

Straight on 'Till Morning

An **Original Setting** Jump by SpiritualStill
Version 1.1



Hello, Jumper, to Earth! Specifically, Earth in the early 2010s. On the surface, things are going to look perfectly normal: mostly because this is a normal world. You won't find any masquerades or secret technologies here. What you see is what you get...for like a week.

Beyond the confines of this little universe, six godlike beings preside over creation itself. Of the six, only two are relevant for this tale: the White Lord and Black Lord. The White Lord presides over order, light, and stasis; and the Black Lord resides of chaos, darkness, and dynamism. While the six gods have their "challenges" in the Neutral Zone of the multiverse, each controls one-seventh of reality, which adheres closely to their power and severely diminishes the power of the other Lords.

In the Black Sector, the Black Lord is bored and so intends to bring this world to an end. By calling down an accursed meteorite and triggering a zombie apocalypse that collapses civilization. He's hoping for a momentary alleviation of his boredom, as he wants to see what will come of the ashes.

It seems that you've stumbled into this world along your chain. None of their Lords seem to mind your presence, and the Black Lord is even curious about what a Jumper will do. This is all for entertainment, after all. So for these next ten years, put on a show for them, and take these to help you out:

+1000 Lord Points (LP)

Origin Selection

All origins start this jump somewhere on Earth, in a relatively safe location near human civilization. You may choose your age, sex, and gender for Free, with the only restriction being that it makes sense with your selected origin.

*By default, each origin confers to you some sort of history in the world that is appropriate to your choice. You can, however, decide to become a Drop-In if desired. For your selected origin, you receive a 50% discount on all related perks and items. For discounted **100 LP** perks and **50 LP** items, they are Free instead. Select only one origin. All origins are **Free***

Delinquent

Ah, I see that you weren't anyone special before all this then - just a child who was a little troublesome, having the misfortune to be caught up in the Black Lord's shenanigans. You are fresh out of high school at the oldest.

Teacher

Ah, so you're an academic! You're a teacher at some rather prestigious school and take your job quite seriously. You care a lot for your kids and are determined to help them grow into worthwhile adults.

Criminal

You fought the law, and the law won - for now, anyway. For one reason or another, you have been jailed for a crime and are due to be released soon. The crime you did, and whether you actually did that crime, is up to you.

Peacekeeper

You certainly weren't a normal civilian at some point. You likely had some military background, and after being discharged, you were a cop - you know, the sort of cop people actually like. You are a valued member of your community.

Survivalist

Whether you believed the apocalypse was coming or not, you are probably the one most prepared for all of this. You are someone who knows how to live by yourself, away from the confines of civilization.

Esotericist

What the? This world doesn't have magic! Or at least, not until the Black Lord does his trick. Beforehand, you are just someone into mysticism, but when the spearhead arrives, you'll find that your knowledge proves vital.

Polymath

Nerd! But seriously, you are a scientist in some field who coincidentally has at least minored in biochemistry. With the world coming to an end soon, a smart fella like yourself could be quite helpful.

Entertainer

Let's see a smile! Before the apocalypse, you were likely some sort of influencer and content creator, dedicated to making people happy.

Messiah

Ah, yes, the hero of the story. No, seriously, you've likely been "touched" by the White Lord, being literally chosen by him to try and lead the people of this world into happiness.

Antichrist [Free/+600 LP]

And last but not least, the villain of the story. No, seriously, you've likely been "touched" by the Black Lord. Whether you're a mustache-twirling villain, a charismatic tyrant carving a kingdom out of the ashes, or just someone who's decided the old rules don't apply to you anymore, your role will likely involve oppressing others. Hope was getting boring anyway.

...Well, there is another option for you. By default, you are the Black Lord's lackey, but if you want to be an independent sort of person, then, for **+600 LP**, you *can* choose to still be a hero. Why is it so much more? Well, because you are now opposed to the Black Lord, and he's not the type to take betrayals sitting down, unless you make things interesting for him. You'll have to deal with a statistically far greater number of opponents than is standard.

Perks

Undiscounted Perks

Hale and Hearty [Free]

As everyone should probably know, the best first step to surviving any apocalypse is to have a good body in the first place. Your body is now tuned to be as healthy as an athletic individual of their age. You don't get sick very easily; you can run 20 kilometers, and you require far less food and water than the average.

A Little Eroticism Never Hurt [Free]

Come on, it's the apocalypse. What exactly are you gonna do for fun after a stressful day? In this world, and now in every world you travel to, sex and sexual topics are not taboo. In fact, they were never taboo at any point in history. As a result, things like lovemaking are far from shameful. As a helpful benefit, STIs and related things simply don't occur.

Cleanliness [50 LP]

Dunno if you know this, but in the apocalypse, lots of people are gonna start smelling like shit due to a lack of running water. Luckily, you won't be among that number, as you are now perpetually clean and nice-smelling, with dirt, grime, and anything else nasty just never seeming to come into contact with you. If you think it's too weird for this jump, this will also just ensure you become considerably less dirty and can clean yourself off more easily.

Damn Handsome [50 LP]

You are quite the head-turner, aren't you, Jumper? Whatever form you take, you are now a significantly more attractive version of yourself, like a 15/10. Yes, this applies to any other beauty perk you have, even the ridiculous ones. And because I can imagine what this sort of attractiveness is used for, you also have fertility control to ensure you don't have unwanted kids. Have fun!

A Life Before This [100 LP]

Before things ended, you weren't exactly just sitting around doing nothing. Pick some sort of job, hobby, or talent. You are now as skilled in it as you would be if you had focused on it your entire life. You may select this as many times as you can afford.

Know Your Surroundings [100 LP]

It'd be very unfortunate if you died because you tripped on a rock or couldn't see the Dead coming for you. You now have much greater spatial awareness, ensuring you are aware of everything around you within a ten-meter radius. This also includes things not connected in some way to the ground, for however much that helps.

Basic Combat Awareness [100 LP]

If you can't at least defend yourself, you'll be in a very tight spot. You now have the average self-defense and general fighting skills of an above-average person, though it's unlikely to be exceptionally helpful if you are fighting someone who can box for real.

Got All My Shots [200 LP]

This is going to be very helpful for you indeed! You are now fully immune to any and all sicknesses and diseases, which will be very helpful. It also generally ensures that most infection vectors won't be able to harm you. Unfortunately, unless you have something that will quickly revive you, this won't protect you from the standard death vector.

The World's Strongest Man [200 LP]

Your current capabilities are...unusually high for a being such as yourself. You are now twice as strong, fast, durable, resilient, and in all other relevant parameters. This also cuts down your food, water, and even sleep requirements in half.

Polycule of the Damned [400 LP]

Love. It's the more powerful force in creation, able to overturn practically anything. When multiple people love you, they find it remarkably easy to love each other as much as they do with you. As they love one another, they'll naturally improve themselves to ensure they can always help and will do everything they can to help one another improve.

Incredible Vitality [400 LP]

In this sort of environment, even a little cut can be a genuine threat, as without proper medical aid, it can get infected, and you'll very quickly need real help. This will not be a problem, as your healing factor is absurdly high, letting you heal from nearly any injury within hours at the absolute worst. However, if an attack or damage would instantly kill you, you'll still die. Furthermore, if your limbs are severed and you can't at least push the severed limb onto your body, it won't heal so quickly and may take months.

Forged in Fires of Hell [600 LP]

Look, at the end of the day, you are unlikely to be able to save the world, and certainly not the universe. But in spite of that, you can survive, and that is the greatest victory. When your back is against the wall, and things are well and truly bleak, you can still escape and start over, or turn the tables and bounce back. This is not a guarantee of success, but it is a guarantee of your enduring spirit, meaning something so long as you keep the fire lit.

Delinquent Perks

The Quipster [100 LP]

You have quite the runny mouth, don't you? You are very good at being snarky, delivering one-liners that can make others laugh or be angry at will.

Rough Home Life [100 LP]

Your life at home wasn't great before the apocalypse, but it did make you resilient. Sadness, despair, and other similar negative emotions do not harm you and will instead spur you onward when necessary.

Green Thumb [200 LP]

You liked a lot of things, but I doubt most knew what you loved most. You find yourself being quite good at agriculture and cultivation, with what you grow requiring very little nutrients and water, and growing to be almost twice as big at half the speed.

A Quick Learner [200 LP]

When you put your mind to learning, you find you are actually really good at it. Your ability to take in and retain knowledge is extraordinary. So long as you hear something once, you are able to keep it in your brain and integrate it with relevant information.

Bully Hunter [400 LP]

You are a troublemaker, but that doesn't mean you like seeing others get hurt. When someone is trying to unjustly hurt someone, you are unusually good at spooking them, and you can even deal more damage to them.

Just a Kid [400 LP]

So should you really have to suffer such nasty punishments? So long as it isn't a serious crime such as murder (unless you were defending yourself), people are willing to look the other way when you commit crimes.

You Are the Future [600 LP]

Young though you may be, you are the next generation who will have to help lead this new world, so leaving you out of things helps no one in the long run. Though you might not be the most important person, people are generally willing to let you sit in on things. If they think you have the maturity and general know-how, they'll also give you more powers and general responsibilities, which you find that you'll be able to rise to the challenge.

Teacher Perks

Paid Enough to Deal with This [100 LP]

So you are, and we are glad for it. You are highly resistant to repetitive actions, annoying habits, loudness, and anything else that happens with troublesome students are universally applicable.

