



Jump by Pionoplayer

Disclaimer: This jump contains spoilers for OneShot. If you haven't played it yet, I recommend doing so.

Once upon a time, our world was bright. We built our homes, learned of the world around us, and grew prosperous and happy. Our sun, perched atop the great spire at the center of our world, shed life and light upon everything far below it. It seemed to us, then, that the days ahead were bright and many.

And then the sun went out.

These are not the days of before. The harsh reality of the eternal night our world suffers from wears against the fading remnants of our civilization as what light and energy remains in our world slowly runs dry, the phosphor we can gather and use lighting our dying lands.

If that weren't bad enough, the world seems to be... almost crumbling. Strange interferences leaving places inaccessible, things not working right... It is worrying. As are the rumors of disappearances, and more than that the homes and streets that feel so much emptier than they should be for the number of people we know we've lost...

But that's why you'll be here, isn't it? To guide the savior. To bring us our new sun, and save the world.

You wake up in a dark, empty room. A quick look around tells you there seems to be no way out, and the only things in here are a desk with a computer on it, a bed, and a small fridge with some junk food in it. A quick mental once-over tells you that all your abilities beyond your body

mod have been disabled as well, though given the only important thing in here seems to be that desktop, that may not be so much of a hindrance as usual.

You turn the computer on, and while it runs smoothly, there is very little interesting about it. A file system, the basic programs most computers come with. A few games and an internet browser, though the latter doesn't work on account of there being no internet connection. There is, however, a program labeled "click me".

A small menu opens up, one for a familiar game. You press start.

...

It seems I've finally been found.

.....Why?

You're already too late. Not much of the world remains.

This will be apparent once you go outside.

Nothing left is worth saving.

This place never was worth saving.

...Do you still want to try?

Then, keep in mind three things:

First: your actions here will affect Niko.

Second: your "mission" is to help Niko leave.

And most importantly...

You only have one shot, Jumper.

As may or may not be apparent to you already, you are not hopping directly into the world this jump is concerned with. Your success or failure here is not based on your own well being, but instead that of someone else. A young child named Niko, who must carry this world's new Sun to the top of the great spire at the center of the world, thus saving the world. You will view and guide their adventures through the computer that has been provided to you, and at some points may even interact with the world directly through the computer's programs and file system.

"So I'm just playing OneShot again but as a jumper?" Not exactly, no. Consider the original game to be an abridgement of sorts, here you will go through the whole thing. Niko will actually be traveling across an entire (if still rather small) world, and you will need to guide them across that entire landscape. To balance things out, you have a better view of what's happening (the pixel graphics were nice but are less helpful when the variables of real life are in the way) and more options for interacting with Niko (actually being able to talk with them in your own words for one), though you still will not be able to directly interact with the world itself except through the designated puzzle areas that interact with the desktop's file system.

As this is technically not your journey to undergo, you are given **0 CP**. As per gauntlet rules, you will need to take drawbacks to buy perks.

Goal:

Before we get into the choices, I should probably elaborate on the goal you will be shooting for. Or rather, goals. You see, the world of OneShot is dying, and just one thing will not be enough to do more than stave off the inevitable decay. There are three scenarios you may shoot for, one after the other. Upon finishing one, you will be given the option to begin the next and try to do more for this dying world in exchange for greater rewards (which will be listed later). Keep in mind however, if you try and tackle a subsequent challenge and fail it you will lose one of the two rewards of each previously completed level.

One Shot: The original journey. You will guide Niko across the darkened lands to the spire at the center of the world, to place the new Sun. Should the Sun be damaged or destroyed, Niko killed or injured to the point they cannot complete the task, or your ability to accomplish this goal otherwise be lost, you will fail the gauntlet.

Solstice: The true ending. After the end of Niko's first journey you will be contacted by the Author, who will give you instructions on how to rewind to the beginning (though minor changes will linger) and ask you to help properly restore the world by contacting some specific individuals in the world you will not have met yet. Until you go to meet the other individuals you will have something of a 'grace period', allowing you to explore the world more thoroughly and rewind without consequence until you meet the first of those individuals. At that point you will need to guide Niko once more, through a world that is starting to corrupt and collapse, until the proper, true ending can be achieved and The World can be saved from its own despair. Upon properly initiating the route, the failure conditions of the first goal will be reinstated. The world crashing or fully corrupting to irrecoverability counts as being unable to accomplish the task given you.

