

High School of the Dead

Z-day at L-Location. You arrive in this world already enrolled in a non-descript High School, somewhere in urban Japan....

The infection is worldwide, and within a week of the initial outbreak, even the President of the United States has been bitten (an infected soul got on board Air Force One). Pockets of resistance are sparse, and civic infrastructure is slowly grinding to a halt in the face of this catastrophe.

To help you survive, here's your starting budget: +1000cp!

Episode 1: Origin and Age of the Dead

You may spend 50cp to set your gender and age anywhere within the ranges listed under a given Origin. **All Origins are Free.**

The All-Rounder

You're the everyman, the glue of the group. What you lack in specific skills, you make up for in charisma and leadership. Before Z-day, you were just an easy-going soul. After, you stepped up. Maybe it's finally a chance to cut loose, or maybe you're just the kind of person who shows their best in a crisis.

Roll 1d4+14 for your starting age.

The Otaku

Unflattering as your hobbies may have been before Z-day, now you're indispensable. In the largely civilized world of Japan, marksmanship, wilderness survival and any number of eccentric interests were seen as socially self-destructive. Now, people count on your knowledge and expertise to survive.

Roll 1d4 +14 for your starting age.

The Genius

What you lack in brawns and real-world experience, you make up for in razor-sharp brilliance. Your guesses are often good as most people's hard-confirmed facts, and while you might let your big brain get in the way of common sense, you are still a valuable member of the team.

Roll 1d4+14 for your starting age.

The Fighter

National championships, martial arts exhibitions, the perfection of lost arts. All of these are your claims to fame. You've excelled at the physical skills, becoming a cultural icon. You more than likely know one or more classical combat styles, and could teach them to others. You probably would, after Z-day.

Roll 1d4+14 for your starting age.

The Teacher

You're the closest thing to an adult, surrounded by hormonal teenagers in the middle of an apocalypse. By hook or crook you're going to do the best you can by everyone you're near, because the alternative is too horrifying to think about.

Roll 1d8+19 for your starting age.

The Soldier

Perhaps you're surviving law enforcement, a foreign national on vacation in Japan, or just someone with an extensive (and possibly illegal) cache of real weapons. Regardless, you are a proper professional soldier, and it shows in everything you do.

Roll 1d8+19 for your starting age.

The Expert (Drop-in)

You have no supplemental identity, no extra memories, and nothing but the gear on hand (and your warehouse).

Them

What's this? You... You can barely think, barely feel. You're *hungry*, feverish. Satoshi ugly face so killed him. 4 // itchy. tasty.

Just Kidding!

This origin is real, and yes you are one of Them. Unlike the rest of the unthinking, unfeeling horde, you still maintain your human mind and intelligence, as well almost full sensory ability. This confers quite a few advantages, but more than a few weaknesses as well.

You can expect to have a voracious, extremely awkward appetite, but you're also immune to the local apocalyptic contagion that makes them... Them! Anyone who can perceive you will immediately and unfailingly identify you as one of Them, bypassing any Perks. This is still contingent on them noticing you, however...

You may be any age between 14 and 90 without rolling.

Unlike the rest of Them, your body can still heal, though at a much slower rate. If some happenstance manages to remove your head or destroy your brain, the jump concludes as if you had died.

This Origin does not have associated items. You may however take gear from other Origins as normal.

Episode 2: Escape from the Perks

The All-Rounder

100cp - Handy At Hand (Free with All-Rounder)

You have an uncommon trait- the knack for improvising solutions to problems like securing yourself against hordes of Them, or even more intelligent foes.

This improvisation takes the form of fashioning barricades out of whatever's to hand, quickly identifying safe escape routes, and utilizing your surroundings to the fullest extent. If there's say, a firehose to use, you will find it, and you can use it to knock back a horde, lift a concrete block, or any other number of ingenious uses.

200cp - Forged in Fire (Discount All-Rounder)

Whatever it is, you have it. Sure you look nice, but more importantly, you've got the charm that people become infatuated with you quickly, manifesting as endearing crushes or the sparks of a great bromance. People are likely to join your side for emotional, intrapersonal reasons. These reasons are honest and good ones though, ignoring the negative effects of catastrophic situations on people. These initial bonds can easily be strengthened into true friendship, camaraderie, or even romance.

This effect is magnified in high-stress situations, creating links of loyalty and affection that can weather all kinds of issues, including intrapersonal ones!

400cp - Madness Manager (Discount All-Rounder)

You're the glue keeping everyone together, and it shows.

This perk helps you maintain your calm, in direct proportion to how upset or off-kilter the people around you are. In a full-scale riot, you are the one sane man with a plan. If your friend is suffering an intense emotional break, you are *the* ideal shoulder to cry on. This quality of yours does not prevent other your allies from emoting or having issues, but it ensures that they function at peak levels despite freaking out.

