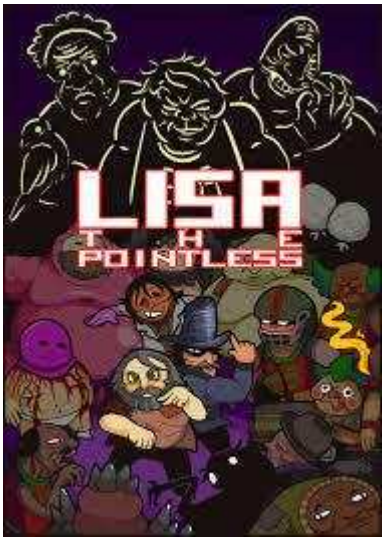
Lisa the Pointless Jumpchain.



Made by *KarmitoFenix*:

Sometime after the 80s or 90s, or in general after the White Flash who killed all women.
An old garbage man named Alex Churchland is found barely alive, after throwing himself over the ocean when he was started by a Fishman.

He was saved by Joel Miller, a guy looking for ammo for his gun, the most powerful in Olathe.

After that Mystics of Trash and Violence…and as far we know that ends there.
But the charm has kept this decadent and pointless side of the universe, and the Stories of Mystics, Lovers, Troublemakers, Mechanics, Soldiers, Drunkards, and Violent Freaks are Told, Immortalized.

Futility for the Sake of Entrainment.
But soon you'll be part of that Jumper.
1000 of Cp given by Start.

(Origins half of the Discount.)

Locations:

- **Garbage Island:**

To everyone's first introduction, this is a matter of fact, an Island covered in garbage.
Nobody has the standard to not eat rotten fruit, to cover themselves with trash cans and sacks, "shag" the trash, or even worship literal shit.

Rando Camp:

An place for those from the Rando Army, who are always willing to recruit anyone who seems not to be a fuck-up,...they have proven to be fuck-ups in the long run.
Oddly enough, their biggest flaw is miscommunication, they have this nasty habit of never having a clear idea of what to do, and their leader refuses to talk to them…period.
They used to have all the bullets on the Island, but due to individual conflicts…the army is in a situation where they have all the bullets but also without bullets.
You can give the gatekeeper some proper food and will let you in.
Hector, the leader of this fraction of the army, will probably ask to do some favors…they are rather sad or too weird…and if you likely do not do the way it was intended…he will still accept.

Wasteville:

A forgotten part of the Island, a whole town succumbed to the garbage and decaying bodies…not very desimilar to the main part of the island, and still possible to hide in there for a good while.
Even to live there…even if that place stinks harder than most of the island, filled with propaganda, some semi-preserved houses.
…Frankly, the whole reason you want to be here is for the isolation, the grave pick, nothing else.
Maybe some drug dealers or some old folk who used to live there will still be around here.
You can find some weapons in there, and remake the community isn't worse than anything on the Island.

Lunatic Arena:

Not a place many go for Garbage Island, but it sure is a decent training sport for the more aggressive, not to mention is a fun vision seeing so many idiots wearing trash cans and cardboard boxes trying their luck at some poor folk who just entered the place.
Is a Death Tournament of sorts, because while It can lead to death, just running away from the lunatics running in circles or laying on the ground waiting to throw someone out of surprise is quite easy, mostly because they are not exactly subtle Some guys are trying to scam the lunatics beasy-to-findsy to find shit… although occasionally they find a good deal, they tend to make trades above the Arena, with some mountain elevation.
The Twin Mutated Brothers are at the End ready to rumble against the poor pitiful fool who dared to challenge the Manical Crown.

Cart Tournament:

The Cart Tournament, is a cheap entertainment area where people all over Olathe come to enjoy some good cheap fun.
As a plus there are some good clear drinks around, guarded by some rando man who got hired to do bodyguard work, this area is for those who want to avoid the general Garbage Island's putrid core.
Most are not even aware of the legend of Larry Davis.
You can be here for a long time seeing the Founder of the Place without thinking of him as anything besides the Cart Champion.
Extra: They had seen the Garbage Island and tried to improve and eventually those who didn't already live there went in there, and then as most things go, things evolve from that.

Fishmen Village:

Connected to another Fishman Village from the mainland, this place is found by a map…outside Garbage Island, the place can be found by swimming and the sign telling not to go in there.
A small cozy place, sadly the Fishman Elder who despite seemingly harmless like most Fishman makes his cannibal fest alongside his loyal disciples, and will kill for disturbing his little peace.
Humans can just naturally blend in with them, and some of them are even willing to go with humans on their journey, but they are content with their art, music, trades, and little bar.

Trash Pit:

Larry Davis's special place.
Close to the Graveyard, filled with those who lived before the place is called "Garbage Island".
This is where the cult of Garbage thrives, where the decomposition begins.
The birthplace of the Cellophane Community, the Trashy Lifestyle, the Embracement of the Garbage Insanity(a psychological problem mind you), a place where people try to find meaning through garbage…even if not something positive.
Many of the Cellophane Community celebrate not only death but suffocation through plastic bags…those who died to get covered in their filth…as their graves.
"The best you-, I'll ever have."

Plastic Mountain:

The legendary mountain of Grabge where many Trashman Wise-man arrive to train their personal strength, where Bob Versace has become a remarkable member of the community.
Still tormented by the accursed Bob Smoke who despite his claims to clean the land, barely did any more than put a new coat of disgusting filth over the problem with his incinerator, trying to dialogue with him is a waste.
Filled with countless water sources, once again a place to renew yourself.
The Wise-man is always willing to share some kind of advice or a new ability.
There are some who live there…maybe for distancing from the main crowd, although it is a community like any other.

Island Sewers:

Imagine living in a place filled with Rag Maggots, Flies, and maybe some awful people.
The Sewers of the Garbage Island is barely explored, yet with indications of people already traveling through such places.
Filled with holes, and a blackhole pit, good luck at thriving at this disgusting place filled with rats…aka probably better than the mainland.
Company is scarce, even the maggots are willing to stick around for you.

Connected the Olathe underground System, which connects through Downtown to Autumn, good luck getting out.

Pre-Flash Joy Lab:

Part of the Fishman Village and the Island Sewers, this place was the birthplace of the Fishmen and Joy Mutants.
Still filled with live experiments to this day, you can get through the Island Sewers to get out, and that being said, there is a lot of finding to loot on this place, to documents of how and why they ruined a whole town and the country with abominations, or actually useful things in an apocalypse like exits and weapons…or even more special actual food.
You stick around to find a Joy, or some new item that can save your life.
And nerdy jumpers…easy to find experiments buddies.

Dirt Town and Dump Town:

The normal places to go, if you live on Garbage Island.
Randos around, transportation of food, trash relocation, Ben and Percy trading useless garbage.
The only real benefit is the easy access through all areas, including the docks, and the sheer amount of people who can give information and trade things.
No real remarkable slights.

• Endless Wastes:

You can home out of anything.
Some wished they didn't lose their lives in the process, especially due to isolation, the scorpions, the vultures, and sadly also the mystic.

Degenerate Little Garden:

A small place lies the Dust House, an Inn with a second floor…on the desert…they don't have a lot of things to do in the middle of the apocalypse.
Easy to find water, and some good drinks.
But also an easy spot for Joy Addicts to find their Dealers, not to mention the most obvious place to find an idiot to isolate and kill.
The Owner is kind of a greedy man and will sell things for a higher price than they are worth, but also of the few willing to sell.
Also, a place where people arrive to stick to Garbage Island

Twilight Village:

The Land of the Marauders, the Desertic Rag People who worship the legendary artifact protected by them and their leader, the Elder.

