

Je4sse

We didn't ask for this. Ours was to be a transitional generation, ensuring that three generations from now mankind could go home. But everything has changed, and we will be the generation that sees the human race return to earth, or upon whose watch it finally ends. The world was bathed in nuclear fire nearly one hundred years ago. You will be joining the few survivors of the human race, set on reestablishing civilization. Take these 1000 choice points, and hopefully the world you create will be less barbaric than the last one.

Origins:

Drop-In: You know the drill by now, no connections, just dropped off at a location. On the upside you can choose to be dropped off wherever you want, just be careful humanity is ruled by authoritarian assholes and the few places without said settlements are dangerous.

Spacer: You were born in space. Raised on the Ark, the last bastion of humanity after a nuclear war. I hope you like living under authoritarian rule jumper. You can start either on the Ark the day that the 100 are sent to the ground, or being woken up from Cryo-stasis aboard the Eligius IV.

Grounder: Well it looks like not everyone on the planet died. How… fortunate. You belong to one of the many clans that developed in the few fertile areas that survived on the planet. You can start in your clan territory among whatever Kru you joined, or you can be one of the mountain men, living under mount weather.

Cultist: Wherever you happen to be whether it's the Bardo or a bunker on earth you've lived your entire life steeped in millenarist ideology. I hope that kool-aid tasted good. You can start on either Sanctum as an average citizen, or as a member of the militarized Second Dawn compound.

Perks:

General:

- **(Free) Radiation Cleansing:** Your body slowly cleans up any radiation it's exposed to, while you aren't immune it'll take longer to get sick, and less time to heal.
- **(100) May We Meet Again:** I'm sure that in your travels you've had many people die on you. It's bound to happen eventually. While this perk won't let you truly resurrect them, it will allow you to spend an hour after the end of each jump, with the person you'll miss the most, whether they're dead or alive, and interact with them.
- **(100) Enduring Equipment:** Despite being used, reused, and sometimes reforged over the course of a century, all of your tools and equipment will maintain a workable state. These don't have to be things that you own, anything that you pick up to use will have the same trait. You could use a dull rusty saw to cut down a redwood as though you just bought it at the store.
- **(200) Clarke's Will:** You can face death, nuclear hellfire, isolation, and the horrors of war without breaking into pieces. You will always bounce back from the things you do or witness, at most it'll take a month to come back from crippling depression. But when you come back your will has been reforged from its shattered state into something stronger than ever before.
- **(400) Commander:** You have the charisma and the resolve necessary to rally people around yourself. Whether that means your people would follow you into battle, or organize themselves towards survival. It'll all be thanks to you taking charge of the group. Your orders are followed without hesitation even when people know it could mean marching to their own deaths, so long as there's a chance some will survive, no one will argue with you.
- **(600) Natblida:** Your blood is black as night, and thanks to it you are completely immune to radiation. More than that though, it allows you to metabolize radiation of all kinds, letting it heal you and rejuvenate your stamina. In future jumps this will give you access to any and all DNA encoded technology no matter what form you take. Acts as a capstone booster.

Drop-In:

- **(100) Native Sensibilities:** You know exactly what to say and how to act to ensure that first contact between two groups remains peaceful. What happens after that is a little more difficult, but don't underestimate the importance of a good first impression.

- **(200) Scrounger:** You're really good at finding what you need out there in the wild. Whether it's just a strong stick for a wall, or a pencil stuck in a hundred year old truck. You'll stumble across useful bits and bobs on your journey no matter how barren the roads you travel may seem.

- **(400) Engineer:** You're capable of incredible feats of mechanical and electrical engineering using scrap parts. You could get a one hundred year old escape pod ready for the inferno of reentry into the atmosphere in about a week, give or take if you have the right supplies or not.

- **(600) Medic:** Exactly how much medicine and medical supplies are needed to treat someone who's dying, without using any excess? It's a skill that every healer in the post-apocalypse needs to know, and now you do! Further you know exactly when a patient would be a lost cause, and will feel no guilt over passing them up to save someone else.

    Natblida Boost: This is certainly special… like a certain astronaut you've figured out the key to making people immune to radiation. Through a simple shot you're able to turn ordinary people into Night Bloods, a revolutionary feat when it was first thought up, and even more so now. In the future you'll be able to come up with medical advances that would allow people to survive in any environment short of the surface of the sun.

