The Escapists – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

The Escapists is a strategy game played from a top-down perspective.

The game was developed by Mouldy Toof Studios and following a Steam Early Access release in 2014, was released in 2015 for Microsoft Windows, macOS, Linux, Xbox 360, Xbox One and PlayStation 4. It was released on iOS and Android in 2017. A Nintendo Switch version of the game containing all of the previous DLC was released in 2018.

Players assume the role of an inmate and must escape from prisons of increasing difficulty. In the game, players assume control of an inmate from a top-down perspective. The inmate must follow daily routines in the prison while at the same time, complete quests for fellow inmates in order to gain money and seek out opportunities to escape. Players can acquire various items to aid in their escape by buying or stealing them from other inmates.

The Escapists 2 features a crafting system which allows players to craft items like shovels, tasers and dummies to confuse guards.

Once the player character is caught, all items on their person are confiscated and the inmate is put into solitary confinement.

As this Jump covers both The Escapists and The Escapists 2, it will use the systems found in the latter. This includes the crafting system, more customisation options for your appearance, and the expanded combat system.

Your task will depend on your origin and fulfilling your specific Scenario will award you with a bonus.

Origin

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history.

Drop In – You've shown up out of nowhere in a prison… normally this wouldn't be a good thing for you, but since they're short-handed at the moment and you don't seem to be on any lists of criminals, the Warden is willing to employ you. Or you could just leave, since you aren't actually a prisoner. Then again, why come here in the first place if you weren't going to get involved with the prison somehow?

Inmate – You did the crime, now you're doing the time. What crime? Up to you, it doesn't really matter unless you pick specific Drawbacks. Your goal is to escape prison. You probably guessed that already, considering the name of the Jump. You could serve out your sentence if you like, but that could be dull or ill-advised with certain drawbacks.

Guard – You work in the prison, but you aren't going around mopping floors or fixing walls. Nor do you have a cushy office job. Instead, you're keeping an eye on the sneaky inmates and aiming to prevent them escaping, while breaking up fights and generally trying to maintain order in this law-abiding facility.

Warden – You live here. Willingly, unlike some, since you actually own and run the prison. Maybe you have a history of governing a correctional facility, maybe you just popped into existence just as the last Warden retired and seemed to be the right person for the job. Either way, your job is to keep things running smoothly… even if it seems like you just wander about the prison. At least you aren't at risk of being attacked for your keys, unlike your Guards, unless you pick specific drawbacks.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

Starting Location

This is when and where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you. Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are.

1. Either of the following choices:

   Centre Perks: *Welcome to Centre Perks – the most comfortable low security prison in the country. On behalf of all the staff here we wish you a happy and relaxing visit! Should you get bored of the complimentary cable TV, we pride ourselves in many other engaging activities around the grounds.*

   Centre Perks 2.0: *After a ridiculous amount of escapes and a devastating review from the Inspection committee, the warden of Centre Perks decided to rip his beloved prison down and rebuild a more secure version. But as the saying goes, "some people never learn."*

2. Either of the following choices:

   Stalag Flucht: *Sent me another one, have they? Listen Jumper, I don't have to remind you that Stalag Flucht is famous for housing inmates with a record of escapism, so if you're planning on getting out of this one, think again! Now get yourself settled in, it's going to be a cold, long winter.*

   Rattlesnake Springs: *Howdy, partner! It's well known in the Old West that if you evade the hangman's noose, the local Sheriff sends you to Fort Rattlesnake. Rustled up alongside the lowest outlaws in the county, you decide to break out of this calaboose - be it by hook or by crook!*

3. Either of the following choices:

   Shankton State Pen: *Welcome to Shankton State Pen, your new home for the foreseeable future. Since I've been warden we've had a few daring escapists among us, but they were promptly scooped back up and punished. No one escapes on my watch, so don't get any ideas! If you forget any of the rules around here, the guards batons will be only too glad to remind you!*

   K.A.P.O.W Camp: *Captured behind enemy lines, you and your squadron find yourself thrown in the notorious K.A.P.O.W. camp. Not content with sitting out the rest of the war, you decide to comb your quiff and find a way out of this joint in true Hollywood-heartthrob style!*

4. Either of the following choices:

   Jungle Compound: *Welcome to the jungle! Society has declared you a menace, so we've put you far away from any trace of it. Before you even entertain the thought of escaping, let me remind you that if by some remote chance you make it past the fence, the wall, the perimeter jeeps and the guard checkpoint, there's no surviving out in the wild beyond...*

H.M.P Offshore: *Nobody's feeling as out-at-sea as these cons do! Someone "clever" decided this dilapidated drilling platform was the perfect place to lock away lawbreakers - and they were right. With nothing but a sea-view for miles around, it's no wonder it has a zero percent escape record.*

5. Either of the following choices:

   San Pancho: *This is the notorious San Pancho, the roughest, toughest and downright nastiest prison south of the border. The blistering heat and claustrophobic conditions here turns our inmates angry and violent. Even the guards daren't enter!*

   Fort Tundra: *"Brrrrrrrrr" - Quite the frosty reception! You find yourself packed off to the coldest corner of the Siberian tundra and forced to work in horrible conditions. Before long you find yourself yearning for warmer climates and a way back to civilisation!*

6. Either of the following choices:

   HMP Irongate: *Listen here maggot. You know why you're here so no point crying about it. Generally feared as the highest security prison ever, HMP Irongate is where you'll live out the rest of your meaningless existence. Escape you say? Don't make me laugh! The handful of idiots who tried met a watery demise trying to swim off the island. Still, chin up eh?*

   U.S.S. Anomaly: *Billed as an institution "designed to solve the problem of Earth's overcrowded prisons", the Anomaly is the game's hardest-to-escape-from fortress that's packed with robotic guards, cameras, contraband detectors, and dogs, and is overseen by an AI warden. Luckily, the prison's space-age tech isn't exclusive to the establishment, as you'll have the chance to leverage jet packs and shuttles as you plan your interstellar escape.*

7. **Free Choice** of any of the above options, or any of the Bonus and DLC Options including:
   - **Fort Bamford**
   - **Camp Epsilon**
   - **Paris Central Pen**
   - **London Tower**
   - **Banned Camp**
   - **Jungle Cells**
   - **Fhurst Peak Correctional**
   - **Escape Team**
   - **Duct Tapes Are Forever**
   - **Santa's Sweatshop**
   - **The Glorious Regime**
   - **Wicked Ward**
   - **Santa's Shakedown**
   - **Snow Way Out**
   - **Big Top Breakout**
   - **Dungeons and Duct Tapes**

Perks

Usual rules for Jumps apply, with Perks within the chosen Origin being discounted to half price, and the 100CP Perks for Free.