Heavily skilled in the mystic arts and the blade, they are friendly folk, who actually bother doing farm work, with everything from edible cactus, root, cheese, and other things.
Annoying enough, despite their mystic being genuine articles, their artifact is just straight up a testosterone pill, between a precipice capable of throwing people up, the endless source of water onto the desert, the thing which can get them killed for not looking for is a testosterone pill.

Olathe Weather Institute:

A small part of the desert is filled with a ton of scorpions, some even capable of being tamed…and also taught some basic martial art.
Overall a part of the science community is mostly composed of skeletons, but in this world, the dead still work at fast food joints, one example in particular Taco Bell, which still works to this day, not like there is anything better to do.
Some poor folk still work on their trailer, even with the dead, the scorpions, the gigantic murderous vulture, could stop them from working and taking their little coffee.
The government is trying to hide certain information, but it is still possible to survive…or not survive but still remain in this disgusting world.

Perpetuity Caves:

A small place where someone managed to preserve a ring, probably connected to the Twilight Village, this place is a remnant of the past long gone.
Capable of bringing those long gone with just their decrypted bodies as evidence of their existence, and proof of a legacy from so many years ago.
Alongside these main points, there are Shadow apparitions who haunt the cave ever since the White Flash,...and the Mask Maker who sells his Masks for a nice price.
A hideout for so many, in particular the accursed Joy Boys.
…The Forgotten Palace of Joy, is another of the many Joy Boys hideouts.

• Downtown Olathe:

A ruined town used to be decent, but these days either the Game or the accursed franchise taint the land with blood.
Might be ridiculous and improper meat storage below underground, but don’t help when everywhere there is mindless violence.

Scarlet Valley:

The main tourist of the town,...not really but most won’t really go for Uptown normally.
Filled with so many Franchisers these days, and so many Gamesters normally, this place is filled with mindless violence, but for so little reason, now you find fewer of the same idiots fighting for no reason… because they died.

The ground is red because the meat refrigeration went completely wrong and tainted the ground, becoming infertile.

Dried Sangria Lake:

The lower section of the town, which is by itself filled with Salt people, people who consumed so much salt to the point of growing salt tumors on their bodies.
They're oddly fine, and kind of nice, cherishing a good song.
Below the mining station of Downtown, is overall a place where you can find the man with many names…his favorite, Dorimere the Purveyer, he asks for some things, and he will give you some things.
As usual, the Downtown Underground Station will give you easy access out of there, but luckily no Franchiser is smart enough to know the location.
A good location to get away from the Franchiser safely.

The Gamesters' Alley:

The parts where the Game still rules.
You can see all of the Hideouts, the Bad Angels' little bad space, the Gold Diamonds with their exclusive Tv control on the Car Parking's spot, Dynamite Mafia occult underground hideout, the Burecrats's Office, Devil's Knot scattered around the land.
You can find every single one of their bases around here…and probably got tired of this mindless gaming.
A new group tried to make their space, very close to the Bureaucrats, "the Losers" in question, strong enough to survive the whole out deal and sane enough to just ignore the carnage.
Shef does own his space, but no one cares to get close, and there of course the Mack Clan, composed of close friends and the family, they went mad with the meat.

The Olathe Education Center:

The old School of the Town, used by the accursed Wally's Company as a Meat Disposal.
Wally's Themed Parks, Wally's branded Food, and the cheapest branded jersey are buried below the ground.
Basically more of a meat factory than an actual Children's School.
Also, someone kidnapped there…for weirdly good reasons.

Uptown Sweet Breeze:

The Park in the Downtown.
With calming attractions like the Hotel, filled with deranged Franchisers.
The Playground is filled with the last kids of the town, who might be alive.
The Yoga Center, with the hopeless people slowly giving up on peace.
The Camp… is filled with lunatics obsessed over blood, who dread the arrival of the Veteran Jeremy Denkins.

Just your typical park.
There is also the local Shaman, who scams mortally wounded people.

Downstreet Highways:

The low parts of the town, on the streets, devoid of any real cars.
But lots and lots of Skyscrapers.
One could literally forget the apocalypse and be isolated from the rest of the world effortlessly.

- ## Autumn:

An Autumn, the world's last Autumn…but again the place itself is called Autumn.
Reserved by those who orchestrated so many disasters, ruined by a power beyond their control, these days habited by those unaware of its origin.

White House:

The mansion is owned by the government.
Some weirdos live around this place, trying either to survive by, or just hiding on this borderline wonderland in the middle of this nightmarish apocalypse.
Filled with drugs and documents, having a generator, being a mostly safe place with no one around to bother you.
The unfriendly neighbors around the mansion can be a patience test to tolerate them around, but life is life.

Mud Village:

Warlord Baggy Pants location.
A small village filled with mud, with people who eat mud.
Mostly abandoned due to lies of a con man.
A very big place, with some cults to some entity…or two entities one composed of the meaty past, and another simbolizing the ever stagnant future.
A place of domain of the mentioned Warlord, who imposes the Game even here, to avoid any pointless deaths.

Safe Haven Bunker:

The New Soviet Country made Underground, connected in all Olathe.
Utilized as hideout for the possible rekindling of a war with ultimely was never come to fruition.

A coward's flawless safe haven bunker, filled with countless little secrets.

Origins:

- Martial Artist.
- One Shot Wonder.
- Aspiring BusinessMan.
- Trashman.
- Starving Artist.
- Twilight Marauder.
- Gamester.
- Putrid Lovers.
- Infamous Performer.
- Neo Flamingo.
- Nobody In Particular

Perks:

Martial Artist

"The Grandmaster Course" (-100 Cp): You think of fighting style, Kung Fu, Muay Thai, Boxing, and Karate, now think of a new style which is mostly an amalgamation of the coolest parts of styles.
Somehow it works…that Velvet Fu Style recommended practicing against fellow martial artists before going to a tournament, you lack the basics.

"Forget the Basics, remember just the Style" (-100 Cp): You're capable of remembering a ton of Stances, Advancing Stance, increases your speed and attack at the price of Defense and Finance.
Receding Stance, allows you to recover your mana without major costs.
Twisted Stance, permits the user to recover high amounts of mana and decrease the cost of other techniques, can mess up your back if you don't do some warm-ups.
The Steadfast Stance, which trades the offense for the opportunity to recover your health.

Remembering Better than it Actually Was (-200 Cp): You remember something you learned a long time ago…you remember it wrong.
But it works better than it ever had.
Now you can do some techniques incorrectly but they work better than they did before…or at the very least different from what they used to be.
Don't work on anything which cannot be improved upon.

+Fluid (-300 Cp): You gain the ability to dodge most physical blows towards you without any trouble, and when they miss, you can perform a light attack which always can make them fall to the ground..
Although any move from below your waist can take away your balance and hit you, nothing too special.

How the mighty have fallen. (-300 Cp): Congratulations, due to some small action of the past, you somehow manage to find an extension of yourself, who is capable of doing the same things as you, if you canalize your mana onto it.
Congrats, you have a slave…they don't count as a companion, more akin to a summon, except they are just an actual person with desires or thoughts who somehow the universe treats as a literal expansion of you. If you have an aura, they have the same aura as you.

Vhs Learning (-400 Cp): You can learn anything if you put in a Vhs and give instructions, somehow they are stuck in your mind for life.
You always remember them, even if you didn't touch them for quite literally a decade.
You learned exactly everything instructed to be learned, everything which cannot be exaggerated.

"This is my signature technique" (-200/400/600 Cp): Bibolocation…you gain this ability, which by every 200 costs, you can make an exact copy of yourself…who is gone, by being around for 4 minutes, or taking enough hits, or you, in particular, being knocked out.
Requires a lot of effort to even pull the first time.