Spacer:

- **(100) Earth Skills:** How can you expect someone who's never set foot on a planet to know how to start a fire with two sticks, or swim in a river? You teach them. You have all the necessary knowledge and skills needed to survive on a hostile planet without any backup. Food, shelter, clothing, defense, you know how to secure all of it.

- **(200) Space Walker:** You have perfect control over your movement and trajectory while in zero gravity. That might not mean much on earth, but it will make any tricky jumps or falls a lot easier to manage without injury.

- **(400) Skairipa:** You are new to this world, and there are many threats here that you may face. It's best that you adapt quickly to the new reality of survival of the fittest. As such you may incorporate new styles of combat into your own as you encounter them. Whether that's by watching a demonstration, or fighting for your life you'll find the most effective styles of combat being assimilated into your knowledge of fighting. Rip the life out of the bodies of those who would deny you your survival jumper.

- **(600) Peacemaker:** You're great at helping people get along and diffusing tension. You do this by talking people around to your point of view. You're so good at it that you could make someone's antagonistic character turn around to become the most genuinely helpful person in camp. And think it was their own decision to do so!

    Natblida Boost: While you can talk people into changing their personality to benefit the group, what would be better for long term survival than ensuring that they pass on that legacy? You can arrange it so that people will become compatible with each other romantically and sexually. This was more important on the Ark where inbreeding was an issue, but even with a larger population it'll be good for survival and maintaining alliances.

Grounder:

- **(100) Trigedasleng:** You're capable of inventing entirely new languages that are incredibly easy for your allies to learn and hard for your enemies to decipher. Unlike the contact made between factions here, if you pretend not to understand a language, people won't actually catch on that you understand them until you start speaking. It's always nice to have a secret language to work with when engaging in clandestine activities.

- **(200) Territory Tricks:** Pick a type of terrain, whichever one you pick, you've become a master of combat within it. Covering yourself in camouflage for that biome, knowing what plants will stop bleeding or create a deadly poison, specific tricks to navigate or fight more effectively in dunes or tundra, maybe even ways to jump from branch to branch. You've mastered a territory found on the ground. And you are excellent at using it to your advantage against any who would face you in combat. May be taken multiple times.

- **(400) Fear Tactics:** If there's one thing the grounders excel at it's putting the fear of god into their enemies. Not the pants shitting fear of a deranged killer bearing down on you. No, it's the slow, insidious fear of everyone around you dropping to some unknown disease, while trapped behind your walls that used to make you feel safe, as though you were rats in a cage. You are now an expert at instilling such fear into others, knowing exactly what actions will best get this reaction.

- **(600) Grounder Gods:** "My people believe that when you kill someone you gain their power." Indra's people aren't right about this, but for you it's more right than it would be for others. Should you slay someone important or highly skilled you will gain half of their experience in their greatest field of expertise. Slaying someone like Wanheda would see you becoming a skilled warrior and dealer of death, whereas killing Einstein would make you a physics prodigy. Notably this will not grant you any supernatural abilities.

    Natblida Boost: "Kill Wanheda and you become the commander of death." Perhaps it's because of the innate ability to interface with those long since dead, but you now gain the entirety of someone's skills when you kill them.You still won't obtain superpowers, but you'll be able to rip thousands of years of experience from the souls of those you kill. Killing the Primes would see you become a god among men with all you'd learn.

Cultist:

- **(100) Isolated Mentality:** It doesn't matter if you're alone for decades to atone for your sins or if you've encased yourself in a bunker for your own protection. Your spirit will never break, your faith will keep your mind clear and healthy. You will not suffer the effects of isolation and will return to civilization renewed and whole.

- **(200) Fanaticism:** Sometimes survival against all odds can be too hard. People need something to believe in so that they can keep going. And you know just what to do to foster such a belief. You can take a rag tag group of tribals that've been at eachothers throats for centuries and unite them under a single banner of fanaticism that'd rival the crusades in their ferocity.

- **(400) Primacy:** Since time immemorial faith has been used to justify many horrors, why then should yours be any different? So long as your actions are taken in the name of a belief, whether it's a god, a philosophy, or an ideology, people will downplay the negative things you do and praise the positive outcomes, always finding a silver lining to even the darkest parts of humanity. From now on the ends will justify the means.