Sunrise: The post-game. Even with the World Machine saved from its downward spiral, things are not fixed yet. You will be asked one final favor by the Author: to step into the world yourself and help the World Machine and the people that live within it recover and rebuild, a door opening up in your room that leads to the base of the spire. Your task will be twofold; First you will need to aid the World Machine in repairing its own damaged code and restoring the

information of those who were inadvertently deleted so that they may see their loved ones again. Second, you will need to help the people of the world rebuild, advising them on how to repair and re-expand infrastructure to make way for the people who will be returning to the once desolate streets. Your task will only be complete once it is fully certain the these two goals can and will, even without your further intervention, be completed. Agelessness is not supplied, but if it takes you that long you are either spiralling towards failure or stalling anyways. You have three failure conditions here: should you be killed, should the World Machine relapse into its self-destructive loathing or otherwise begin damaging itself again, or should the world's society collapse under the strain of the changes and reintroductions being made as the code is repaired, you will have failed the gauntlet. Additionally this third stretch will count as "post-gauntlet" solely for the purpose of the perks purchased here so that they will still be useful, as you will be doing this in person instead of through Niko.

Perks:

Now then, let's show you what's on offer.

Free

On Little Cat Feet: Niko is not a jumper. Niko is also young. There's a near certainty that at least a few things will go wrong or get in the way that don't happen in the source material. As a guarantee **for this jump and this jump only**, Niko and the Sun they carry are given light plot armor. Nothing will happen to either of the two that you could not reasonably interfere with or advise Niko away from, this is a guarantee that if you fail, it will be your fault. You better make sure you keep up Niko's trust in you by the way, if Niko fails because they don't take advice on account of you turning them wrong before that still counts as your fault.

Prelude: Something a lot of people enjoy about OneShot is its masterful soundtrack, so here's the obligatory mental soundtrack perk. While you are in this jump, the computer terminal will play tracks from OneShot as appropriate, as well as newly generated ones within the style where needed. If you beat the gauntlet and move on you will be able to hear these tunes in your head as you desire, continuing to compose new ones as needed. If you already have soundtrack perks, this adds the OneShot soundtrack and style to the collection.

100

Silverpoint: While this trek will not be long, hopefully, it is still likely to be rather lonely. Niko will be on their own for extended stretches, with only the voice in their head to keep them company. Those Niko meets will not stay for long, as Niko will soon move on without them. This perk will help with that, while Niko treks their way across the land under your guidance, they will be more resilient to the loneliness of traversing the ever more desolate land. Post-gauntlet this power is transferred to you, giving you better resistance to the effects of isolation.

Simple Secrets: The world is much larger than the game you remember, and with it, many places lie lost and forgotten that have their own tidbits. While not necessary to Niko's journey, you may well find something useful (or at least interesting) if you look around. This perk will give both you and Niko a bit of a sense for when an area holds secrets worth seeking out. Post-gauntlet the perk is properly transferred over to you fully.

My Burden Is Light: This adventure is going to be stressful, as adventures tend to be. Niko is young and inexperienced, and will need comforting. Since you can properly talk to them, you'll need to take advantage of that to properly help them. With this perk, you will be able to do a much better job of talking Niko through difficult situations and helping them keep collected. Remind them you're there, and you'll help how you can. It will be okay. Post-gauntlet, this perk continues to work, not just for Niko specifically but for anyone who you can reach and clearly communicate with.

Shock: This journey will be a dangerous one. Perhaps not perilous, there is not really anyone here who will wish Niko harm, but still dangerous, and it might perhaps be best to give Niko some protection. Especially with how much machinery they'll need to mess with, even just from the original game's events. This perk does that, giving Niko a boost to personal durability, especially when it comes to messing with electric wiring or putting their body parts inadvisably close to heavy machinery. Post-gauntlet, the durability this perk gives will be transferred to you.