Old Man Energy (-500 Cp): Somehow your old age doesn't slow you down, even after getting pierced though and almost killed off, the easiest move you can pull off is a flying kick.
With this perk, you're not slowed down by traumatic damage or anything else, if you're out of a fight, and can even run, even if you lost a leg.

Accident Prone (-600 Cp): Normal people died in freak accidents, and you gain the turn of an accident into a new power.
.Set on fire, capable of channeling power, get smoked by lightning, can channel electricity, almost drown, can spit out water from nowhere.
Only works if you survive the accident, and the power you gain is proportional to the accident.

"Nothing matters…it never did" (-800 Cp): Using your disappointment with life, you dominate the ability to create 2 shadows, who to most look like your flesh is united with them.
They are connected to your main mode and only get separated for a maximum of 3 minutes, on the other hand, they increase your power by 3 times.
You can control them like marionettes, being able to deliver cruel moves onto the opponents.

You can connect 6 moves without a lot of trouble.
The shadows will look like you.

One Shot Wonder

“Don’t dare weaponize that technology, big Hat” (-100 Cp): When you throw a bottle of any size or content, you can always hit without missing, and the strength of the throw is related to the power of the gun in your hands.

The Bling (-100 Cp): You can lose your durability to increase your power inridiculous lengths.
You can increase your strength to the point of being able to knock opponents with a single blow, but they also can do the same thing for you.
It cannot decrease your defense, just your ability to take a certain amount of hits directly.

“I finally found what I was looking for.” (-200 Cp): You gain the ability to scavenger in any place, at any given time, at any given place one particular item, without any fail, when you need it the most.

“Block his attacks, Lucky!” (-200 Cp): With your special reflexes, you’re capable of blocking the attacks of a weapon, by following the rhythm of three directions up, left, and right, and they must be timed properly, and done, can cause the opponent exhaustion.
In other words, you, Jumper, must be careful during the attacks, and cannot parry automatically with this perk.
Although you can parry a lot of moves this way, if you cannot do it, you can get yourself killed.

“Oscar Worthy Performance” (-300 Cp): You can effortlessly fool anyone with your antics. You can make one think you died, even while on their face throwing bottles at them, bluffing your way several times, and pulling off ridiculous tricks like that.

No, you must die like a hero. (-400 Cp): You cannot kill yourself, in a particular way by shooting your brains out.
…You still are shooting your brains out, but it is actually like not blasting the brain…when it comes to retain rationality and inteligence, because your brain is on the floor.
Only works when you do it.

“I am a kind man, Pew pew” (-500 Cp): You can pose like a cowboy, and while doing so, you can not only move before all your opponents but scaring them is effortless and easy.
Finger gun at them… paralyzed by fear.

Lord “Brightside” (-500 Cp): You managed to get a reputation.
A good one or a bad one?

It doesn't matter, it really doesn't.
Now everyone respects and admires you…your reputation is so legendary, people start copycatting you.
…Maybe not everyone…maybe one or two, but you don't really care.
There you gain the skills of every single person who idolizes you enough to try to replicate you.

There is no need for a bang. (-700 Cp): You can use the power of your gun, and canalize in physical strength to behold.
If the gun can destroy the planet with its shots…you can punch hard enough to destroy the planet.
But if the gun is devoid of any ammo, it doesn't work.
Also, the ammo decreases with each punch you do.

+Avenger.(-900 Cp): Not mattering how difficult the shot was, you will hit it.
It only activates when an ally is killed, but when it does, the opponent will not matter the distance or their defense…they will get hit…and the blast hound will be bigger, by the number of allies killed.

Aspiring Businessman

Not a true Hernandez…in anything (-100 Cp): You just kind of were born in the wrong family.
You have their name…their genetic appearance…but they are just a bunch of strangers…yet everyone including them believes you're part of the family.
You don't really complain.
Works on other jumps, as everyone thinks you're part of a famous important family, despite not really being part of anything, the illusion breaks, when one person questions it.

"A true master of deals like me" (-100 Cp): You're good at making deals, you know what a good deal is when you see one.
Know what a scam is, and know what a good find is without any real thought behind it.

"That the thing I'm good at" (-200 Cp): Capable of stealing things without anybody even noticing.
You can open any lock with the simplest of tricks.

"A monstrous man ready to brave the world" (-200 Cp): You are gigantically…fat, but not in the way to stop your path.
Your strength and girth are capable of stopping even the most brutal of punches…by normal people.
It becomes stronger with other perks.

Master of All Deals (-400 Cp): You can weaponize a shovel, razor, and trovel, like without any real hassle besides…actually using them, you can use them simultaneously without problem, and you can carry a shovel, a razor, and a trovel at the same time, without struggle a problem..
Actually getting them to hurt anyone is the real issue.

"The Touch of Middas" (-400 Cp): Your disgusting little hands when touched by something of high value, might cause the ability to channel light through your fingers and through the object itself.
Not particularly strong without proper training, but still a reliable endless energy source that can blind and burn opponents reliably.

Bragging Tank (-500 Cp): You can use your physical strength while bragging to heal yourself.
It only works when bragging.

"Horrifies the Opponent" (-500 Cp): Capable of using your disgusting body parts to cause psychic damage to your opponent, using your physical strength to cause such psychic damage to your opponent.
Either by them being vulnerable enough to give money away or making them bleed by the notion.

"Visions of the Future" (-600 Cp): You're able to telegraph the opponents and allies move in a way, which can only benefit you.
Obviously, you cannot literally predict the future, just be able to tell what the people around will do, and how you can manipulate things around you to get things away…it is not a 100% guarantee.
But you can tell when things are going on a nice path.
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"Hernandez Time" (-800 Cp): After the consumption of drugs…you can become twice as strong, and can survive death 3 times, with the side effect of enduring a violent withdrawal.
Obligatory Drawback: **"I have Heart Condition, Idiot"** without the CP added.

Trashman

"Putrid Meditation" (-100 Cp): You gain the ability to recover mana and health by being close to the trash and canalizing vital energy from the garbage, hurray.

"This is Good Exercise" (-100 Cp): You are capable of cannonballing someone without any strain onto your body, and while it only works when the opponent is down, you can use their strength to cause more damage to them.

Trash Enlightment (-200 Cp): Somehow you have the ability to cover your body with so much trash, you ignore the harm of not only eating trash but also surviving out of garbage.
Somehow you can get morbidly obese with only trash.

“Get Down and Dirty” (-200 Cp): By the rules of the Game…you cannot kill.
As you find yourself unable to kill anyone…, you can cause traumatic damage and let them die…but you’re unable to give a killing blow on anything.

Stock up the Trash (-300 Cp): You cover yourself with so much garbage you can ignore bullet wounds.
In this world, bullet wounds are pretty much harder punches.
Also have maggots living in your body, without causing harm, they pretty much have every disease or blood perk you have.
They obey you.
.
Trashy Craft (-300 Cp): You can use any and find any kind of trash, and be able to make something not putrid.
A rotten apple plus a bunch of putrid apples…become a fresh apple.
You need five useless and putrid versions of something to make something fresh.

“Putrid Spit” (-500 Cp): You managed to get a spit so poisonous you were able to cause violent poison, which can kill even the most powerful of beings.
…They work, but the opponent is perfectly capable of fighting back.
Stalling out might kill them…but sometimes a lot of enemies can ignore your poison, but they can be disgusted by your tactics.

“He always put someone on the Right Path” (-500 Cp): Everyone thinks you are the shit, and also nobody has seen you, and the mystery makes your reputation stronger, people can see you, but you must keep yourself mysterious to keep the influence.
You can tell people shagging Trash is something meaningful, apocalyptical armies fear you, and you can get away from shag your mother-in-law's dead body and use it as body double because it stinks too much.