When tensions run high, this skill ensures that your friends and allies come out feeling better and stronger for it.

600cp - Sign Language (Discount All-Rounder)

Sign Language is a complicated thing to master, requiring the understanding of the positioning of ten digits spread across two hands- which is then further complicated by those things moving and all passing by rapidly. Thankfully, your understanding of sign language is perfect. You now have perfect comprehension of any sign language, gestures, or even charades like actions. Your own signing (even non-standard or made up on the spot), gestures, or charades will be perfectly understood by anyone you desire- those you don't specify will have to puzzle through your silent communication on their own.

If you use the 'always understood' effect of this ability, it counts as an instant teaching effect. Running through a series of signs for a group will instantly see them capable of understanding each other using it, and they too will be able to (perhaps clumsily, at first) use it to communicate.

The Otaku

100cp - Hobbyist (Free with Otaku)

Pick a hobby. Any hobby. And by hobby I mean 'any recreational activity with potential survival applications'. You're now an expert, potentially capable of writing a PhD on the subject- hiking would be a complete knowledge of wilderness survival, hours at the shooting range would be competency handling all modern firearms, and a car enthusiast would be capable of stripping and rebuilding a car in addition to improvising parts and repairs.

200cp - Dark Visage (Discount Otaku)

You might be a little bit crazy, but that's okay. You're the kind of crazy everyone needs right now.

This perk allows you to give the impression of unassuming niceness, or create an aura of absolute, impending carnage. You do in fact have a plan to kill everyone you meet, but it's a theoretical exercise at best.

What this actually means, is that you can intimidate someone into not questioning a plan of action, and then immediately remind everyone that you really are perfectly nice and civil with a guileless smile and a bit of politeness.

400cp - Mozambique Drill (Discount Otaku)

Also known as the 'Double Tap', you've mastered the art of the confirmed kill.

As a base benefit, you immediately know if any damage you have inflicted on a target is enough to kill or destroy it- this includes inanimate structures for things like non-precision demolition and the like. This among other things means you save a lot of ammo or effort.

The main benefit, however, is that you have increasing accuracy on a second and third attack, after the first one lands successfully. Two in the chest guarantees your third shot will hit the head, for example, with speed and dexterity to spare. Additionally, the third attack in any chain of three happens a fraction of a second after the second, even if placed on a separate target, and you do not suffer any recovery delay.

You must facing be hostile targets for this skill to work- you can't shoot a sign twice and then score a headshot. You are also only accurate within the effective ranges of your weapon or attack method as well.

All benefits of this this aside from the damage-sense are limited to the second and third actions taken in sequence.

600cp - The Occasion (Discount Otaku)

This is it. This is your time. You might not have waited for it, never even desired for it, but you are finally coming into your own...

When put on the spot, other people would break down, shy away. Because of this perk, your competence and confidence is proportionally improved when people look to you for an answer, or require a response. The more serious, dangerous, emotionally or physically taxing the situation is, the more you'll bring to the table. Everyday challenges provide modest boosts, putting yourself head and shoulders amongst urbane peers. Once-in-a-lifetime opportunities or million-to-one-shots bolster your poise and arete to superhuman levels- it doesn't guarantee success, but you are guaranteed a more than fair chance of success.

If a horde of Them are bearing down and your friends need you to take the shot, you'll make it with style. If your long-time, out-of-your-league crush confesses in the heat of the moment, you've got suaveness and charisma to spare.

The Genius

100cp - Quick-Witted (Free with Genius)

At the end of the day, you need to be more than just smart.

This perk improves your reaction times and down-to-the-wire actions. The deeper in legitimate peril you are, the faster you think and act. Your reaction times are overall improved in daily life, and you attain peak human reflexes in high-stress situations.

Incidentally, you gain a talent for scathing quips and zingers.

200cp - Megane (Discount Genius)

When you're thinking, you won't tolerate distractions- instead, you become a gorgeous distraction to anyone around you. You have a seemingly endless number of ticks that accentuate your features from head to toe, driving anyone to distraction by the dexterity of your tongue running over your lips, the muscles rippling in your legs as you shift, or the grace of your fingers as you tap the surface in front of you.

This trait will automatically take effect if you're distracted or thinking intensely, unless the consequences would be unfavorable. Barring very real threat, people will happily opt to watch you for hours instead of interrupting you.

This perk may instead be purchased as **What Big Teeth You Have** and will intimidate instead of distract, drawing attention to your potential for violence. You can purchase both perks.

400cp - Of Course I Can! (Discount Genius)

It doesn't matter that you might have never attempted something, as long as you can think it through, you can achieve a workman-like, uninspired success.

This perk improves your ability to perform feats, as long as you have time to think through as many steps as possible to accomplish it. You could for example, balance on a tightrope, as long as you spent a good five or ten minutes planning out *how* you'd do it.