- **(600) New Age Prophet:** It seems like you're more than just a good spokesman, you're a master orator, you could convince someone that the sky was red while they were staring right at it. More than just convincing people, those you convince are compelled to spread word of the things you reveal to them. Spreading news or teachings has never been easier, and neither has starting a cult. Even if people know that you're spewing bullshit they still won't be able to help being taken in by your words, use this power wisely, because despite what you may claim, you don't know everything.

    Natblida Boost: Instead of just promising some paradise after death or some utopia that will eventually be achieved, wouldn't it be better to be able to bring people into heaven as soon as you could? You can now create digital afterlives and bring people into them by having them swallow a bit of your blood. Their souls will vacate their bodies and enter your digital afterlife, leaving a corpse behind. Do note that in order to bring someone into your afterlife, they have to swallow your blood willingly, though they need not know it's your blood.

Items

General:

- **(Free) Apocalyptic Fashion Disaster:** Well I hope you like looking like a mad max style road warrior. You have a storage closet full of various durable pieces of cobbled together clothing that perfectly fit in with each faction. There's a lot of black leather here.
- **(50) Media Archive:** Not only do you have a copy of The 100 in video and on paper, you also have a series of your adventures written in the style of The 100, with accompanying charcoal drawings done by Clarke.
- **(50) Maya's iPod:** This iPod is old by earth's standards, but it was made to last. Not only does it have unlimited battery and contain every piece of music from the 100 tv series. It also has unlimited storage that will automatically upload all of your music to it whenever you like. Gotta be able to jam out in the apocalypse.
- **(50) Bag of Hallucinatory Nuts:** Jobi nuts, when they go bad they can cause visions, the visions will wear off an hour after consuming the nuts. There's no guarantee if it'll be a good trip or not, so don't eat them yourself. Or do, there's no rules in the apocalypse after all.
- **(100) Modern Nick Nacks:** This is nothing special, but it'll remind you of what modern life can be like. It's a small case of various modern amenities like colored pencils, hair dye, makeup, and other small items. All things that will eventually run out of substance or power during your time here. They will regenerate every jump though.
- **(100) Bioluminescent Butterflies:** Even through all the horror present in this world there has to be something worth remembering about it. These butterflies glow a calming blue and everyone who bathes in their light will feel their spirits lifted just that tiniest bit needed not to fall into despair. The grove they're found in may be attached to your warehouse.

Drop-In:

- **(100) Tents:** It's the apocalypse, you won't always have access to shelter, that's why you're getting these three tents. They aren't massive, but the tent poles are indestructible, and better yet, they can keep out acid fog, making them perfect for survival even in harsh environments.

- **(200) Armory:** It seems as though you've stumbled upon a cache of weapons. I'm not sure how functional these rifles will be after so many years, but if even half of them work it'll catapult you to the top of the food chain here.

- **(400) First Culture Algae:** This canister of algae is from the first culture that Monty made. While the algae was supposed to be a food source, this culture works better as a medical tool. Not only does it taste terrible, making it a poor food source, it also rapidly induces a coma in anyone who ingests it. An invaluable tool for a medic in the apocalypse.

- **(600) Satellite Radio:** This radio may look cobbled together, and it is, but it's the most powerful radio in existence at this point. This radio and handheld satellite dish together are capable of broadcasting and receiving signals from all over the world, it could even reach the dark side of the moon if you pointed the antennae the right way. More importantly it's capable of reading any frequency, meaning there'll always be something to hear.

Spacer:

- **(100) Stun Baton:** An electrified baton that's perfect for dealing with the unruly masses. It'll also function pretty well as a defibrillator in a pinch. Should you somehow manage to break it, you'll find a replacement in your warehouse at the end of the day.
- **(200) Network Connection:** While the internet may be a far flung idea of the past, humanity has attempted to replicate it somewhat. Your devices are now capable of connecting to any information network that's still functioning. And should none function, then they'll gain a connection to the ARK's network in addition to any personal networks you may have.
- **(400) Humvee:** You're the proud new owner of an armored off road jeep! While normally it would be nigh impossible to keep this thing fueled in the apocalypse, this vehicle has unlimited fuel and can handle almost any terrain you could expect to find on the American continent.
- **(600) The Gagarin:** A large transport dropship with four thrusters at the corners of the square ship. It was used to transport the prisoners of the Eligius IV to their mining operations, for you though this ship is something more, it's capable of carrying groups of up to 400 passengers and can enter or escape the atmosphere of any planet you may find. This will be invaluable to escaping Praimfaya if you can keep it out of the wrong hands.

