Last of Us Jumpchain

By Sentry342

It has been 20 years since a special strain of cordyceps fungus emerged and began infecting humans, systematically taking over their brains and turning them into The Infected. Since then, the United States military, or what's left of it, has placed much of the country under martial law, establishing Quarantine Zones in many major cities. Each zone features numerous checkpoints where civilians are scanned and tested for infection; any survivor found with even the slightest trace of the disease is euthanized on site. Outside the quarantine zones, nature has reclaimed much of the land lost to humans in recent centuries, resulting in startling contrasts of green and gray in America's abandoned cities. Joel, a smuggler within a quarantine zone in Boston, sells weapons and drugs on the black market, often trading in ration cards for goods, supplies, or favors. An event occurs where Joel promises a lifelong friend that he will take care of a young girl named Ellie as they escape from the quarantine zone and go across the country in search of the Fireflies, an organization aimed at restoring modern society and finding a cure for the disease without the help of the surviving U.S. government. On the road, there are scavengers, hunters, and other dangerous survivors looking to exploit the weak and naive to better their own situations; many groups see Joel and Ellie as an opportunity. The pair must constantly do battle with these groups, as well as hordes of the Infected, as they make their way across the country to the Fireflies.

Location
You can roll d8 to choose one of the locations below or pay 50cp to choose.

1. Austin, Texas - This is Joel's home and where the story started. You appear in the area and have enough supplies to last a few days.
2. Boston, Massachusetts - This is where the campaign got going. You start out in an apartment where you are free to stay unless you get kicked out. Also if you want to you could find Joel and try to join him on his journey.
3. Lincoln, Massachusetts - You better be careful here, this is Bill's town. Old bastard has filled the entire city with traps. Even if you don't get hit by any traps the infected will come quickly. However maybe Bill would be willing to keep you company if you can impress him.
4. Jackson, Wyoming - You appear in Jackson Wyoming, the area is a lot more open and doesn't have as many cities, but there are more animals here. Plus not to far away you could find Tommy's community. As long as your friendly they may be willing to help you.
5. Pittsburg, Pennsylvania - This place is a hellhole filled with bandits, slavers, and possibly cannibals. You really shouldn't stay here long, almost everyone here is a monster. Though if you think you would fit in you could try to join a group here.

6. Salt Lake City, Utah - Home of the fireflies main headquarters and where the worlds hope was supposed to die. Firefly members are welcome to head for the hospital though normal survivors probably wouldn't be turned away.
7. Seattle, Washington - Home of the Wolves and the Seraphites. Neither group is welcoming of outsiders unless you can prove your valuable enough not to kill. You shouldn't stay here. Plus with the conflicts between the groups you will have to worry about constant ambushes.
8. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time
You start out a week before Joel meets Ellie and goes on their journey. Whatever you choose to do is up to you.

Origins
You may choose an origin below, any of the origins may be taken as a drop in if you wish.

Survivor - Free
You are one of many who survived the initial outbreak. You start fairly experienced having already gone through life before everything fell apart.

Hopeful Youngster - Free
You are pretty young you were just a child when the outbreak occurred or you may even have born just after it occurred. Either way you grew up in this new world and may be able to adapt better than those who came before you.

Resistance - Free
You are a member of one of the resistance groups in the world. Perhaps you belong to the fireflies and want to spread their light or you could be in a splinter group like the Wolves ready to sink your teeth into the remnants of FEDRA. Regardless many people may be hesitant if not outright hostile when they learn who you are, so be careful.

Infected - 100cp
If you really want to be hated by the entire world then this is the choice for you. You are one of the mindless infected that wonder throughout the world. Although in your case you still retain your mind. You will appear near a group of infected and away from immediate danger in whatever location you roll.

Age and Gender - Age depends on origin. Gender remains the same as previous jump or pay 50cp to change instead.
- Survivors and Resistance are 30 + d20
- Hopeful Youngsters are 9 + d10
- Age is irrelevant for Infected

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

Survivor Perks

Scavenger 100cp
Somehow you can find useful materials in places you wouldn't expect. Find a ransacked gas station there's a crate of sealed food in the back. Find a demolished police station seems the armory has some ammo and a rifle left in the back. You simply happen to find more than you should really.