This perk doesn't really help you improvise though, and if you make a mistake *during* a rehearsed action... Well, that might be messy.

600cp - Three Steps Ahead (Discount Genius)

For most of the world, it's hard to plan further than two moves ahead, to look at the big picture and understand the true extent of a situation. With this perk, you have a superhuman grasp of planning, as well as the ability to understand both logical, and irrational actions. You can explicitly comprehend the idea of 'billions' as billions.

You could, for example, accurately predict the top three places an urban population would want to escape to during a nationwide catastrophe in the order of how effective or easy it would be to reach them, and what defenses they likely have. Having discerned this, you can with an extremely high degree of certainty estimate your own chances of succeeding at the same course of action.

In summary, you have a supernal grasp of large population behaviors, crisis management, general government response and a whole host of other factors, which make it very easy for you to predict movements and plan your own. The more you know about a given situation or organization, the better your predictions and plans work.

The Fighter

100cp - Finesse (Free with Fighter)

Your bodily coordination is perfect, to the point that you can dodge bullets by the smallest of margins- if you're aware of them. With this perk, you have the grace and poise of an olympic gymnast or world-renowned dancer, no matter what form or figure you have. Every motion is a work of art.

200cp - Fashion (Discount Fighter)

Your clothing and entire body acquire defensive properties equal to the most superior protective items you have currently equipped. Emphasis on protective item- an iron or steel ring won't give you metal-tough skin- the minimum is things like knee pads from extreme sports, helmets- even an apron would count, though all that'd do is protect you from the dangers of a kitchen...

400cp - Function (Discount Fighter)

You have a definitive grasp of your chosen skill sets, and this commitment to excellence propagates through your entire being.

As a base effect, this perk grants national tournament levels of mastery in a specific martial art, including close combat weapon styles. You also have mastery over the unarmed aspects of those styles. (Swordsmen are trained to fight without swords too, after all).

The secondary benefit, is that as long as you maintain one skill, all other skills in that category do not degrade from lack of use. In fact, you see a small increase in overall competence- gains in a primary skill show a modest improvement in other related skills.

This perk functions on categories; martial arts improve martial arts, while culinary arts improve culinary arts, and so on.

600cp - Form (Discount Fighter)

To be a peerless warrior, you need more than personal skill. You need awareness of the world around you, of all the things and beings, down to the texture of the air itself.

This perk improves your environmental awareness and allows you to break down any street-level combat situation into its component parts.

Because of your environmental sense, you may maneuver at full speed with only an image or quick glance at a location. Blindness, Deafness or other non-balance sensory disruption has no effect. You also will never trip on any surface or obstacle you have present knowledge of.

You are automatically aware of any opponent who is not actively hidden, and know all the likeliest hiding places based on what you know of your foes. This tactical mastery and mental breakdown tells you the most dangerous individuals relative to your own position and objectives. You will have an objective sense of their threat level, though you might not know why they're threatening. This means you can pick between people with concealed weapons or without.

The Teacher

100cp - Attention, Please (Free with Teacher)

With just a glance, you know intuitively how to gain and maintain someone's interest- and what will lose it in an instant. From knowing that word problems that involve naval battles will get that otaku to do his homework, to the fact that inserting the word 'polymer' into a conversation will make that insistent suitor's eyes glaze over and find someone else to hit on, you're a master at manipulating interest.

200cp - Maturity (Discount Teacher)

You've finished maturity, and are thus also finished with the confusing hormonal mess that is being a teenager. You're more level headed as a result, but you've also gained the uncanny ability to influence the emotional maturity of others. With just a few words or gestures, you can make them feel like a child, eager for parental authority and reassurance; a teenager, prone to emotional extremes and taking risks; or an adult, more composed and wielding perspective. Basically people act the age you treat them.

Maturity, incidentally, will be very good to you. Any time you grow up, you may influence your physical development, and how 'developed' you are to a great extent.

400cp - Hands-on Approach (Discount Teacher)

The effectiveness of any and all communication is vastly enhanced by physical contact with the subject you're targeting. People will learn faster if you physically adjust their movements, emphasize with you if you grip their hands, and literally rubbing shoulders with investors will get them much more interested in your business or product. In particular, you may guide the emotional reaction of touched individuals to what you say and do.

600cp - Favorable Fortunes (Discount Teacher)

Serendipity is your watchword, and it lets you go through life with an almost easy-going sense of peace. You only have to leave the door open for opportunity to come in.

What this means, is that you have an improved amount of luck when it comes to finding useful caches of tools, weapons, supplies, or even safe places to stay. Maybe you'll know of a friend of a friend who has a place, or you heard something from somewhere. What matters, is that you can almost without fail and great frequency, find a cache that helps you through the day.