Grounder:

- **(100) Medicine Case:** This case holds vials of every kind of medicine accessible on the ground. More importantly it has access to all the poisons as well. Carry this with you at all times, it could be the difference between life and death. Restocks at the start of each week.

- **(200) Reaper Drugs:** Used by the residents of mount weather to create Reapers, this drug is highly addictive and can be used to condition people. And you just so happen to have a very large supply of these drugs. Comes with a free high pitched sonic emitter to help condition your captives.

- **(400) Parasitic Worm Eggs:** These parasites burrow into bodies, poisoning their victims before bursting out of the stomach of the host they infested. They're similar to Xenomorphs in that respect. Traditionally found in the wasteland, these worms cannot survive in a non-irradiated environment without a host, so don't worry about a pandemic of parasites should you unleash them.

- **(600) The Flame:** A password protected backup of your memory. You may implant it into a new body and advise your host, or attempt to possess them. Should it be taken out and implanted into another then both your and your hosts memories will pass on to the next host. Think of it like a technological Avatar cycle. Provided that the Flame is not destroyed during your jump, it will act as a way to continue your jump after death, but it must be implanted into a new host within 48 hours or this one up will be considered void.

Cultist:

- **(100) Kepa-She:** You have a basket with a snake in it. Not only is this snake trained to bite those you target, but it also has a special venom that can destroy any poison that they may be exposed to. The venom degrades rapidly so the only way to administer it is via snake bite, be careful not to scare your patients.

- **(200) Red Sun Toxin:** A highly concentrated form of the toxin released during the Red Sun eclipse, this toxin, when injected, can unlock parts of the mind, expanding it and revealing hidden truths, in practice it will send you on a vision quest and answer questions you may have. If you dilute it then it can be aerosolized and will induce a berserk state in those exposed to it.

- **(400) City of Light:** A perfectly preserved mansion with modern amenities and security drones. You can set this property in an out of the way location that can only be found by solving a series of tests. These tests will prove the devotion and faith of the ones trying to find it, specifically to a faith of your choosing.

- **(600) Time Prison:** Through extensive study of Skyfall, we have constructed this prison cell. For those placed within, it's as though years have passed, while outside it may only be days. Even better, the prisoners won't age and thus won't lose their fighting fit status.

A Safe Haven

The only reason any humans are still alive is because they took shelter. Now you get to design your own to save you from Praimfaya. You have 1000 SP to customize it with. You may pay 50 CP to pick a different shelter. Drop-Ins may pick any for free.

Bunker (Cultist): Your people buried themselves deep under the earth to avoid radiation. Perhaps you live under a mountain, or maybe even just in a reinforced concrete bunker, regardless it's yours to customize. If you want you can spend all your SP to buy Mount Weather itself!

- **(100) Hermetically Sealed Airlock:** No radiation, gas, water, or particle will breach your haven. Of course this only functions if the doors are closed. Works great for resourceless executions as well, just open the doors with the convicted inside and they'll crumple from the radiation when the doors open to the outside world, this is not a pleasant death. Comes with a supply of radiation suits to keep you and your people safe.

- **(100) Collective History:** A concrete bunker may be safe, but it's so drab and depressing. That's why your bunker comes stocked with the greatest pieces of artwork of the millenia. Ostensibly to preserve such works for future generations, but why not have something pretty to admire while surviving? Safety needn't be ugly.

- **(100) Camera System:** A security office with caged cameras in each major section of the bunker. It also has a camera on the outside, letting you see what's happening. Each camera is indestructible and the system is set to send alerts to you should anything you need to know about be spotted.

- **(100) Windows!:** "At least the Ring had windows." Now your bunker has windows too, whether they're part of the ceiling so you can see what's going on outside, or if they're in the walls with artificial sights to keep you from going crazy, these windows are indestructible.

- **(100) Hydroponics:** This section of the bunker contains row upon row of hydroponic crops, they need only the barest amount of water to survive and will never contract blight. There's a wide variety of plants here and any you add will meet all the necessary conditions for growth, even if that shouldn't be possible.