General Undiscounted

Free – **Bits And Pieces** – You can now perceive things in the same visual style as the Escapists games, either the first game or the sequel. You can even modify your own perception so specific things are realistic to you while other things look far more pixelated. People represented by Sprites of however much detail you want is possible.

Free – **Carrying On Wayward Sons** – Moving a body, conscious, alive or otherwise, is not easy to do even if you're strong enough to lift them, especially if you're trying to keep the one being lifted from further harm. Like the medics in this setting, this Perk allows not only you and your allies to carry unconscious or unresisting figures easily and without harming them without issues like tripping or dropping things, but you and your allies can also be carried in the same way. Consider whoever is being carried essentially 'paused' in terms of their status, allowing them to be taken for any required medical aid without further complications from moving them.

100 – **Soundtrack** – At will, you may have an internal playlist of any of the music present in The Escapist for you to listen to. Nobody else can hear this and you can adjust the volume at will, so feel free to have the theme for Mission Impossible playing while you're breaking out of prison.

100 – **Top Down** – Considering a key part of the games is that they are presented from a top-down view, it would be unfair to deny the same perspective to a Jumper. With this Perk, you can either switch to this perspective entirely, or see from first person at the same time. Exactly how that works is up to you. This lets you see yourself from above and some degree of your surroundings, letting you see behind you and into rooms around you as if any ceilings were absent. This perspective only lets you see things on the same level as you are, so you won't see anything on levels above or below you unless you venture into them yourself.

200 – **Heads Up** – Since you will be in the setting and expected to do the same sort of thing as the characters within the game, this Perk gives you some information you wouldn't normally have. You have a mental heads-up display, showing important details such as your overall Health, Stamina and Heat. Health is life, on a scale of 0 to 100, and if it drops to zero you will get knocked out. Stamina is the amount of energy you have, and doing tasks such as exercising, studying, etc. lower stamina, so when it is nearly empty you will be unable to perform tiring actions until your Stamina regenerates enough. Heat is the degree of suspicion you generate when you are not doing something properly, such as committing questionably legal acts like searching others possessions or harming others, which will go down over time when you are acting lawfully.

200 – **Stat Sheet** – It might be useful to know how strong and smart you are, even if only for bragging rights. In this setting, and some others, there are numerical requirements for doing certain things. Now you can keep track of your overall mental ability, represented on a scale of 0 to 100 with the former meaning brain dead and the latter being peak mental capability for your species. This also keeps track of your overall fitness on a similar scale. You can share this with others so they can keep track, and if you get close enough to someone else you can determine what their scores are. This doesn't necessarily tell you what they can do but does give a guide into what they are capable of.

~~*400 – Capstone Booster –*~~ *Nope, this is contraband, can't have that!*

Drop In

100 – **No Record, No Problem** – Showed up out of the blue, no official records backing up your existence? Well, nothing says you've done anything *wrong* at this point, so it shouldn't be a problem. And now it isn't.

100 – **Immediate Employment** – Finding a job can be difficult even if you have the qualifications, and if you don't have experience on paper good luck finding something above entry level. This Perk lets you skip some things, allowing you to get a job you are reasonably qualified for as soon as you show up and ensures that there is an opening. You won't necessarily get a single specific position you want, but you will get the equivalent doing the same thing. This might not be much, but it's more than a foot in the door.

200 – **Rapid Response** – You might have a job that requires you to get somewhere very quickly, either matters of life and death or just more time earning customers a discount. As soon as your job requires you to get somewhere, you know the best route and can get there as fast as you plausibly could. If you are not the employee but instead the employer or client, those required to do a service for you can somehow share this speed.

200 – **Special Delivery** – You seem to be able to sneak some items into and out of even high-security facilities. Only things that you can carry on your person but slipping someone a file or a screwdriver can be a significant start to an escape plan. Or I suppose you could steal things from where you work.

400 – **I Just Work Here** – It would be unfortunate to be a cleaner or medic and end up getting dragged into danger during a prison riot you have no part of, and you might need to do your job regardless of the danger. With this Perk, so long as you are not actively contributing to conflict or posing a threat to anyone involved, you can wade through a warzone without a scratch. You can sweep up the debris as it lands, or safely retrieve fallen figures. You'll need the other Perks to get there in time or be able to get others to safety in these situations, however. The moment you throw a punch or deliberately shield someone from a blow, this protection evaporates.

400 – **Beneath Notice** – In some jobs, it might seem like you're invisible with how easily you are ignored or overlooked. Now, so long as you seem to have some manner of menial job, you seem to be entirely overlooked by others. You're not important enough for a guard to stop if you're a janitor, and the inmates are far more focused on each other and their captors than they are on the cooks or repairmen. Even those watching on cameras will overlook you. If you actively kick up a fuss or commit a criminal act in the view of others this pseudo-invisibility will vanish.

600 – **Miraculous Medic** – The medics here seem to be capable of patching up anyone from any injury. No matter how many times their patients get shot, stabbed, beaten and otherwise harmed, they can patch them back up and get them back on their feet within the day. While this is strictly game mechanics here, you now share this incredible ability to treat people. So long as they are still alive, you can get them back to work within only a few hours, perhaps even faster if they leave before they are fully recovered.