You may, once per day, find a small holdout of food, water and other gear that will last you and up to ten or so people for that period. (you can of course ration things and re-use found supplies).

Alternatively, you may choose not to use this luck for one week. If you manage to do so, you will find a *large* windfall, which can be something like an intact house with defensible walls, a stocked (powered) fridge, running water and so on.

This luck takes many forms based on your situation or environment- you won't find apartments in pre-history wilderness, for example, but you would find a defensible cave.

The Soldier

100cp - Hard Target (Free with The Soldier)

You're a tough nut to crack- because you know how to wear armor effectively!

This perk ensures that any armor or protective gear you wear feels comfortable and doesn't get in your way no matter how bulky or awkward it seems. Further, your skills make rips and breaks in the armor much less likely, and far easier to repair. One of Them won't down you with a lucky one-bite hit!

200cp - The Gunshow (Discount Soldier)

You are fit, sleek and toned, just what you need to survive in a chaotic apocalyptic world.

This perk improves your endurance, changing how you respond to exertion. You can move or work faster and harder the longer you've spent exerting yourself, like the reverse of being out of breath. Your actual endurance has not changed- you'll get tired in the same amount of time, but you'll be working at your peak right up until you collapse.

As an added effect, you look *good* no matter how hard you've been exerting yourself. Better even. Perspiration is always flattering, and the way your hair gets tousled during bursts of high action is a thing of beauty.

400cp - Solo Sniper Skills (Discount Soldier)

It's tough, but sometimes you have to go it alone in a harsh world. Snipers normally work in pairs for various reasons, with one acting as the spotter. With this perk, you can go without.

As a base effect, you gain a secondary voice in your head which clearly and concisely communicates sensory and environmental information to you as you line up a shot. This ability works with any weapon you know how to use, and automatically interprets everything you know about the area. You may not notice it consciously, but you can gauge windspeed by the movement of the clouds, or how hard the air tugs on your hair or clothes.

600cp - By The Numbers (Discount Soldier)

Military training takes several years to grind a fresh-faced recruit into a honed, well-oiled and shaped component of a much greater war machine. You can do it in five weeks.

This perk improves your ability to train yourself and others into a coherent unit. By the end of any training regimen, you and your comrades will be a well-oiled machine. You can drill good working habits yourself and others- reflexively relaying information to each other, for example, which among other things prevents tunnel vision. If it is a behavior that can be instilled for group cohesion, you can train it.

At the end of the five weeks, you and anyone you've trained with can act as if they've been working together for decades, to the level of special forces soldiers, trained astronauts, haute cuisine chefs and so on. This perk does not grant you knowledge in and of itself however.

The Expert (Drop-in)

100cp - Improvised Weapon Mastery (Discount for The Expert)

As a disaster survival expert, You're good at improvising weapons out of nearby materials. Broom sticks into Spears, pipes into clubs, etc.

In addition to that, you have a competent grasp of gunsmithing. This means you know how to maintain guns, and manufacture bullets, to make the tools that manufacture firearms and bullets, and what raw materials you need for all of the above. Yes, you conceivably could with enough time and available raw materials tech up to firearms from neanderthal tech base.

This perk guarantees that as long as you aren't locked in a featureless white room, a barren salt flat or the vastness of space, you can improvise something to protect yourself with from hostile action. Note that this effect applies to things you're wearing as well.

200cp - This Is What I Trained For (Discount for The Expert)

Thought experiments and endless simulations have proven to you that you have what it takes to handle whatever a disaster situation can throw at you.

With this perk, you maintain a steady and appropriate amount of confidence regarding your situation, which means you're less likely to make mistakes based on fear, apprehension, second guessing, or even arrogance. This effect is improved if you've read about the situation at hand or experienced it before.

400cp - Safe Room Skills (Discount for The Expert)

Any disaster survival expert can tell you that one of the most critical things you need is shelter. A basement, the top floor of an apartment building, or any similarly defensible position. The fewer ways in the better.

This perk allows you to quickly identify if a room can be fortified, depending on how many entrances it has. A room with two entrances can be secured against any invading force for 24 hours. Any additional doors, windows or points of access reduce this time by 6 hours, to a minimum of 1 hour. Aggressors will either wait outside for you, or gradually leave as something more interesting catches their eye. Intelligent opponents can leave sentries or traps for you however.

You cannot use the same safe room twice in the same week.

600cp - This is Reality (Discount for The Expert)

You can, with almost perfect clarity, describe a situation, and then have people understand the scope and implications of it. When you say 'Billions', people actually become capable of acknowledging it as 'Billions', instead of the psychological and neural shorthand that brains employ all the time.

Essentially, when you explain something, people don't come back with 'that's impossible' or vehement denials. Nor are they hampered by the limits of their ability to comprehend scope and scale. Because of your explanation, people who listen to you focus on the practical realities of making progress or ensuring overall survival.