It's the Little Things [100 LP]

With certain problem students, you tend to...pick up on certain things that do. They're small and almost insignificant to most, but you know they signal real trouble. As with all such things, you are able to detect micro-actions and certain environmental irregularities that alert you to deeper issues.

Please Pay Attention! [200 LP]

Or, perhaps, they don't need to. Your voice does, in fact, reach their ears, so the only issue is making sure it stays there. From now on, when it is relevant to them, anything you say to someone will ingrain itself in their mind, even if they are asleep, on their phone, barely paying attention, or talking to somebody else. As a result, they'll never forget any lesson.

The Parent Who Stepped Up [200 LP]

Who cares if they aren't really your children? Why should you care about that when they clearly need your help? When children are in situations that they cannot simply avoid, you are able to give them the help that they truly need to get out of it.

You Can't Just Leave Them! [400 LP]

We have to go back! You are not quite a moral paragon, but you can identify exactly when a situation isn't morally acceptable to flee and do nothing. What's more, when you do make the right choice, fate ensures that it's easier and more rewarding to actually do so.

My Sweet Children [400 LP]

So...how good are you with kids? Because now, you are the greatest damn parent to ever live, as you know the best ways to raise infants, toddlers, children, teenagers, and young adults to be the best they can, even in dire situations such as this. This comes with a guarantee that, if they make it to adulthood, they will reach their true potential.

The World's Best Teacher [600 LP]

And are you ever! You probably aren't going to have too much company in your profession, which is a bit of a problem on account of being the ones who guide the children to the future. Luckily, you are pretty capable of handling it yourself, as people taught under you seem to learn things extremely quickly. Topics that might take a month could be taught in a week at most.

Criminal Perks

Vehicular Manslaughter [100 LP]

Despite the naming, you don't suck at driving. Quite the contrary, in fact, as you are excellent at driving any sort of vehicle that you want. However, when you strike someone, you find that your car loses minimal momentum and sustains almost no damage, unless they are just outright stronger than your car.

Did You Shank Me With a Key?! [100 LP]

You don't go to jail without picking up on a few things. You are an expert with improvised weaponry and anything else that is not generally intended to be used in combat.

Ominous Gaze [200 LP]

Has anyone ever told you that you have serious fucking issues? Your presence is enough to give people a disturbing feeling when it would be beneficial, causing the weak-willed to give up and the stronger-willed to be caught off guard. This does not affect your companions.

I Can Make Them Worse [200 LP]

Aren't you just a naughty little fellow? A person can't just stay innocent throughout all of this, not if they really want to survive. You know what to do or say to make someone a worse person - or at least loosen their morals. What's more, they might even begin to like it, and perhaps like you more for bringing them to think properly.

Chronic Backstabbing Disorder [400 LP]

Wrong! People like to think that you are a rat, but that's just not true - you're not a snitch unless someone else does it to you, and you'd never betray trust. In situations where it might seem like it's serendipitous to be a traitor, you find that it's actually much better for you in the long run than not, getting you some grand benefit. And even in the short term, you don't need to be pragmatic, as trying to do what's right will inevitably lead to the best outcome for you.

Call It a Gut Feeling [400 LP]

Perhaps this was the same feeling that saved your life the first time around. When you take risks, you are usually rewarded. Even if it seems like you failed, it does actually work.

Aim For the Weak Point [600 LP]

Though you are unlikely to be fighting crabs, hitting a place for maximum damage is always reliable. You are very good at identifying any sort of weak point, whether it be a soft point of the body, the loosest stone on the floor, the sorest mental spot, or the chink in

some sort of armor. You are also good at unerringly targeting it, and so long as it isn't some absurd shit like space warping away, you will always be able to hit it.

Peacekeeper Perks

Military Training [100 LP]

You actually trained in the military, meaning that you know how to use firearms, can trek with high amounts of equipment on your back, can go many hours without needing sleep or taking a bath, and can tolerate really shitty food.

Tactical Application of Amphetamine [100 LP]

You might not literally be on drugs, but it's sure fucking crazy how long you are able to keep on going. You are extremely energetic and now require only an hour of sleep every two days.

Quick Analysis [200 LP]

You are able to examine your surroundings and determine the best way for you to proceed, whether by fighting or running away. These calculations take only a few seconds.

What Needs to Be Done [200 LP]

Not everyone has the stomach for the agony that they'll have to go through. Nevertheless, somebody has to do it. That somebody will have to be you, because when the chips are down, and there isn't a choice, you are able to make the decision that saves the most amount of lives.

How About I Fire on You? [400 LP]

After a certain incident, you were discharged from the military. The incident? Shooting your commanding officer for trying to have your platoon commit a war crime. That might have been an extreme action, but considering it was an honorable discharge, you certainly got off fine. When you take out an instigator of a crime or act, everyone supporting or loyal to them quickly learns to stop and fall in line. Similarly, you can tell your superiors and allies to cut the bullshit, and they will.

Now I'm Angry [400 LP]

You aren't going to be the Hulk, but you will certainly be a terror. The angrier or more desperate you are, the stronger, fiercer, and surprisingly competent you become. You might even be angry enough to punch down steel doors or flip over cars.

You Train the Weak, Never Ditch Them [600 LP]

Semper fucking Fi! Perhaps it's a silly little promise, but it means a lot, so we'll get down to business! You are excellent at training others in the art of combat, able to teach a twit that couldn't hold a sword straight into a real warrior. Additionally, as they fight together, they

grow proportionally stronger and more competent, even if they aren't literally right next to each other. Those you train are also able to train others.

Survivalist Perks

Survivor [100 LP]

That's the name of the origin, after all! You know the basics of survival, such as patching up wounds, knowing how to make fires, finding food and water, and other such things.

You Are a Skilled Hunter [100 LP]

Adept. Merciless. Half-cut with--wait a minute, wrong hunter. You are good at things hunters should be good at, be it setting up traps, using ranged weapons, or tracking your prey.

All By Myself [200 LP]

Isolation can be a damning thing for most, and even introverts wouldn't last very long by themselves. But I suppose this won't apply to you, as you don't need anyone or anything around you and can live just fine in isolation without deleterious effects.

Advanced Jury-Rigging [200 LP]

I don't really get how this works, but it will work for you! You are able to get things working based purely on what is around you. This doesn't mean it'll work well, but it'll work, and you can keep making it work until it just can't do anything anymore.

Always Double Tap [400 LP]

Surely you have watched such a classic film of the genre? All damage dealt to a target does twice as much damage. This can either be able once, or slightly delayed in the same area.

Unreasonable Crafting Skills [400 LP]

Out here, and with a dearth of craftsmen and mechanics, you'll probably need to learn to pick things up yourself. Well, I guess you took that to heart and then some, because when you make something, it's practically unbreakable. Any structures you help to create may not be indestructible, but it sure takes a lot to tear them down.

Making Do With Just a Little [600 LP]

Simply put, it is unlikely that you'll have every day with as many supplies as you could ever want. Therefore, using as little as required is always going to be beneficial. You are extremely good at stretching out what you have to a frankly absurd degree. With only half of what you would need for one thing, you can have it be four times as much for whatever you might need it for.

Esotericist Perks

A Holy One at the Church [100 LP]

When I joked about you being a priest, I didn't think that it would be entirely literal. In any case, you are well-versed in whatever dominant religion a setting has and can genuinely perform several holy rites.

A Wicked Soul [100 LP]

When looking for your messiah, it's pretty easy to do when you just have to look for the brightest soul in the world. You can see the "inner world" of others and identify if they are evil, good, or something else. Naturally, how these souls appear is up to you.

The Final Moments [200 LP]

The dead tell no tales, but perhaps their bones might. By interacting with an object belonging to someone previously, you are able to see the imprinted memory. If you find their corpse or items on their corpse, you receive memories of their final moments.

A Disaster Will Come [200 LP]

Through some strange measure, you have been alerted to the imminent apocalypse. You are given a sort of precognition that vaguely alerts you to upcoming issues you were not already aware of.

See The World Through My Eyes [400 LP]

Syncognition: meaning they can see things in the present, at a very long range. You are able to perceive anyone and anything around you at roughly 500 meters at the start. As you train this, you are able to extend this range indefinitely.

Elemental Manipulation [400 LP]

Shaping the world around you has never been so literal, but I truly doubt you are complaining. You now have some measure of control over the elements. You aren't whipping up hurricanes, but you can manipulate the environment around you with relative ease. Who knows? If you train enough, maybe you can gather the clouds for tornadoes or trigger eruptions.

I Live to Serve [600 LP]

Perhaps you've got a superior that you practically revere, or maybe you have someone else that you love. Whoever they may be, you want to be with them forever, and death will certainly not stop you. So long as someone you care for is alive, you will simply resurrect to continue serving them. If the person dies, then you will lose this protection, but you can

make a pact with someone else you care for. To be clear, this cannot be your Benefactor, nor can you leave that person in a Jump so you can be perfectly safe.

Polymath Perks

Perfect Recall [100 LP]

Of course, I remember what my dad taught me like twenty-seven years ago! You have a truly great memory, able to remember practically anything that would be helpful to you, and forgetting anything that you discover to be false.

I Went to College! [100 LP]

That you did, and you did it very well. You may now pick five different fields, and you will have the equivalent knowledge of a doctoral degree.