“This doesn't even have holes on it” (-800 Cp): You cannot die by normal means, you don’t need to breathe, eat, or even be poisoned, if not be the classic death by battle, no one can kill by sticking to the normal rules of making you bleed out, because your putrid body, will patch yourself up.
You’re a zombie who never died.

“On with the Trash” (-900 Cp): You managed the ability to control garbage, as in levitating garbage.
Anything which can be classified as garbage in the most pointless meaning: putrid, rotten, stinky, and disgusting.
Anything with chrome can work…yes people count.

Starving Artist

“...I stick a knife when he is not looking” (-100 Cp): You’re ridiculously fast to the point of being able to kill without noticing, any distraction can allow you to get to anyone without taking notice of your presence.
Throw a rock, then it will work.

“You’re better than this…” (-100 Cp): You’re immune to drugs, which includes regular medicine, drugs are untested medicine or made with lesser care for security.

“You should try it out, it helps with the glutes” (-200 Cp): You can use Yoga teaching to not only recover stamina on your own and remove all tension on your body but also increase your speed without a hassle, as you can do twice the things at once.

“...Just like my friend, let him go on the river.” (-200 Cp): You can hide in anything and everywhere and be able to get a simple and effortless move on the opponent without them being unable to fight back or defend themselves.
Only works when you are hiding and suddenly reveal yourself.

“Paint the Canvas” (-400 Cp): You can hurt people harder when they are bleeding, scared, or unable to move in general.
As you punch someone when they are scared, instead of merely causing them, you manage to break their nose, basically a 1.5 increase of power.

“Pensative, Agressive, Spraying and Slashing” (-400 Cp): You are able to use 4 stances, which limits your moves, but can stand out in a second.
Pensative, a defensive stance that allows regeneration and better intimidation, but cannot fight back.
Aggressive makes you increase your strength, ignore pain, able to claw your way in, but unable to use weapons.
Spraying makes you capable of shooting special paint from any bottle of content, capable of turning it into fire, iron, poison, and a mist that can hide you.
Slashing makes you a professional with any blade in your hands, but cannot use your hands directly to fight.

“Let's do this” (-500 Cp): You can use paint to make hollow copies of yourself, they don’t move or anything, but they can be used to bluff or opponent.
And they cannot make out any distinction between you and them, and if they do somehow, they must attack the copies first.

Sun blazed Immune (-500 Cp): You can ignore the effects of the sun on your body, sunlight, or just the radiation, either the magical or the scientific forms of the sun.
You’re immune, kinda useless in this setting.
But there is a reason, it costs that much.

“He got the right idea” (-800 Cp): After receiving the beat of your life…somehow you still have enough stamina to keep the fight on,...using nothing but a sharp blade, you can use some paint and the blood of the opponents to heal yourself, and keep going.
Attacks that normally only hit a single person, can attack several people in an area.

“I like how the Party Flows” (-900 Cp): You can make a special gas, which allows you to create 3 smoke copies of you, which not only everyone including you, is stronger at this state, but they can keep fighting after you’re put down.
In case you’re fighting an undying opponent,...while in the gas area, the undying becomes killable again.

Twilight Marauder.

Natural Blade (-100 Cp): You are connected since birth by a single blade, no one can steal from you, and it becomes as strong as you.
Outwise is just a normal blade.

“His endless rambles” (-100 Cp): You can disarm anyone with your ramble, you can make someone so uncomfortable, they lost like 15% of their strength during their attack.
Also works on non-physical attacks.

“Such wonderful little things” (-200 Cp): You can make rags out of anything, and even better they know part of your body, they work similar to tentacles, and they are capable of skin off like the skin of a snake.
They are not stronger than regular rags, so they hold small things, but that is…normally.

Virtual Immortality (-400 Cp): As far as everyone is concerned you will live, I mean not really.
But rather you’re immune to time manipulation, if anything can make you suddenly old or young, it doesn't work.
Works even better, if nobody sees your face, the mental toll destroys your mind, so better disguise it.
If times work faster or slower, for you it works normally, figures what that means Jumper.

“Serpent’s Blade” (-400 Cp): You can channel poison, through a blade, and the damage caused by the poison is proportional to the power of the blade itself, the efficiency of the poison is unrelated to the power of it, and as matter of fact is very hard to get it working.

“Toll of the Many” (-500 Cp): You can make someone who is attacking weaker by every hit they deliver, for every hit they give, they become weaker and madder by every single blow

you receive, the effect will decrease the more you fight back, so be ready to take a hit.

“Zappity Zap” (-500 Cp): Due to your connection with the occult, you’re able to conduct lighting through pseudo-wisdom and arrogance, while working better on water, which is merely lighting, and can only be canalized stronger or weaker.

“...Shush…I'm playing dead” (-500 Cp): You can lie down to avoid getting hit…you can “run”, and move very fast while lying down.
You can jump normally while lying down…you can do things normally even while lying down, with the plus of being extremely hard to hit.

“For the Elder” (-700 Cp): By countering an attack at the right time, you can cause a rupture on their body effortlessly, the effect only works, if you counterattack on the instant.

Full Furtility (-700 Cp): You grow resistant to the damage caused by the sand and the wind, and you stand untouched if in the middle of a sandstorm, earthquake or tornado.

Gamester.

Golden Material (-100 Cp): You are always able to find all the King-Brand material.
In all Jumps, you always find them with ease, even within the discount.

Game Rules (-100 Cp): You can bluff your way out of a battle, by saying how it is against the rules, if it becomes close to a death battle.
Only works by person.

“This is good for business” (-200 Cp): You have gained unflinching perseverance towards certain death by using business lingo and behavior, using denial through politics to retain calm during the worst of times.

Laughing Curse (-200 Cp): You can make people laugh at your existence, with the background laughing sound to add, decrease their offense and their defense, as you slaughter them as animals.

Snake Body (-400 Cp): You can move like a snake, being able to crawl onto the walls like one without any issue, and also hiss within your speech.

Deadly Talent (-500 Cp): You are capable of levitation, being able to keep flying and going back effortlessly, and can be brought down to the ground with any air move, immediately.
Don’t suffer any fall damage during the fall.

Meat Farm (-500 Cp): You can use remains of meat, to quite literally farm meat on the ground, can be used within immediate growth, or just grown like a regular plant.

Violent Attitute (-600 Cp): Use your attitude to avoid the consequences of certain actions, can ignore bleeding, disease, and organ failures, as long as you keep the act.
The moment you let go of the act, everything works as it should.

Human Bomb (-800 Cp): You can make yourself explode, and survive out of the out deal, but not survive anything else, need to make a quick escape for yourself.
There is no need for equipment, this is purely natural.

"The Game will live Forever" (-1000 Cp): You can make an area of anti-death the size of a small town.

Putrid Lovers.

Flowery Way (-100 Cp): You can disarm opponents in combat by the use of flowers, giving them disarm them for enough time, they forget to try to kill you.
You can eat flowers to recover health.

"Undermining Everything We have" (-100 Cp): You have an undying resolution that will work if you put enough effort into this.
No matter how bad, you'll fight for your ideals.

"More of a lover than a fighter" (-200 Cp): Despite everything you're always armed with a shovel or pickaxe…don't matter, but so used to it, then when you dropped you doubled your speed.
Not to mention your ability to just effortlessly throw your weapon and pick back just as fast.

"Enough!!!" (-200 Cp): You have enough determination to keep yourself from dying at any given moment, your resilience alone can keep you alive, but in each battle, you can return from death 3 times, even so, each time you become weaker, and on the third time you are barely able to fight back.