This ability to explain even works via assumptions- Assuming it's happening to the whole world, people will understand the ramifications and scope of that assumption. Even if it *isn't happening*, people will act as if it is in a largely rational manner. You can't incite a panic with this effect, but you can encourage people to take action for or against a situation based on your presentation.

Them

100cp - Health Plan (Free for Them)

One of the perks of being Them is you can't get sick. You gain absolute immunity to biological infections, be they viral, fungal, bacterial or parasitic. This includes any completely organic agent.

Nanomachines, Magic Diseases, Psychic control and so on all can still infect you however.

200cp - Dental (Discount for Them)

You have perfect, immaculate chompers. The rest of your body could be falling apart, but still your teeth would be clean, strong, and in a powerful jaw that could bite clean through bone like a knife through butter. Your bite is immense as well, able to stretch outrageously. Just remember to chew before you swallow!

If somehow you were to lose a tooth, it will regrow within an hour.

400cp - 401(k) (Discount for Them)

The modern world is one of abundance, where the average citizen can be confident about when they'll next be able to safely drink, eat, or sleep. Not so in a less civilized world. You drink when you can, you eat when you can, and you sleep when you can. Instead of this going to waste or fat, you may accumulate a dematerialized reservoir of these necessities.

Any extra drink, food, or sleep that is not immediately productive to the body will be stored. It may instantly and seamlessly be tapped, instantly taking effect as though you just finished acquiring the necessity. 'Sleep' is both mentally and physically restorative. You may control the amounts you draw from each of your reserves, but can never wastefully drain them.

600cp - Career Advancement Opportunities (Discount for Them)

You have the ability to seize control of simple beings, driven either by instinct or routine. It comes down to knowing what they want, and then making it clear that getting you what *you* want will get them what *they* want. By directly providing a being with something they crave, they will immediately and implicitly understand that you can satisfy their urges if only they follow your direction. You must periodically provide rewards to maintain this effect, but each time you can reduce the reward- either requiring twice the work or giving half the reward each time, until token scraps that are few and far between will maintain their association.

Excellent for corralling Them, training animals, and managing salarymen.

800cp - Brains... (Discount for Them)

You. This is all *your* fault. You're *Them*. Patient Zero. With every foe you defeat, they are not merely defeated; they are recruited. A virulent bite, a political ideology, accepting your paycheck once you drive them out of business... your rivals will become your vassals. And you know what? They'll learn to love you for it. They'll be so thankful that you took them in, showed them the error of their ways, how aged or inferior they were, and they'll spread the good word themselves.

Your ability to recruit from those you defeat is uncanny, quickly gaining the loyalty of once fervent enemies. That same rancor is turned to a zeal to recruit others, granting them the ability to duplicate the circumstances of their joining. They must 'defeat' an opponent first, but once they do, they have the uncanny ability to duplicate their own recruitment, up to and including supernatural powers- like a virulent plague.

This also comes with an eye for weak links. Hire that cashier first, bite the jock's girlfriend first... before they realize it, you'll have unmade their foundations.

Episode 3: Democracy Under the Companions

At no cost you may import up to eight Companions, who shall receive the 100cp perk of their Origin, and an appropriate history. Companions may not be imported as one of Them, and each of the first six origins (All-Rounder, Otaku, Genius, Fighter, Teacher, Soldier) must be filled by you or one of your companions before any unassigned imports can double up at no cost. You must pay 50cp to import a Companion as The Expert (Drop-In), or when importing a companion as any given Survivor origin after the first without filling the roster.

Ex 1. Jumper enters as an All-Rounder, imports 8 companions, selecting the six Survivor origins, and then selecting two more Fighters to fill out their roster at no cost.

Ex 2. A Jumper enters as any Survivor origin with just 2 companions, and they wish to have his allies both be Soldiers- he must pay 50cp for any soldier after the first.

If you have entered the jump as one of Them, you must import all subsequent Companions as more of Them, or pay a 50cp tax per companion to import them with a Survivor Origin.

Episode 4: Running in the Gear

The All-Rounder

50cp - In Case of....

This is a fire axe, like you'd find in hazard boxes all over the place in a city. It never needs sharpening, and it's handle will not break during combat. (You could saw through it if you wanted).

It is extremely effective as a weapon, but is also a multi-function tool when creating barricades, removing barricades, and so on.

100cp - Boomstick

It's simple, straight forward and effective. This is a pump-action shotgun with an extremely sturdy frame, clean break and firing action. It's construction is so robust, that it will not jam, never needs cleaning, and can fire anything that could conceivably be loaded in a shotgun shell at deadly effectiveness. This means if you have rocks and a shell with intact propellant, you can fire a deadly spray of rocks.

The sturdiness means it's also an effective bludgeoning implement.