Extrapolation [200 LP]

There are two kinds of people: those who can extrapolate conclusions from missing data. You are able to instantly compile and separate information into different fields of significance, and instantly connect it to information relevant to itself or another idea of yourself. Furthermore, once you know enough, you can piece together the parts you don't know directly.

Emergency Surgery [200 LP]

In the event that someone needs immediate aid, you can't just say that you don't have the stuff, so maybe this will help. You can perform surgery with as few or subpar supplies as possible, and it will succeed.

Handy-Dandy Repairman [400 LP]

Just how in the world would we be able to deal with this? The answer is that we have you, so there's nothing to worry about. When something is damaged or otherwise in need of a tune-up, you are capable of doing so near-instantly, so long as you have supplies.

Beneficial Reality Bleed [400 LP]

Project Arrowhead is an experiment that nearly doomed many worlds, and the incident itself caused greater issues with the thinning of reality. This seems to have at least given you something useful for your trouble, as you seem to have some small bits of absurd logic that definitely shouldn't work with baseline physical laws, but do. If something breaks the laws of thermodynamics, such as a perpetual motion machine, you could make it.

The World's Smartest [600 LP]

You are a goddamn nerd, and the greatest one to ever do it! This is not a perk that gives you knowledge; instead, it gives you the ability to know all knowledge. Are you trying to

learn something? You'll pick up on it really fucking quickly. Do you need to uncover some dark truth? You can unravel said conspiracy in record time. Do you need to cure some divine curse? Well, fiat makes that harder, but typically you absolutely could.

Entertainer Perks

Karaoke's Strongest Soldier [100 LP]

Whenever you had time to go out with your partner, at least one of you loved to go out and find places to sing and dance. You seem to have certainly picked up on something, as your voice is wonderfully melodious, and you can pick up on and perform any dance.

Gift of Gab [100 LP]

Your hobby or job, whichever it was, involved you speaking to a shitload of people. As a result, you have a silver tongue, able to converse with anyone with confidence and grace, and get them to lower their defenses and have a simple dialogue.

I Wanted to Be a Housewife [200 LP]

I'm not entirely sure you are using that term correctly, but I suppose I can't exactly complain. You have a wide variety of house-related activities. This includes things like cooking, cleaning, gardening, canning, small house repairs (such as minor electrical and plumbing skills), knitting, financing, crocheting, and pretty much anything else that would be useful in a domestic setting.

Kiss the Cook [200 LP]

It's an invaluable skill that everyone should know! You are an extremely good cook at the most basic level, and with even just a few ingredients, you can cook up some truly wonderful meals for everyone. And because this is the end of society, and also because it's just useful to know, you are talented in nose-to-tail cooking and can fully disassemble an animal and use every single part of it in either cooking or other related activities, such as tanning, fletching, or composting.

Don't Harm the Merchandise [400 LP]

Realistically speaking, you are a non-combatant, even if you know how to fight. As a result, opponents are largely unlikely to try to kill or outright maim you if they are still sapient. They find your other skills far more useful, and while this cannot keep you safe from sexual advances, everything else is pretty safe.

It's the Current Day! [400 LP]

That's your opinion, at least - why should people care about personal details when the world has changed so much? When around you, people feel more comfortable being true to themselves. Similarly, because you are around them, people simply are more accepting of those not like them or tied to their social norms, effectively neutralizing discrimination such as xenophobia. All this will further serve your interests.

Tomorrow is Another Day [600 LP]

Each and every day in this hellhole of a world is a miserable one. For a lot of people, putting an end to the pain now is simply more appealing than trying to wait and hope tomorrow will be better. You, however, fundamentally deny that dichotomy and want others to similarly believe that things always get better. You possess the power of hope, that when your people see your drive, they also become able to stave off despair. What's more, your sheer power of belief enforces this, because every day you fight back against despair, the world around you does become just a little bit brighter, and a bit safer and warmer.

Messiah Perks

The Best Thing to Do Is... [100 LP]

Even with nothing else on your back, you'll still have your instincts and gut, and if they weren't useful, how could you have made it this far? You are subconsciously able to understand what the best possible course of action is at the current time, with all the information available to you. This is obviously not perfect, but so long as nothing is out of left field, you'll never go wrong.

Lack of Spoilage [100 LP]

Some think you'll bring about the Kingdom of God, which is admittedly absurd. But if you do want something similar, you'll probably want your food to not rot. Any supplies your group has seem to never go bad. Food never spoils, and (unless influenced by drawbacks), things like oil never go bad, and electronics never break down.

Karma Houdini Warranty [200 LP]

In this apocalyptic hellscape, there are plenty of assholes who think they can rule with an iron fist and just get away with it. The crimes of the old world shall not continue into the one you want to make, and they cannot be permitted to continue. This is a karmic perk, and whenever you interact with an enemy who has committed a crime or acts as a tyrant, their fortunes seem to invert, and they'll quickly come into crises that cause their downfall, with you at the helm. This will not negatively affect your allies - though as a messiah, your allies are all on the up and up, yes?

The Right Place at the Right Time [200 LP]

What a coincidence for you to have come at such a grand time! But seriously, if your job is to save people, then you should probably not be late to save them, right? From now on, you seem to always wind up at the right place, dramatically on time to be able to help.

Our Heart and Soul [400 LP]

As the messiah, you are one who brings people together, which means you've got some insane charisma. You're the ultimate people person, able to know what to say to people in order to actually touch their hearts. You can convince people that you'd be the right leader for them, or convince defeated enemies to lay down their arms. But this goes further than that, for you are capable of both smoothing over enmity between formerly hostile groups and having the wicked turn over a new leaf.

A Miracle of the White Lord [400 LP]

You might be the White Lord's chosen, but this is in a world ruled by the Black Lord, so nothing is guaranteed. However, your connection means that you can be bailed out just

once. Whenever you are up against an insurmountable force, you will spontaneously gain the capability to oppose it, before promptly losing it afterwards.

Thank You For Believing in Me [600 LP]

A messiah, what does that mean? It means a hero, a liberator, a savior who enacts change for the masses. But ultimately, a messiah is but one person, and though mighty, most change must come from the masses who follow them. You are the embodiment of love and trust, a grand ideal that all others aspire to follow. So long as you put faith in them, you can trust that they'll do what they can to accomplish wonders and grow so as to stand by you in this new world.

Antichrist Perks

Original Sin [100 LP]

Everybody's got one, you know - that little crack in the armor, the thing they'd never admit to wanting, or the wound they think nobody else can see. You certainly can, though. At a glance, you're able to pick out someone's deepest temptations, insecurities, or moral soft spots, the same way you'd notice their shoe size. What you do with that information is between you and them.

Peace and Safety [100 LP]

"For when they shall say, peace and safety, then sudden destruction cometh." Charming, isn't it? You have an uncanny gift for making any promise of peace, safety, or resolution sound completely, utterly believable, no matter how little you actually intend to deliver on it. It won't make someone ignore a knife already at their throat, but it will make them lower their guard, sign the treaty, or open the gate, at least the first time.

Fall From Grace [200 LP]

Every hero's got a tragic flaw, a skeleton in the closet, one bad day away from becoming the thing they swore to destroy. You have a knack for getting your hooks into those who fancy themselves righteous, dragging them into crises and compromises that chip away at everything they stood for step by step, with you conveniently there to make the most of it, until they become everything they once used to fight against.

Idle Hands [200 LP]

Funny how it always seems to happen when nobody's looking, isn't it? You have an uncanny habit of finding useful people exactly when they're at their weakest - alone, exhausted, afraid, or just one bad day away from doing something they'll regret. You may not always know why you ended up there, but you'll know when it's a good time to start talking.

Our Discord and Despair [400 LP]

As the Black Lord's chosen, you're the one who pulls people apart, and you've got a rotten sort of charisma to do it with, metaphorically, if you insist on being polite about it. You know exactly what to say to make people doubt themselves, betray each other, or abandon what they once held sacred. You're just as good at souring alliances between allied factions as you are at convincing the most incorruptible do-gooder that just one little compromise wouldn't hurt, or several more for that matter.

A Trick of the Black Lord [400 LP]

You may be the Black Lord's chosen, sure, but that doesn't mean much when the White Lord could still meddle here and there, and even your own patron might find karma

funnier than favoritism. Still, you have quite the talent for scheming, such that when your plans are on the verge of total collapse, you may spontaneously find the means to salvage them (such as a card up your sleeve, a knife in the right back, or an ally nobody saw coming).

The Beast of Revelation [600 LP]

An antichrist, now what does that mean? A tempter, certainly. A corruptor, probably. Maybe even a destroyer, in the right light. But ultimately, they are still just one person, and most of the unraveling has to come from the rabble doing it themselves. You are the embodiment of doubt and desire, a temptation that everyone secretly recognizes in themselves. So long as those fear your displeasure or covet your favor, they'll claw their way toward becoming exactly what you need them to be: more capable, devoted, and loyal, if only to keep their place at your side.

Items

Undiscounted Items

Nice Clothes [Free]

You receive a simple pair of clothes that doesn't decay or get dirty. Though be advised that this isn't very protective.

Stay Strapped [Free]

You receive a simple pistol that has endless ammo, but it must still be reloaded. Luckily, you can instantly summon the ammo.

Rations [50 LP]

It's not going to be the most pleasant-tasting meal, but it will be a meal. Some mid-tasting food of all sorts of varieties. You get three large boxes of them every week.

Flask of Water [50 LP]

A thermos filled with cold water that never runs out and cannot get infected with anything or become stagnant.