Monstrous Wrestling (-300 Cp): You're not only bigger than the average person, but you're capable of immobilizing anyone who is putting a desire to being on the focus of everyone, anyone who is taunting, will be effortlessly grabbed and immobilized to be hurt badly.

"Praying for Larry Davis" (-400 Cp): You can lie down…and pray for anything…because even if only by a small amount, they will heal you up.

Maybe not the thing you've been praying to, but someone and anyone will give you enough strength to keep going.

Speechless Holding (-500 Cp): Somehow, you managed to canalize your anxiety as a tentacle cloth abomination.
You can use it to immobilize someone, and that thing is as strong as you're anxious, but not only that it also makes the opponent unable to talk.

Lost Lover's Magic (-500 Cp): You have gained around a dozen scissors, and then gained the ability to move small objects with your mind, worse speed and power are related to yours,...not capable of controlling heavier objects, must be unconscious objects.

Putrid Whirlpool (-500 Cp): Capable of moving fluidly through water, capable of making whirlpools the more filthy it is, capable of controlling water if it is dirty enough for that.
In general affinity with dirty water.

Resilience United (-800 Cp): You have a special someone who you admire, you both know when the other is in danger and will rush to help, during the almost-death sentence, they gain the same abilities as you.

Infamous Performer.

"MY Skateboard" (-100 Cp): People can steal your stuff, and lie about having your stuff, but eventually something which was stolen from you, can be eventually returned from you.

"Here to make me look good Rag Man" (-100 Cp): You can appear to the opponent more intimidating than you actually are.
Even making one think, you have glowing eyes, despite the fact you're merely looking in another direction.

Improvised Arena (-200 Cp): Somehow without you putting any real thought into it, you are now capable of making an arena…without making an arena.
Basically, you can make a building without physically committing to the task, if you can do it personally at a given time, it will be built.
It takes into consideration only your most basic form.

"I'm Pumped Up" (-200 Cp): You can perform a series of poses to make either yourself 1% stronger by each pose, recover health, recover mana, decrease the damage taken by 30% percent only doing one specific pose, another stance which can avoid 40% of hits at you only doing one stance.

Solid stance defense, Smooth Stance evades.

“Little Creep…” (-200 Cp): You are now capable of making a surprised elbow move on the opponent, and if you caught them off guard or they agree in fighting you, you gain a guaranteed first move, they cannot dodge or defend against you.

“Makes a rad Barrier” (-400 Cp): You can make a special mana barrier with a skateboard while riding it…while all hits still hit the object in question.

“Cruel Uppercut” (-500 Cp): You are now capable of making Geared Up yourself to perform a violent upper which is a guarantee to either launch the opponent to the air, send them stuck onto the ground, or cause them a heart attack.

“Nobodies respect the art of the craft” (-500 Cp): You know the master of the art of wrestling, unlike the usual kind of brutal wrestling, you can grab someone and always will be able to swing them around freely, in a way everyone gets hit by it.
You can even pick an improvised rope, put it on them, and use them as an improvised frail.

Share the Team (-600 Cp): You can share for a befriend moment by pose instructed for your ally, one perk by execution.
Each time you pose in synchrony with an ally you can share a perk with them, and they can share their perk with others.
Only works within 4 minutes.

Legendary Wrestling Star (-900 Cp): You still know the rules of the game.
You can use your prestige to improve your power, it scales heavily as in, for each person you know by your wrestling persona, your power increases by 10%.

Neo Flamingo.

“Oscar’s Standard” (-100 Cp): You are in a peak homoerotic form.
Respectfully, women and men become the embodiment of flamboyant muscularity.

“Does the Hand Thing” (-100 Cp): You can perform a hand move which can make the opponent confused and wary,...you can make your hand flashlight.

“Put a Little Sweat Sound” (-200 Cp): Your performance in combat or other activities works better by 40% while listening to your song.

“This thing is still working!!!” (-200 Cp): You can make signals, you can reproduce a signal showing the situation you’re living in at the moment, even without the actual equipment.

Quimio Therapy disaster (-200 Cp): You have unnatural resistance towards chemicals, to the point where even if they quite literally meet you face-off, you can ignore the pain, and your face will fix itself, eventually.

Sly Performance (-400 Cp): You're not only capable of being able to have hammerspace in each part of your clothing but also being able to use them without any struggle,...only making an erotic movement.

"Does another hand thing" (-500 Cp): You are now capable of performing literal energy beams with your finger…but they work as whips and lightning conductors.

Sudden Mechanic (-600 Cp): You're capable of making a truck with very little at your disposal, you're knowledgeable about making trucks in general, with a bunch of random garbage.

"We have enough enemies" (-800 Cp): You can convince anyone to have the same lifestyle as you.
You can make allies with anyone, by doing the bare minimum of compassion and kindness.

"Performs the Final Hand Thing" (-900 Cp): You can flash powerful lights in the area of a small room, strong enough to melt people's faces off, but also make them lustful towards you.

Nobody in Particular.

"Solid Stance" (-100 Cp): You can perform a Boxer"s Stance between every single move and action you can do.
(The Stance can decrease half of the damage.)

Unflinching Stare (-100 Cp): Existential Crises don't affect you as hard as they should, you can lower your problems by punching them.
Each punch numbs your fears.
(You are immune to fear.)

Selfless Resolution (-200 Cp): You desire to stop evil…allowed to be consumed by violence, you have regrets, but ultimately, you stick by your code, even at the worst of times.
Even mind controlled, you will stick by your moral code.
(You cannot have your will being taken away.)

Perspective Pèrformance(-200 Cp): You can remember the effortless techniques, by going through the notions: up, down, left, and right.

You can perform each move, remembering and timing their movements in proper order, making them faster and stronger.
(By remembering the timing and coordination, you can increase the power and speed of your moves, which can stack up with other perks.)

“Centered Around Infinity” (-300 Cp): You gain the ability to center yourself around nothing, and increase momentarily during one battle the limits of your stamina.
Can also recover health and increase your luck, only lasting during one battle.
(Increase Stamina and Allows to Regenarate from Wounds, and quite literally increase your Luck by 20% by use.)

“Trimmer Out” (-400 Cp): …When you have your precious mustache cut off, your strength increases by double, but decreases your defense, not to mention, changes your entire fighting style with new moves.
(Barber tools allow the user to be able to make the user remove all kills of natural and unatural defense of the opponent but also affetcs the user as well.)

Firebird. (-500 Cp): You can have the ability to turn into Hyperfold…a hallucinatory thing, which turns your speed and stamina, into several versions of yourself, who are composed of three things, the Hyperfold, who is capable of defensive movements, scratching, and biting, the Ragefold, capable of performing the martial moves, the Core, who is capable of hypnosis, making poison mist and making itself even tankier.
The Core is also the real you, so when it gets killed first, it kills you.
(You are capable of making shapeshifting afterimages with different abilities.)

Daggling (-600 Cp): When on the verge of death, you can use a last will move: Cross Counter, which allows as long as you're not dead, can counter each move that hits you, with a stronger double attack.
As in, for each move it hits you, you can make a double violent attack.
It might miss, or it might ignore the attack, due to the state you're in.
(You have the ability to ignore all magical attacks, and delive Cross Counter for each failed hit from the opponent.)

“Filled with adrenaline” (-800 Cp): You can avoid death once by battle or situation, and recover by full health, and all of your techniques become a lot better.
It last for one hour, but each time is guaranteed to work, even if you get hurt by a random move, you get a second wind.
(No deaths for the first possible letal wounds.)