- **(200) Veil Defense:** An acid cloud that will emanate for a mile from your base in every direction. Causes the skin to blister, the eyes to become blinded, and the lungs to burn when inhaled. Unlike the Veil of Mt. Weather yours will never need to be cleaned and will function perfectly, you could run this thing forever and never run out of acid.

- **(200) Luxury:** Your bunker has all the comforts available to the wealthy of the old world. Hot showers, scented soaps, spices, comfortable furniture, etc. Unlike the art added by Collective History, this will guarantee all the creature comforts that you'd be sure to lose out on when surviving a nuclear holocaust.
- **(300) Groundwater Reservoir:** This massive, nigh infinite, aquifer rests under your bunker with only two points of access. The water within is guaranteed to be clean, drinkable, and hydrating. More importantly, it can double as a hydroelectric dam capable of powering the entire bunker, with some power to spare.

Space Station (Spacer): Your people are the descendants of astronauts, some of the people who were trained to be as self-sufficient as possible. You may design the station your ancestors lived aboard until it joined with the others on the day of unity. Of course if you don't mind sacrificing all your SP you could also buy the entire Ark outright.

- **(100) Oxygen Scrubbers:** While you'll still need plants to produce oxygen, these will ensure that the air you do have remains pure and breathable. No matter what kind of disease or dust is in the vents or various rooms, these scrubbers will clean the air ensuring it won't spread via the air ducts.

- **(100) EMP Shielding:** Necessary for any space station in orbit of a planet. This will shield everyone inside from solar flares and the various kinds of radiation found in space. No need to worry about the power being fried from some random event you have no control over.

- **(100) Station Airlocks:** No air will get out of it. Of course this only functions if the doors are closed. Works great for resourceless executions as well, just open the doors with the convicted inside and they'll be jettisoned into space. Given the lack of resources in space, you might want to strip them first though. Comes with a few space suits for necessary repairs on the outside of your station. Remember to monitor your oxygen!

- **(100) Algae Tankards:** While the algae might not taste great it gets produced in sufficient quantities that you could feed over a thousand people. Most importantly in space, not to mention the apocalypse, this algae is specifically made to meet every nutritional requirement a human may need. You could live off of this algae and nothing else.

- **(100) Water Recycler:** You never need to worry about water again as this water recycler functions with 100% efficiency. This system connects every source of water in the station together and purifies it to the extent that no microorganisms, magic, chemicals, or waste that would harm a person could survive in it.

- **(200) Cryosleep Caskets:** A room with rows upon rows of caskets that will freeze anyone you place within them. Those frozen will not dream nor feel the passage of time, they will wake without confusion and feeling refreshed. Has room for about 50 people, you may purchase multiple times at a discount.

- **(200) Mech Bay:** This mechanical workshop is the resulting combination of multiple stations engineering resources and has any tool you could possibly need in space. Additionally it has a small regenerating supply of spare parts to help with maintenance.

- **(300) Drop Ships:** A set of ten drop ships primed for atmospheric reentry. They can seat up to ten people comfortably, and twelve uncomfortably. They might look a bit run down, but they'll get you to the ground safely.

Village (Grounder): Your people were the ones left behind by the others, kept out of their bunkers and made to endure the result of their wars. Wherever they hid, eventually they gathered together and rebuilt, little by little, in the name of survival. You may of course sacrifice all your SP to instead buy Ton DC itself.

- **(100) Animal Pens:** While the animals here might be mutated, a source of meat is always valuable. These pens hold some of the few animals that survived the war, mutated though they may be, their meat is pure and consumable. Though the taste may leave something to be desired.

- **(100) Trading Post:** A small building on the edge of town used by travelers to buy supplies and trade their goods for various services. The most common being trading in a kill in exchange for having it butchered for them. It's not especially fortified but due to its important role, it's generally left alone from attacks.

- **(100) Walls:** In this world there are many dangers, as such you and your people have set up a perimeter wall that is constantly monitored by guards. It can be made up of wood, stone, scrap metal, or a mix of the three. While it probably won't stop siege weapons, it will stop the basic infantry found in the setting.

- **(100) Ruins of the Old World:** Perhaps you set up shop in the ruins of a city, or maybe you grabbed resources from all over to build up your village. Regardless you may turn the aesthetics into a post-apocalyptic version of whatever culture you desire.