Jumper's Declassified Zombie Survival Guide [50 LP]

Similar to [another guide](#), but greatly expanded. It gives you advice on what to do in all manner of situations, and if a rule is present inside, it's pretty much applicable in all relevant situations, save for rare exceptions. Post-Jump, this updates for whatever setting you go to afterwards.

Analgesics [50 LP]

Pills here! These are pain-relief pills that will deal with any pain you have for 12 hours. This will not hinder you from realizing that you might need help. You receive 50 of them, and they restore themselves every month.

Protective Clothing [100 LP]

At least with these, you'll receive some sort of safety. You receive a set of body armor that keeps you safe from standard bites and a number of dangers.

Darklight Vaccine [100 LP]

The Curse is a great fear for many, and for very good reason. Most would do anything to ensure they don't succumb to it. This here is a sort of vaccine that prevents infection from the Darklight Plague. It is of no use if the person is already one of the dead.

Unusually Large Backpack [100 LP]

A backpack made by the government using questionable spatial technologies. There is effectively infinite space on the inside, though it has to be able to at least go into the backpack normally to fit.

Swiss Army Toolbag [100 LP]

What exactly do you need? This here is a bag that contains seemingly any tool that you could specifically require in any given situation, save for ones that are comically large. By sticking your hand in it, you will find what you need.

Hot Wheels [200 LP]

What a nice ride you have here! Great for picking up ladies and getting out of dodge. You get a nice car or van that can hold a good number of people and supplies.

Endless Power Bank [200 LP]

This is quite possibly the strongest item here. This unassuming little box is connected to a dimension of pure energy, and so it will charge practically anything that is connected to it to its full capacity, even if it's something that reasonably doesn't run on the energy. Stick this to a car, and now you can have it run on the equivalent of a filled-up tank. Stick it to a building generator, and that generator has enough power. Of course, it's just the one, and these can eventually run out of power, but if you know your limits, this won't be an issue.

Delinquent Items

Small Candies [50 LP]

Your teachers undoubtedly complained about your sweet tooth. Now, though, it just might help you out. Whenever you reach into your pocket, you'll always find a piece of candy of your choice. Consuming them won't cause you to gain weight, but do keep in mind the usual consequences and lack of nutrition from eating tons of candy.

Record of the Survivors [100 LP]

You don't usually like to write down your thoughts, but maybe this will help you. This is a journal that records all of the deeds and actions done by your group every day, filling up one page every day.

Improvised Weapon [200 LP]

Did you, like, watch too many anime with delinquents or something? You happen to have a bat with nails in it, wrapped up in barbed wire. It's not the most dangerous weapon, but anything unfortunate enough to be hit by it will certainly feel the pain.

Hang Glider [400 LP]

Have you ever wanted to know how to fly, my friend? You have an experimental hang glider that is attached to your clothing and can be extended at will. Through the glider, you are capable of actually flying, though you will instinctively know when to safely go down.

Teacher Items

Our Handy-Dandy Map [50 LP]

It's a good thing that you actually thought to get this! This is a special "map" that has a perfect show of everything in the area, and updates as you travel to new places and changes in terrain are noted by you.

Cellphones [100 LP]

How rare that a teacher would want students to have phones on them at all times? You receive a set of cellphones that not only still work via unseen Wi-Fi, but also have a charging port that cannot wear down.

The Not-So-Magic Schoolbus [200 LP]

Well, it's certainly yellow and probably safe. This is a school bus that has been reinforced with armor and bulletproof glass, with its interior being changed to be more protective and able to be rested in.

Mx. Jumper's School House! [400 LP]

Even at the end of the world as we know it, school is in session. This is a protected building that has access to a large variety of educational books, desks and chairs to sit in, an area for younger children to play in, and a spot where everyone can receive an above-average school lunch.

Criminal Items

Lockpick [50 LP]

How...suspicious that you have this. You have access to a lockpick that can be used on any and all doors and locks, even electronic locks.

Throwing Knives [100 LP]

Quiet killers, these are, so long as you've got a decent throwing arm. You receive a set of six throwing knives that you will always be able to throw with perfect accuracy, and upon being pulled out, they automatically clean themselves. Should they be lost, they'll wind up with you within a day.

Bug-Out Bag [200 LP]

Had you actually escaped like you wanted to, this would have been perfect for you. In this bag of yours, which you can carry around as easily as a feather, are enough supplies for you to last for up to three days by yourself on the road. This will refill within a week, so be careful.

Let Me Axe You a Question [400 LP]

Are you a complete moron?! That's not an axe, you idiot! This is instead a chainsaw, which is not quite indestructible, but strong enough to cut through flesh and bone just fine, and can't get gummed up. In the event that you cut something too durable (like concrete) and break it, it mends itself within an hour.

Peacekeeper Items

Drone Device [50 LP]

Sometimes, with scouting missions, an eye in the sky is better than boots on the ground. This is a flying drone equipped with a camera and a remote control. It is silent and records everything you aim it at. If it is destroyed, it's repaired in a week.

This is My Boomstick! [100 LP]

You've got one devastating neutral special here. You've got a sawed-off shotgun that has twice as much power behind it as it usually would, with minimal recoil. It has infinite ammo, but you do still need to reload.

Supply Drop [200 LP]

Seems that your buddies in the military are still looking out for you! Once per week, you receive a chest full of basic supplies, including food, water, snacks, a bit of entertainment, and some clothes.

Military Vehicle [400 LP]

Dunno how you got this truck, but I'm glad you did! This is an armored vehicle able to carry large numbers of people and supplies from one area to another, and can mow down the Dead with ease. If necessary, it also has an armed gun at the top with infinite ammo.

Survivalist Items

Walkie Talkies [50 LP]

If you've got friends, you might want to keep in contact with them. You have a set of walkie-talkies for every ally you have, allowing you to communicate with one another as far away as you want.

Strong Crossbow [100 LP]

Glad to see that someone here appreciates the best. You receive a crossbow whose strength scales to your own, provided that it's stronger than what a standard crossbow can withstand. It's also got a quiver filled with an infinite number of arrows.

Doomed Survivors [200 LP]

You get found footage or some poor fucks who met their ends before you, or perhaps one or two escaped. This will provide you with valuable knowledge about any new threats you might run into.

Cabin in the Woods [400 LP]

The wilderness should theoretically be the safest place to be, right? You receive a well-fenced, well-protected cabin in the woods that is rather cozy to dwell in, filled with small comforts and supplies of food and water.

Esotericist Items

Holy Hand Grenade [50 LP]

Not the one from Antioch, but a holy one indeed. You have access to a magical grenade that, when thrown, neutralizes those with evil intent near-instantly, and even supernatural threats will be severely damaged. You get one per day.

Ouija Board [100 LP]

I bet you thought that this was just some fake game, right? You have an Ouija board that allows you to commune with spirits and the dead, and you are alerted to them being of ill intent or not.

Mystical Corpse [200 LP]

Why...why do you have this body? It seems that you have the body of some saint, or at least a body channeling said saint. That's gross, but so long as you have said body, everyone connected to your base will experience a benefit related to the saint. For example, with Saint Lucy, people will get a boost to sight, and the blind will be able to see again.

Magic Sword of Light [400 LP]

Seriously, I thought the Curse was the only supernatural weirdness going on. You receive a sword of light ("Claíomh Solais"), which illuminates the darkness and deals extreme damage to the undead and beings of darkness. It cannot be taken from you, and those with ill intent who touch it feel like they are burned with plasma.

Polymath Items

Infection Samples [50 LP]

For your sake, I beg you ***not to*** do stupid shit with these. Contained within these bottles is the distilled Darklight Curse. I would strongly advise against trying to weaponize it.

Medicine Supply [100 LP]

On the bright side, you won't have to wait forever for a doctor to give you a prescription. You have a supply of every single type of medicine in the world, and if needed, you intuitively know which one to use. They replenish at the end of the month.

Microfabricator [200 LP]

While you were previously restricted to making macro-scale objects, this greatly expands your horizons. You possess a microfabricator able to create any small tech you require, so long as you have the supplies and knowledge of how that actually works.

Laboratory [400 LP]

You require a place for your work, and so you have it. This is a special lab that contains all sorts of materials fitting for whatever fields you study in, especially in virology. The room is entirely sterile and prevents infectious vectors.

Entertainer Items

Piper's Instrument [50 LP]

Do you like music? You have access to any one musical instrument, and regardless of which one it is, you know perfectly how to play. When playing this instrument, you and the people around you feel their stress somewhat alleviated, and your minds become clearer than before.

Disinfectant [100 LP]

Cleaning supplies are very important! This is an Aerosol that sterilizes an area of any hostile sickness, radiation, curses, and infection vectors.

Glorious Nippon Steel [200 LP]

Many people have, at least once in their life, dreamed of wielding a katana against the dead...possibly because they watched Michonne on *The Walking Dead*. Well, just like her, you have your own Japanese-styled weapon, the type of which is up to you, though by default it will choose the one best for your build. Whichever it is, your sword practically carves through human bodies like cake, and generally won't break unless you hit material unfathomably stronger repeatedly like a nitwit.

Portable Kitchen [400 LP]

Where exactly can you cook? Practically anywhere, of course! You are able to summon a kitchen anywhere you want that can function indoors and outdoors. In addition to being able to cook twice as many servings with the same amount of food here, it also allows you to cook anything ten times faster.