The Punch (-800 Cp): You are allowed onto the verge of death, perform a move which is guaranteed to kill anyone hit by it…no matter the opponent…the move is easy to telegraph and dodge.
Still likely to instant anyone hit by it.
(Normally the move will hit targets who are trying to run away without issue, no matter the distance.
They cannot dodge the move.
It’s normally easy to shut down the user, but when not…)

Items:

- **Bariga's Briefcase** (Endless Briefcase filled with different kinds of Meat) 100 Cp.
- **Can of Slow Sauce** (It decreases the speed, also endless, also stinky.) 50 Cp.
- **Speedwalker's Cream** (Increases the speed by rubbing on the body.) 50 Cp.
- **Gang's Poster** (Allow to switch allies no matter their position, occasionally the last guy swapped gets the virtual boost.) 50 Cp.
- **Teenage Crow** (The Smartest Crow, you ever want with 157, being a genius kid prodigy, never forgets… probably smarter than you,...allows for Save Scumming...., You can use Save Slots like in Video Game.) 300 Cp.
- **Custom Bullet** (Given to a random gun, that gun is capable of scaring the shit out of everyone as long as it is armed with that bullet, then is capable of killing anyone with a single shot…only works once.) 400 Cp.
- **Extra Durable Bag** (A cheap and reliable parachute.) 50 Cp.
- **Vase of Spring Water** (Capable of reviving the dead, try to keep it filled, could only retain like 5 resurrecting doses.) 500 Cp.
- **Aromatherapy Guide** (A book capable of teaching one all the recipes with Salt, also makes one capable of surviving only with Salt.) 200 Cp.
- **Jeremy's Shotgun** (A powerful gun capable of rupturing one body,...tends to scale with the user.) 300 Cp.
- **Warm Bag** (So disgusting is capable of keeping one distracted for life, works a body double, makes one question their life choices, also can be used to canalize trash at command…, and can be refilled by using one loved one's already dead body, It starts empty) 100 Cp.
- **Rando Coin** (A worthless piece of metal,...still can charm any collector's heart, can be used to make any well's wish real…one small cheap object by coin, by spelling them out…with names only having four letters…) 10 Cp.
- **Cosmonaut Food Tube** (A special Russian Space Man food, capable of making stronger, healing the wounds, or even mana…don't bother questioning, it's a D3

change, with each taste leading to the equivalent of D1: to increase one stat of everything, D2: Healing 20% of the body, D3: Healing 40% of the mana resources.) 50 Cp.

- **Petroleum Firebomb** (Can buy several times, a powerful crude bomb, great at killing children, get like 5.) 300 Cp.

- **Mustache Trimmer** (A powerful weapon, well-disguised yet efficient, capable of either leading people with a maddening rampage or demoralizing them to the point of leading them defenseless, also, in general, a good bleeding weapon, can be easily destroyed, although increases the strength of the one who does.) 300 Cp.

- **Salt Cake** (A good meal, capable of putting out a fire, also decreases the damage by special attacks…aka any ki or mana attack you can think of). 200 Cp.

- **Book of Tactics** (A book filled with tactics, learn how to organize a plan, how to distract the opponent, how to play death effortlessly, how to blast an energy blast with the finger…an all-around book,...a smart book even, can add new pages scattered around at each jump.) 300 Cp.

- **Flag Revolver** (...It's a fake gun, can scare the shit out of anyone, works more times than not, and also works on things it shouldn't be scared of.) 150 Cp.

- **Antique Ham** (Can restore people to their full vitality, not to mention increases one person's morale, surprisingly tasteful and wonderful…also makes you greasy, everyone takes a bit even unwillingly.) 200 Cp.

- **The Furniture** (A seemingly common chair, in practice, a respawning little bitch, incapable of being put down, can be used to slam at other people without breaking). 200 Cp.

- **Trauma Kit** (It treats trauma damage, like fatal damage, then comes back like it never happened, imagines being ripped apart, losing the arm, burned alive…the wounds treated, even if you never had to go medical school.) 200 Cp.

- **Skateboard** (A weapon and a method to travel, useless when you are very unaware of how to ride it…and Jumper, you can slide around anything, and jump over so many problems, but you can't avoid tripping on it even with other Perk, you must be good at skating.) 200 Cp.

- **Traveler's Logbook** (Somehow this simple book knows all your possible achievements, and how to achieve them, also helps as a guide on how to deal with certain problems, if you get yourself in a time loop, the book keeps itself updated even after time gets undone.) 100 Cp.

- **Doner** (A great sandwich filled with mustard, mayonnaise, and good meat, also increases the amount of damage you can take, also limits your mana for a while, get

like 7.) 150 Cp.

- **Crack** (Good old Crack, heavily increases your power both mana and punches, also hurts you, and makes you a half-death body ready to collapse at any point, get like 3) 150 Cp.

- **Cocaine** (Crack but less prone to wreck your over, still you are less likely to be ready to give a punch, still capable of wrecking somebody, they're still the withdraw, you get like 4.) 150 Cp.

- **Taser** (This is a taser, scales with the user, and can make the opponent slow down,...Jumpers if you have super speed, the shock can make you lose half your speed.) 150 Cp.

- **Red Cool Energy Drink** (This is a little bag of energetic drinks, also somehow endless, allows double the speed, hard to scare, to get tried, to get stunned. Pretty much a workaholic's dream.) 200 Cp.

- **Grandpa's Bag** (A bag filled with countless bottles and little caps, also allows you to increase your spiritual energy maximum capacity by 30%, don't ask how.) 200 Cp.

- **Snake Wristbands** (Two snakes are killed in the making of these wristbands, recovering a little amount of stamina and spiritual energy.) 100 Cp.

- **Perpetual Ring** (A Dazzling emerald ring restored to its full glory, empowered by the forces beyond human knowledge, allows for smooth tearing, makes you, in general, stronger.) 300 Cp.

- **The Bolt Action Pistol** (The most powerful handgun on Olathe, capable of scaring anyone and being, in general, the most dangerous weapon possible, hard to ammo during it very unique bullet requirement, you cannot cheap out Jumper, the scavenger is the only way…like 1 in 10000.) 600 Cp.

- **Portable Pack** (A little pack of little cans, which never seems to end, allows for a quick swing at the opponent, and also scales with the user's strength, Jumpers are too used with dignity to understand the power of a weapon that can scale.)

- **Mask of Man** (A crafty Mask Maker has achieved his goal to make the most differential Mask, capable of increasing one's defense, yet taking away their vitality, this Mask is for those who require a proper defense.) 200 Cp.

- **Mask of Demon** (Another of the Mask Maker creations, capable of channeling inner strength at the cost of defense, allowing for the proper way to fight without worrying about defense, in particular a lightning-fast showdown.) 200 Cp.

- **Mask of Angel** (The last available Mask, given by the infamous Drifter, is capable of improving your stamina and durability, at the cost of strength…with all the Mask in

possession, the power to channel the Infinity and Beyond is possible). 200 Cp.

- **W2d Cassette** (A Cassete who empowers you with the power of the dance…also causes you a violent and overwhelming depression…makes you hit like a truck.) 150 Cp.
- **Dangerous, Too?** (A white plastic shade capable of regenerating mana and the body just for the charming confidence coming out of your body.) 200 Cp.

- **Salt Diamond** (A small thing, pretty much a small accessory which just for holding it, protects you from the burn and magical attacks.) 100 Cp.

- **Sapphire Coat** (The Coat which trades the Vitality and the Mana allows for twice the agility, and allows for two moves at once.) 200 Cp.

- **Spare Tie** (A eloquent reserve black tie, which decreases the mana required for the use of any skill.) 100 Cp.

- **King-Brand Necklace** (Allows you to recover just from the sheer cool factor, allows you to ignore bleeding or burning, just that good of cheap gold.) Cp 100.