- **(200) Monumental:** While others took mere resources from their surroundings to build their settlement, your aims were higher. You somehow managed to either move your settlement to a monument or move an entire monument to your settlement, something from the old world meant to inspire your people that a better tomorrow is possible. You may add a copy of a single real world monument to your settlement, this monument can only be as useful as Polis Tower.

- **(200) Training Ground:** A place for warriors to train and become proper defenders of the settlement. It comes with a small armory of primitive weapons and a large field to practice in. All training done here results in your warriors learning twice as fast.

- **(300) Environmental Protection:** Instead of being protected like a bunker might be, your village is safe in the deep crevasses of a valley. Environmental harm will pass over your home and leave it a shining example of civilization. This won't protect from a targeted strike, but you don't need to worry about the outcome of a chernobyl.

Companions:

- **(50 CP) Jumpakru:** You may import your companions individually for 50 CP each, importing all of your companions will only cost 200 CP. They have their own origin and 400 CP to spend on anything within the doc, however they will be locked out of the safe haven section, instead appearing in your own haven.

- **(100 CP) Kanonkru:** You may take any cannon character, even ones mentioned after this option, however they won't come with the listed perks and will instead be the versions that resulted from your interference in events.

- **(200 CP) Clarke:** Originally part of the 100 delinquents sent to the ground, she was a medical apprentice and served as the delinquent's medic and co-leader with Bellamy. After working to make peace with the Grounders she would earn the moniker Wanheda, the commander of death. Strong willed and incredibly empathic, she will do anything for her people. She has the perks Clarke's Will, Medic, and Peacemaker.

- **(200 CP) Lexa:** The Commander and head of the Coalition of the twelve Grounder Clans. She is a warrior queen guided by the previous commanders, showing itself most in her strategic mind and willingness to sacrifice anything for her people, including her allies. She is capable of making hard decisions and is wary of any kind of intimacy, from friendship to love, because it could be used to attack her position. She will eventually come around to being more open towards others. She comes with the Flame, the Commander Perk, and the entire Grounder Perk tree.

- **(200 CP) Bellamy:** Being smuggled onto the dropship that held the 100, he established himself as a leader early on. Originally with the goal of keeping those on the Ark in space, he was pardoned like the rest and became something of a co-leader with Clarke. However due to the months of war with the Grounders his reputation with them never grew, and only dwindled due to the slaughter. There is nothing more important to Bellamy than his sister and his people. He comes with the Commander perk and access to the Armory.

- **(100 CP) Octavia:** Sent to the ground with the 100 for the crime of being born, she was the first to embrace Grounder culture. Never feeling like she belonged on the Ark she opted to assimilate into Trikru due to her lover Lincoln. Eventually she'd earn a place at Indra's side as her second and later become the leader of Wonkru, however right now she's nothing more than a scared girl trying to find her place in the world. She comes with the Skairipa, Trigedasleng, and Territory Tricks perks.

- **(100 CP) Raven:** A zero gravity mechanic on the Ark, she got to the ground by repairing her own dropship. She was the primary mechanic and bombmaker of the 100, she even built radios from the scrap of the dropsite. Raven was shot in her back and now struggles with pain and nerve damage in one leg, she can walk but requires a brace.

She is intelligent and more than a little prideful when it comes to her work. She comes with the Scrounger, Engineer, and Space Walker perks.

- **(100 CP) Murphy:** Part of the original 100, he was Bellamy's second in command until being accused of killing Wells. Upon proof of his innocence he wanted vengeance and was banished from the group. Murphy is a self described bad guy and cockroach, he'll do anything to survive and his moral compass is a little warped. He comes with the Scrounger and Enduring Equipment perks.

Scenarios:

Reestablish Earth: You'll need to carve out a place for people to live relatively peacefully among the varying tribes that are vying for control over what little is left. For a jumper that shouldn't be too difficult, but you have to ensure that the civilization you're rebuilding can survive on its own with less than 50% of resources or technology that support your new civilization being supplied by out of jump sources, unless they can replicate it for themselves using in jump resources.

> **Settlements:** Restarting humanity is a tough job, it'd be a shame to leave it behind after the work you put in. As such you have your established territory as a warehouse extension, every person belonging to your settlements comes along as a follower. Alternatively if you for some reason don't want your territory, you can have a single settlement the size of the city-state Sanctum.

