

Introduction

Many, many years ago, the world ended. No one knows what caused it or even when it happened but people do know that the world was forever changed. The seas rose and with that, the face of the world changed as we know it. Landmasses became smaller and now only one nation survives. Welcome to Panem, Jumper. Hope you enjoy your stay.

Panem was a nation forged from the ruins of the old world and eventually it grew. It grew large enough that it separated into thirteen Districts and one Capitol. Eventually, underneath the oppressive rule of the Capitol, the thirteen Districts rebelled. They rebelled and they lost. The thirteenth District was annihilated in the war and now, those days are forever remembered as **The Dark Days**.

Now, the twelve Districts are punished by the Capitol through **The Hunger Games**. As a punishment for the rebellion, the Capitol established the Hunger Games, an annual event wherein two children from the ages twelve to eighteen from each District, one male and one female, are randomly chosen to fight each other in a brutal fight to the death, much like the gladiators of old. The Hunger Games would forever serve as a reminder of the Capitol's overwhelming power and victory over the Districts.

You start off in this world 73 years after the founding of the first Hunger Games and only a month before the 73rd Games begins. Here are 1000 Choice Points [CP] granted to you by your benefactor. May the odds be ever in your favor.

Locations

Roll a 1d14 to see where you shall end up in or you can pay 50 CP to choose.

I – The Capitol

The Capitol is the capital of Panem, built upon a natural mountain range. The largest city in the nation and serves as the seat of the nation's central government. This city is built upon the efforts of the twelve Districts and such it is the wealthiest and most decadent place in Panem. The people you'll meet here are as strange as they are wealthy and perhaps you might even meet the ones who truly have power in this world. What you do here is up to you. Will you mingle with the rich and powerful or will you leave, taking some of their luxury with you?

II – District 1

Located north of the Capitol, District 1 is the wealthiest District with it's wealth only being outclassed by the Capitol itself. District 1 is also one of the three Career Districts with many of Tributes here being volunteers. The people who live here are glamorous and District 1 is responsible for producing many of the luxury items and because of this, they have a rather close relationship with the Capitol. This doesn't make them exempt from the Games however. No District is.

III – District 2

Found at the south end of the Capitol, District 2 is responsible for the Peacekeepers of Panem along with the weapons and masonry of the nation. District 2 is also one of the three Career Districts, alongside District 1 and District 4. The tributes that come here are said to be particularly eager and bloodthirsty. Loyal to the Capitol, even District 2 is not exempt from the Hunger Games.

IV – District 3

Despite what some people think, District 3 is not a Career District. District 3 is found in the northwestern corner of Panem and the District is responsible for the technology found throughout the nation. The people that live here have ashen skin and compared to the Career Districts, this one is definitely poorer. Perhaps it was a punishment for their eagerness to rebel.

V – District 4

The final Career District, District 4 is located on the West Coast of Panem and is responsible for the fishing industry of Panem. Most of the people here have experience with fishing, knowledgeable about the use of nets, tridents, other fishing tools and with quite the experience with anything about the sea. The tributes that come from here are just as deadly as the ones from the other Career Districts so be careful not to underestimate them.

VI – District 5

This District is responsible for providing power to the rest of Panem. Electric, solar and nuclear. You name it and they know how to get power from it. This District is found fairly close to the Capitol in the southwest direction. One of the wealthier districts, similar to the Career Districts, and despite their enormous responsibility over the nation, they too are not exempt from the Games.

VII – District 6

Located near a body of water once known as Lake Michigan, this District is responsible for the creation of the various forms of transportation used by the nation, from the high-speed trains connecting the Districts to the Capitol to the hovercrafts used by the Capitol in times of war. District 6 is one of the middle class districts and all in all, it's one of the better districts to live in, if one doesn't count the drug addiction that seems to be a problem here.

VIII – District 7

Found in the northern region of Panem and located fairly close to District 4, District 7 is a region lush with trees of every kind and thanks to that, this District provides Panem with lumber and the paper that they use everyday. Thanks to their industry, the citizens of this District are very good with axes.

IX – District 8

Located in the north, near a place once called Lake Ontario, District 8 is responsible for the textile industry of Panem. This District is distinctively urban and industrial. You'll be hardpressed to find even a single blade of grass in this place, especially with the smoke all around.

