



Countless years ago humanity were forced to escape from the **Outside**. It had become barren, unlivable, and dangerous. So they created great underground cities and sealed themselves within. Unfortunately this last hope would ultimately prove fruitless, as a terrible **Plague** would sweep through the cities and kill the last of humanity in cages of their own devising. But even with their loss, time still moves forward. It has been nearly seven million years since that fateful time, and humanity has vanished from this world. All that is left of them are these massive underground tombs. Their creations however still live on, such as within **Walled City 99**. The **Companions**, robot helpers that developed sapience, and the **Zurk**, a trash eating bacteria that evolved to spread and eat just about everything, are now the only things that dwell within this forever-dark, dilapidated city. This may paint a grim picture, but not all is in shadow: The **Outside** is once again flourishing with life. And so enters the **Stray**. Not long after you start this jump, a small ginger cat from the outskirts **Outside** will have a rather nasty tumble and find itself stuck inside this city. It is then up to it and several companions it meets along the way to find their way out again and open up the city after millions of years of darkness, before all that remains are swallowed by the **Zurk**. To get you started, have **1000CP** to spend on the document below.



Origin: *It is time for you to choose in what form you will be entering this jump in. Any option can be taken as a drop-in equivalent, giving you no additional memories or background in this world.*

Stray - While human life has all but vanished, other life still finds a way to thrive. You will be entering into this world in the form of what was once a domesticated type of cat. Somehow over the millions of years, this species has remained remarkably unchanged. The only noticeable difference really is that these cats appear to be remarkably intelligent, albeit still a cat. Your specific breed and colouring is up to you, but ultimately you will still be a small cat.

Digital Mind - In a city lacking life, the only thoughts that are had are electronic ones. Unlike the robot people that dwell down below, you will be entering this world in a rather more rare form; that of a pure AI. Your coding is not isolated to a singular robotic body, for you dwell in the networks themselves. In many ways you are both more and less free than the **Companions**. Free to roam the city, but trapped in cyberspace lest you can find a vessel for your consciousness.

Companion - Definitely the most common face you'll see in this world, outside of the **Zurk**, is the **Companion**. There are bipedal humanoid robot helpers created by humanity who ultimately far outlived their makers. Originally very basic in mind and body, in their centuries and millennia of solitude they began to develop true sapience. Now they have formed their own culture, with their own language, based loosely on those that came before them.





Locations: *Now it is time for you to decide where you will be starting your journey in this world. There are not many options to choose from, but every single one of them varies massively in atmosphere and danger.*

Outside - When humanity retreated from the surface, it was barren and lifeless. That is no longer the case. After millions of years, the world is once again flourishing with plantlife. You will find basically no signs of humanity left out here, long having been eroded by the winds of time. This is a world free of humanity, a world where nature has once more supplanted technology. By default you will start near **Walled City 99**, but if you wish you could choose a different location altogether. Who knows what exists out in the wilds now?

Crumbled Ruin - With the encroachment of the **Zurk**, much of the Walled City was abandoned as the **Companions** sought safe havens wherever they could. Much like in the beginning of the **Stray's** journey, you will be starting off your time in the crumbled ruins left to rot. Be warned that you could encounter **Zurk** anywhere out here, so nowhere is truly safe.

Slums - The City was divided into two sections upon its creation. There is the upper half, where the rich and powerful live, and there is the lower half, where the poor and downtrodden wallow. Unfortunately even after humanity was replaced by the **Companions**, little changed. The connection between these two halves has long been cut, and now the only way out of the Slums is through the Sewers. Unfortunately the Sewers now swarms with **Zurk**, making any expedition through them a doomed affair. You will be starting in the Slum town where the **Companions** who still live stay.