Endure and Survive 200cp
You can endure a lot more than anyone else. Where as others would struggle to lift something or would break a bone, you would easily lift it and only receive some scratches. This doesn't mean your bulletproof but it takes a hell of a lot more to put you down than you would think. You could be impaled through on a pipe and successfully fight your way out of building if you didn't bleed to death.

Mechanic 400cp
You are extremely skilled in modifying and jury rigging equipment. With some screws and some scraps metal you could turn a run down rifle into something an experienced hunter would envy. This applies to anything you get your hands on as well. Turn a can and some gun powder into a grenade or modify a vehicle to be more efficient than it has any right to be.

Something to Fight For 600cp
You are completely determined and basically unable to be stopped when you have a goal. The more you care about something the bigger a boost you receive. Trying to save someone you just met make a tad bit better than normal. Trying to save a loved one such as a spouse or child from certain death could boost a normal man enough to slaughter his way through an entire compound of trained soldiers.

Hopeful Youngster

C’mon give me Five 100cp
You may have grown up in a world that’s gone to hell but that doesn’t mean you can’t be happy. You are capable of inspiring people and helping them get past previous trauma. They may not want your help but your always there for them.

Sneaky Little Shit 200cp
Since you were smaller fighting wasn’t always the best choice. You’re capable of sneaking past most people and hiding from the infected. You are able to find hiding places most would simply pass right by. While you are by no means a master you can avoid most people even when they are looking for you.

Protected 400cp
For some reason people are protective of you. You attract people who are suited to your needs at the moment. If you’re being chased by a horde you may be rescued by a veteran who didn’t want to see someone die. If your badly wounded you’ll someone find one of the only doctors still around who actually could help you. After this jump you’ll continue to attract mentors who can assist you.

Immune 600cp
You are immune to the infection. This also covers any other mundane disease that could kill a normal human. The main advantage however, is that you can give a lesser version of this immunity to others. If you were smart enough or found someone capable enough you could create a cure out of your blood to conditions such as the infection. In later jumps this doesn’t protect you from magical or divine diseases but it does give you some resistance. Optionally you may insert as Ellie’s sibling.

Resistance

Normal Person 100cp
When your in charge of a resistance movement you need to learn to hide. This perk makes it so you can blend in and go unnoticed when people are hunting you. Note this however works on a general basis. If someone has a wanted poster with your face on it they'll still shoot you if they see you.

Networking 200cp
Sometimes there are tasks that require a specific set of skills. You have the ability to find people suited to these task. For example if you need to transport something cross country then you may happen to run into an experienced survivor in need of a paycheck. They may not be the best, but you can find someone suited for your needs when the time comes.

A Light in the Dark 400cp
You are a shining beacon representing your ideal in a world lacking hope. People are drawn to you and will gladly follow you even if you lead them into hell. This only works however when you are following your ideals. Blatantly doing the opposite will quickly make others stop trusting you.

Medical Specialist 600cp
You are someone who may be able to save the world given a chance. You are a certified medical genius with an extremely large amount of practical experience before the outbreak. Your skill in a operating room and a lab are equal to Earths greatest genius before the outbreak. Theoretically you could perform an impossible surgery and still save the patient. Perhaps if the fireflies had you Joel wouldn't have gone on a rampage. In addition you possess incredible skill in creating cures to any previously incurable diseases or infections.

Infected Perks

Infected Physiology - (Mandatory for Infected)
The Infected are the result of a sudden outbreak of a mutant Cordyceps fungus that now affects human beings as opposed to insects. The fungus reportedly originated in South American crops; various newspapers in Austin in 2013 support this claim. The fungus infects the human brain, growing mycelium inside the brain tissue and killing the brain's cells. This erases their memories and drives them insane, modifying their instincts to seek no goal other than spreading the spores to others. Eventually the fungus kills its host, and will then grow out of the host's body to spread spores. You can start as a Runner for Free or pay to increase your stage.

- 100cp for Stalker
- 200cp for Clicker
- 300cp for Shambler
- 400cp for Bloater

Increased Senses
100cp
While Infected have increased hearing their other senses aren’t any better than normal. With this perks all of their senses have been enhanced to the level of their hearing

Fear the Horde 200cp
Infected are not considered incredibly dangerous on their own, however they truly become deadly when they gather together. This park makes it so that for every infected individual in your horde you receive a small boost in your abilities. And the boost is approximately .5% for each infected. This however only applies to the

infected you were directly controlling at the time. You cannot simply claim the city is your horde and receive 100,000% boost. Though if you somehow had the ability theoretically to control that many it would work.