600 – **Ridiculous Repair** – Inmates trying to escape a prison might go to extraordinary lengths to break down a single wall, spending days acquiring materials to forge tools, or perhaps spending far longer with cruder implements. You fix hours or even days of this work in seconds. As long as you have the tools, you can repair any damage done to any structure or facility within seconds, everything from missing vent covers to tunnels to holes in reinforced walls. It's as if they never accomplished anything, frustrating for those causing the damage but relieving for those who need to keep the place secure and functioning.

Inmate

100 – **Model Prisoner** – You can't exactly be beneath notice when you are one of the people wearing an orange jumpsuit and people have a job of keeping an eye on you, but at least they don't think you are a threat. So long as you are not obviously causing trouble, others will think you are following the rules and not going to be a problem they need to keep an eye on.

100 – **Task Force Of One** – While a feature of the Escapists game is getting quests from other Inmates in order to get money to buy things you need to escape, looking around for simple missions in a more realistic world might be difficult. With this Perk, not only do others have a preference for you to sort out their problems, they are guaranteed to award you appropriately with something you will find useful with its value scaling with the difficulty of the task.

200 – **Good Old-Fashioned Fisticuffs** – You can throw quite a punch. Not only do you know how to fight or use a variety of improvised weapons, but you can charge your physical attacks for a second or two in order to hit with considerably more force. As a bonus, attacking things will not damage you or your tools with whatever it is you are using. You might not necessarily do a lot of damage punching someone in riot gear, but you won't even graze your knuckles doing so.

200 – **Crafty One** – Crafting is a significant feature of the second game, and with this Perk you can access the same capability. Based on your own intelligence, you can combine practically any up-to-three items on your person into a new and more useful tool. Some of these are quite simple, such as making an improvised mace using a sock and a bar of soap.

400 – **Self Improvement** – You might end up with a lot of time on your hands. If you aren't spending some of it escaping, you may as well use that time to improve yourself. Now you can, gaining both the motivation and ability to slowly but steadily improve your physical and mental abilities over time with exercise and study. You won't be pulling any muscles, suffering migraines, or experiencing any negative effects from working out or other means of improving yourself. There is a peak of mental and physical capability you can reach without some sort of uncapper effect in play, but it doesn't seem to get any harder to keep improving up to your limits. Oddly enough, you can reach a state where this sort of thing is as simple as playing a minigame in your head.

400 – **Out And Away** – Although often overlooked, getting out of the immediate captivity of a prison is only part of the escape. You might still be stuck in the middle of a desert, or an arctic wasteland. Now you can plan for this stage of the escape and are particularly good at travelling through and surviving whatever surrounds the place you escape from, and you won't be leaving any obvious trails for your captors to follow.

600 – **Easy Amnesia** – It's a semi-common feature in fiction that getting hit on the head will cause some sort of memory loss, often recovered with another hit. In reality, head injuries can be more severe. Fortunately, you decided to keep to the convenient fictional approach, and by knocking someone out non-lethally they will lose their last memories of interacting

with you. Useful if you want to avoid a guard reporting that you were trying to escape but don't want a dead body on your hands.

600 – **Wait And Hope** – A lifelong long sentence, no allies, and insurmountable odds. This may crush others, but it is not a problem for you. You have endless determination to succeed, limitless patience to do so no matter how long it takes, and you will never, ever give up hope that things will one day be better. Whether this is just your own freedom or gaining revenge on those who took it from you is up to you. Your bonds will break long before you do.

Guard

100 – **Legal Authority** – You are actually part of an organisation where you have legal authority, such as a guard or member of the police. You have suitable training and physical capability to qualify for the role and carry out your duties.

100 – **Walking The Beat** – A lot of being a guard is fairly boring, involving going on frequent patrols where nothing happens. You are perfectly comfortable walking around for hours at a time and will not find your mind glazing over from monotonous activity in such a way you could miss something important. You're immune to boredom, because the boring parts of the job are the ones where you don't have to worry.

200 – **Strong Arm Of The Law** – Being a guard in an environment where conflict can break out at any moment can be dangerous. Fortunately, you have the training for that sort of thing. You have training and permission use weapons as simple as batons or more advanced devices and are fully capable of using them as effectively as they are intended to be. You've got quite a powerful and accurate hit too, good for knocking down rioting inmates or perhaps engaging in certain sports.

200 – **Keen Eye** – Inmates attempting to break out or cause trouble can be quite sneaky, but you have a much better chance of spotting what they're up to. You can spot contraband and suspicious behaviour even when others would overlook it and would certainly notice anyone holding a weapon or tool when they're not supposed to be. You could even spot the trails of those trying to escape you, and clues for which way they went.

400 – **In Pursuit** – An escaping criminal is motivated by desperation and the prospects of freedom, while most guards are motivated by duty and desire for justice. Sometimes this isn't enough, so in your case you are also utterly relentless in your pursuit because you have functionally unlimited stamina when chasing someone down. You will not be making mistakes like tripping or getting distracted, because as long as you can see them or have some idea of where they are going you will be able to follow them.

400 – **Watch Dogs** – Much like the dogs some secure facilities use, which you get along quite well with, you have an unerring sense of the presence and location of contraband and other illegal materials. You can easily train and control the packs of dogs used for tracking this stuff down, but you are equally good at it.

600 – **Most Wanted** – Most criminals would think that getting out of and away from the prison is the only problem they'd face. They are wrong. You are capable of staging national or even worldwide manhunts to track down those who have escaped justice. No matter how far they run, no matter where they hide, everybody that is remotely willing to turn them in to you and the authorities will do so. Even those unaware of their criminal nature will quickly become informed through media campaigns detailing the figures in question and their crimes, and they will find that no location is entirely off the radar.