200cp - Not-Quite-Omicon

This tome is bound with a thread that isn't human hair, and covered with leather that isn't human skin. Really! It just looks like that, because someone, somewhere, is tasteless. It's just a prop. Seriously.

It has infinite pages- that look like vellum- but not a drop of ink is anywhere in the book. Opening the book with a subject in mind will cause the correct page be opened to.

Killing can fix that.

Every time you kill something, a page fills itself out, providing a detailed and insightful analysis of your victim, with conjecture as to what will be common to a 'species', how to recognize more, and how to best injure, maim, or kill them. By touching the book to the body, or splashing a bit of their blood (or blood-alike) on their page, the breakdown is widely expanded, as if a dissection (or vivisection) was performed to truly understand all they would have been capable of.

Ominously, as you fill the pages, you can't help but notice a certain organizational system. It's less like the book is adding information, more like it's being revealed to you, and the book already knew...

The Otaku

50cp - Chief's Special

This is a Japan-issue police revolver with a six-round cylinder. What it lacks in stopping power, it makes up for in ubiquity- any handgun ammo you find will fit in this weapon and fire without incident. However, everything fired from this weapon behaves as if it were the appropriate ammo, not whatever you loaded in it.

100cp - Nailgun

Mainstay of the genre, this is not your ordinary industrial tool. This intensely modified and *heavy* weapon fires nails the size of railroad spikes. Against Them, headshots are guaranteed kills and body shots can pin the target to a wall or send them flying with massive kinetic transfer.

Unfortunately, it has a very small magazine- four spikes. They regenerate in the magazine one at a time, every fifteen minutes. The weapon is also very loud, so be prepared...

200cp - DMR

This medium-range rifle is a beauty- well maintained and expertly balanced. Its sights and settings automatically adjust to whoever's holding it, and simply having it in hand confers the basics of gun safety and handling on the wielder.

More importantly, at anywhere from 50 to 100 meters, this weapon is fiendishly accurate. So accurate, that you can conceivably no-scope targets within that range, just so long as you're not yanking on the trigger like a novice.

The Genius

50cp - Glasses (Free with the Genius)

They can be trendy specs, shooting goggles, or some other form of corrective/protective eyewear. No matter what they are, they *do* correct your vision, tuning it to perfect focal clarity at all natural distances. They can never break, scratch or be lost, appearing in your pocket if knocked loose. Finally, any grime or muck that gets on the lenses immediately slides off.

100cp - Fireworks (Discount Genius)

You've got a lightweight kit with a small selection of fireworks. Six hours after using one, it will have returned. Includes: a silent rocket that leaves a trail of red sparks in the air; essentially a silent flare; an exceptionally loud, slow burning crackler that can be heard for miles; a moderately loud, fast burning crackler that would only attract attention in the immediate area; and a full book of always usable matches.

All three fireworks have long fuses to allow delayed ignition, and the rockets are easily detached from the noisy or flashy payload.

200cp - Nine-Millimeter, With Extended Magazine (Discount Genius)

This beauty is an extremely modern, heavy duty special operations sidearm. You're not exactly sure of it's make and model, but you could hand it to any professional soldier and they could tell you.

The important thing, is that this is a beast of a weapon with a whisper-quiet, smooth-as-silk action and all the best parts. Unlike some weapons, you still have to clean this one periodically, but as long as you do, it will be your faithful companion.

As long as the gun is cleaned regularly, it will never jam. It will also have one tenth of the normal recoil for its size and caliber. Lastly, it has been modified for Fully Automatic Fire, and its extended magazine holds *ninety rounds*. The actual thing itself looks like it holds maybe fifteen total. Good thing it has reduced recoil!

The Fighter

50cp - Combat Outfit (Free with Fighter)

It looks like a blend of a school uniform, a soldier's tactical gear, and maybe some sports equipment. Regardless, it is surprisingly flattering and easy to wear. The armored parts will provide good protection against them or other things that can bite or claw you. If damaged, it will repair itself overnight.

100cp - Combat Spearhead (Discount Fighter)

This is an 8" long, razor sharp knife with a serrated back edge. It's heavy but easy to carry and wield as a combat weapon or a normal tool. It can be used as a prybar without risk of breakage.

More importantly, the hilt comes with a mounting brace that can attach to either a pole of some kind, creating a spear, or the barrel of a gun like a bayonet. In both cases, the combined weapon will not break, dull or get stuck in an opponent.

200cp - Soul of the Samurai (Discount Fighter)

Normally, a sword requires careful care and ritual to keep it in condition- cleaning to prevent rust, regular sharpening, replacing bindings- not this katana. You could cut slabs of solid steel with your katana. Thrice as sharp and thrice as hard as any mundane blade, it basically does everything any other sword could do three times better. You can explicitly use this blade to bisect a man with a simple vertical slash, to say nothing of how easy a decapitation would be- you wouldn't even feel the resistance.