Rat King 400cp
A unique Stage stage that occurs amongst the infected. Normally they are created as amalgamations of various infected together. In your case you possess control over a fused body with the ability to separate when injured. The biggest advantage is the that these bodies you split off can enter a hibernation state and regenerate to your full size in the event your near death.

- Note - If you purchase this perk and pay to be an advanced infected these will stack. By default you will be as strong as the rat king boss in the game. However if you purchased Bloater you could become something truly horrifying and unseen in this world.

Evolution 600cp
Previously you were a simple infected albeit smarter and more dangerous. Now you are something more. Despite the dangers of the infection its rather limited. There are only a few types of infected. You however can evolve beyond them. By going to new environments and adapting you can mutate new forms. There's no telling what you could turn into eventually. Granted evolving into something truly horrifying like Blacklight (Prototype) or the Tyranids (Warhammer) would likely take thousands of years at minimum.

Items

All items are discounted to their origins and the 100cp items are free to their origin.

Survivor

Supplies 100cp
Anyone who intends to survive in this world knows there are some things you need. Do you have a small stack of all the basic materials such as food, water, crafting materials, and some other varied items. There's nothing extremely rare, but you will never be truly desperate with these.

Gun 200cp
With everything trying to kill you from the various infected, to the marauding bandits, and whatever else you meet a gun as a very useful tool to have. You have a trusty firearm of your choice. It could be a rifle, shotgun, or a pistol whatever it is somehow it never seems to break or fall apart like everything else you find. The best part however is for some reason it never seems to run out of ammo.

Horse 400cp
Fighting is fun but you're probably going to spend most of your time traveling between locations. Since there is not much gas anymore you found a trusty steed. This horse is in peak shape And can run for days on end as long as you let it rest every now and then. If something should happen to it, they'll be as good as new in a few days.

Town 600cp
It appears you're the founder of one of the few safe places left in this world. Do you have a thriving community full of survivors. This town has a couple hundred people, how large number of families, and shows maybe there is some hope in the future. I like Jackson it's got farms, organized hunting parties, and some other basic needs for the community. Lastly you can recruit additional survivors by bringing him to the town. Anyone who lives here will become a follower at the end of the jump and come with you. In addition modifications are retained throughout the various jumps, eventually you could turn this into a sprawling city with enough time and effort.

Hopeful Youngster

Savage Stalight Comics 100cp
Ellie would be jealous is she knew you had this. You somehow required to complete collection of all the Savage Starlight comics and cards. These may not mean much anymore but they'll always be capable of cheering you up. Maybe if you could share them with a friend to bond.

Trusty Blade 200cp
You've acquired a trusty blade, this small knife seemingly is never dull and always useful in a pinch. It may not be able to do much damage but it's not capable of hurting anything when you need to. If you happen to lose it it'll show up in your pocket or wherever you prefer to keep it within a few hours.

Crossbow 400cp
You found an extremely valuable weapon in this world. The crossbow is a silent killer more powerful than the standard bow. This version is easy to reload and comes with a supply of unique arrows such as fire, explosive, and poison. These arrows from regenerate a few minutes after being used. it will retain any modifications you make to it and can store any other unique arrows you find.

Museum 600cp
You found an old museum that surprisingly isn't damaged. Completely filled with various areas such as a dinosaur exhibit with skeletons, an animal enclosure with stuffed animals, A space exhibit with an actual lunar capsule, and a few other special areas. It may not mean much in this world but the information here could be extremely valuable if things were ever to recover. in a new gym you require additional exhibits reflecting any lost knowledge in the world. For example in a fantasy world you could acquire an ancient golem exhibit with text on how they were built.

Resistance

Resistance Symbols 100cp
Whenever group you're a part of it's going to have some sort of symbol. You required some identification tags, uniforms of your organization, and whatever unique trinkets you use to identify yourselves. Anyone who sees these will know that you're affiliated with that group and not doubt your identity.

Medicine 200cp
Considering the fact it's difficult to produce anything now this is certainly a rare find. You have acquired a large amount of drugs and other medicine. Wow not quite equal to the hospital storage unit it would be equivalent to everything you could find in an operating room. In addition if you find new samples of medicine you can add them here for a Continuous supply. Anything used will reappear in a few days.