600 – **Watching The Watchmen** – Sometimes, the greatest threats can come from within your own forces or those allied with you. Sometimes it's corruption, sometimes it's actually

someone else in disguise. You can now spot both from a mile away and can quickly track down evidence to prove it, or trick those pretending to be someone else into making a mistake. You also have a sense for when someone else is being bribed or threatened in such a way that it will lead to breaking the law or helping criminals.

Warden

100 – **Respectable Authority** – If you have a position of authority, it might be nice if you were actually treated with some degree of respect and not mocked behind your back or undermined for petty personal reasons. Now you are protected from that sort of thing, though you will still be criticised for genuine incompetence.

100 – **Management Skills** – You might look like you're just wandering around the facility and relaxing in your office, but you have a lot of work to do. All sorts of paperwork, planning, meetings, communication and more. You are at least passably competent at all of it and can sort out schedules to ensure everything that needs to be done will be done if it can with what you have available.

200 – **Enjoy Your Stay** – Maybe you want to have a much more comfortable setup because you're nice, or maybe you just need to avoid getting caught out by pesky humanitarian laws that get in the way of your work. Now you can arrange for any facilities or structures to be as comfortable or barely liveable as you like without compromising on security, safety, and legal issues. For a place with sentient beings, there must be at minimum a place to sleep, eat, wash, dispose of waste and exercise for it to be legally permissible. You know exactly how to go all out on that or strip it to a bare minimum. Helps with managing your budget as well.

200 – **Safe Working Environment** – Accidents? In your workplace? Not on your watch. While there will be a passive improvement in safety with your mere presence, an excellent excuse to regularly walk around the facility, you can actively identify areas where accidents could possibly occur and know what steps must be taken to prevent them. You get a sense of when you have made a location entirely "accident free", so if any further problems occur you will know it is deliberate foul play on someone's part.

400 – **Walls Guarded By Men With Guns** – If you have a perimeter that you don't want to get breached, its best that those on it can actually hit their targets. Now, so long as a suitable target is visible be it a threat or something breaking a rule, those manning whatever defences you have will be able to hit the target so long as they have a clear line of sight.

400 – **Above Notice** – Some may think that targeting the person in charge, either as a valuable hostage or just for their keys, would be a good idea. That isn't possible in *The Escapists*, and it won't be possible anywhere else with this Perk. As long as you are not directly opposing someone, they will not target you even if you are responsible for the entire situation that they are in. Here that means that nobody will be targeting you as the Warden unless you personally obstruct them, but it will also apply elsewhere if you are in charge of a situation or a facility. Breakouts might happen or employees might riot, but you aren't going to be caught in the crossfire or be subject to their wrath as long as you aren't personally doing something to them.

600 – **LOCKDOWN** – Somebody's trying to escape? Usually the way to set off alarms and put the area on a high state of alert would take someone reporting an incident, or perhaps someone in a control room doing something. This would take time you might not have. Now

you can declare an immediate and total lockdown of any territory or property you own or run. Security doors immediately slam closed even if they would usually take longer, security is on high alert, the hounds are released, and nobody will be getting in or out anywhere near as easily if they can at all. Any security measures put in place will immediately trigger when you activate this Perk, and anyone who isn't where they are supposed to be will quickly be tracked down. Others who have to be in specific areas will rush to them as fast as they possibly can, so you'll be able to figure out when someone is out of place fairly easily. This state won't end until you want it to, at which point everything goes back to normal, with the possible exception of those who were captured and are now confined.

600 – **Maximum Security** – In usual circumstances, construction, maintenance and improvement of a high security facility takes considerable time and money, not to mention all the planning and construction workers required. But as this delay and unknown workers could create holes in your security, so this Perk helps avoid that. As long as you have money, you can simply plan out whatever you need for your facility and decide when you want it built or improved, a swarm of generic construction workers will manifest from out of view and rush to construct or modify it at incredible speed. Work that would take days or weeks is complete within seconds, all safety and legal requirements are somehow met, and it only costs as much as it would using other techniques. You don't even need a great deal of specific architectural or mechanical knowledge, just some idea of what you want the appearance and function of the feature to be and could roughly explain how it works. Whatever materials are used need to somehow be available within the world, even if you brought them in yourself.

Items

Undiscounted

100 – **The Escapists** – The full game series and every spinoff.

200 – **Endless Duct Tape** – A roll of Duct Tape that never runs out. It's still contraband, though.

400 – **Escapists Guide To Prisons And Confinement** – An interesting handbook on the nature of prisons and other ways to contain individuals and groups of them, giving guidance on running such places, guarding them, and escaping from them. There seems to be a review of features of any specific prisons in whatever settings you end up in, pointing out flaws to fix or exploit. Even if it's not particularly useful, it might be interesting reading material.

Drop In

100 – **Basic ID** – You have an adequate form of personal identification to back up who you claim to be. Namely, not someone to pay much attention to.

100 – **Job Outfit** – Wouldn't want your fancier duds getting torn or stained, so you can have this set. It will adjust to be adequate for your job and relatively comfortable. Waterproof for a plumber, gloves and kneepads for a gardener, sterile mask for a nurse, etc.

200 – **Up-Front Funds** – Since you might not have enough funds to do much with, here's enough money to last till your next paycheck.

200 – **Job Equipment** – Tools for your job, be it a broom to clean or a spanner to fix, this will adjust to be suitable for any job you could get.

400 – **On-Site Accommodation** – Since you might not have a home, or it's too far away from the facility to easily commute, you can have this. It's a small one-room apartment, not much to look at, but nobody outside the room really pays attention to what goes on here. It's quite soundproofed as well.

400 – **Prison Handbook** – All the do's and don'ts of any facility you end up in, as well as a map of its layout. There are also notes on the entrance and exit points, areas that need cleaning or maintenance, and the timings scrawled in places seem to be related to guard patrols.