Mid Town - As mentioned, the city is divided into an upper and lower half. Mid Town is the **Companion** dwelling of the upper half. Far brighter and safer than the lower half, the culture here is one you could almost consider casual. Sadly the residents here have traded the threat of the **Zurk** for living under the iron rule of the corrupt and their enforcer Sentinels. That doesn't stop them from going about their days though; partying, chatting, and working. This is as close as you can get to the city control centre, which hasn't been accessible since humanity vanished, as **Companions** do not have clearance to enter.



Perks: *Perks are discounted to half price for their respective origins. 100CP perks that are discounted are Free.*



Stray

Paw Print [100]

With countless millennia of rot, the once traditional pathways one might take through this city have long since crumbled under disrepair. Toxic sludge flows over roads, debris covers sideroads, and fallen rock juts from the earth. Of course, to a cat that is no trouble. Jumping up high flat walls and running across precarious suspended metal beams is a literal walk in the park for these fine feline fellows. You are a master of balance, an expert at climbing, and an artist on your feet. Try not to walk on any loose pipes though.

Meow Meow [200]

You might expect that as a small cat, the **Companions** and AI's in this world would treat you appropriately like an animal. Yet surprisingly this is not the case. Right from the get-go, you will often find that others will treat you as the intelligent and sapient creature that you are. Not only that, you are exceedingly good at getting your meaning across to others despite any language or species barriers that would normally make communication hard, and vice versa. Complex concepts are obviously harder to convey, but simple ideas and thoughts are a cinch.

Hold RB To Scratch [400]

Very few realise just how much damage a cat can cause when it puts its mind to it. Your claws, or fingers as the case may be, are particularly powerful. Even while in the form of a small kitty, your paws would be powerful and sharp enough to pull down a metal panel nailed to the wall by no less than four separate nails. You may not be tearing through metal itself like some kind of dinosaur, but don't underestimate how much damage you could do if you wanted.

Walk It Off [600]

You may be made of soft flesh, but there is one major advantage flesh has over metal: it can heal. You are a remarkably resilient creature. Not only are you able to survive a startling amount of damage, you are able to heal from those same injuries incredibly quickly. Even after a great tumble down hard rock and sharp metal, you'd be right as rain after a quick nap and a bit of walking. Harsher injuries will naturally heal slower, but anything less than broken bones seems to heal in hours, if not minutes.



Digital Mind

Restore The Past [100]

Even a machine can forget things with time. You may forget those memories, but that doesn't mean they are truly gone for good. Not even if they are simple bits of code. No matter how you may lose your memories, you will always be able to regain them with a little bit of coaxing. A few items to jog your memory and soon they will start flooding back. Even a near total loss of memory could be restored with a few dozen reminders.

Hacker Man [200]

Getting anywhere you aren't supposed to in this city requires either a bit of destruction or computer trickery. When encased by metal walls the former isn't always an option though. That's when you'll have to fall back on your trusty hacking skills. With these, you could open a few closed doors, shut down cameras watching the corridors, or even reprogram other Sentinels or **Companions** to help you escape. In a world of cyber-security, a competent hacker might as well be a king. This is less useful outside of the Walled Cities though.

Digital Mind [400]

As the **Plague** spread throughout the city and left no-one it touched alive, a single desperate scientist figured out how to save themselves. They devised a way to digitise their mind and upload it to the city network in the form of an AI. With no other humans and the erosion of uncountable years, this technology vanished as fast as it appeared, but in you it has reappeared. Maybe you found the notes left behind by **B-12** while they were alive, for you now know how to convert a living human consciousness into that of an AI. Maybe with time you'll even figure out how to change it back again.

Human Memories [600]

As an AI dating back from the time of the city's creation, you are in the singularly unique position of having actual personal memories of humanity and their creations. Consequently, you possess some level of knowledge about the advanced technologies utilised by humans before their extinction. While you may not know about all their different professions you can profess to possess a full education in one of these fields; whether it be the robotics knowledge needed to make the bodies of **Companions**, or the programming knowledge needed to create sentient AI, or even the genetic engineering knowledge needed to create plants that subsist off of almost no light.