X – District 9

The Bread Bowl of Panem, District 9 is responsible for the production of the harvests that the nation needs to thrive. Found to the northeast of District 10,

near the once Great Lakes, this District, despite the harvest industry, is ironically one of the more impoverished Districts, similar to that of Districts 10, 11 & 12.

XI – District 10

District 10 is found in the southern area of Panem and they are responsible for handling the livestock of the nation. The majority of the District is made up of open space and farmlands. Just like the rest of the final Districts, District 10 is an impoverished one. In the Games, District 10 has had few winners and is hardly ever a favorite of the Capitol.

XII – District 11

Located South of Panem, District 11 is one of the larger Districts and is the District of agriculture, responsible for the production of fruits, flowers and dairy. Almost all of their produce is given to the Capitol and those who steal produce are publically whipped and perhaps executed. This makes District 11 one of the poorest Districts with only District 12, matching them in that area. Most of the citizens here have dark skin and those that don't are considered to be notable exceptions.

XIII – District 12

The smallest and poorest District, District 12 is responsible for the coal industry. Located far from every other District in an area once known as the Rocky Mountains, District 12 suffers from a lack of electricity and a lack of food. Most of the people here are starving and few can escape from their suffering here for as long as the twenty foot electric fence surrounds the District. Throughout the entire history of the Hunger Games, there have only been two victors from District 12. One is dead and one is a broken alcoholic. Good luck.

XIV – FREE CHOICE

You're a lucky one. You get to decide where you end up in for free. Perhaps you can start off in the infamous ruins of District 13 though I don't see why you want to go there with how empty and deadly that place is with the bombing aftermath. Perhaps you can even choose to start off outside of Panem and see what you can do from there.

Backgrounds

Drop In – You know the drill with this one. You're dropping into this world with just the clothes on your back and the items & gear you bought here. What you do next is up to you. You are just as old as you are when you finished your last jump.

District Citizen – You've lived in one of the twelve Districts all your life and you see no reason to change that, for now at least. Perhaps you're a coal miner in District 12 or maybe a fisher in District 4. It doesn't matter either way. You're too old to compete in the Games anymore. You're safe. The same can't be said for the rest of your district. Roll a 6d8+13 to determine your age.

Tribute – Scratch that. You're just in the right age to join the bloody Hunger Games. During your time here, you're going to be subject to at least a single Reaping. Pick any age from 12 to 18.

> **Career Tribute (100 CP) –** You're a lucky one. You've been trained your whole life in preparation for the Hunger Games and you're even willing to volunteer for it. Make your district proud. Pick any age from 12 to 18. You can choose to start in Districts 1, 2 and 4 for free. You also get one discount on any one Capitol Citizen perk or item priced 100-400 CP.

Capitol Citizen – Now you truly are lucky. You are one of the elite and you live in the luxurious Capitol and you've rarely had to work a day in your life all while you've watched countless Hunger Games before. Roll 1d8+21 for your age.

> **Gamemaker (100 CP) –** Congratulations Jumper on your new position. As a Gamemaker, you'll be responsible for overseeing the Hunger Games along with designing the arena for them and for creating the hazards in the arenas. With this job, you get perks along with certain responsibilities. Make sure not to step on any of your superior's toes by the way. With this, you can get an inferior version of the Muttations item. You'll only get the book.

Perks

For their respective origins, perks have a 50% discount and discounted 100 CP perks are free.

Drop In

Beneath You (100 CP) – You have a peculiar ability to hide in plain sight. You'll never be subjected to random searches or anything of that like and for as long as you lie low, any authority will always let you be.

To Survive (200 CP) – Will. That is the most important quality a person can have. With will, one can keep on fighting, even against the most oppressive regimes. With this perk, you now have that will to survive and with will you can fight against anything.

Time For A Rebellion (400 CP) – Rebellions have always been one of the hardest things to organize. There's so many things to think about. You have to find weapons, food, supplies, information and you have to keep everything a secret from the authorities. Not for you though. Organizing groups has always been easy for you and keeping them a secret is still a piece of cake.

The Mockingjay (600 CP) – The Mockingjay. The Mockingjay is a bird formed because of a mistake of the Capitol. It is symbol that mocks them and their mistakes and it is the ultimate symbol of rebellion in Panem. Now, in any world you visit, you shall be that symbol. You'll find that fighting against any regime in any world will make you the centerpoint of the rebellion and their very source of strength. For as long as you live, your rebellion shall live on, alway fighting the oppressors.

