have come to a close. Whether you made it or not, you now have come to the final choice on where you shall go next.

Return Home: You will awaken back in your world, with all your items and perks in tow, with your journey coming to an end. Time will return to the worlds you have left behind, and you will return to your life hopefully a bit more fulfilled. Those who have faced a final death here, via BT or a different failure, must choose this option.

Connections Keep Us Alive (Stay Here): You fell in love with this post-apocalyptic world? Perhaps its people seemed interesting in some manner, or the technology blew your mind? Regardless of the reason, you have chosen to stay here, to live out your life in the world of Death Stranding.

You will receive +1000cp if you chose this, as compensation for the end of your chain. Enjoy.

Keep On Keeping On (Continue Jumping): Your journey has not ended yet. You have more worlds to visit, more worlds to forge new connections with. You will move onward in your chain.

Notes:

What are BTs, and how do they interact with previous jumps?
BTs are, simply put, the ghosts of dead individuals which have ended up in the realm of the living. Normally they would not be present, but the Death Stranding broke how death works, which has caused them to appear in the world with dangerous results. BTs desire to connect with individuals in the living world, which serves as a big issue as their body contains a non-negligible amount of antimatter, causing a voidout when interacted with, destroying a massive area with a simple touch. They are not affected by modern weaponry in any way. The only things which do work are the body fluids of a repatriate, which will either stun or force a BT back to the mortal plane, depending on the fluid used, with blood being the most effective. Chiral blades infused with repatriate blood can also cut their connection, allowing them to return to the afterlife on their own. On what outside this world would affect them, anything which works against spiritual beings would work on them as well, although anything physical may have explosive results.

Post-Jump, anything which works against BTs will have similar uses against other spiritual beings.

On the progression of the story:
If the story is not affected in any way, the Death Stranding will end in a year, with Sam averting the Final Stranding via his actions. This means that the situation presented to you in this jump will end in a year. Your remaining nine years will be without BTs, even if Homo Demens remains.

If the story gets derailed, and the Final Stranding is not averted, this will be treated as a loss scenario if you are unable to survive the event. A universe-destroying antimatter blast is even enough to kill those which have taken the Repatriate perk permanently, so you will need something else to survive.

On DOOMS levels:
The highest level of DOOMS provided by this jump allows the use of teleportation via the Beach. All this requires is a mental image of the location you want to go to, but it has some restrictions. This can only take belongings very personal to oneself, such as ones clothing or favorite trinkets. You can only travel by yourself for the most part, though taking other individuals is possible by getting them to focus on a location instead. This also drains one’s stamina when used, implied via draining one's blood, so you can’t spam the teleportation without being entirely affected.

There is no way, to our knowledge, to increase one's DOOMS level without the actions of Amelie Strand. What you buy here is what you get. The highest levels are not purchasable, on the level of Higgs, getting that level would require you to join Amelie in her quest to do the Final Standing. If you desire to keep this power after the fact, you will have to also convince her to not do the Death Stranding while also letting you keep such a power.

Post-Jump, the symptoms of DOOMS will disappear as the effects become inherent to oneself. A level of two will let you detect any invisible being's presence, a level three will let you also see invisible beings.

On the Chiral Network:
From what was observed in-game, the Chiral network, at a minimum, allows for the almost-instant transfer of data, taking advantage of the timeless nature of the Beach to transfer it rapidly. Chiral Holograms mean that people can effectively interact in person with individuals hundreds of miles away. The network also served as a way of maintaining the various Chiral infrastructure in moments. While not developed yet in-game, BRIDGES was also working to make instantaneous material transmissions as well, for rapid transportation of goods, so that is also within the realm of possibility.

The big caveat in the creation of the Network is that each major node needs something to connect it to the Beach in order to work. In-universe, this meant using stillmothers of BBs to connect them to the land of the dead, but any method of connecting to the afterlife physically would also work. While such a method doesn't exist here, you can probably figure something out.

On the Beach:
The Beach is not the afterlife, so to speak, but an in-between from both the living world and the land of the Dead. Time is vastly accelerated here, where a decent period of time here could be less than a second in the real world. It is also where both Chiralium and Cryptobiotes are from, although this is not seen in-game.

Post-Jump, any method gained here to access the Beach still works, albeit the afterlife it connects to is still appropriate for the setting.

On Chiralium:
Chiralium is the material which much of the Chiral Network tech relies on. A material which exists outside of time, it does not decay like other materials. Found in hand-like deposits after timefall, it is used in any technology which exploits the properties of the Beach, like chiral printers or the various highways of the world.

As mentioned passingly above, Chiral Exposure is not good for one's mental health, and can cause depression and suicidal thoughts, insanity in the case of MULES, and literal apocalyptic visions. Overexposure can even lead to death in subjects. Sufferers of DOOMS are resistant to the effects of this material, getting an allergic reaction instead, but even they can suffer if enough is present.

In effect, Chiralium is something used to supplement existing tech due to its dangers, as opposed to building tech entirely from it.

On Timefall:

Due to the existence of Chiralium in the atmosphere, in conjunction with the Death Stranding, instead of ordinary precipitation the world has timefall instead. This ages things extremely rapidly; birds caught in the timefall rapidly die and decay, cars left over before the Death Stranding have practically eroded away, and plants rapidly grow and die. On the flipside, strategic uses of timefall also have massively increased crop yields when exploited. Once it hits the ground, it transforms back to ordinary water, so it won't non-stop age things just from exposure, but it's best to avoid it.

In general, anything made of materials which get destroyed in a few years will instead be destroyed in moments, and even things which last decades can be eroded away in minutes. While some materials do possess resistance to timefall, keeping anything which doesn't last centuries away from timefall is not a terrible strategy.

Things made of Chiralium, due to its timeless effects, are effectively immune to timefall, and things using Chiralium in their construction also get a decent degree of resistance.

While it is unclear after the Death Stranding ends whether timefall also disappears, but I'll leave it up to your own interpretation if timefall can be created post-jump if Chiralium is present.

On Extinction Entities:

These beings are literally brought about to commence mass extinction events. The corpses of previous Extinction Entities show similar capabilities to Chiralium, never decaying, and each one comes from around the time of an ancient extinction event. The current Death Stranding has been caused by the emergence of the sixth one, Amelie Strand, using her powers to save the infant Sam. The story also implies that killing them is a terrible idea; in an ending where Sam shot Amelie caused the final extinction event to occur.

That being said, unless you somehow managed to find the specific beach, you won't have to worry about Amelie yourself.

On BB:

If you decide to keep BB as a companion post jump, it is best to remember that BB is a literal infant to start. Fiat will allow you to keep BB alive after you remove it from its pod, which normally carries a 75% failure rate, but afterward you're going to have to keep an eye on the kid until they grow up.

On The Personal Chiral Constructor:

If you possess the boosted version of Building BRIDGES, you are capable of adding your own designs into the PCC, keeping in mind that you still will expend the same resources.

Changelog:

0.1: Jumpable WIP Complete
1.0: Official Release onto the Drive
- Added notes on the PCC as well as a bit more detail on getting Higg's level of DOOMS.

1.1:
- Changes to Repatriate to make it a bit more useful post jump
- Spelling error fixes

1.1.1:
- Minor grammar fixes, as well as completing mysteriously incomplete sentences which were somehow missed.

1.2:
- Clarified that if you can somehow survive the Final Stranding, it is technically not a loss condition.

1.3:
- Added Cord Cutter to the Anti-BT Arsenal item.

1.3.1:
- Added clarification on the construction of the Cord Cutter to remove implications that it at no point needed repatriate blood.