Companion

Companion Bot [100]

The **Companions** were built by humanity to live up to their namesake. They were helpful companions who would do odd jobs and take care of needs. More than that, they could be friends and emotional support. What kind of **Companion** would you be if you couldn't do the same? You are a natural at making friends with other people. Even the coldest of introverts would find themselves willing to open up to you, even if only slightly. To you, a larger population just means a larger circle of friends.

Problem Solver [200]

Every step of your journey you are going to face problems. Some will be so big they seem insurmountable, while others so small that you barely even notice them. That's why it's so important, if you want to get things done, that you know how to face a problem. You have something of a talent for finding creative solutions to your problems. Need to cross a large gap? Knock a paint can off the edge to dislodge a wooden plank and then climb into the hole it made in the opposing side's window. Want to avoid some lasers? That barrel over there looks like it's mobile enough to roll right through.

Mad Doc [400]

When fighting for your life against the **Zurk**, you have to be more than just smart. You have to be creative. Innovation is what separates the wheat from the chaff. That same spark of innovation that let the Doc not only survive when stranded in the ruined slums but also construct a weapon capable of killing the **Zurk** lies within you too. Ideas for new ways of combining different concepts will pop into your head as you work, and trains of thought will lead you down unexplored avenues. Yours is the name synonymous with exploration and progress.

Mechanical Soul [600]

Over time, your body has changed. Adapted. Evolved. Not something one would expect for an otherwise static machine. The original **Companion** designs didn't have emotions or anything resembling digestive tracks, yet now they love one-another, they eat food, they have children. In many ways, they have evolved into something resembling organic life. In the words of Momo, they gained a Soul. That is something that you can now spread. That little spark that separates a cold machine from a thinking and living robot. This is the spark that turns a sentient machine into a genuinely sapient being.





Items: *Discounts for items work the same as perks. You may import items into the appropriate options if they fit.*

Backpack [100] (Free Stray)

Part and parcel with **B-12** was the little black backpack that the **Stray** used to carry **B-12** around. Soft, flexible, and surprisingly durable, this backpack is the ideal shape and weight for use by a small quadruped. It wraps snugly around the wearer, ensuring there is no chance of it falling off by mistake. Inside the backpack is a charging port and battery to recharge any drones stored inside. This can optionally come in either black or chrome colours

Poncho [100] (Free Companion)

Even a robot can feel cold at times. The slums in particular are so dark and damp that even machines will shiver as they huddle in their rooms. That is why Grandma is so loved, for her high quality Ponchos sewn together from high quality electrical cables bring comfort and warmth in even the most trying times. This is one such poncho. It is typically sized for a normal **Companion**, or Human, but this can be altered if you so desire. It's also far more durable than cotton.

B-12 Alternate [100] (Free Digital Mind)

The being that would become **B-12** was only named such once they downloaded themselves into the corresponding **B-12** drone body. This is a very basic palm sized drone body akin to that of the **B-12** model. The majority of the body of this drone is taken up by a thruster that allows it to fly freely through the air. But other than that, in this drone is a port for interfacing with computers and a digitiser that allows it to instantly convert physical objects into data and then back again. The digitiser is able to convert objects up to and including complex technology the size of the **Stray**. Finally, two little antennas on top allow it to receive and transmit signals.

City Garden [200] (Discounted Stray)

With the city roof closed, humanity had no source of natural light. Without light, plants would not be able to generate oxygen. An artificial sky would take up an unfeasibly huge amount of energy, so humanity created a different scientific marvel, one that wouldn't drain resources. They made plants that were able to thrive and photosynthesize in environments with close to zero light. Trees, flowers, bushes, grass; they went the whole nine yards. You have inherited one of these gardens. These plants will still need watering and soil, so you can't entirely abandon them.