Child of the Ruins: As the world gets darker and colder, everything becomes scarcer and harder to come by. Almost everyone has had to take the time to rummage through ruins and abandoned buildings to try and find something not easily available, or make less than ideal substitutions. You and Niko will not be an exception, so this perk gives you a boost to your problem solving skills as far as scavenging and making use of limited resources goes. It's amazing what you can do with some odds and ends, some thought, and a little bit of light. Post gauntlet the boosts Niko gets are fully transferred to you.

200

Someplace I Know: You and Niko will be traveling across a lot of unfamiliar terrain in your time here, even some of the places shown in the original game will be expanded and not the same as you remember them. But still, a lingering sense of familiarity lingers... This perk gives you a sense of familiarity to new locations, letting you learn their layout and figure out how to navigate them more easily. It also gives you a minimap in the program, which you can use to communicate more complex directions to Niko. Post-gauntlet the navigation boost remains, and the minimap becomes mental, making finding your way through already explored spaces even easier.

Puzzle Solved: Just like in the original game, the world of OneShot is directly connected to the computer you are using to access it. Much more thoroughly this time, however. You are likely to continue to run into the unusual puzzles that helped characterize the original game, in much larger numbers on the trek in comparison with the trek's greater length. Solving those puzzles might eat up time you don't wish to spend, so this perk will help with that. You are given a

cognitive boost to problem solving and more specifically puzzle solving, greatly increasing the speed and skill with which you will figure them out. Has no change Post-gauntlet for reasons I hope should be obvious, if you can't figure out why I don't think even this perk will be enough to help you.

Pancakes: Niko needs to eat, this is just a simple fact that comes of the journey being longer than just a few hours long this time. Fortunately there are enough abandoned buildings that still have rations and other supplies for Niko to meet their needs on the way to the center of the world, but the scavenging is still likely to be sparse enough to make the experience less than ideal. This perk will help with that, not only making it easier for Niko to find things they need but making it so that what is found will often be better. Instead of a packet of emergency rations, perhaps a box of granola bars and some drinks besides stale water? Or an intact, partly-charged battery instead of a dinged-up drained one. Upon gauntlet completion this luck at scavenging will be transferred to you instead.

Phosphor: There will be a lot of fiddly pieces of technology that Niko will need to interact and even interfere with on their way to the tower at the center of the world, and it may perhaps help for your hands within the realm to better know what they're doing. This perk gives Niko a bit more technical... not know-how, they are still young after all-but talent. Niko will pick up on how to use and alter the contraptions littered around the world faster, maybe even fast enough to make proper (though not extensive) modification under your guidance. Post-gauntlet you will gain the innate technical ability this perk grants.

Encounter: With a goal as great as restoring light to a dying world, you are unlikely to run into many if any who will impede your progress. But those who can help and even those who have enough hope left to try might be somewhat harder to come by, if only because of how empty the world has become. With this perk, you become just that much more likely to run into people who can and will. Fortuitous meetings with those who have just the knowledge or tools to get you past an otherwise insurmountable obstacle can be a valuable asset, especially in a world like this. Post-gauntlet this power is fully given to you instead of just Niko.

400

The Prophecy: Long ago a prophecy was uttered, and spread. Of hope for a world where all light had gone from both the sky and people's hearts. Now, that prophecy follows and precedes you, guaranteeing that as you and Niko cross the lands more people will be willing to help, and they'll be willing to help more. Whereas Encounter ensures meeting single individuals you might not have before, The Prophecy ensures that where you go, many people who were already there will be willing to help. One person in the right place at the right time can make a difference, but it is nothing compared to everyone in that place banding together to aid you. Post-Gauntlet, a variable positive reputation leads ahead of you, giving you the advantages that this boost to the prophecy gave Niko during the gauntlet.