Resistance Cell 400cp
You've got a safe house that currently is hidden. That doesn't mean if can't be found if you lead someone back on accident. In addition there is a small group of six resistance members loyal to you. They may question you sometimes but they will always follow orders. If any of them die they will respawn in a week.

Headquarters 600cp
You possess a fully staffed facility equal to either the Wolves main base or the hospital that fireflies were operating out of. It comes fully staffed with guards, workers, and other resistance members who will become followers after the jump. It also comes with equipment to contact and network with the rest of your organization such as the various firefly cells. After the jump concludes you can keep the area as a warehouse attachment or import it each jump.

Infected

Infected followers 100cp
You have a small group of infected that will follow you and obey any order no matter how suicidal. You have a group of approximately 30 normal infected with four or five clickers as well. If any of them are killed they will respawn within a week.

Elite infected 200cp
You now have a much more dangerous group of followers in addition to whatever else you had. You now have three Bloaters and a dozen rarer infected such as Shamblers and Clickers that obey you. If any of them are killed they will respawn within a week.

Infected Hive 400cp
You possess a large area such as a major apartment building or a subway. This area is filled with spores and constantly generates new infected. The infected created will all be loyal to you. The infected produced by the hive will vary in rarity. Runners will be created daily, rarer variants such as Shamblers and Clickers will appear every few days, Bloaters will appear every few weeks and although it will be incredibly rare your hive may produce a Rat King amongst the infected.

Cordyceps Brain Infection 600cp
If anyone in this world knew about this they would do everything they could to destroy it. You somehow acquired a sample of the infection that is capable of adapting to any environment. This version is no longer forced to remain inside subways or ruined buildings. If this was absorbed by an infected it world allow them to start creating hives anywhere they went. In addition any infected created using this method would then loyally follow their new progenitor. Think about the consequences that the world will face before you try to tamper with this though. Nothing will be safe if it isn't stopped immediately.

- Note - This can be used to start a outbreak in new worlds if you don't want to use it yourself.
- 2nd Note - This infects non infected individuals without causing them to die and is required the Death of Humanity scenario

Companions

Import companion 50cp-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion 100cp
You can pay 100cp to receive a canon companion except for Joel and Ellie. Since your paying for them they already have a good relationship with you and are very likely to follow you if you asked them.

Joel 200cp
The main character of the first game. Joel is an experienced survivor and extremely capable of killing both infected and other humans. Some view him as a monster others as an admirable figure. Regardless if you want to take him with you he cost 200 CP. By purchasing him he receives the entire Survivor perk tree.

Ellie 200cp
The main character of the second game. Ellie grew up in the infected world and later learned everything Joel could teach her. Ellie is for the most part a better person than Joel through most of the story. Either way if you want her she cost 200 CPE. By purchasing her hear she receives the entire Hopeful Youngster perk tree.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

It's your story 0cp
Depending on your origin you can insert as a canon character. Survivors could insert as Joel, Tommy, Henry or one of the older survivors. Hopeful youngsters could insert as Ellie, Jesse, Abby or one of the younger characters. Resistance members could be any of the firefly members or someone from one of the splinter groups like the Wolves. Infected don't really matter though you would probably be more dangerous than what you replaced.

Early Start 0cp
You may instead start the day of the outbreak in Joel's hometown a few hours before things get bad. Maybe you want try and find Joel to prevent Sarah's death. This will however could have major ramifications on the future. The jump will still end 10 years after this point if you choose this drawback.

Falling out +100cp
Do you have a difficult relationship with a family member or close friend. Maybe you disagree on what was the best choice in the situation or you simply stop talking to each other. Whatever cost it you're not close anymore. At some point in the jump you're going to need their help. It's not impossible but it's gonna be really awkward and all of the people there now working with may not be as nice as your former fellow.

Not much left +100cp
There's not much left in the world normally, but now it just seems empty. Whenever you scavenge for supplies there's far less than there should be. Outpost previously filled with supplies will now have been scavenged already. Maybe you'll find some stuff, but most of the time the supplies will already be gone.