600 – **Nurses Office** – If there isn't one already, or you want to have your own handy, you can have one of these. Any patient you can get in here will stabilize, and it's stocked with all sorts of medical tools and supplies. Infections and accidents in surgery don't seem to occur here, and it's self-cleaning.

600 – **Conveniently Placed Vehicle** – An easily overlooked and surprisingly fast vehicle parked just outside whatever facility you are in, with the keys in the glove compartment. It will be suitable for the area, such as a boat for an island or a snowmobile for the arctic. It doesn't run out of fuel, handles well even if the driver isn't very good, and it is so unobtrusive that starting it and driving it off at full speed immediately won't attract attention.

Inmate

100 – **Inmate Outfit** – You have what could be an orange jumpsuit, the classic white and black striped ensemble, or whatever outfit is suitable for wherever you happen to be incarcerated. While this isn't anything special, it is comfortable and easy to wear under other clothes and can be adjusted with extra pockets, padding or other features surprisingly easily.

100 – **Hidden Compartment** – Defaulting to part of a desk in your cell, this Item can be placed into practically anything where there could potentially be space to hide something, so long as it does not leave the room it is placed in. Best to put it into some sort of furniture, as trying to put it into a coat and walking out of the room with it would cause it to break apart. This can contain up to 6 items of a maximum of your own size, and once hidden they will be entirely undetectable to anything and anyone except you. You can easily open up the compartment and hide and retrieve items so long as you are present, but even a legendary detective going over it with a fine-toothed comb wouldn't find anything amiss with this apparently mundane desk. Just bear in mind when some things go missing, authorities will never stop looking for them and their increased vigilance might cause problems elsewhere.

200 – **Dog Treat** – Not something you usually find in these games, but they're such a pain we thought it would be nice to throw you a bone. Somewhat literally, as this is a plain looking and entirely harmless dog treat in the shape of a bone. Giving this to any guard dog will make them immediately ignore any contraband you have on you and leave you alone. Once they finish it, which should take a minute, should they run into you again and you have no more treats but still have contraband they will do their job properly. Oddly enough this will work on artificial equivalents, or variants of guard dogs you might find elsewhere, even if they cannot normally eat it. You will get a new one every day, but you can buy multiple if you like.

200 – **Energy Drink** – A seemingly mundane and totally legal can of a soft drink, the substance inside tastes however you want, won't damage your teeth or health, and will completely rejuvenate any stores of energy you have if fully consumed. You'll get a new one every day, but you can buy multiple if you like.

400 – **Crafting Guide** – While you might be able to improvise and experiment with the local crafting system, this handy and surprisingly legal guide will give you a few hints on what sort of items can be combined to make other more useful items. If you experiment, it will keep track of what the results were. It will also note roughly how intelligent somebody would need to be in order to craft any of the items, giving you a goal to work to if you need to create something more complicated.

400 – **Contraband Collection** – Your guards may be wondering where you keep getting those irritating tools. In truth, you make them from this sort of thing. This is a hidden collection of illegal but useful items, simple things like screwdrivers, scissors or tinfoil that can be used as a great starting point for a variety of more useful items.

600 – **Unbreakable Tool** – If you want to skip all the crafting, this is the best option. It takes the form of a tool for a specific purpose, such as a crowbar, pick-axe or a shovel, and regardless of how much you use it this won't break unlike other tools you'd find here. As a bonus, each day you can choose for it to take another form. It never becomes something with moving pieces though, so don't expect it to become something particularly complex.

600 – **Unbreakable Contraband Pouch** – Since the Contraband Detectors here will damage Contraband Pouches quite quickly with repeated runs through them and you might want to avoid the hassle of needing to craft several of them, this one should be all you need. It will conceal any illegal items on your person from any methods of scanning, smelling or otherwise detecting them.

Guard

100 – **Guard Uniform** – You have a suitable uniform for guard duty wherever you are. Basic body armour, perhaps a helmet, maybe a hat, as well as a badge to identify yourself with.

100 – **Baton** – A simple extendable baton, which can harmlessly knock out any target up to your own strength and durability with only two or three hits.

200 – **Medic Alarm** – MEDIC! When you, other guards or perhaps rebellious inmates have been beaten to the ground, it might be convenient to get them some medical care. This Item, manifesting as either a beeper, walkie-talkie or equivalent convenient device, allows you to call upon any medical aid you know of to rapidly arrive at your location. They will retrieve any indicated injured parties, including yourself, and rapidly remove them to a dedicated medical centre.

200 – **Contraband Desk** – You and your fellow guards really have your work cut out for you, not only would you normally have to track down contraband, but you'd need to get it away from the Inmates before they try attacking you to claim back tools and weapons that they put a lot of work into creating. This might not stop them being violent, but they won't be getting their ill-gotten goods back. Anything you, your co-workers or your subordinates locate in the line of duty that could be classified as contraband will immediately teleport into this seemingly endless container, resembling a desk but could optionally be reskinned into a locker. Just make sure to keep this out of reach of the prisoners, lest you accidentally give them access to a gold mine of contraband.

400 – **Dog Whistle** – Release the hounds! Or the equivalent, anyway. Blowing on this whistle will rapidly call up a pack of the local version of whatever animals are being used as guards. While here this would be trained guard dogs, or perhaps robotic variants depending on which prison you're in, which will chase down Inmates and unerringly sniff out any contraband within the area. You will also be able to use it to instantly summon any animals you have that could potentially fulfil the same role.

400 – **Riot Gear** – A variant of normal Guard armour that is much more combat effective. The Armour is more protective, and the Metal Baton can easily knock out any ill-prepared Inmates that would try attacking you.