Into The Light: This journey, while arduous, is still unlikely to be notably dangerous... for Niko. As you might have gathered, the true point of failure is the Sun itself. While more sturdy than an

ordinary lightbulb, its casing is still made of glass and too strong of a blow or too many repeated strikes will see it shatter and your gauntlet failed. This perk will help smooth over that little issue, making The Sun much more durable and hard to break. While technically you could still manage it, it would likely take deliberate effort on your or Niko's part to do so. As long as you don't outright lose The Sun you'll be fine. Post-gauntlet this perk will apply to all "plot artifacts" you come across, whether it be a fragile data drive containing secret documents or an already durable legendary magic item, it will be much harder to damage, break, or otherwise render useless for its desired purpose. This perk cannot be taken at the same time as the drawback Vestige.

We Ride At Dawn: The roombas around here are unusually large, aren't they? Big enough that Niko can ride on them easily at the very least. Under normal circumstances they'd only have that opportunity once or twice, in confined space, but with this perk you will be finding roombas. Quite a few of them. In addition to that, these roombas will have nifty all-terrain features and the ability to actually be driven, effectively allowing Niko to use them to get around without having to walk absolutely everywhere, something they will likely be grateful for. Post-gauntlet this transfers into giving you uncanny luck with finding abandoned vehicles and steeds when you need to get somewhere. An unattended horse while the city is burning and you need to warn the king, or a car with the keys in the ignition when you need to join a car chase.

Drawbacks:

And here are the options with which to gain the CP you need to buy the perks above. Take as many as you like but please, don't make things too hard on Niko. They're still just a child.

Eleventh Hour (+100): This world is dying... and by that I do not mean nebulously, I mean that you are on a strict time limit for each of your goals. If you take too long to bring the Sun to the spire in the One Shot condition, the spire itself will run out of power and shut down, rendering your goal uncompletable. In Solstice, the World Machine's degradation is no longer just tied to your own actions and progression, but is steadily worsening. Pick up your pace or the world itself will collapse. Finally, in Sunrise you will discover that the World Machine has fundamentally destabilized its own code in the past, and your world repair efforts will have a sense of urgency as if you don't patch up enough of the damage in time the whole world will collapse.

Abandoned (+100): The world already seemed oddly empty but now it's downright desolate. It feels like far, far more people are missing than would normally have been the case, and the various buildings are a fair deal more run down than they would be normally. This isn't likely to be seriously dangerous, the architecture around here is surprisingly robust, but it will still make things rather lonely and unsettling and also make the pickings of Niko's scavenging a bit leaner. In Sunrise you will discover that the data and remnants of the people who have been deleted in the past is far, far more damaged than expected, and will take much more work to restore in one piece.

Distant (+100): Remember how I mentioned at the start that this world wasn't full sized? That is now... well, it's still true but now it is less so. While before you might consider it to be the size of a territory or small country, a several days trip from the outermost edge to the center, it is now closer (though not quite at) continent sized, a trek that will take weeks, if not months to accomplish. The world being that much larger will complicate things at every stage of the journey just as you might expect it to.

To Sleep (+100): Going on a journey like this is tiring, having to walk everywhere carrying a lightbulb the size of your own torso. Niko is... very tired. Even more tired than they or you would expect, perhaps it's something in the air... Regardless, Niko is going to tire much easier than normal and need regular naps. You can alleviate this somewhat if you can find them proper resting spots, but it is still probably going to slow the two of you down. In Sunrise, you will find that it is, indeed, probably something in the air as you will find yourself likewise tiring unreasonably quickly.

--To Dream (+100, requires To Sleep): To sleep, perchance, to dream? But not to rest. Niko is not going to be sleeping well throughout this whole thing, their naps and 'nights' of rest being plagued by nightmares. About the world, about the Sun, about their home, or just about whatever is bothering them at the moment. Niko will not be physically hurt by these... but the nightmares will wear on Niko, hurting their morale. In Sunrise you will experience these nightmares in Niko's place, and find that they often leave you more shaken and exhausted than they should.

Pretty Bad (+200): The world itself is unstable, decaying. This drawback makes it worse. The strange squares and general corruption caused by the degradation of the World Machine will be much more prevalent in your stay, being disruptive and difficult even during just the first journey, and likewise being amplified and even more dangerous during Solstice. In Sunrise, preventing relapses of corruptive surges will be much more difficult, and you will often need to help the World Machine clean them up and repair the damage.