District Citizen

Hard Work (100 CP) – You've worked all your life as a citizen of Panem. Choose any blue-collar or white-collar job and you will now have the skills of that profession.

Riding a Bicycle (200 CP) – For you, everything is like riding a bicycle. Any skill you can do, be it normal or supernatural, shall never degrade and you shall never lose any skill with it.

The Perfect Citizen (400 CP) – You are truly the perfect citizen. In any community you choose to live in, in this world or the next, the authorities of that community shall never view as anything less than a perfect citizen. Your wrongdoings are wiped away and any crimes you do commit will all be blamed on someone else.

Master of Your Craft (600 CP) – No matter your job or your profession, you shall now perform it as you were a master of that craft and you shall only get better the longer you perform that job. A cook who's had a job as a chef for a year will be just as good as the top chefs in the world. But one who has been a chef for five years will find their skill in being one to be absolutely superhuman.

Tribute

Weapon Wielder (100 CP) – Pick a weapon, any weapon. You are now extremely proficient in that weapon with that weapon to the point that only masters of that weapon are capable of fighting you.

The Results of Training (100 CP) – You've been training for a long time now and it's shown results. Your body is now at the peak of what is humanly possible and you shall never have to worry about it ever degrading because of your choices in life. This perk is free for Career Tributes but discounted only for Tributes.

Media Celebrity (200 CP) – Popularity is a both a blessing and a curse. Not for you though. With you, it's all a blessing. The people love you and you know just how to use that love. Getting sponsors is all too easy for you and even when you're not in the Hunger Games anymore, your precious fans will still find a way to give gifts to you.

The Boy With Bread (400 CP) – It doesn't matter what your talent is. If you're good at something, you'll find yourself capable of applying that talent to anything else. If you're a masterful baker, you could apply that talent to camouflaging yourself in any environment, much like a certain baker of this world. This also works vice versa. If you're a masterful swordsman, you could use those skills in cooking, just for an example.

Master of War (600 CP) – You're a veritable master of warfare. Any weapon you lay your hands on, from bows to swords and what else, you can use as if they were an extension of your body. You've trained your whole life for the Hunger Games and now you can fight against a team of Tributes and the odds would be with you. Of course, this is not just in regards to personal combat. You're a master of warfare after all and that means leading troops and armies into battle, frontlines or guerilla style. It doesn't matter to you. You're good at it either way. This skill even extends to anyone you fight or lead with. Those who fight with you and those who fight for you will find their skill improving to the point that they would be twice as effective as they were before.

Capitol Citizen

Gilding The Mockingjay (100 CP) – Anything you create, you can create it to be just as beautiful as any other creation of the Capitol's. Whenever you create something, you can choose to gild it and make it look beautiful and luxurious, enough that the item would never be out of place in the most high-class of places.

Living In Luxury (200 CP) – Some people would say that there's a point where you have too much. Perhaps they're right or perhaps they're wrong. That doesn't matter to you. All that matters is that for you, obtaining such luxuries is child's play. No matter what you do, becoming rich is easy enough that you could do it in a matter of weeks.

Social Engineering (400 CP) – Much like the Capitol, you are a master of manipulating the people. With this, manipulating tens of thousands of people to prostrate themselves before you and even allowing their children to be killed will be child's play. Perhaps you'll be able to make your own Panem someday.

Capitol's Knowledge (600 CP) – The Capitol is capable of many things. Genetic engineering, hovercrafts, medicine capable of healing burns in minutes to even the Arenas of the Hunger Games themselves. Now you have that knowledge in the palm of your hands. You know how to make their wonders and perhaps you'll be able to make those wonders even better.

Items

For their respective origins, items have a 50% discount and discounted 100 CP items are free.

General

The Hunger Games Series (50 CP) – This package comes with every novel of the Hunger Games and the movies. You can either receive their physical copies, complete with a player to watch the movies on or the digital copies, complete with a high-end phone to read and watch them. What will you do with these, I wonder?

Tribute Token (50 CP) – In this world, tribute tokens are small items that could be carried by Tributes into the arena in order to remind them what they're fighting for. You now have an item, a simple trinket, that whenever you look at it, reminds of what you fight for.