- **Champion Belt** (A Tag Team prestige gear, that allows defending from blows, and permits one to require less mana by a small fraction for any given skill.) 100 Cp.

- **Delinquent's Gear** (Wrecks the body for the trade of agility, the sheer edge allows for better agility, but doesn't destroy your offense, take for what you will…is a black jacket with a red collar, the collar being separated from the jacket.). 100 Cp.

- **Jack of Clubs** (Literal Jack of Clubs, who is capable of taking 10% off the physical damage, hold it, never fully take the full damage, never gets damaged itself.) 200 Cp.

- **Cruel Sack** (Come in two, is a two garbage sack, allows you to take damage for you, floats on water, stinks like shit, can be used to hit hard, scales for damage, also really stinks, like nauseating for life, stink.) 100 Cp.

- **Red Paste** (A paste in a tube which favors the offense over the defense or vitality, is probably made with blood.) 100 Cp.

- **King-Brand Shades** (A super rad Shade, which keeps you from being blind)

- **Lighting Helmet** (Comes in two flavors, the infinity one, which decreases defense, and the Olathe Lighting, which decreases luck, both capable of enraging you, and allowing for an Ex Goat Headbutt.) 100 Cp.

- **Impeccable Golden Brolex** (Worth a small African country, a wonderful thing which empowers you with luck, among better fluid hits.) 100 Cp.

- **Davy's Sunglasses** (Rad yet vinyl Sunglasses that promote Fire resistance, and mana regeneration, not to mention being able to Single Out ex, which allows scaring

the shit out of the opponents.) 200 Cp.

- **Party Hat** (A silly party hat, that doesn't break or gets ruined, gives Party Time, all the time, which makes you faster and stronger, also occasionally at each little party allows you to regain a little health). 200 Cp.

- **Infinity Jersey** (Recovers SP, increases Offense at the cost of Defense) 88 Cp.

- **Infinity Jersey XL** (Recovers SP, increases Offense at the cost of Defense, but better…although it slows you down, just from the obscene size.) 88 Cp.

Companions:

- **Aron Richter** (A sassy man with a broken leg capable of putting up the meanest of the fights.) 100 Cp.

- **Alex Jr.** (A small fish kid, capable of energy blasts, also very innocent, eager to please, and capable of coping with all of your skills, still a kid, who needs a lot of water.) 100 Cp.

- **Alex Churchland** (A retired Garbage Man, who used to be an Inspiring Martial Artist, turned to literal garbage, looking for a better place.) 200 Cp.

- **Joel Miller** (One shot wonder, a man who knows what he wants, has enough patience to see opportunities even in the middle of the end of times.) 200 Cp.

- **Georgy Hernandez** (Ambitious Entrepreneur, good at boats, good at negotiating, good at stealing shit, joy addict with a shit heart, can be a little shit, and kinda impatient). 150 Cp.

- **Salt Crab** (Crustacean, survived only from Salt, mostly a friendly fella who is okay in self-sacrifice and kicks kids, has poor timing and ditches at the worst moment,...then comes back). 200 Cp.

- **Geen Jean** (A Starving Artist, a man with the fattest of the butts, also slips in your throat faster than most, kind of an ass, wary of weird people.) 200 Cp.

- **Darry Sweets** (Trash Disciple, a man who finds riches on rags, a man who gets down when under problem, a scavenger like no other, a good fella, willing to go for a lot of brawls.) Cp 200.

- **Flaco Bonaparte** (Egotistical Nobody, uses an asshole persona to get some edge during a shit situation, willing to give a try, armed with a rad chain, and seeks redemption.) 150 Cp.

- **Copper Silver** (Police Man, in a world gone wrong, some decide to stick to being the cop, justice and laws in a world where none matter, Copper is here to serve). 200 Cp.

- **Imp.D** (Another Trash Disciple, capable of taking a lot of cruel punishment, murdered his child self, and cherished Trash). 250 Cp.

- **Anaconda Virtue** (The Cursed Snake who got banned from the Choirboys, willing to burn the whole world, surprisingly competent at it, willing to fuck rat corpses.) 200 Cp.

- **Shiruk Caukaz** (Neu Man, the original and the last, hard to please, yet dominates so many elements, and loves being alive.) Cp 200.

- **Tim Zivalgo** (A well-athletic and loyal man, another of Garbage Island locals, yet his moves are so good they knock someone out in a single cannonball, finish fights, and are good at synchronizing). 100 Cp.

- **Augustus Estrada** (A wise man with perfumes, a man who merely plays with his dreams, let them be ideas to inspire but nothing else, willing to travel, capable of standing up and making a home out of anywhere.) 150 Cp.

- **Chris Bellucci** (A man who always hated violence, yet loved the art of wrestling, performed a heel-face to join you, taking advantage of his style and power.) 200 Cp
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- **John Spin** (A fish man who fought the Ww1, somehow still alive…uses the bullet to end it away,...still alive after blasting off his own head, again and again.) 150 Cp.

- **Arnold** (Former Celebrity, a boring guy, whose Entrainment value is so low, the fact he is dead usually glances over.) Cp 150.

- **Ham Radar** (A coward, and nobody, a Mystic who rambles, and does fancy shocks, good at crawling around, rarely found standing up, should check that up.) 150 Cp.

- **Sid Bloodheart** (A little shit punk Wannabe, who doesn't like the classic wonders of violence, and loves non-lethality, yet holds a knife fair too mean-spirited, but still willing to make up, takes a hit like a champ.) 200 Cp

- **Apep the Serpent** (A talented swordsman, yet prefers to avoid combat, prefers to mind his own business on his own, and is willing to wait forever even if it takes forever.) 200 Cp.

- **Richie Cheasedust** (A lover who is capable of disarming a lot of fights, can talk out of anything, and is willing to fight anything, a stubborn and kind guy.) 200 Cp.

- **Wabar Borgolio** (An merchant, an artist, and a good of a fella, his skills are none to others, if his durability and recklessness are too much of an issue.) Cp 200.

- **Long Leg Lenny** (The Outlaw, who enforces the rules, weird enough, an outsider, who ultimately knows his own strength, not someone to be lightly taken, yet is

forgiving and fair. The only justice in The Game.) 200 Cp.

- **Unplayable Party Members** (Anyone you care about is not here, treat them as a worthwhile companion.). 200 Cp.

- **Unavailable Party Members** (Anyone here is not worth it…make one yourself, form a worthwhile nobody for yourself.) 200 Cp.

- **Mod the Party onto the Game**.(Import your 1-8 party members from your other games, then mod with care and love in this world, Jumper.) 100-500 Cp.

Scenarios:

- ## Gardenias

Travel the whole land, trying to find your way without delivering a single punch, or at least without killing.
You're rewarded with Flowers that allow you to make the opponent unwilling to fight back.

- ## Mechanic Lament.

Forbidden to get allies on this route.
Fight on your own, against the surge of Jerseyhead, with nothing but your reputation and your skills.
Defeat all of them, and show the world your lack of futility.
You're rewarded with a second and third wind, the second makes you stronger and unlocks two stronger versions of your moves, and the third keeps you alive but limits your movement, yet allows for powerful counters.

- ## Infinity Route

Taint by infinity… kills everyone.
Including your companions.
That it.
Nothing more or less.
Meat is Meat.
You're rewarded with the ability to spread the message of Violence.
So you can kill, kill, kill.
Kill.
Kill.
Kill.

Kill.
Kill.
Even in other jumps.
Wear the jersey, spread the jersey, and kill for the jersey.