600 – **Control Room** – In any facility you have a position where you could plausibly be in charge of security, either as your main job or as something that you could place yourself in charge of, you will have a secure room. This room has access to camera feeds placed throughout the facility, which immediately identify any criminal acts or visible contraband and will alert whoever is manning the control room. While here, you could plausibly coordinate a vast number of guards and security measures, anything from initiating a full lockdown to identifying specific people to investigate. Only those with the appropriate keycards will be able to enter the Control Room, regardless of any special abilities they may have. Bear in mind that it's possible to steal or potentially clone keycards, unless you take other measures.

600 – **Skeleton Key** – You… might want to keep quiet about having this. Not even the Warden would, due to the potential security concerns. This device, which may be a keycard or a normal looking key, is capable of getting through any door requiring a specific key or similar device to get through. It can even bypass system overrides or a lack of power, allowing you to get around as long as there are doors that could normally open. This could make your job easier, but it could also greatly aid any inmates trying to escape. In the hands of anyone but you, this would count as contraband.

Warden

100 – **Paperwork** – A file, digital or physical, giving some form of evidence that you are qualified for a leading position within an organisation or facility, and proof of passing any background checks that would be required. This won't automatically give you the job if somebody else already has it and won't be leaving that job any time soon, but if they were persuaded to retire or needed to be replaced due to incompetence you would be seriously considered as their replacement. According to this Item, you'd be the best one for the job. On paper, anyway.

100 – **Budget** – Ah, yes, you might need one of these. This is a sum of just *barely* enough money to run a facility such as a prison you are in charge of for one year. This will scale with wherever you are in charge of, allowing you to barely adequately pay for everything. Any additional finance will have to be acquired by other means. Perhaps you could save money by encouraging the prisoners to do jobs around the prison for a pittance?

200 – **Cosy Office** – A personal workspace and home away from home. Possibly your only home, if you don't have anywhere else to live. Set into one of the nicer parts of any facility you happen to be running, this area is yours to do with as you wish. It will be comfortable, provide a good place for you to focus on all that work, has things like a bed and bathroom, and it will be entirely safe from the possible dangers that might be involved with the facility it's part of. You're the only one allowed in here normally, and though someone could potentially break in they'll have to work for it since easy options like teleporting don't seem to work. Besides, you and your employees are supposed to be keeping an eye out for escape attempts, aren't you?

200 – **Contraband Detectors** – While this will already be present in some form in the local prisons, the purchase of this Item allows you to have your own to establish wherever you want. You can place it in your Warehouse or in any property you own. You can even have the schematics to build more with locally available tools and resources. These archways detect any form of contraband that passes through them, allowing anyone examining the devices or manning a control room connected to them to identify someone who has contraband and respond appropriately. You can add any specific items to the list of contraband, or modify it however you like to identify or ignore anything that could fit through the arch. While it's possible to bypass the detectors with specialised gear, this will rapidly wear out to the point passing through a few detectors will destroy the method of concealment entirely.

400 – **Gym Equipment** – While this will already be present in some form in the local prisons, the purchase of this Item allows you to have your own to establish wherever you want. You can place it in your Warehouse or in any property you own. You can even have the schematics to build more with locally available tools and resources. This consists of basic exercise equipment that can be used to rapidly build up strength and overall fitness to the peak for that species. While this is an exhausting process, no harm can occur due to the activity of the exercise such as straining or overworking muscles. Assuming that an average human would count as a 30 on a scale of 100, 100 being peak human strength and levels of stamina, then they could conceivably reach and maintain that level with a few hours of

effort. Any other species or individuals with different physical limits will find themselves able to reach it using this Item. This does not have to be constant work and taking breaks to rest and do other necessary activities will not interfere other than a pause of the improvements this Item allows. This does not impart skill, just increased physical capabilities that can then be used for whatever skill the user wishes to apply them to. A user might still need proper training to be able to perform martial arts effectively, but they will have the physical requirements to do so.

400 – **Study Room** – While this will already be present in some form in the local prisons, the purchase of this Item allows you to have your own to establish wherever you want. You can place it in your Warehouse or in any property you own. You can even have the schematics to build more with locally available tools and resources. This consists of bookshelves containing materials that can be used to rapidly improve mental capabilities and overall intelligence to the peak for that species. While this is an exhausting process, no harm can occur due to the activity of the studying such as headaches or strained eyesight. Assuming that an average human would count as a 30 on a scale of 100, 100 being peak human intelligence, then they could conceivably reach and maintain that level with a few hours of effort. Any other species or individuals with different mental limits will find themselves able to reach it using this Item. This does not have to be constant work and taking breaks to rest and do other necessary activities will not interfere other than a pause of the improvements this Item allows. This does not impart raw knowledge, just increased mental capabilities that can then be used for whatever skill the user wishes to apply them to. A user might still need proper training and sources of information to be able to use tools effectively, but they will have the mental requirements to do so.

600 – **Jumper Company** – Want to make some money on the side, or perhaps that's your main focus? This Item is either its own setting-suitable company separate from the prison… or perhaps you want it to be integrated into the facility you're running? Perhaps instead your company is running in such a way that your employees are basically prisoners anyway? This company will grow and shrink, retaining improvements or losses that you caused between jumps, starting off as a modest business owned by yourself but with potential to grow. Perhaps you could aid your profit margins by exploiting a captive workforce you have authority over, but bear in mind they may want to escape this sort of environment if given the opportunity.

600 – **Jumper Max Security Prison** – Well, this is quite the purchase. Either you have your own prison that scales with the setting and never declines in its ability to contain the inhabitants, or you assumed direct control of an existing prison. You're the Warden and owner by default, but you could pass that position on to someone else. It is yours to do with as you wish.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

100 – **K9 Unit** – This could take the form of a single unit or small group of them, as well as an option between being an ordinary but well-trained dog or some sort of electronic drone. They can detect illegal items and contraband by smell, are trained to take down those carrying it, and are quite fond of you and your allies. You can easily train them to do other things that they could plausibly do.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Janitor/Nurse/Engineer** (Drop In) – You've struck up a friendship with another member of staff here. Exactly what their position is will be up to you, but they are good at their job and fond enough of you to help out if they can.