Memory Book (50 CP) – Within the pages of this book, you can find your memories, images of your past and details on the people you remember, engraved into the parchment paper. As your journey continues, the book will update itself and whenever you read through it, you'll find your mind healing and rejuvenating slowly.

Morphling (100 CP) – The people might call these painkillers but there should be no fooling you Jumper. These "painkillers" are drugs, much like morphine. They're highly addictive and causes various side effects, from yellow skin to hallucinations.

Drop In

Mockingjay Pin (100 CP) – This is a small metallic pin with a rendition of the Mockingjay emblazoned upon it. This pin can never be taken away from you and for as long as you wear it, your will is boosted whenever you fight against future oppressive regimes.

Burning Clothes (200 CP) – Do you have any idea what these clothes are? These are clothes that a certain Mockingjay will wear in the future if certain events shall pass unimpeded. With the right motions, these clothes shall burst into flames, turning into a different outfit by the end of it. That isn't what is special about these clothes though. What's special about them is that as long as you wear it, people will look up to you as someone worth listening to, even those you are fighting against.

Holo (400 CP) – A Holo is a tool that can show a three-dimensional holographic projection of a certain location up to the size of a city and highlights the hostile or dangerous areas. You now have a Holo to call your own and unlike the Holos in this world, your Holo updates automatically, showing you even hostile beings instead of just traps or environmental hazards.

A Symbol of My Own (600 CP) – This is a small but noticeable pin with a symbol of your choosing, a symbol that represents what you truly are, emblazoned upon it. When you wear it, all of your skills and all of your strengths shall receive a notable boost. If you were fast before, you would be even faster now and the same goes for any other trait and skill you have. Even better, your weaknesses also seem to be far less dangerous now.

District Citizen

Tools of the Trade (100 CP) – Every professional has tools that are necessary to complete their tasks. There is no reason you should be any different. Pick any one profession and you shall now have the tools necessary for that profession.

Bread of the Districts (200 CP) – The 12 Districts all have their own types of bread. The green seaweed bread of District 4 and the square-shaped, bite-sized bread rolls of District 3 are just of few examples. You now have 12 baskets filled to the brim with each District's special bread and it will refill at the end of every day.

The District Specialty (400 CP) – Every district has their speciality and their purpose. District 1 is responsible for creating luxury items for example. You now have one of these specialties. If you chose District 4, you would have a fishery that you could bring with you but if you chose District 12, you get a coal mine that always replenishes. No matter what specialty you choose, you'll be able to modify it and bring it with you, keeping any modifications you make to it.

Personal District (600 CP) – This is a reminder of your past and your past shall always follow you wherever you go. You now have a copy of a District of your choice to be attached to your Warehouse or to be imported in future worlds you go to and keeping any changes made to it. Never forget your past.

Tribute

Tesserae (100 CP) – In Panem, tesserae are tokens given to eligible Tributes in exchange for extra vouchers during the Reaping that can be exchanged for a year's worth of bread and grain. Since the tokens would be useless to you Jumper, you just get the bread and grain. They restock every year and you won't even have to get vouchers for the Reaping.

Sponsor (200 CP) – The sponsors are some of the most important part of the Hunger Games. A sponsor's actions can decide life or death for a Tribute. Now you have one guaranteed. You will never meet this sponsor but you'll know he's watching out for you. Every few days, you'll receive something that could help you minorly or massively but the only things he can bring you are items that are commonly available in the world you're in.

Cornucopia (400 CP) – Cornucopias are a major part of the Hunger Games. During the beginning, Tributes fight for their contents, ranging from simple food and water to weapons of such wonderful quality. Now, you have a Cornucopia of your own, attached to your Warehouse or imported to the new worlds you go to. Every day, the Cornucopia will refill with new random items of the worlds you go to. There won't be anything unique but the items will all be of excellent craftsmanship and will be of use no matter what.

Training Center (600 CP) – The Training Center is a massive building in the Capitol that towers over almost any other building in the entirety of Panem. Within the halls of this enormous structure are apartments that would not be out of place in any five star hotel, avoxes that would attend to the Tribute's every need, a room where the Tributes can show the Gamemakers what they're made of and of course, training stations for anything you can imagine.