Even though it's three times harder, it won't ever shatter or dull. That was dealt away with somewhere in the mystical process of being folded over a million times in construction.

This is, quite simply, the best sword the world has ever seen.

The Teacher

50cp - Silk Everything (Free with Teacher)

You scrimped and saved for it, and now you have it- a closet full of brand name apparel that is professionally tailored to you. It is notably flattering, and you can make almost any kind of complimentary outfit from your stores.

If that weren't enough, it is all made of Silk- not just normal off the shelf silk, but special silk, like the kind you hear about in stories made from spiders. Darwin's Bark Spiders.

Clothes made from this material are cutting, slashing and chewing resistant, and possess incredible tensile strength- you could easily use a silk shirt to lash a car to a trailer- and the trailer will give out before the shirt does.

Explicitly, your closet of awesome duds comes with outrageously comfortable and sexy underwear.

100cp - The Keys (Discount Teacher)

This jangling ring has on it a single keyfob and matching key. It goes to a fairly urbane twelve-seater minibus, good for field trips or plowing through hordes of shambling necrotic horrors.

Firstly, the bus these normally keys go to will always be present somewhere nearby at the start of your jump. Secondly, this key can work for *any* vehicle you own and have the keys or key-equivalents for. In the latter case, you'll have to pull that vehicle out of storage however you can.

If you've lost track of the bus, you may 'find' it by entering any garage (including a public one) with the keys brandished.

200cp - I'm Feeling Lucky! (Discount Teacher)

When society falls apart, you can't just Google or Wikipedia for the answers for random- yet horribly important- knowledge. Luckily for you, you have the Ultimate Pocket Encyclopedia. If you think about a subject while you open it, you'll find a complete entry on the subject. It's accuracy, relevance, and detail will be the equivalent of using the 'I'm Feeling Lucky!' feature of the Google search engine.

The Soldier

50cp - Shooter's Gauntlets (Free with Soldier)

You have in your possession a pair of custom made forearm guards with the option to have fully gloved hands, fingerless gloves, your index finger fully exposed, or some combination of the above. Looking like a tactical badass aside, as protection these bracers offer the standard benefits against hand to hand and head-to-hand attacks.

More importantly, they improve your resilience against powder burns, chemical burns, explosive damage and so on. This is a combination of the armor protecting your arms, and it granting you a steadier hand when using firearms or explosives. If you need to set up a claymore mine, measure out a drop of nitro glycerin, or overload a rifle round, these gloves will make sure nothing blows up. And if it does, you won't get burned.

100cp - Arsenal (Discount Soldier)

You have five military grade weapons that are illegal for civilians to own. You can choose what make and models you have, so long as they are available to an armed force on Earth in 2010-15. They also come with magazines, cleaning supplies and loose ammunition- hundreds of shotgun shells, thousands of military-grade rounds, and so on.

In addition to all of the above, you also have the appropriate paperwork to make law enforcement look away. This paperwork applies to any weapon you happen to be carrying as well. Any legal protection these papers provide are null if you do something like go demolishing up a city.

200cp - The Tank (Discount Soldier)

It's not actually a Tank, but instead it is a heavy-duty military all terrain vehicle. A Jeep or Humvee to be exact. This is the military incarnation of the vehicle with all the appropriate functions and features- but it is *not* armed. It has all the mountings for weapons however. It has several military-grade aftermarket upgrades like triple plated copper, which hardens it against electromagnetic disruption.

Of particular note is that it has several jerrycans of fuel in the back that replenish themselves every 48 hours, and cannot be punctured or set on fire accidentally. (Stray bullets won't make your fuel explode).

The Expert

50cp - *Them* Survival Guide (Free with The Expert)

This is your lifeline, the thing that keeps you going at night. It describes most possible forms of walking dead apocalypse and how to survive them. The advice given also applies to similar horde-style opponents. It has guidelines on rationing, weapons manufacture and a whole host of other topics relevant to survival in a mad world.

It also acts as a touchstone- by holding onto it outside of combat, you banish fear and can calm yourself down. This is primarily useful for getting to sleep in hostile territory.

100cp - *Them* Defense Kit (Discount for The Expert)

This sleek, incredibly tactical roll-away bag has everything you need to survive in the field, medically speaking. Inside is a constantly replenishing supply of ointments, clean bandages and sterile field surgical tools. As long as it's nothing like an organ injury or internal bleeding, this kit has what you need to fix it.

200cp - The Great Communicator (Discount for The Expert)

It's a chainsaw. Unlike most tools, this one is actually upgraded and modified to be used against the walking dead. It is however quite loud, and will attract all sorts of attention.

Regardless of it's shortcomings, this weapon is a guaranteed kill on any walking dead or similarly human-sized foe, assuming they lack extranormal durability.