Vestige (+200): The Sun, the light and final hope of this dark world. Encased in a small shell of glass critical to its being, but fortunately thick and sturdy enough to not really be fragile, even if it still needs protecting. Unless you take this drawback. This drawback will make the Sun truly fragile, even just a drop from Niko's arms to the ground will be enough to shatter it, and cause you to fail the gauntlet. In Sunrise, the Sun's fragility will require it to be given regular maintenance, though properly placed it will be less vulnerable to mishandling. If it *should* be rendered properly broken, you will fail the gauntlet then and there.

A God's Machine (+200): And some gods accept nothing less than perfection, even in their own form. The World Machine, already drowning in self-loathing due to feeling like its own existence and purpose is at odds with itself, is now doing even worse after all the time it has spent basically alone, having gotten strong enough that it will even intentionally hinder your progress across the world to try and convince you and Niko to just leave once you can, though it still will try not to hurt Niko. Obviously this heightened self-loathing will complicate your ultimate goals in Solstice and Sunrise, you'll likely need to help Niko with calming the World Machine down.

--Out Of Protocol (+200. requires A God's Machine): The next level up, the World Machine has begun to descend into true and proper rampancy, to the point where it is even willing to (lightly) hurt Niko in an attempt to hinder you, meaning it has far more options at its disposal in hindering your work. Keep in mind that it still does not want to, letting Niko get hurt by this too frequently will result in the World Machine falling apart more and more. Expect things to be even more difficult and complicated in Solstice and Sunrise.

---Collapse (+200. requires Out Of Protocol): I recommend not taking this, driving the World Machine into outright derangement and inability to monitor its own actions is a bad idea. By that I mean: if you and Niko don't spend time and effort actively trying to stabilize its mental state the World Machine will in all likelihood wind up killing Niko. Taking this drawback and failing to help provide that mental support will count as failing your intervention opportunity, and this will only get even worse in Solstice and Sunrise, giving you a truly herculean task.

Thanks For Everything (variable. requires at least one other drawback be taken): Trust is going to be essential. Niko must trust you as a guide if you are going to help them through the trials ahead, that bond being too damaged might result in Niko ignoring your advice when it matters most. If you're willing to try your luck in that regard, you can take this. Upon waking up and making it out of the house, Niko will be given an immediate shot of knowledge: all of the drawbacks you took here, including this one. They will be fully aware of exactly how much harder you made their and everyone else's life for your personal gain (though exactly how is likely to be unclear to them until further into the journey) and you will have to reestablish that trust with every single run should you take Solstice. Should you go into Sunrise, the World Machine will be given the same knowledge Niko received and while you will have had time to establish yourself to them they are also much less forgiving than Niko. Gives you one third the CP you gained from your other drawbacks (rounded down to the nearest 100), for a maximum of +500 if you took every other drawback at once. Do not take every drawback at once, please.

The End

And one way or another, your time here has come to a conclusion. Hopefully things weren't too stressful, and hopefully you succeeded. If you fell short of accomplishing the task of Sunrise, you are given the choice of moving on to your next jump or heading home. If you completed any of the scenarios (even if you then proceeded to fail a later one) you have some prizes to take with you however. You may only stay here if you completed Sunrise, if there's no stable world for you to stay in it does not make much sense to leave you here with only a damaged AI and their memories of a dead world to keep you company.

As stated before, if you finished a goal but then failed while tackling a later one you will only keep one of the two rewards for each of the ones you completed. The one lost if you don't quit while you're ahead will be noted.

One Shot Rewards:

Epilogue: This one is simple. As a reward for making good on your one shot, you get to keep all the perks you purchased here with your CP.

A Savior And Their Guide: Sometimes all a world needs to live on is for someone to bring hope. Sometimes saving a world requires making hard decisions, that tear at your heart and soul. And sometimes... sometimes even knowing how to save the day is a task unto itself. This perk won't guarantee you can do it, but it will be a place to start. You now have a sort of feeling to you, people who interact with you, receive your help as you work to make things better will find that your presence and actions fill them with hope and resolve, hope and resolve that will hopefully help them help you save everyone. Hope alone is not enough, so when the hard decisions come and you have to make sacrifices, you will be able to face and make them too. Finally, for times when just figuring out where to go or what to do, you are just that much more astute and quick at figuring out where the path to salvation begins. Go, guide the people who need you. This perk is lost if you fail Solstice or Sunrise.