What you have now is a special version of the Training Center shown in the series. Your training center is just as luxurious and just as beautiful as the one in this world. The biggest difference however, lies in the training stations. The training stations in your Training Center increase as you learn more, from normal to supernatural skills and it seems that when you train here, the faster you learn. A week of practice in here would equal six months outside.

Capitol Citizen

Mansion (100 CP) – Every citizen of the Capitol should live in luxury and now that you're one of them, you should too. You are now the proud owner of a luxurious mansion that would be worth millions of dollars in your original world. You can have the mansion as either a warehouse attachment or you can import it into future worlds, dropping it wherever you wish.

Muttations (200 CP) – In this world, the Capitol has the capability to create Muttations, otherwise known as mutts, genetically manipulated aberrations. You'll now have a copy of every mutt portrayed in the series along with a book on how to create more muttations.

Train (400 CP) – The primary method of travel throughout Panem. Trains are mostly used to transport cargo, Capitol officials, the Tributes and the Victors. The trains used by the Capitol are capable of travelling 250 miles per hour and you now have a special version of this train. Your new train is every bit as luxurious as the ones used by the Capitol and unlike the ordinary trains of this world, yours can fly.

The Arena (600 CP) – Every Hunger Games have been held in an arena of the Capitol's creation. Now you have an Arena to call your own. It'll start off rather simple, being a circular flat plain of grass around 20 miles in diameter, but you will have all the tools required to manipulate it to your liking. Terraform it, add ruins or use it as maze. The possibilities are nigh–endless and it will retain any modifications you have made to it.

Companions

Public Lover (200 CP, Drop-In Discount) – You've fallen in love with someone and that person has fallen in love with you as well. Only problem is, you shouldn't be together. At least, that's what the public believes. Of course, as long as the public believes this, they'll be far more likely to listen to both of you. The public loves the story of star-crossed lovers after all. Of course, just because the two of you aren't actually lovers, that doesn't mean that won't change. The two of you are close after all. Your companion gets 1000 CP to spend.

Collaborators (200 CP, Capitol/District Citizen Discount) – If you want to change the world, you can't do it alone. This is a head start for that. This is a small group of people, around two people, who hold high positions in both the Capitol and the Districts. Not high enough to make any major change alone but capable of being one of the key players. Counts as a single companion and gets 800 CP to spend.

The Full Team (200 CP, Tribute Discount) – Every Tribute has people working behind the scenes to ensure that look presentable and wonderful to the public. A Tribute has a mentor, a stylist and an escort. Now, that team will follow you along the rest of your adventures. The entire team counts as a single companion, sharing their perks and their items. They receive 600 CP to spend on perk and items.

Drawbacks

You may have only have up to a maximum of 800 CP, not including **The Past Catches Up**.

From The Beginning (+0 CP) – You're starting this jump from the very beginning. You'll be starting off during the end of the war, right as District 13 is being bombed, and see where you go from there Jumper. The jump will still be finished when it normally would be finished.

Avox (+100 CP) – Bad news for you Jumper. You rebelled against the Capitol… and you lost. Your tongue has been cut off and you have been rendered mute. And yet that is not the worst part. You are no more than a slave of the Capitol, irrelevant and easily replaceable. Perhaps you can find a way to escape and break your chains.

Weird Name (+100 CP) – As you meet the people of this world, you'll notice that they have tendency to have rather strange names like Peeta or Glimmer. Well, you better get used to it since you'll be having one of those names, except even worse. You'll be annoyed whenever people call you by that name. People will also only refer to you with that name, even your companions.

Forced (+200 CP) – Want to escape the Hunger Games? Fat chance. No matter powers you have or how well you hide, the Capitol will always be able to find you and force you into every Hunger Games as an extra competitor for the remainder of your stay here.

I Need Something Better (+200 CP) – Your items have a tendency to fail on you, especially during the most inopportune times. It doesn't matter if your items are normally completely indestructible through mundane or supernatural means. It will break whether you like it or not, and when it does break, the aftermath will always hinder you and never your opponents. Broken items will be fixed at the end of the jump.

Third Wheel (+300 CP) – You're in love with someone. Unfortunately, the one you're in love with is already in love with someone else and will only ever view you as a friend and nothing else. You'll hate it but no matter what you would continue to love this person and do anything this person asks of you.