200 – **Cellmate** (Inmate) – It would be much more difficult to escape if you had to hide your efforts from your own cellmate. Fortunately you don't need to, since yours is also eager to escape and willing to help you so they can. They've been trying for a while and have built up a rapport with the local inmates, and while the guards are aware of their desire to escape their lack of success thus far has led to friendly interactions with them.

200 – **Patrol Partner** (Guard) – For safety reasons, guards tend to patrol in pairs. This is the one you patrol with, and you get along together. They'll watch your back, and off the clock they're a good friend of yours.

200 – **Assistant** (Warden) – Looking after a facility like yours is a difficult job, or at least is supposed to be despite appearances. This figure might be the reason why yours is much easier, since they're very good at managing your schedules, doing the paperwork you aren't specifically needed for, and getting things sorted out once you've made your decisions.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

+0CP – **Play The Game (Compulsory Drawback To Allow Scenarios)** – This might be a short and dull Jump if you can just teleport out of prison, surround every cell with unbreakable forcefields, or brainwash everyone so they work together flawlessly. As such, this Drawback limits you to your Body Mod and what you get in this Jump. This shouldn't be much of an issue if you have some way of Front Loading or sticking some very impressive abilities into your Body Mod.

+0CP – **Setting Toggle** – The Escapists games are not in any specific setting, but if you like you can change this. Want to break out of a prison in The Walking Dead? How about getting out of Arkham Asylum? This doesn't really change the difficulty by itself.

+100 – **Not Exactly A Bookworm** – Your intelligence is set to a more appropriate level for this setting, and capped to some extent. You can still improve it by studying here, but there's a limit. Assume you're starting off with a 30 on a scale of 100, with 100 representing someone with a lot of skill that could be used to craft a wider variety of more complicated things, but not necessarily a lot of specialised knowledge.

+100 – **Don't Lift, Bro?** – Your strength and fitness is set to a more appropriate level for this setting, and capped to some extent. You can still improve your overall strength and stamina by exercising here, but there's a limit. Assume you're starting off with a 30 on a scale of 100, with 100 representing someone who is peak mundane human.

+100 – **Lights Out** – A lot of Jumpers tend to find ways to get around needing to sleep, and in the game it's not really required. Now it is, as you will experience the sort of effects you'd expect if you avoid sleeping for too long.

+100 – **Mealtime** – Skipping meals usually isn't unhealthy for Jumpers, since they tend to find a way around basic things like sustenance. Now it's something you will have to pay attention to, as any means of not needing some sort of food or drink get disabled. You won't be denied food with just this drawback, but you might want to reconsider skipping meals with this Drawback.

+200 – **Limited Perspective** – Remember this is based on a top-down game? Well, you can say goodbye to that feature as well as any abilities you might have for perceiving via anything but your own Mark 1 Eyeballs. This won't hinder you much by itself, but you might miss out on things you would see from another perspective. No Heads Up displays either.

+200 – **Harder Of Hearing** – Well, this might make things more difficult. You're not deaf, but everything that isn't obviously loud is going to be muffled. Things like footsteps, distant conversations and anything coming from speakers more than a handful of metres away is going to be somewhat inaudible. Those handy audio cues aren't going to be available any

more, so you'll have to keep an eye out and not rely on hearing problems before you see them. At least Lockdown alarms are usually accompanied by flashing lights.

+200 – **Degradation** – You might get a bit rusty stuck around here not able to do much. While this is normally just a feature in the first game, now your overall Intelligence, Fitness and Strength will steadily reduce to 30 on a 100 scale if you are unable to maintain these traits by studying and exercising. This will occur slowly over time, but faster if you are stuck in solitary with nothing to do but peel potatoes and wait.

+200 – **Whipping Boy** – Something about you seems to make everybody want *you* to do the lions share of the work. If you're a Drop In, you'll be assigned the most work. If you're an Inmate, others will keep coming to you with complicated Quests. If you're a Guard, expect to get the longest and least pleasant shifts. If you're a Warden, expect mountains of paperwork. If you don't do your jobs, expect consequences like docked pay, slashed budgets, and the attitudes of others towards you to decline. If you do as expected, you might get rewarded a little more, but it's certainly not going to be a fair exchange for all your hard work.

+400 – **Criminally Negligent** – It seems that whoever is in charge doesn't seem to care much about wellbeing anymore. Either the person running the prison is not investing enough to keep it maintained and provide everything the inhabitants need to stay at least reasonably healthy, or if you are the Warden the authorities have slashed your budgets to the extent you can barely keep the place running. This could cause all sorts of difficulties, from lack of food to shoddy equipment to poor maintenance.

+400 – **Wretched Hive Of Scum And Villainy** – Turns out that prisons are not populated by nice people. While normally other characters would not really do much that indicates that they're terrible people other than providing optional quests to do things like beat up others or hide rats and contraband in each other's desks, now they're going to be just as terrible as they would have to be to be stuck in there. This might not be a pleasant environment to be in, whatever your Origin.

+400 – **What A Riot** – A prison environment can be stressful, and being in a confined space with a lot of people that may be inclined to act violently and not fit in well with others… well, with this Drawback fights will break out on a far more frequent basis, and you're bound to get caught up in them. If you're fond of a brawl, this might not be too bad. But don't bet on it happening when it's convenient.

+400 – **Doing Time** – The games take place over a number of days, rather than years, with hours in-game taking minutes in real life. This gameplay feature is no longer present, so minutes and days take just as long as they would otherwise. It might take weeks, months, or even years to escape if the right opportunities take a long time to come about. Everything will take longer, from recovery in the on-site hospital to doing your job. No montages for you.