Messiah Items

The Idol [50 LP]

I'm about 90% certain this is a heresy for certain groups, but alright then. People around you may receive a miniature idol of your likeness, and while they have it on them, the Dead have a harder time locating them, and the touch of it burns them.

Divine Nail [100 LP]

Where in the world did you get this thing from? This pure white nail seems to have some sort of godly power inside of it. When driven into the ground or some surface (curiously not doing any actual damage), the power within the nail creates a 100-meter omnidirectional barrier that blocks hostile intent for exactly one hour, even neutralizing any ranged or mystical attack. After the hour is up, it requires twenty-four hours to charge.

Ironclad Assistants [200 LP]

One could always use some damn good helpers. You receive six followers who are exceptionally talented in at least one field, which they will use to the best of their ability to aid you in every single way they can. If they die, they resurrect within the day in a safe location, preferably near you.

Box of Wonders [400 LP]

A gift from the White Lord to the Messiah. Upon being opened, the box will contain a solution to whatever the current problem being faced is. However, the White Lord has knowledge you do not, so while the gift might be immediately useful, sometimes it will not be clear, and sometimes you'll have to wait for the right moment to use it.

Antichrist Items

The Mark [50 LP]

Any follower devoted enough to ask for it can bear a small brand of your own preferred design somewhere on their body, invisible unless you or they will it to show. Marked people find it remarkably easy to trade, travel, and vouch for one another and for you, and you can always tell, at a glance, whether someone in a crowd already belongs to you.

Bag of Silver [100 LP]

Old, worn coins of tarnished silver. Offer it to someone, and they'll feel a strange compulsion to accept it. After they take it, they find themselves more inclined to trust your word over their own better judgment, and more willing to take whatever deal you've suggested.

Bound in Sin [200 LP]

Every self-respecting villain needs an inner circle. You receive six followers, each exceptional in at least one field, who'll use everything they've got in service of your goals, whether out of fear, ambition, devotion, or some cocktail of all three is your business. Should any of them die, whatever grip you have on them drags them back within the day... a little more yours than they were before.

The Covenant [200 LP]

A contract, written in whatever style suits the occasion, that binds anyone who willingly signs it - even out of desperation, to absolutely honor their end of the deal. You are, for whatever reason, never quite as bound by the same terms. Nobody notices the asymmetry until it's already cost them something.

Pandora's Box [400 LP]

A gift from the Black Lord to his favorite little devil. Opened near someone (or a whole crowd of someones), the box doesn't offer solutions. It offers exactly the thing they've been telling themselves they don't want: the shortcut, the revenge, the indulgence they've been white-knuckling their way past for weeks. What they do with it afterward is up to them, yet it always ends up benefiting you.

Companions

The following section allows you to get some additional help in the events to come. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions.

Import/Create Companion

For every **50 LP**, you may either create or bring along any companion you want, with them getting **+600 LP**.

For **200 LP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 LP** to spend.

Recruitment Drive [100 LP]

If you can convince them, you are able to recruit any characters that you want.

Brenna Knickerbocker [Free]

Isn't this girl quite the troublemaker? Brenna here is a student at the University of the Heavenly Choir, a local college, and quite the infamous student at that. She's known as something of a troublemaker, slacking off during class and usually getting up to trouble. But beneath all of that, you'll find some interesting things about her, including the fact that she's actually a pretty good student merely doing the bare minimum, and a certain incident that caused her to live with her parents. When the spearhead arrived and the Curse swept over the world, you happened to stumble onto her, and she has stayed with you since.

She has every perk down the **Delinquent** origin.

Mirana Dorroh [Free]

A relatively new teacher at the K-12 Evenstar Public School, who recently graduated. Having been a teacher for almost two years at this point, she is rather unlike her peers and has actually retained both her love of teaching and her boundless affection and care for her students. She was one of your neighbors, in fact, and when the Curse spread, she was in the middle of teaching her class.

She has every perk and item in the **Teacher** origin.

Brandon Berman [Free]

A petty criminal with a rather troubled past, as a result of an abusive mother and neglectful father. He ran away from home at a young age and has been in and out of juvie

and jail. He's managed to get his act together and get a stable job, having been clean for two years at this point, which makes the Curse a very unfortunate hiccup in things.

He has every perk and item in the **Criminal** origin.

Anderson Kelly [Free]

What a rare sight, a police officer who doesn't suck! Anderson was originally a man who, due to having less-than-stellar college grades, decided to join the military. It was only a few years into it that he threatened to shoot his commanding officer for trying to have him fire into an area that had civilians. He was honorably discharged shortly thereafter and returned home to Evenstar and joined the police force. You interacted with him all the time, and when the Curse came, he was one of the first people you met.

He has every perk and item in the **Peacekeeper** origin.

Lauren Tirado [Free]

A woman who was probably one of the least connected to urban society that you knew. She was a friend of yours who, for numerous reasons, found living in the city to be a hassle, and so she opted to live out in the woods, where she could live in peace and quiet, only coming into town every once in a while as needed. It was unfortunate for her that she was in Evenstar when the Curse descended, and the two of you reunited.

She has every perk and item in the **Survivalist** origin.

Amelia Davenport [Free]

Definitely among your *weirder* companions. From a young age, Amanda herself was part of the Church and was actually a sister in an abbey. One day, she received a "divine revelation" concerning the end of the world and the one destined to appear. For ten years, she learned and gathered many abilities for the sake of helping that special person, and when the Curse finally arrived, she at last found you, the one who would appear.

She has every perk and item in the **Esotericist** origin.

Amaryllis Connors [Free]

Certainly an older lady among your companions. A woman in her late 30s, Amaryllis, a genius woman with several doctorates, with a particular passion for medicine. From a young age, however, she'd been traumatized by the sight of a rotted corpse, and from that point, she suffered severe thanatophobia, despising "death" as a concept in humans, and wanting to eradicate it. Part of her was frightened that God was punishing her for her wish, but her brain is rather muddled on the topic due to your appearance.

She has every perk and item in the **Polymath** origin.

Amanda Blu [Free]

She is...your girlfriend! Well, either that or just a really close friend of yours. Having grown up in a fairly traditional household, she's quite the girly-girl and generally wishes to become a housewife. Certainly an odd goal, though she's also got quite the internet presence, having thousands of viewers. When the Curse descended, the two of you were already with one another and have remained inseparable.

She has every perk and item in the **Entertainer** origin.

Designing the Apocalypse

The Darklight Spearhead



Alright then, Jumper. I believe that I've properly prepared you for the upcoming disaster, so why not get to it? The nature of the threat that the Black Lord intends to release is the Darklight Curse. Descending from a comet, it will serve as a scourge upon the world. However, it seems that the Black Lord has decided to let you guide things a little. So...what do you want for your apocalypse?

The Seed of Death [+0 LP; Mandatory]

The baseline nature of the apocalyptic “virus” sent to Earth, known as the Darklight Curse. It's not so much a disease as it is pure, distilled abyssal malice. In an instant, it kills 50% of the population with weaker spiritual resistance and resurrects them, along with any corpses exposed to open air, into **the Dead**.

The Dead are full-blown magical zombies. They don't decay, and they certainly don't need food or water. They are driven by no desire greater than the desire to kill all living humans, and will outright ignore anything else. They do not have resting phases, though if out of range of humans, they will either stand still or wander aimlessly. To kill them, destroying their head is necessary.

The nicest thing one can say about the Curse is that it is not a standard zombie virus, in the sense that bites or scratches can infect you. However, you really shouldn't let that happen, as they are still highly likely to get infested and require medical attention. But it's also terrible because no matter how someone dies, unless decapitated or set on fire, they will revive as one of the Dead.

The White Lord has given a boon to mankind; however. Though the Dead are fast and dangerous at night, the light of the sun weakens them, causing them to be sluggish and slow, though still very deadly if you let them get too close.

Soulless Puppet [+100 LP]

They already were, but now it's apparent that the body is near meaningless, as they're more than happy to crawl through glass and break their limbs to attack you. What's worse is that this won't really impede their ability to fight, and they'll outright do this only when it won't impede their ability to fight.

Welcome to the Bone Zone [+100 LP]

Nyehehe! The Curse is able to animate skeletons of corpses, which require being smashed apart to near uselessness for the Curse to leave them.

I Pulled a Sneaky [+100 LP]

The Dead aren't exactly clever, and they still aren't, but now they are capable of staying out of sight to try and get the jump on people.

The Death of Hope [+100 LP]

Here's a funny little truth: zombies here aren't going to charge at you because you fire off your gun or are loud. They're dead, so their ears are fucking useless. No, instead, what they target is hope, the belief that things will be better. So long as you are optimistic, they can track you.

Greater Mutations [+200 LP]

Any sort of apocalyptic additions here are actually the baseline. As time goes on, the Darklight Curse causes "older" zombies to mutate due to the absorption of latent chaotic energy.

Beast Host [+200 LP]

This is going to make things very difficult. Large enough creatures, such as bears, wolves, cheetahs, and deer, can, in fact, be cursed with the Darklight Curse. Why not creatures like insects and rats? Because then humanity would be doomed in an instant, and that's no fun for the Black Lord. Shut up and don't complain.

Arrowhead Conundrum - Hosts of Beast Blood [+200 LP]

On a scale of one to ten, how much of a furry are you? Now, patrolling these lands, are a number of lycanthropes - or "werebeasts" as it were. These are not just werewolves, and includes werebears, weretigers, weresheep, and more. If that sounds sexy, then

congratulations, because by default they will be homicidal and beastlike. In terms of strength, they are significantly stronger than most types of zombies.