Save the 100: Stop right there criminal! You're under arrest, and being sent to the ground with the rest of the 100. There's not really a way to stop them all from dying unless you're there from the start. Goodluck herding a bunch of teenagers who just got their first taste of freedom in years! The good news is you just have to keep them from dying, the bad news is they're a bunch of hormonal teenagers in the apocalypse, so they're bound to make deadly mistakes.

> **Pardons:** The Ark promised that each of the 100 would be pardoned for their crimes, in a show of solidarity for saving them, they've granted you their pardons. For any crime you commit you can use one of the 100's pardons to get out of trouble, you can only use each pardon once, but they regenerate every decade.

Cure the Mountain Men: The inhabitants of mount weather have a slight problem, any exposure to radiation kills them. It's your job to fix this, and considering they already have a solution this should be easy for you! Getting bone marrow from Skaikru might be difficult however, unless you have some other way of ensuring people can survive radiation exposure.

> **Universal Donor:** If you choose to donate your blood it will give the recipient every effect your blood has, permanently. If your blood filters radiation so will theirs, if it's corrosive theirs will be too, If you're able to pass on your abilities through your blood then they'll be able to pass on their own the same way.

Head the Coalition: The era of the commanders is over, Praimfaya is a threat once more, with few, if any, solutions to save humanity. A new era is dawning, the era of Jumpreina. It is up to you to unite the coalition more and ensure that they survive the coming apocalypse, again… As an encouragement to save everyone you can, instead of just one group, you'll gain bonuses for each faction you manage to integrate into your coalition.

> **Coalition Cooperation:** You gain the perk Territory Tricks for each Kru that's a part of the coalition. In total it would cover forests, glaciers, oceans, lakes, deserts, mountains, cliffs, plains, and irradiated wastes. This is of course in addition to the 12,000 warriors you hold command over; 1000 from each tribe. (If you completed the former scenarios add one Kru for the Mountain Men, Skaikru, and your own settlement)

Two Snakes in the Garden: Shallow Valley, the last bastion of livable land on the planet, former territory of Louwoda Kilron Kru, and now the setting of yet another war. Your goal is to protect this valley. You can propose peace talks, turn the valley into a fortress, hell you could release a bioweapon killing all humans for all it matters, but the valley must remain livable. The only stipulation is that you cannot allow for Damocles or the Worms to be unleashed here, as either will guarantee the valley becomes uninhabitable.

> **Reward:** Should you somehow pull off a miracle and get Bloodreina to agree to peacefully share the valley, you'll receive a Sonic Cannon with infinite energy and no risk of overload. If you couldn't achieve the impossible though, you'll still get a copy of Diyoza's journal that will update with strategies to win you any defensive battle you engage in, should you engage in the preparations listed. Even without doing so, following the basic plan will cut down casualty rates by 20%.

Gabriel's Child: Your mission is the total destruction of the reigning family of Sanctum. The so called Primes are monsters that treated their people like cattle to be slaughtered so that they may reign as immortals. Should you succeed in overthrowing the Primes, and destroying their mind drives you will be greatly rewarded.

> **Mind Drives:** For ending the reign of the primes you have been given a stunningly advanced piece of technology, the Eligius III Mind Drives. If you'd already bought the Flame, then you get a refund on the CP spent on it. You now have a set of mind drives that act the exact same as the Flame, and you have one for yourself and each of your companions. In addition your own mind drive has downloaded the collective knowledge and experience of each of the Primes that you've personally killed.

The Last War: Whatever it may be, one thing is for certain, it is a challenge worthy of a Jumper! It is up to you to pass through a portal and come out the other side a champion of humanity. You will face three things: your greatest teacher, your greatest love, and your greatest failure. If you surpass these challenges then you will be rewarded, if you let someone else attempt, I hope you know what you're doing, because you'll be subjected to the same fate as the rest of your species. Transcendence or Obliteration will not cause a chain fail, merely a scenario failure, but you will be stuck in the physical realm as a crystalline entity for however long the jump lasts after either has been achieved.

> **Anomaly Stone:** For succeeding and obtaining transcendence for the species, you have been granted the knowledge of the Anomaly Stones, you know how to build them, how to program them, and how to use them without memory loss. Do have fun hopping from planet to planet.
>
> **Terraformed:** The Anomaly Stones traditionally will send someone back to the planet that their DNA originated from. Transcendence seemed to alter this particular quirk of reality with you. Your very presence on a planet will terraform it to fit the perfect conditions for life, not just human life, but whatever life matches your current DNA. No matter how unlivable the place originally was, once you set foot there, conditions will change to fit your physiology.