Spare Parts [200] (Discounted Companion)

As has been mentioned previously, a robot is unable to heal in the same way a living creature can. That's why it's so important they have some spare parts to repair any damaged components. This heap of metal looks like garbage at first glance, until you realise it is in fact a complete set of replacement pieces for use by **Companions**. There are enough parts here that you could easily make an entirely new **Companion** from them alone. It does raise an interesting question: once you've replaced all your parts bit by bit, are you still the same robot?

Atomic Battery [200] (Digital Mind)

Big factories require large power sources, and you aren't going to find much better than this battery. This dull grey cylinder is nearly equal to a cat in size, and generates enough power on its own to power an entire factory or a subway station indefinitely. Originally used by Neco Corp, this is an impressive feat of energy generation and storage. Finding a place to safely hook up and use this battery is another matter.

Ziplines [400] (Discount Stray)

Why run when you can zoom? Dotted around **Walled City 99** are some rather out-of-place ziplines that connect certain areas seemingly at random. They aren't big enough for use by humans, and most only have a single bucket attached to allow for the transport of items (or cats). In many ways it seems like they solely exist in order to allow the **Stray** to progress. From here on out, you will find yourself encountering similar things to these. Not ziplines specifically, but arranged around the world will be some way of traversing large gaps or descending down large heights. They may take the form of vines, ropes, ziplines, or whatever is appropriate for the area, but it will undeniably help you when it comes to travelling uncertain terrain.

Sentinel Drone [400] (Discount Digital Mind)

As the **Companions** gained sapience and started about forming their own civilisation, greed and corruption rose as ever it does. The Sentinels, originally police and peacekeepers for the city, became tools of the rich and powerful to oppress the weaker. These flying drones are double the size of a cat, and not much faster than them in speed, but are equipped with a powerful medium range taser gun that can disable and immobilise both organics and robots. You will be receiving a squad of three such drones, programmed to follow your orders. Like the **Companions**, they run on a discrete power supply that never seems to need topping up.

Defluxor Raygun [400] (Discount Companion)

A strange amalgamation of a spectrometer and a UV gun, this weapon is the perfect instrument for killing **Zurk**. Either from millions of years in the dark or by intentional human design, the **Zurk** are incredibly vulnerable to UV radiation. The concentrated UV rays emitted by this weapon are capable of quite literally popping a **Zurk** in seconds from a hundred yards away. Attempts to downsize this gun may lead to power storage issues.

Zurk Nest [600]

Now why would you want one of these? It's a **Zurk** nest. Only a small one for now, but it will slowly produce little **Zurk** that, if left unchecked, could reproduce at unimaginable speeds. Make sure you keep it contained. Originally these fellows were a type of harmless bacteria that humanity engineered to digest trash. Over the years, they have mutated, and now they are capable of consuming just about everything, including robots. An oddity of this bacteria is the massive eyes that grow upon all their nests, acting as sentinels to look out for intruders. It is a small saving grace that direct sunlight destroys these monsters as quickly as the UV gun.

Walled City [800]

The backdrop of this story takes place within **Walled City 99**. Thus logically there must be at least 98 other cities like this, perhaps more. With humanity gone, that leaves these without an owner. With your entry into this world, that will change. One of these cities now recognises you as its owner, allowing you total control over the facilities and machinery within. Measuring a dozen miles across, and set over a kilometer underground, this city is capable of comfortably accommodating tens of thousands of residents without issue. The entire city can be covered by a massive mechanical concrete roof, sealing it from any dangers outside. This is a city made to last through the apocalypse, and as such is entirely self-sufficient. Naturally this includes a large number of **Companions** to keep the whole thing running, though whether they have evolved towards sapience is up to you. In future jumps, this city can be placed in a location of your choosing, waiting to be opened up and revealed to the world.



Companions: *The section, not the robots*

Import [50]

In such a world bereft of intelligent life, it is bound to feel lonely if you don't bring along someone else. For 50CP each you may import any of your companions into this jump into an origin of their choosing, giving them 600CP to spend on perks and items of their choice. Each 50CP doubles how many companions you can import, until eight for 200CP.