Arrowhead Conundrum - The Blood-Starved [+200 LP]

Goddamn bloodsuckers. Around the lands, you will find Haemovores - more commonly known as vampires. Whether sexy-looking or built like Count Orlok, they dine on the blood of humans, and if not sucking them dry, they will enslave them for use as bloodbags.

Arrowhead Conundrum - The Darkness of the Abyss [+200 LP]

Considering most already think zombies came from an overflowing hell...It seems that you'll now have to deal with outright demons from Hell. If some twit attempts to summon a demon (surprisingly more common than you'd think, they'll instead generate a Hellpoint, serving as a corridor between Hell and Earth. Luckily, part of a hellpoint's purpose is to create a physical body for demons, so while considerably stronger than most zombies, they can be destroyed with ordinary weaponry. However, they are still very durable, with a notable weakness to holy artifacts. That is also, notably, the only way to close a hellpoint.

Daylight Dread [+200 LP]

Though the Dead are stronger and more terrifying at night, they are weaker in daylight. This somewhat reduces that so that they are now only somewhat weaker than a normal human.

Wormhead [+300 LP]

The Curse isn't just a curse; it has a type of spiritual parasitism attached to it. These "worms" (though perhaps centipedes) are considerably harder to deal with, as the body needs to be purified, burned, or otherwise smashed into uselessness for the curse to vacate. Furthermore, these parasites can "grow" in unclean or spiritually impure locations.

Entropic Buildup [+300 LP]

The Black Lord embodies chaos and disorder, among other things. It should not come as a surprise that entropy falls under this. With the Darklight Curse, entropy takes hold faster in inorganic beings, causing buildings, cars, and similar things to fall apart more easily without good upkeep.

So Long as There is Life... [+300 LP]

...The Dead will hunt them. The gates to the afterlife are pretty much wide open, so even if a zombie is destroyed beyond repair, they can likely just revive themselves elsewhere, good as new.

Cower in Fear of the Night [+300 LP]

The Darklight Curse has fucked over the day/night cycle of the planet. By default, the night is 16 hours long. Summertime gives you 12 hours, while winter gives you 20 hours. This is a mystic curse, so don't expect going to the equator to fix anything.

Awake in the Infinite Cold [+300 LP]

Hope you like snow, because this will not be pleasant. Save for summer, every single month is going to be wintertime, or at least frighteningly cold. This does not seem to kill off life as it reasonably should, but it will still inconvenience you.

THE WORST THING THAT COULD HAPPEN [+300 LP]

No, I am not exaggerating. Those suffering the Darklight Curse are trapped in painful awareness and have no means of stopping their bodies from hurting others. To make things worse, those who enjoy their new life not only retain awareness but actually become much stronger than the average zombie.

The Compound



*The Curse might seem like an insurmountable force, especially if you're not the sort to hide away in your warehouse for the entire time, assuming you were even allowed to. But fret not, you are granted a **Compound**, a safe place for you to live. You receive a **+600 LP** stipend for this section only. Post-Jump, this becomes a Warehouse Attachment, or even your Warehouse if you lack one.*

True Safety [Free]

Unless influenced by drawbacks or scenarios, your location seems to be entirely protected from any dangers finding their way there. It also has a generator that keeps power running for a while, though it will need to be refueled every now and then.

Size Expansion [50 ~ 200+ LP]

By default, the safehouse is the size of a two-story house, with an underground area of concrete the size of a living room and kitchen. For **50 LP**, the underground area can become the same size as the house. For **100 LP**, the Compound becomes the size of an entire mansion. For **50 LP**, the Underground area expands to match the size of the above-ground area, and if you add more, you receive new sections that add similar ranges to the above-ground or underground.

High-Power Solar Panel Array [50 LP]

Lining your Compound is a great number of advanced solar panels that absorb 100% of the sun's energy and save it elsewhere when it isn't currently needed for power. Very useful even if your options block the sun.

The Constructed Intellect [50 LP]

So hello to a new friend: Trailblazer! Trailblazer here is a Constructed Intellect, a term used among certain circles to refer to AGIs - AIs that are actually intelligent and have human-level sapience. They were part of the Compound's mainframe but went into hibernation alongside the base. Now that they are awake, they intend to help you. With both the speed of a machine and wisdom of a very smart human, Trailblazer is capable of monitoring and organizing the flow of data in the entire Compound, and seizing control of digital and automatic systems. They are also a brilliant planner, being capable of sorting everyone to the best places for them to be, and figuring out short- and long-term solutions.

Air Filtration System [100 LP]

Previously, the air filtration for the underground was just acceptable. The air wasn't stagnant, but it certainly wasn't the greatest. Now, the system is able to strongly filter air, regulate temperature, and ensure any foul air is purged.

Water Filtration System [100 LP]

This might seem gross, but it's remarkably safer than your tap water. Beforehand, you had plumbing and a basic water system, but nothing fancy. This new system is capable of perfect water recycling, able to completely reclaim any and all water, and can convert the waste product into fertilizer or electricity.

Living Quarters [100 LP]

Beforehand, the Compound's living situation was brutalist and functional, nothing more. Now, rooms actually look decently pretty, the beds and fabrics are made of the finest materials that are as soft or firm as required.

Storage Unit [100 LP]

Previously, your storage area could be best summarized as "maybe some rooms aren't being used". This is not the case anymore; you've got a designated area where everything you've got can be safely stored in any sort of crate, locker, box, shelf, or something else that you might ever need.

Fertile Grounds [100 LP]

Unless you want to eat canned food for years or have to hunt to survive, maybe you should take this. Your Compound has a rather large area of ground with exceptionally fertile soil. Able to grow in all conditions, anything planted takes approximately five times less time than it would under standard conditions.

Med-Center [100 LP]

Do you like medicine? Because I can assure you that this is better than a sterile room with basic tools. This is an area that has a vast number of medical tools and devices that can be used for diagnosis and healing.

A Real Armory [200 LP]

By default, what the Compound had was just an assortment of weapons that were definitely high-quality, but only a few magazines for each. Now, you've got a really big collection of weapons, be they melee or ranged. For each of them was an endless supply of ammo. However, unlike personally purchased weapons, you have to get the ammo from the armory instead of summoning it from thin air.

Walls to the Outside [200 LP]

Congratulations, now your compound is, like, actually protected. Beforehand, the most you had was a fence with some electrical wiring. These walls are significantly sturdier, able to repel the attacks of normal Dead. Should they try to climb, there are automated turrets that shoot hostile forces automatically, and the wall itself has areas to stand on for manned snipers. In the Jump, the turrets can run out of ammo and must be refueled, but you've got a limitless supply of it. Post-Jump, this is no longer an issue.

Drawbacks

Unless otherwise stated, drawbacks can be overcome through enough willpower, though perks cannot automatically overwhelm them.

Here For the Plot [+0 LP]

Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Setting Toggle [+0 LP]

You may integrate any apocalyptic setting into this Jump or alternatively turn another chosen setting into an apocalyptic landscape with the aid of the Darklight Curse, and if they have a Jump, it can be used as a supplement, or this can be used to supplement that.

Prolonged Stay [+100 LP]

Stay a while longer, why don't you? For an extra **+100 LP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Mild Nuisances [+100 LP]

Every day, you will find yourself dealing with issues that aren't serious, but if you do not address them, they can grow to be difficult.

Claustrophobic [+100 LP]

Rather than starting out in the open, you wind up in some fairly enclosed space at the start of the apocalypse. You are going to have to get yourself out of it, because nobody is coming to rescue you.

You Must Be the Hero! [+100 LP]

People consider you to be their salvation, even if you aren't of the Messiah origin. This causes you to have an extreme amount of attention on you, good or bad. For extra, your group will be incapable of doing anything meaningful without your input.

Stigmata [+100 LP]

You have a wound that will not heal for the duration of this jump. It won't kill you from blood loss or anything, but it will cause trouble and can get infected if you aren't careful.

I've Been Better [+100 LP]

You suffer from a serious wound that no regeneration perks will speed up. You'll have to heal it as normal. You may choose this as many times as you can.

You're Always Just So Right [+100 LP]

Now, you will always be accurate in minor ways whenever it makes your life harder.

The Sin of Gluttony [+200 LP]

You have an extreme appetite and find yourself needing to eat more than others. If you don't eat enough, you begin to suffer from pica and will eat pretty much anything vaguely edible.

The Sin of Lust [+200 LP]

You are an extremely horny person who will try to jerk off at least three times a day. For extra, you need to have sex at least once a day, or you'll go nuts.

The Sin of Avarice [+200 LP]

You are greedy in some fashion, and desire more and more of it, even if it endangers yourself.

The Sin of Despair [+200 LP]

You are, for one reason or another, a melancholic person, and this will impair your abilities to operate in various ways.

The Sin of Wrath [+200 LP]

You are a person who gets angry far more easily than normal and can easily be rage-baited.

The Sin of Sloth [+200 LP]

You are a lazy person and will do anything possible to try to avoid work, unless you literally have no choice.

The Sin of Vainglory [+200 LP]

You are a prideful sort of person, loving to boast about your accomplishments, and proving yourself to be better than others.

The Sin of Envy [+200 LP]

Someone has something you want (Connect to How Lovely, perhaps), and you will want it deeply.