Drawbacks:

“I need to get out of here” (100 Cp): You have an unhealthy need to get a better place to live, beyond any real logical thought.
You can’t stick to one place to the point of throwing your life recklessly just for a faint hope of a better place.
Is less of an issue as a Jumper, but depending on the Jump might be an issue…maybe not in this one.

“Just a single bullet, that is” (700 Cp): All the guns you have will only work with a singular unique customized bullet, and even then you only have a lot of struggle to find a bullet…once, and you can only find one.

“I have Heart Condition, Idiot” (200 Cp): You have a Heart Condition which requires drugs to contain, you not only have a medical condition that makes you weak occasionally, but also a dependency on a specific type of drug.
You can manage to ignore the need, and most of the time is barely an issue,...but when it is, it can lead to a death sentence.

“I feel Sick” (100 Cp): You’ve grown extremely painfully aware of everything.
The world is ending and people are content with garbage…for them is the best they got, to die in filth.
You’re a Jumper, some loser who got stuck being some “Benefactor”’s Plaything...is the best time of your life, which can be cut short at any moment.
You feel nauseated at how meaningless and insignificant your life is.

“I’m out if they let this guy in” (300 Cp): You kind of a dick, you don't have any real reason to be antagonist to a guy, but because he is not exactly normal, you get bothered by his presence.
…In other words, you're kinda racist, but to anyone who is not exactly human.
You must be convinced to stick around with the weirdo.

“I failed the Elder” (300 Cp): You failed an objective, you cannot go back, and you’ll be killed here or at home.
You’re stuck, unable to go, and you feel terrified and lost…maybe someone can bring sense to you, but failure is not forgiven, not by others or by you.

…Maybe there a chance of you even being consumed by a force of nature.

“This is how the Game Works” (500 Cp): By the rules of the Game…you cannot kill.
As you find yourself unable to kill anyone…, you can cause traumatic damage and let them die…but you’re unable to give a killing blow on anything.

Tragic Gardenias (200 Cp): You feel a passionate love for someone…maybe they cannot respond back, maybe you can never truly admit it, maybe you helped kill them…, or maybe you spend the last years of your life defending someone over something they find pointless.
Words fail to reach you, you’re unable to be fully honest about things.
An Unhealthy devotion for them.

“I always hated this.” (300 Cp): You’ll feel apathy towards something you spend your whole time loving and working on…because the whole world thinks it is outdated and pointless.
All of your beliefs are meaningless, your life meaningless, your dreams pointless.
A sad apathy takes over your life.
All perks related to proficiency and passion have their effects decreased.

“I don’t know what to do!” (200 Cp): You become unable to fight alone, you depend on the order of others to tell you what to do,...you’re emotionally dependent on any companion you have, and if anything happens to them…you’re confused what to do.

“The flamboyant standard, the pressure…” (300 Cp): Congrats, now you feel the need to be what you’d call…a “femboy”.
You have a personal standard to meet up, you feel an unhealthy pressure to meet up, charging your body to fit “their” expectations.
You need to be extremely attractive in fanboyish ways.

“Death is not even a Set Back” (400 Cp): You feel extreme anger at everything…anything, I do mean anything is worth enough to take your frustration at anything.
In particular sometimes at the cost of your life, without any real thought put into it.

“The guy, we all sick off” (600 Cp): You have a random grunt with the exact same bland face appearing at every Jump to stop you.
D4 at every start of the Jump for, 1: They scale their strength to yours., 2: they retain the same strength for the last Jump, 3: they have the same strength for the first jump, 4: they are already half dead.
Their name must be extremely generic, and have the title of “No one in particular”, everyone should respect them, even if it doesn't make sense.

“MEAT!!!” (300 Cp): You’re…fat, bloated to the point of struggling to fight back, and in particular have such a bad eating problem, sometimes you actually consider eating human flesh…or in the middle of a fight keep eating it.

“You remind me of this Rat” (800 Cp): You feel compelled to fuck dead rats and to say out of nowhere you like to fuck dead rats.
You can’t perk out of this one Jumper.

“You think this is Over?” (300 Cp): You are too full of yourself to take note of the things you can effortlessly do normally to save your skin.
Too full of confidence to actually be careful.

“KILL KILL KILL” (888 Cp): KILL KILL KILL. (Auto-Infinity Scenario.)

Hollow Words (100 Cp): Extremely dishonest to the point, anyone can tell you full of shit, just by having heard about you.
Even being honest won’t stop nobody trusts you enough.

“I am not a failure, dad.” (300 Cp): You are so desperate for company, you are willing to die for the first person who is willing to give you the time of day on the Jump.
You kinda don’t do anything remarkable on your own.
If they die, you are still around their grave.

Looking at you with loving eyes. (200 Cp): Just like an affection-starved child, you are too naive and innocent to take note of that lack of care of others over you.
You can be boiled alive until they take notice of you again.
Being extremely emotionally depedent, but still can do things on your own.

“I already killed my inner child” (100 Cp): You refuse to acknowledge or even be aware of your past, everything ever mentioned…can lead you to a defenseless mess, unable to fight back.
Even something seemingly minor as bullying, while surviving the apocalypse can lead to mental breakdown.

“Please just let me be.” (300 Cp): You find yourself always in a tough spot, either needing a call in a specific place but the only person who recently arrived decided to bother you.
Or some weirdos put your name in the Warlord list, and a lot of violent freaks decide they want you in an unwanted place by trying to kill you.
Just a long list of bad luck, while minding your business, and while trying to make a call.
Bad things happen when you try to make a Telephone Call.

“I just wanted to B-Ball” (200 Cp): You have a low perception, you somehow managed to miss out on the fact you joined a murderous cult, by having one track mind to the situation.
If everyone started to wear jerseys to play basketball and nothing else, ignoring the blood, by that point, you’re being swung in a rope by a guy with a bloodied face.
You lack the ability to read the room.

“Rando Army is Incompetent” (200 Cp): You cannot follow instructions, no matter how easy or convenient it was, you are just unable to follow an actual instruction without derailing everything.
You can’t read a manual nor understand verbal instructions.

Personal Mantra (300 Cp): You stick by your ideals, even when they don’t make any real sense, and to your detriment.
Either by being part of a gang long dead or by enforcing the law ever after not only joining a murderous cult but also the end of the law itself…over a bench.

“Soft skin…Kitty Babe” (400 Cp): You are only capable of making baby noises, also get stuck in a little baby kitty costume…even in other Jumps…yeah.

“I am too old for this” (500 Cp): You’re too old to perform certainly, the stronger the move, the worse your whole body feels about the powerful move…weird enough, you can do certain moves without worrying about back pain due to their lack of strength.
Figure what that means Jumper.
(Harmless moves don’t hurt the Jumper, you can do parkour if you’re not hurting anyone, but Kamehameha wrecks your body.)

“The same place, the same enemies” (600 Cp): You are not strong, as matter of fact, you somehow managed to get every single trauma you could possibly get, brain damage, broken bones, 3rd-degree damage, rupture, heart attack…you’re still alive, but you wished that was not the case.
Makes you extremely weak, but if you’re clever about this, you do just fine.
You cannot die of this drawback.

“I need to Recharge” (400 Cp): You have very weak stamina and need to spend a good while unable to fight back, for a good 2 minutes, for every 4 minutes.
If you have robot-related perks, they need to recharge for half the time used to do anything…including perks with remarking the lack of recharge.
Can be recharged with anything, but it needs to be recharged.

“But I am an underdog.” (100 Cp): You are kind of a loser, never achieved anything in your life, but you believe by being a complete loser, you have a real chance to do things, sorely by the fact you’re a loser…your loser.
…You kinda can do your own thing, but you cannot participate in the main events of the world.

End of Jump:

Find a New Home.

Make yourself a New Home Here.

Go back to a Better Time.