Episode 5: Streets of the Complications

You may take any number of complications, but you cannot gain more than 600cp from any combination.

+100cp - Anno... What Was Your Name Again?

You're a ditz, and you can't even remember the names of people who are dying trying to keep you and themselves alive. You better hope you have *some* skill or trait that makes people want to stick around you, because it won't be for your fitful, barely simmering personality.

If you are one of Them, your human and superhuman senses are severely crippled, making it very difficult to find anyone or do anything.

+100cp - The Zed Word

You can't say the zed-word (or other names common to the genre, or in other languages). I mean, sure, you're *able to*, but you'll quickly regret it, as it will not only instantly alert every one of Them in the area both to your position, but also the optimal route to reach you. If They could make it in fifteen minutes, They will come.

You may accept this complication twice- if you do, the above condition instead applies to everyone in the world, drawing Them to the speaker. Hopefully people will pick up on this on their own, but you try explaining they can't say a word without some asshole pushing the metaphorical big red button.

If you are one of Them, anytime someone says the word, you'll get hopelessly lost and likely find yourself in bodily peril.

+100cp - Damned Sexy

The world is full of outrageously gorgeous people. Like, credulity-straining. Even the least attractive types are cute or endearing in their own way, like they haven't hit their stride or grown out of their baby fat. To put it bluntly, everyone in the world is attractive and nice to look at.

Unfortunately for you, about ninety percent of them are dead, so any chance of titillation is... slim at best.

Obviously, someone is trying to make a statement about the juxtaposition of sex and death.

+200cp - It's All Downhill From Here

The only way for you to decrease your elevation is to throw yourself at the ground and tumble until you're on a stable surface- from which you must then slowly stand up from (taking minutes, at least). Yes, even if you can fly, or even if you're just jumping, you'll need to land in a heap on the floor.

This applies to all Origins.

+200cp - Romero Would Be Proud

Like any good metaphor for the human condition and rampant consumerism, putting people in an awful situation brings out their awful natures. Humans either turn on each other for dumb reasons, or put honor before reason in a horrible situation. All this means any groups you find yourself in will likely self destruct unless you are *incredibly lucky*.

If you are one of Them, others of your ilk might consider you human and worth snacking on.

+200cp - Sprinters

They are normally slow moving lurchers. Now? They're fast. Really fast. They sprint everywhere with unnatural endurance.

If you are one of Them, you are instead hopelessly slow.

Continued...

+300cp - Airborne

Approximately one year after the jump begins, whatever makes them... Them, will become transmissible by air.

With a healthy immune system, A normal person can fight off casual infection from passing exposure. This is defined as 'spending more than a day unprotected near a smelly, infected corpse, or an active, mobile carrier'. Aerosolized blood is a much more severe hazard.

If someone is injured, or otherwise has their health severely compromised by mundane infections, blood loss, malnutrition or dehydration, casual infection is much more likely. All normal biohazard control techniques function as expected, including disinfecting the wound.

If you are one of Them, the surviving humans instead develop an aerosol that quickly accelerates organic decay.

+300cp - Biohazard

There are more things out there than just Them... By taking this complication, Their ranks will be punctuated by mutants and abominations, violent and horrible variations on humans somehow optimized for hunting humans. They'll be faster, stronger, tougher and stranger than you can imagine.

Combat will be much more difficult. Prepare accordingly.

If you are one of Them, the survivors quickly arm themselves with better and more exotic weapons.

+300cp - EMP

In the face of crisis, the world leaders have fallen back on some of their most terrifying weapons. They believe the ongoing chaos is the work of rival nations and fear has gripped the governments of Earth. Fortunately for the world, cooler heads among the lower ranks have ensured that nuclear weapons, when deployed, are set for tactical EMP burst and not city-busting. As a result, fallout is negligible as is structural damage.

However, as a part of this complication, a nuclear weapon/EMP device will be detonated above whatever city you happen to be in, immediately destroying any active unprotected electronics, along with a lot of inactive ones. This occurs every 5-6 months.

If you are one of Them, a city is reclaimed from the hordes every six months. Try not to be inside the city limits when the kill teams arrive.

Episode 6: In the Continuation of the Night

Stay

It's been ten years in a post-apocalyptic world. The population has been drastically reduced, and the people who survived are of a particular personality that admittedly enjoyed the anarchy and revelry of the decayed world.

Maybe you're one of them! Stay here and see what you can make of it.

Go Home

How many of these shambling horde scenarios have you gone through? This is it, this is the last one. You're done. Time to go home.

Carry On

After these ten years, it's been a trip and you've learned a lot about yourself, what you're willing to do to survive, and what you're not willing to do. Going forward, you're that much tougher, but also that much more humane. Ish.

Still, there's all kinds of worlds left to explore!

Episode 7: Note Night and the Changelog Ruck

6/8/2015 - First Draft!