Loss +200cp
Maybe it was a family member during the outbreak or you witnessed someone being torn apart by bandits. Either way, the trauma will haunt you for years. It may be possible to over come this with enough willpower or help from friends, but it won't be easy. Hopefully you can handle the nightmares in addition to all the other stress.

More infected +200cp
Whenever you go out it appears you can constantly run into infected. Areas previously filled with two or three runners now have at Least a dozen. In addition the rare infected will become more common. Floaters tended to be rare but now it seems

like every areas got one running around. If you take this as an infected all survivors will be more heavily armed and better prepared to deal with you..

DO NOT STOP!! +400cp
For some reason you keep running into what appear to be kind people that need your help. However as soon as you let your guard down they will reveal themselves to be bandits and monsters. Maybe you give off some sort of aura that makes them think you're an easy target, Regardless of the reason you will inevitably run into these people every few weeks at minimum. When you're traveling you should be careful who you trust.

You're a good person +400cp
Normally being a good person isn't a bad thing, but in a world filled with people who will gladly take advantage of you and others not so much. Whenever you see cruel or horrible situations you will feel a powerful urge interfere even if it causes trouble that could've been avoided or makes it harder for your friends. If somehow you manage to not interfere you'll be played by guilt and nightmares about what happened to the people you left behind.

The Worlds Gone to Hell +600cp
Despite the horrors that happened the world still had some good people. Towns were gradually reforming and people were banding together again. Now however, all of it's gone all of the people who wanted to try and make the world a better place are either dead or they've become monsters. Everyone you meet will be a horrible person and eventually try and kill you. Even the few who genuinely wanted to help are far more likely to figuratively and literally stab you in the back then assist you. You won't be making any allies except for your companions you brought in. I really hope the points were worth dooming what little hope this world had. If you take this as an infected the world has started to unify and is slaughtering the infected. I hope you look forward to being hunted.

Scenarios

You may take any scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time.

The Campaign - No Requirements

This scenario is rather simple, all you have to do is assist Joel on the journey he would take in the games campaign. You will be inserted as a good friend of his and he will welcome you as he brings Ellie to the Fireflies. You must protect him and Ellie ensuring that they do not die in their journey. You may choose to finish the scenario after the first games finale is completed.

Reward: If you succeed and neither of them die by the end of your story you may take Joel and Ellie for free as companions.

A Real Hope - This scenario requires either Immune or Medical Specialist

You have the potential to save this world. Maybe through your skills and the ability to craft a cure to the infection. It could be your the one in a million who is immune. Either way in this scenario your goal is to stop the infection. The biggest thing holding humanity back is that there's no hope for a cure. Somehow you must make and release a cure to the world. The easiest method would be through the canon method. Find the Fireflies or a similar organization and use them to help you. If for some reason you don't want to you could try another method such as using your own capabilities and networks to establish yourself as a Savior. Once the cure is released you must unite the scattered people and methodically wipe out the infected. The scenario is completed once 90% infection is gone and some form of stable civilization is set up again. Optionally this can be restricted to whichever country your living in. However the more areas you save the greater your reward.

Reward: You may take the civilization you built with you on your jump. It may be kept as a warehouse attachment or you can be imported into future Jumps. in addition your reputation will follow you. When a great disaster occurs people look at you as a symbol of hope. This effect may be toggled on and off when you wish.

Death of Humanity - Requires Cordyceps Brain Infection

The infection dealt a horrible blow to humanity, but they still live. You're going to change that. Your goal in this scenario is either to kill or infect every human still alive on the planet. You are the new species rising so now you must kill your way to the top. You do not need to personally kill or infect everyone. Humans killing each other or random infected doing so will count towards your goal.

Reward: Your reward is this infected world. It will follow you on your chain either as a warehouse attachment or to be imported into following jumps. There are two other additional rewards. First as the dominant infected life form on the planet any similar powers will grow and evolve. Second you are respected and feared as a powerful figure by other infected or hive mind species. This however functions on a scale based on your power. If you are weak don't expect the Flood or the Tyranids to be afraid of you regardless of this reward.

Ending

Go Home: Maybe your time in this apocalyptic world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

If you become infected through the normal method you will die without the proper perk protecting you.

If you choose to be infected it will become an alt-form at the end of the jump.

Choosing infected as your origin doesn't automatically mean you're evil but it will be incredibly difficult to convince every person not to shoot you on site.