+600 – **Solitary** – Normally, being put into Solitary Confinement in these games isn't too bad. Sure, you loose anything you had on you and need to perform a minigame, but you'll

probably be back out within the day. Now this confinement is a little more permanent. If you get caught and thrown into Solitary Confinement for whatever reason, you're going to be stuck there. This will count as a Chain Fail.

+600 – **Locked In** – To your Origin's Scenario, in this case. Now if you fail it you won't just not get the reward, not succeeding in it will count as a Chain Fail.

+600 – **Two Jumpers Enter, One Jumper Leaves** – It seems you are not alone. You now have a classic case of evil twin, or perhaps good twin depending on your own morality. They are just as skilled as you, with the same abilities and Perks, though their personality is going to be the opposite of your own. Unfortunately, there is only one space on the Chain for a Jumper, and this has now become a competition. They will do everything they can to sabotage your efforts to accomplish whatever it is you set out to do – if you're a Drop In, they will try to frame you. If you're an Inmate, they will try to escape before you. If you're a Guard, they will arrange for you to be targeted by inmates. If you're a Warden, they will disrupt your prison as best they can. If they succeed and you fail as a result, they'll be taking your place on the Chain. Which is a Chain Fail for you, by the way.

+600 – **Lethal Enforcement** – Oh dear, either the medical budget has evaporated or the guards are no longer taking prisoners. If you get sufficiently badly beaten or shot, you will actually have a good chance of dying from your injuries rather than just hopping out of the hospital bed after a few seconds. All that miraculous medicine and healing doesn't work anymore. If you do die during your time here, it will count as a Chain Fail.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present. While they are intended for the stated Origins based on the Perks making succeeding at them remotely possible, feel free to try at a Scenario outside your Origin if you can find a good explanation of why you'd be allowed to do it.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Drop In – **Breakout Buddy**

You might be fortunate enough to not be in prison, but a friend of yours is. They might be an Imported Companion or an entirely new one, but your overall goal is to ensure they escape the prison by the end of the Jump. Bear in mind that they might not be very good at escaping by themselves, and they'll have the mandatory Power Limiter so you can't just have your Kryptonian buddy fly out within seconds of the Jump starting. Assume that no matter what they're normally capable of, they *will* need your help to escape through a combination of bad luck and mistakes ion their part if you leave them to escape on their own. Since you might have a job within the Prison you could help out, but be aware that while you probably don't have a criminal record here *yet*, if you're caught trying to get them out then that is a crime. At least you'll be tossed into the same prison as them.

Reward: If they do manage to escape with your help, you can bring them with you as your Companion, and they either keep what they picked up here. If they're a new Companion, they'll gain the full Inmate Perk list. If they don't escape… well, you can't bring them with you if they're new, since they'll be stuck in prison. If they're a pre-existing Companion they'll just lose anything they picked up here, apparently leaving it behind in a dummy Jump-Chan left in their cell to distract the Guards.

I suppose you could leave Companions behind if you really *wanted* to for some reason…
… maybe you wanted to get rid of a Companion and that's why you came here in the first place?

Inmate – **The Great Escape**

This setting is based on games where you play the inmate trying to escape. You are the inmate in this Scenario. You can probably see where this is going.

Reward: You have successfully escaped at least one prison! Feel free to continue on the Chain!
…oh, and you can have a Perk too – ***The Escapist***: No matter how you are contained, locked up or quarantined, there will be a way out if you look for it. Anything from mundane prison cells to being marooned in extradimensional space and beyond will still have at least one way to escape. It might be difficult, you might have to work quite hard for it, but you can never be held anywhere against your will for long. If you need to get more people than yourself out, you'll find that it's just as easy to arrange a larger breakout. You'll still need to be locked in with them for this to be available, though.

Guard – **Protect And Serve**

Your job as a Guard is to keep the inmates from killing each other, protect yourself and your fellow guards, and most importantly *stop any of them from escaping*. If you manage to keep order, with nobody dying or successfully escaping under your watch, then you will have succeeded in the scenario. Even if they do manage to escape the boundaries of the prison, if you drag them back before they can disappear entirely, they still won't have escaped completely.

Reward: In recognition of your efforts, going above and beyond the call of duty, you have been awarded with a new Perk – ***Jumper Is The Law****:* No matter how dangerous, infamous or perhaps plain crazy the criminal, if they are in the middle of committing a crime like trying to escape prison you will just need to make your presence known and they'll immediately submit to your authority. You'll still need to *have* some legal authority of some kind, and they do need to actually be a criminal in the eyes of the local laws, but if you do then you could very well order a master escape artist to cease their attempts to get out of a window, or even get someone like The Joker to drop their toys and meekly follow you back to their cell without a fight. Stop right there, criminal scum!

Warden – **Inescapable**

This is both harder and easier than other Scenarios, as you won't have to risk yourself much or put in much effort personally, but your failure of the Scenario is much easier. You need to run a prison with *no successful escapes*. If nobody manages to escape during your time here, you will succeed at this Scenario. But if a single inmate manages to evade your security, then you will fail this Scenario.

Reward: Under your watch, not even the best escape artists and hardened criminals were unable to escape. As a result, you get a Perk as a reward for succeeding at this difficult task – ***Alcatraz 3.0***: Given any time to examine any location or method used to contain something or someone, you can immediately identify any flaws or weaknesses that would allow the intended contents to escape. If you were in charge of a facility, a quick walk around it would let you figure out every possible way that someone could escape from it. You also know exactly how to remove those weaknesses without introducing new ones or encountering problems like human rights issues. Given a bit of time and enough resources, you can create tailor-made prisons that nobody could escape from, even if the plot usually mandated that it would be no better than a revolving door.

Ending

The Jump is finished. Your sentence here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

-Thanks to those who came up with Jumpchain, The Escapists, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Regarding staff for any properties you buy or gain through rewards, you can import specific staff or have generic ones that are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-This was made largely because this author could not find a specific Jump Document for *The Escapists*. This author has no complaints if anyone wants to make their own version.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.