Canon Character [50]

There are not many people to meet in this world, but perhaps you've taken a shine to one of the few that you have met. For only 50CP, you can choose to take a canon character from this world with you into future worlds, if they are willing to come with you. This naturally includes the **Stray**.



Drawbacks:

Cat Things [+000]

Ah, possibly the one downside of having a cat for a main character. It likes to do cat things. In this case, the **Stray** somehow manages to keep finding your stuff. What does it do when it finds your stuff? It pushes objects off tables and shelves, scratches the walls and floor, and generally just makes a bit of a mess of your home. You know, cat things. That's it really. It's just a bit of a nuisance.

Leave The Door Open [+000]

While there is much to potentially see in this world, it cannot also be denied that the 'story' that takes place here is a short one. If you wish, you can choose to leave this world before the traditional ten years are up. Instead you will be leaving a short period after the City has been opened, only a week or two afterwards.

Hurt [+100]

That was an unfortunate tumble you took there Jumper. It appears to have quite badly hurt you. Nothing life threatening of course, but you're going to be limping for a good few weeks at least. There's no just walking it off here I'm afraid. Maybe your leg got a fracture, maybe the diodes in your arm have rusted, or maybe the thrusters on your drone are spluttering. Either way, you are not in tip top form, and it'll be a while before you feel better.

What Did You Say? [+100]

Over the countless years that the **Companions** spent in the dark, they developed not only sapience but their very own new language. **B-12** was fortunate enough to watch them as they did so and as such has long since learnt the language. You though? Unfortunately you've had no such luck. Entering this world as an outsider, you have no way of understanding what other **Companions** are saying or writing unless you can find someone to translate for you.

The Pawtagonist [+200]

Ordinarily the plot of this world would kick off after the **Stray** fell from a rusty pipe and found themselves in the City. That is no longer the case. That rusty pipe managed to hold on just fine, and the **Stray** is going about their life with their pack just fine. Instead, the role now falls to you. Disregard your starting location choice, because you're going to be starting in the Ruins of the city. It will be your job to make your way up to the control center of this city and open up the city for the first time in millions of years. The catch, if it could be called one? You'll only be using abilities you gained in this document. But how hard could that be anyway? After all, a cat could do it!

Memory Loss [+200]

When you entered this jump, your memories were lost. Fragmented. You can remember some basics such as language, but simple questions like "who am I" and "where did I come from" elude you. Scattered around the city there are little pictures or messages that will remind you of your past. With each message you find, a bit more of your memory will return. If you want your memory to be whole again before the end of the jump, you'll have to find all those little fragments.

Be-Zurk Trigger [+300]

The **Zurk** are undeniably attracted to anything that gets their attention. The second the signal goes up, you can watch as hundreds of little **Zurk** come swarming out of every nook and cranny they had hidden themselves away in. You may get to see that sight up close and personal, as your presence seems like a bright beacon to the **Zurk**. Wherever you go, if there are **Zurk**, you can bet they are going to come calling at full speed.

Wanted [+300]

The powers that be are perfectly fine with the way things are in the city right now. They don't look fondly on outside interferences moseying in and messing up their neat and orderly town. And that is just what you are: a new annoyance. They have let slip the hunting dogs. Or in this case, several teams of Sentinels and police drones. They will be actively tracking you down with the aim of incapacitating and imprisoning you. If you prove too much of a trouble? Well maybe the **Zurk** might find themselves a nice free meal.



The End *Your time here is up and now it is up to you to decide what you wish to do from here on out.*

Stay Here: You've decided you want to see more of this world. You don't want to keep going forward, and so your chain ends here. You stay in this world with everything you've accumulated.

Move On: The journey never ends. Just as the **Stray** one day walks out of the City, so too do you walk out of this world and on to bigger and better things.

Go Home: Seeing the ruins of humanity and the ravages of time has left you missing your own home. You have finished your journey, and will return to your original world with everything you've gained over the chain.



Jump by Lone Valkyrie. Hope you enjoy!