Drawbacks:

(0CP) Continuity: You can jump into the universe of the books instead of the TV show. If you know of some other AU such as a fanfic, that doesn't exceed the power level shown in the TV series then you can jump to there instead.

(0CP) Crossover Toggle: Allows for other post-apocalyptic settings to crossover in minor ways; maybe you'll encounter ghouls, or hear tales of settlements found in subway stations across the eastern sea. So long as it doesn't upend the setting you can crossover with whatever setting you like. Feel free to treat this as a supplement option as well.

(100CP) Irradiated Atmosphere: You'll constantly feel nauseous from the low levels of radiation present everywhere you go. No one else will feel this, but even if you're immune to radiation you'll still have an upset stomach.

> **(400) Containment Breach:** Any level of radiation will cause you to break out in painful blisters, and it will eventually work its way inside your body. Do try and keep a radiation suit on.

(100) Teenagers: Congrats you're a teenager again, your hormones will be all over the place and it'll probably interfere with your survival. Please try not to be a stereotypical frat boy/sorority girl when you need to focus on staying alive.

(100) A Stain On The Bloodline: You are mutated, deformed, it's incredibly visible and when others see it they will think you're cursed. For the grounders you're a child that should have been left alone to die. For the others, you're a genetic defect that's seen as a drain on resources.

(200) Banishment: Whatever group you were a part of, they banished you, your community will shun you and should they catch you in their territory, they will attack you. I'd suggest finding a new group, it's hard to survive on your own.

(200) Factions: No matter where you're from, humanity seems doomed to fight among themselves. Even when every last life is needed people will vie for power, violently even. This drawback ensures that no matter what sort of charisma or social perks you have, at least two factions will rise to oppose you and each other. No matter how reasonable your position is.

(200) The Dark Year: The things we do to survive leave a mark on all of us. Like the Wonkru survivors, there's only one source of protein for you, not because there's nothing else available, but because it's all your body can process. If you want to live, you'll have to consume your fellow man. I hope you know how to make jerky, because there's so few people that you'll probably run out of food if you aren't caught first.

(300) Jus Drein Jus Daun: Blood must have blood, in the form of death by a thousand cuts. You are given such a sentence by a tribe of grounders. You may gain 100CP extra per tribe that has this death sentence for you (of which there are 12). I hope you're good at disguising yourself. Reapers will attack anyone and as such provide no CP for this drawback, unless you start in their territory. Should any of the tribes unite under anything more centralized than the Conclave, their hatred and thirst for blood will be multiplied by the number of times you took this drawback.

(300) Baby Sickness: You are now on babysitting duty, jumper. You're going to find a baby within the first hour of your jump, and you'll be forced to take care of it. Here's a twist though, the baby isn't real, no one else can see or hear them except for you. Now you could always leave it to die, but you'll be tormented as though you killed it yourself if you do.

(400) The Dead Are Gone: You will be haunted by those you've seen die. You'll catch their visage at the edge of your peripherals. The closer you were to them in life the more they can affect you, your dead lover could appear in front of you and scream all the ways you ruined their life, while a stranger could only whisper in your ear that you're kind of a dick.

> **(100) The Living Are Hungry:** Well you may still be haunted, but thankfully you'll no longer care about any of the deaths you'll witness. You're basically a sociopath now. I hope you have charisma perks, because making friends just got a lot more difficult.

(600) Transcendence Denied: You cannot access any of your out of jump powers, items, or realms. You are denied that which makes you more than human, at least for this jump. The 100 is all about survival and the human experience, this will ensure that you embrace that.

The End

Move On

Perhaps you just wanted to see this world, or maybe you just never connected with anyone enough to be willing to stay here. Whatever the case it's time to go to the next jump, you know the drill.

Stay Here

Despite all the awful things that've happened, this is an entirely empty world ready to explore, and even far off planets are open to you should you know how to get there. There's lots you can do if you stay, so enjoy your new life in the post apocalypse!

Go Home

There's a lot of trauma that might've been caused from this jump. It makes sense that after all that you'd want to go home, so here's a parting gift. Whatever you may have done that you feel needs forgiveness, I forgive you jumper, live happily back home.