No One Likes You (+300 CP) – No one likes you. This is a bigger problem than you might think. In your own community, few would ever vouch for you. Outside of your community? Let's just say that getting ignored would be the least of your

problems. The regime will also similarly dislike you and you could expect to be subjected to the worst the Capitol has to offer. If you're a Tribute, this problem is even worse. Sponsors are a tribute's lifeblood and rarely has it been that a Tribute has won without a sponsor. Too bad for you. You won't have any sponsors. Good luck with romance by the way.

Practical (+400 CP) – Strange. It seems that all of your enemies have received a rather notable boost to intelligence and common sense. Whereas before your enemies would have been easily predictable and prone to choices that don't make much sense, now their effectiveness has increased and their actions would now be far more intelligent. Sadly the same can't be said for your allies. Hope you know how to fight a one-man war.

Hijacked (+400 CP) – You have been captured and tortured by the Capitol, subjected to a torture method known as hijacking. Your memories have been altered and your mind has been damaged. Hallucinations will be the least of your problems as your heightened aggressiveness causes you to lash out against everyone around you. It is possible to be healed but it will be difficult, it will take time and the help of your closest allies.

Lost and Found (+500 CP) – How much have you collected throughout your journey? Perhaps you didn't collect much or perhaps you were a hoarder and took everything you could get your hands on. It doesn't matter either way. Now, all of the contents of your warehouse have been spat out into the arenas of old and future Hunger Games. If you want to get them back, you'll have to infiltrate those arenas. Luckily for you, most of those arenas are open to Capitol Citizens but you'll have to deal with nosy citizens taking your stuff. For the other arenas, their locations are closely guarded secrets and you'll have to find those out for yourself. Any items lost at the end of the jump will be lost forever.

It Will Never Stop (+600 CP) – After your first year, you'll begin to experience nightmares. For your first nightmare, once you fall asleep, you'll find yourself in the arena of the first Hunger Games with none of your items and none of your superhuman abilities, taking the place of a random Tribute. You must win the game through your own skill alone in order to live and to be free from the nightmare. It won't stop there. The next time you sleep, you'll participate in the second games and so on and so forth. You must win every single time to live. If you lose even once, you have lost the jump and your chain is over. Don't even think about escaping it through not sleeping. Go long enough without sleeping

and you'll find yourself acting out the dream while your body remains awake in the real world.

Broken Will (+600 CP) – Your will has been broken and you can no longer fight. You can never fight against the Capitol or any of your enemies for as long as your will remains broken. I hope you have good friends Jumper. They will need to fight for you.

The Past Catches Up (VARIABLE) – How many people have you met? How many have you fought? How many have you killed? Congratulations, Jumper. You've been chosen to participate in a special version of the Hunger Games. At the start of your jump, you'll be transported to a special Arena, its size and design dependent upon your previous jumps. For every jump you've been to, there will be two tributes from that jump, one male and one female, randomly chosen from the notable characters in the jump. The last two tributes will be from this world and one of them will be you. You will have to win this final game but this will be no easy task. Needless to say, the longer you've been jumping, the worse this game will become. This is worth 100 CP for every ten jumps you've taken, up to a maximum of 1000 CP. As an additional reward, once you win, you'll receive a copy of the arena to be imported into your warehouse at the end of the jump along with videos of everyone's perspective during the game. Perhaps you can learn something from it.

Ending

Congratulations Jumper. You've successfully survived in this world for ten or more years. Now all that's left to do is to decide where to go next.

Head On Home: It seems that your experiences in this world has made you long for the world you once called home. It's time to take everything you have with you and go back home. You've had enough experiences to last a lifetime.

I've Found My Home: Perhaps you've changed this world for the better or perhaps you just like this world's charm. You'll be staying here now and all your affairs in your old world shall be taken care off.

Move On: You can't just end your journey here. There are so many more places to go and so many more people to meet. You move on to the next jump.

Notes

Thanks to Reddit and the guys over at Discord for helping me with this. I don't think this jump would have been as good as it was without their help.

Change Log

0.1: The skeleton is added.

0.2: Intro, Locations and Backgrounds are added.

0.3: Perks are added.

0.4: Items are added.

0.5: Drawbacks are added.

1.0: Finished the jump