Walking Dead Syndrome [+200 LP]

Or maybe just psychopathy. A lot of human survivors are quite unhinged and might well degenerate into amoral lunatics who would kill humans as much as the Dead.

Useless Leadership [+200 LP]

The name of the game is the dictator trap. A lot of other survivor groups are run by incompetent or deeply corrupt people who will ultimately doom those under them.

Target Priority ALPHA [+400 LP]

Pretty much all surviving forces of the world want to capture you for one reason or another. Congratulations on the popularity.

Protect the Kids [+400 LP]

You have 33 children that you must care for, and at least 90% of them must stay alive. On the bright side, they are pretty smart and trust you, so they won't do anything immensely stupid that will get them killed deliberately.

A Crowded World [+400 LP]

The population is now doubled from what it was, resulting in roughly 16,000,000,000 people being on Earth, and therefore many more zombies

Perk Lockout [+600 LP]

Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 LP]

Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 LP]

Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Scenario Selection

*The following section contains several “special events” from the story that can be taken as scenarios. Every scenario offers **+300 LP** for completion unless otherwise stated. They also all offer at least one reward, though if you don’t want said reward (perhaps you already have something similar, or it just isn’t your style), you can sacrifice it for another **+100 LP**. If the reward is optional, you cannot sacrifice it for LP. Companion rewards can be sacrificed, but in practice, that just means they don’t go with you on your chain. Should you take them, scenario fiat ensures that you will have to go through them, but so long as you follow the spirit of things, you can write it out however you want. It’s your story after all. I doubt **The Evil One Wrapped in Black** cares all that much, so long as it’s fun. Those in the **Antichrist** origin cannot choose the first scenario and can only (but optionally) choose the Alternate Scenario.*

The Spearhead from Space Heralding Doom

One day, out of the blue, a black comet appeared from a wormhole in space. Then, with an ominous, jet-black corona, it barreled into the planet, completely annihilated Washington DC, and a sinister light washed over the planet.



Within seconds of the light’s sweep, half the world began dying *en masse*. Perhaps it was a heart attack, or a seizure, or sudden internal putrefaction. Whatever it was, it was random and inescapable, leading to countless more deaths as well, be it from crashes, explosions, being crushed, or falling. Yet the worst was yet to come, for those corpses, along with any body exposed to the air, began to reanimate. With soulless eyes of [eigengrau](#), they began to attack the living, never stopping for any reason short of their brains being blown out, and perhaps not even then.

In the midst of this chaos, you and perhaps any companions you opted to select find yourselves trapped in the city of Evenstar in the middle of it all. Currently barricaded in a safe place, you all collectively understand that this place isn’t very safe, and you need to get out of here. That’s going to be a problem, though, considering that the city is crawling with the Dead, and you may not have many supplies. You all hatch a plan that might be rather foolish, but it’s better than nothing. You’ll all travel around, trying to get all the supplies you can to last - such as food, medicine, guns, vehicles, fuel, books, and probably more. Hell, there might be other survivors, and while that means more mouths, it also means safety in numbers. If you think you can bypass this with your purchases, then think again, for they are sealed for the duration of the scenario, and your supplies that closely match your purchased items will transmogrify into them at the end.

You will receive the chance to decide if you wish to lead by committee or if you want to lead them directly, as they'll defer to you. Depending on drawbacks of course, this may be out of your hands to decide.

Rewards

Congratulations! It was a harrowing experience, to be certain, but you survived it, didn't you? You've made your daring escape from Evenstar, and perhaps you didn't lose anyone along the way either! Now, you can all get going, but where? Somewhere out in the wilderness, away from civilization?

"I fear that will not work. The Chaos Stalker is quite thorough, you see."

Whether you are of the Messiah origin or not, the White Lord speaks to you. He confirms that the Black Lord, as ruler of this specific reality, is omnipresent, and they'll never *truly* be safe, no matter where they go. Nonetheless, they can live to fight another day, and he will help them, as the Jumper is not who they'd usually assist, but they fit just fine.

Reward 1 - Stick to the Plan (Perk): Realistically, there were tons of ways that plan could have been monumentally fucked, but it didn't, in spite of everything. Your plans are not necessarily "foolproof", but they are now generally more resistant to coming undone, even if external factors try to shake things up.

Reward 2 (If Leader) - Lead From the Front (Perk): You chose to be the leader, and things turned out just fine for you and those under you. Let's make it a habit, yes? From now on, if you directly lead someone, you find yourself getting minor plot armor, with things working out remarkably well, and never screwing up from bad luck.

The Dead Tower Defense

It hasn't been too terribly long since you escaped from Evenstar, and the White Lord, true to his word, sent you all to a safe place, a **Compound** as it were. He *did* say that things would be a fixer-upper, though, but you should largely be safe.



The Compound appears pretty much as you purchased it, but a bit more...derelict. It must have been here for quite a while and has been abandoned. Despite that, it's safe, and (if you purchased **The Constructed Intellect**) Trailblazer will come online to warmly greet new guests.

It's a lovely little haven to be certain, and while you'll need to fix stuff up, you should at least still have safety...or at least you wanted to.

“Magnificent. This would not mean anything if I didn't have a sporting challenge, would it?”

The Black Lord, ever the scene-chewer, decided to make his appearance known. True enough, no damage could be done to him. He is merely “projecting” himself onto a lower reality. He states that this is all rather exciting for him - a Jumper in this place is always good fun. The Lord states that you and your group have exactly seven days and six nights to prepare yourselves, for on the seventh night, he will send a “few waves” of the Dead at you. Get everything up and running, set up your food and barricades, train some how to shoot and fight, set up traps - do everything you want. That will be your mission here. Prepare and prove to the Black Lord that you aren't in over your head.

Rewards

As the sun shone for the eighth time over the Compound, you had succeeded in surviving the Black Lord's “test”. He congratulates you all on a job well done. Of course, he urges you to not get too comfortable - survival challenges are always nice as a treat. But for now at least, you would be just fine.

Reward - Defensive Tactics (Perk): Perhaps it was a close battle, or maybe it was too easy. For your perseverance, whenever you are defending a location, your power, endurance, competency, and related parameters receive a boost.

Optional Reward - Chaos Eater (Perk): Did the Black Lord's challenge sound interesting to you? You may now choose to have your challenges amplified in difficulty, in turn yielding greater rewards.

Project Arrowhead

*We interrupt our zombie apocalypse to bring you:
sudden Sci-Fi!*

It's been some time since you arrived at the Compound. To live in this terror-filled land hasn't been the easiest thing in the world, but you have been doing it. Truthfully, while you did run into strange things and new people fairly often, you all stayed where it was safest, or perhaps extended off of it.



One day, you came across quite the strange pair of people - two women, wearing rather strange outfits that you vaguely understood to be something akin to combat uniforms. They introduced themselves as Emma North and Vesta Myung of Site-Ψ, a military installation a ways away from here. Apparently, it took them quite a while to get everything sorted out there, but when they did, they gathered everyone they could to bring them there. It's a safe place indeed, with tons of supplies and bedding. They were planning on restoring Site-Σ (The Compound), but it seems like you have occupied it. After some time, you concluded that the two of them were mostly trustworthy, and so when they offered to bring you to the Site, you tentatively accepted.

Reaching Site-Ψ, you concluded it was indeed magnificent, almost a match for the Compound. After travelling around, you met their leader, Annabeth "Annie" Esther. She was very severe indeed, but at seeing you three, she softened just a little, happy to see more people still alive, and was especially happy to learn that even more were available. You were mostly free to look around the Site and make yourself at home - but you noted that she restricted one place, and seemed to have had to hold herself back from stating why. Nonetheless, things seemed just fine. So why did you feel like there was a big problem?

"Stop her. You have to stop her. The fate of so many depends on it. Don't hate her, but stop her."

That's probably why. The White Lord was rarely the type to speak to you of his own power, so if he did, you should probably listen. But stop her. What could Annie be doing that could endanger others? Using a mix of sneaking around, asking questions, and accounting for the fact that nobody is actually looking through the security tapes very much, you think you found something - "Project Arrowhead". Using some apparatus known as the Bifrost, it seemed to "serve as a vector to another world". Is multiverse theory a thing here then? It seemed that it was successful for one reason or another, but

for some unknown reason, by the time of the Darklight Curse, the worlds isolated our own.

But why? Why would they do such a thing? And what exactly was Annie's goal that needed to be stopped? Finding these answers was your mission.

Rewards

Oh. *Oh. Oh fuck no.*

Annie! You have to stop!

"What the--?! What are you doing here?! Emma! Vesta!"

You'd figured out what exactly it was that you had to stop. It was really, really bad. You went to Emma and Vesta first. Their reactions were similar yet different: Emma tried to laugh it off, to hide her panic and dread, while Vesta threatened to blow your head off if you were lying to her. But in the end, after a lot of waterworks, they guided you to the Bifrost Apparatus.

Annie, please, just listen! I know about Arrowhead and the Bifrost. How I know isn't relevant right now, but trust me when I say that it's for the best.

Annabeth was in disbelief for a short time before you saw it twist into an angry rictus.

"For the best...? You think you know what's for the best?!" She was, you commended, trying to contain her rage and self-loathing, "The-The Bifrost. On that day when it broke, and that fucking comet came out, I was the one at the helm. This project had seventy people. Did you know that? Now it's just me, Emma, and Vesta. Do you wanna know what happened? Do you want to know how much it hurts to incinerate the bodies of colleagues I've had for years?!"