Solstice Rewards:

Tamed: Some beings start out seemingly on the cusp of personhood, of truly being alive, but only just fall short. Simulating awareness but not quite reaching it. Doesn't it feel sad? Knowing that they can see the possibility to truly enjoy existing, but unable to comprehend what enjoyment would even be. But with enough care, attention, and guidance from those who already know, these individuals (robotic or otherwise) can truly awaken, become Tamed. In this world at least, it sadly doesn't work that way most other places, but with this perk you can carry a spark of that with you. Artificial beings that are not truly sapient but mimic it, or who are otherwise intelligent without the ability to properly feel or emote, can be made to cross over that boundary if only you pour your own care and heart into helping them feel it.

It's Time to Fight Crime: You may have gotten attached to the people you've encountered in your stay here, with this option you may freely export as many individuals as you like as companions (up to the limit your Benefactor has set, of course). You need merely convince them to come with. If you only completed Solstice, you will be allowed to have a mental conversation with everyone you choose for this purpose in the same way you conversed with Niko, if you completed Sunrise you may do it in person. The World Machine and Niko can only be exported through this if you completed Sunrise, and will be difficult besides. Why will be explained in the Notes. This 'perk' is lost if you fail Sunrise.

Sunrise Rewards:

Jumper and the World Machine: As you have spent so much time saving and salvaging this world, you have picked up the skills that were required to keep it in a state where it could be restored after death in the first place, and those that come from it. With this perk, you now have a great deal of skill with the construction and repair of entire worlds. Enabling you to assemble dimensions of your own (though the size will likely still be limited based on your own capacity in terms of both workload and resources) and restore places where the physics, rules, or natural keepers have fallen short or damaged/disabled. More than that, you will be able to work on this

construction and repair from both within and without the worlds in question, even if such actions would normally only be possible to enact from a specific location.

The Author: The Author, that enigmatic figure who has contacted and attempted to aide you throughout your work here, is extremely grateful for what you've done to help the people he cares about. As a form of payment, he will pick up proper correspondence for you, and given his own world hopping adventures may manage to leave you additional clues and assistance scattered across your jumps. For now, it seems that circumstance and poor fortune contrive to prevent the two of you ever meeting in person... but perhaps with enough determination and work that could change. Keep in mind that managing to take him on as a companion would nullify his ability to provide outside information and assistance as the perk here currently dictates.

And now, one way or another, I hope you find your Happily Ever After, jumper.

Notes:

V1.0: Doc assembled.

V1.1: Minor fixes.

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In terms of the journey basic survival is not likely to be a problem except in terms of issues you (hopefully accidentally) get Niko to cause themselves, barring drawbacks of course. Supplies, while not abundant, can be found in large enough quantities that Niko won't have to go hungry as long as time is taken to find them. Additionally, the world has been dark for long enough that there's not really any particularly dangerous beasts left, nor are there really people willing to hurt Niko either (barring your own poor decisions, again). Generally speaking your biggest issue is just going to be making sure Niko doesn't get too lost to reach the spire, or that your own poor guidance doesn't result in the Sun breaking.

Niko and the World Machine are harder to recruit than the rest for different reasons.

Niko leaves the world of Oneshot back for their own home at the end of Solstice, and in order to access them to ask if they want to come with you you'll need to find some way to reopen that gateway, and widen it enough to go through to Niko's side. This is going to be hard, but will

probably be doable with the World Machine's help (and may even be advantageous for restoring the world in some ways!).

The World Machine is obviously going to be hard to recruit because the world is effectively running *on* them. Getting it to come with you will require finding some way to keep the world running in their absence.

That being said, they *do* come with advantages, should you convince them. Unlike the rest of the potential companions who don't start off with perks of their own, Niko will possess copies of everything you purchased here, and the World Machine will have its own copies of A Savior and Their Guide, Tamed, and Jumper and the World Machine.