You couldn't stop her trauma dumping about all of her lost friends. Breanna. Derek. Adam. Katherine. Zacharias. She seemed to break down harder when she remembered more and more, and you didn't doubt that she remembered all of their faces and personalities. She was a person who loved too much, and it was destroying,

"I-I thought I could...I thought I could use the Bifrost to reach other worlds. I even used it to contact and search for worlds that matched this one. Seamus always said that if we fucked that up, both worlds could be destroyed from foreign enough bacteria..." She choked before clenching her fist and shaking after punching a wall, "And then they shut the fucking gates! I was so close! We talked to worlds, yet they cut contact, and eventually we had our dimensional walls closed! I just--I just need to keep the apparatus on long enough, and we can break those damn barriers down, and we can go somewhere safe! We can leave this world behind!"

That was...that was deeply intense. You couldn't tell her that they have no reason to believe the Black Lord used the Bifrost to do so, and that he could have chosen that time as a mean-spirited coincidence. For one, she didn't think the Black Lord was real, and secondly, she couldn't be convinced anyway, thoroughly believing she had destroyed this world.

"P-Please, Annie, you have to listen!" Vesta piped up, clearly desperate, with eyes full of tears from all of the emotions, "I know what this means to us! All three of us know! But trust them when they believe that the Bifrost must not breach the barrier."

"Why not, Vesta?! We're in hell, looking at heaven! With just a little more, we can--"

"For God's sake, Annie!" Emma was also frustrated at everything, "If we leave, it won't matter at all!"

Emma's outburst snapped Annabeth out of her anger. You guessed that Emma was rarely the type to yell. Calming down, she turned her confused gaze to you. It was a terrible feeling indeed.

Annie, listen to me very carefully. You mentioned that you could contact other worlds, yes? And then those worlds stopped contact? You don't actually understand how the Curse spreads. You assumed that it's not infectious because bites, saliva, shit, blood, and everything else don't automatically turn you. That's not it at all. It's a divine curse, Eunhwa! Those worlds became vectors for the curse as well!

"--! No. No. No! You're lying!"

*I'm not! For god's sake, Annie! Fucking think about it! You make contact with worlds before the comet arrives, yet after that, they stop contacting you after you transfer matter from each other?? Not even some excuse? Why would they create a barrier around our dimension in every single pathway?! **Because every single world that the matter from THIS Universe makes contact with becomes contaminated!***

"..."

Annabeth thought for a moment and went nonverbal. That didn't last very long, as tears began to fall. She must have had suspicions, but didn't believe it at the start.

The scream of despair that ripped from her throat was more horrifying than anything you'd seen thus far. She screamed, tore at her hair, and was very much ugly crying. Despite that, you stopped her from jumping into the incinerator that disposed of extrauniversal contaminated material.

"Let me go!" She was practically clawing at you, or desperately trying to, "I'm a murderer! The worst murderer in history! Let me die!"

***NO!** You want to atone? Then stay alive. You couldn't have possibly known what would happen, and blaming yourself for the Black Lord is already putting that claim into question. But if you really believe that, then don't try to off yourself to get out of your crime. The world could use you, so work for those who are alive rather than trying to go to the dead.*

Annabeth still cried and would likely continue crying, but for now, she would live.

Reward - Site-Ψ (Warehouse Attachment): The existential cosmic danger of Site-Ψ ended, and the Bifrost was no longer a danger. Now, you were in command of the Site, and it would be connected to the Compound. It was equal to whatever you purchased at the start of the Jump. Additionally, you have the Bifrost itself. At the current time, though, the most it does is serve as a "Broken Wormhole Informational Highway". Materials from other worlds wind up here, but it cannot contact or make contact with other realities. Post-Jump, when the contamination is removed, it can, in fact, contact adjacent worlds.

You also have the surviving personnel of the Site, including Annie, Emma, and Vesta.

(Final Scenario) Kingdom Come

Ah yes, the final challenge. Now, what could possibly be a suitable one for a being such as yourself? How about...making a real home?

And no, I'm not referring to **The Compound**. It's a good start, and maybe it's a community, but that's not really much now, is it? No, what you must do is to create a real starting point for the rebirth of civilization: a city.



Gathering up a bunch of survivors does not a city make. Your city must be, you know, a bastion of civilization. It needs a government, a justice system, a workforce, an education system, proper housing, some functioning economic system, and a defined culture. This "culture" can be a mix of many others or a unified one. What it cannot be, of course, is an artificial one forced upon the populace for the sake of uniformity.

Finally, the really big one: it has to actually be safe. Deaths can happen, to be certain - hard to really avoid that. It merely needs to go a year without the Dead having breached the protections, and it cannot be a failed state

Rewards: +600 LP

"Well then, it seems that you have won against me, Jumper. I suppose I'll concede."

How wonderful! I'm not sure how long this took you, since it could be anywhere from a single year to a decade in and of itself. But whatever the case, you have successfully created a true, thriving civilization. Now, as you learned, the Dead were no longer eternal, nor guided by anything. It seems that they can last for a long while, but they are not being born anymore, and they cannot revive from their second death, even if you have that drawback. It's been a long road, to be sure, but this world has a future.

Reward - Your City (Warehouse Attachment): Of course, you receive your civilization, including all of its infrastructure and people. A copy of it and its people will stay behind to create a new world.

"This is farewell, Jumper. Let's see each other again."

"Pay him no mind. You have your own adventures."

Alternate Scenario - Tempter's Flame

Exclusive to Free Antichrist Origin

So, as you might have guessed, it's not really feasible for someone of your origin to take the other scenarios. They were not made for someone like you. As a result, you will need to take this one if you really want to, though I would be careful.



As you might have guessed, before you arrived as the Jumper, there was a hero who would arise in this world and oppose the will of the Black Lord. They are the Trailblazer, but due to certain events, that specific person is currently a Constructed Intellect - don't question that. But what's important here is that there is still a Messiah: Mary Bartley Sarkissia. She will take up the role of the protagonist and bring the world to a new day.

As you might suspect, it's your mission to stop her. But there is a very big issue here: she's a *Messiah*. What's more, she's the new Trailblazer. That phrase might bring to light [something else](#), but I can assure you that I'm not referring to them, at least not exactly. You see, the setting the Lords preside over is known as the Metaverse Construct: A "six-sided cube" cloistering endless multiverses, with each of the Lords presiding over 1/7th of the entire thing. The Trailblazer is a [pataconceptual](#) idea that serves as literal background radiation to the Construct, an idea pervasive throughout every reality. If there is a universe here, there is a Trailblazer. Somewhere there's danger, somewhere there's injustice - and from there the Trailblazer will awaken to save the day. As you can imagine, they come with a metric fuckton of layered multidimensional probabilistic lensing that gives them the best possible outcome in all situations - so basically plot armor out the ass.

In your mission to "defeat" her, you will have three outcomes.

Endings:

Variant 1 - Fail to defeat Mary, and Fail to Win Her Over

"You are pathetic! I expected more from a Jumper, but your presence might as well have been superfluous! If there is something worse than being defeated, it is being defeated with nothing interesting. I condemn you to everlasting life...you will never leave this Abyss!"

Talk about a bad ending. You lost to Mary, and you couldn't even bother to get her to win you over. Unfortunately, the Black Lord does not take things quite so well as he does with his opponents. You have been severed from your Benefactor, struck blind, been given

absolute immortality...and been sent out into the Howling, the void between universes where nothing resides. Hope you like your fate!

Variant 2 - Fail to defeat Mary, but Succeed in Winning Her Over

"Your chain...it is a way to travel worlds, then? Let's go out there together, and save as many people as we can!"

Unsurprisingly, you did not defeat Mary. However, during your fights with her, Mary began to see, and perhaps sow, the seeds of doubt in your heart about what you are doing. By the end of it, her light outshone your will, even if you had something protecting it, and you became her friend and follower. Also, she kind of usurps your chain, and if your Benefactor is not amenable to such a thing, the White Lord will serve that role instead.

Variant 3 - Successfully Defeat Mary

"Haha, magnificent! I admit, Jumper, plenty of your kind have tried to oppose a Trailblazer, and every time they fail. Consider yourself quite the contender."

In a surprising twist of fate, you manage to actually defeat Mary the Trailblazer, and in due to time, have effectively defeated any true way of opposing you. The game on this world is effectively over, and in a way the Black Lord finds entertaining. For defeating an opponent that is borderline impossible to fight, you get a few potential rewards. The first of which being a whopping **+3000 LP**, which can be banked if so desired.

Reward - The World of Disaster (Warehouse Attachment): The Game is over, and the Trailblazer has fallen here. Though somewhat inconsequential in the grand scheme of things (there are literally an infinite number of worlds beyond this one), that's not a concern for you, as you receive this entire world. This includes all of the people in it, infrastructure, and the Dead as a whole, who are fully loyal to you.

If Successfully Corruptive - The Black Trailblazer (Companion): Now this is certainly something! Rather than killing her or perhaps breaking her spirit, you have successfully tempted Mary into her deepest, darkest desires. Now, what exactly those desires entail can be up to you, but the end result is that she is grateful to you and wishes to come along with you on your chain as a companion. In addition to having all of the perks and items from the **Messiah** origin, twisted into darker behaviors, she also keeps her probabilistic lensing, making her extremely invaluable.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.