

World War Z

A virus had spread across the globe, leading to a zombie outbreak overtaking entire cities and countries in mere days. The remains of various governments trying to find potential cures and reestablishing a nation in a post outbreak world. Here is **1000CP** to help you out.

Times and Places

Two weeks before the start of the movie and anywhere in the world.

Origins

1 Medical

You have a background in the medical field, experience in treating the sick and recognizing a variety of symptoms. You were a worker in a hospital that suddenly became overrun by an outbreak, it being a miracle you managed to make your escape

2 Military Investigator

You have a past in war crime investigations, conflict ridden hellscapes are not a new sight for you. You were enjoying time off at home before the outbreak, now relying on your connections and army training to survive another war.

3 Doomsday Prepper

You always knew this day was coming, being right never felt so bittersweet. While you may not have official training, your planning skills have provided you a plethora of food and supplies. You were home when the outbreak hit your home, lucky you had your bunker.

Perks

1 Medical

100 CP

Nurse- Recognition of symptoms and illnesses taken a step further, the ability to recognize treatment of various illnesses whether you have the medicine on hand is up to your actions, but you can enact temporary ways to alleviate symptoms or stimulate a desired response.

200 CP

Surgeon- The knowhow for treating broken limbs, or the precision for removing small objects embedded in someone's flesh. Making slings, splints, or recognizing where on the body is the most vulnerable part is your specialty as a trained professional.

400 CP

WHO- You are a top level expert, more so past current treatments, you can come up with new treatments and medications. While you may not be able to cure African Rabies, you can handle mixing together emergency medication to survive.

2 Investigator

100 CP

Keen Eye- Connect the dots, notice small details when most may be more rushed under pressure. You can get more info out of a situation and better recognize potential hazards or advantages in an environment, it helps to pay attention.

200 CP

Peoples Person- You are a good interrogator, see little quirks people have when under stressful conditions or faults in their stories. You can be more convincing to people, capable of getting people to hear you out or willing to test out your plans.

400 CP

Real Connections- Your connections go high, you can call in military favors from time to time, helping out traveling but won't offer you safety without you doing their dirty work. Getting military help, while helpful in planning more outlandish methods of getting around, is also unreliable without you offering them things in return for the assistance.

3 Doomsday Prepper

100 CP

Bulwark- The knowledge of barricade building, building a strong foundation and making armor from household supplies. Keeping a door protected right can keep a hoard from busting past, or set up it's destruction to further stop them via crushing weight.

200 CP

Plan Ahead- A doomsday prepper prepares for anything, if this wasn't a zombie apocalypse it was bound to be something else. Be able to come up with layers of plans, a colorful variety of backup plans, gotta make sure you have as many exits as possible.

400 CP

Safety Off- Sometimes weapons just aren't enough, with how they are sold, which is why as part of your prepping you learned how to make some "modifications". From hotwiring to mixing together explosives, you have an understanding how to make things have quite the extra kick.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes and such. You get one 100 free for origin and the rest are discounted to 50%. All of these can be purchased multiple times.

General

100 CP

Secure Apartment Complex- An Apartment complex with each apartment on average having a kitchen, bathroom, living room, 2 bedrooms, and a patio for the upstairs ones. The doors and windows are made thick and not easily breakable with fortified shutters. While not indestructible, it comes with free power and water, and while stocked the food won't last for long term survival.

200 CP

Survival RV- An all terrain RV heavily fortified and solar powered, but can use gasoline in case of emergencies. The RV by all terrains, means it can even withstand underwater pressure, and floatation devices that while slow can allow traveling down rivers but not capable of ocean travel as it is.

400 CP

Deluxe Super Yacht- With the zombies, it seems this extravagant yacht was abandoned and all up to you to use. The Yacht allows ocean travel, but a bit unwieldy to use alone, but it's mostly self sufficient. The food is also incredibly varied and allows for long term survival, and keeps away from zombies as long as you are far enough from the shore, the only real issue is isolation as we humans are social creatures in need of some contact.

1 Medical

100 CP

First Aid- A high quality first aid kit for a variety of infection treatments and other medical supplies to patch you up. Hygiene care is also included to keep any potential illnesses at bay, as well as a gas mask to void airborne pathogens.

200 CP

Proper Medication- A variety of medicines and vaccines for bringing people and yourself care for various illnesses. These medications can help those with preexisting conditions or act as an emergency stimulant.

400 CP

Experimental Medicine- A more experimental drug to help dull pain which could theoretically slow down the infection from spreading far past where the bite was, allowing for an emergency amputation, allowing for resistance of the infection for about an hour once infected. The drug makes one's system act more akin to a zombie, risking one's body for strength. This drug isn't perfect and can be highly addictive and can cause exhaustion.

Or

Camouflage- A vaccine that allows you to be invisible to the zombies, an invaluable survival asset. As much of a godsend this medicine is, it is inevitable that African Rabies may mutate to render the camouflage no longer a viable survival tactic, but may work just long enough for your needs.

2 Military Investigator

100 CP

Surveillance- Cameras and the like, keep an eye on the undead in their dormant state, most viable when set up at a permanent location. Alarms that while would attract zombies, could be

used to lure them away from your home, or into a trap to more permanently remove some zombies from circulation.

200 CP

Old Equipment- From your prior experience in warzones, you have combat gear and weapons just in case. Bullet proof gear is able to keep Zombies from easily biting you at first. Most extreme is your weapons of a combat knife, pistol, and grenades allowing a more tactical advantage.

400 CP

Personal Plane- A personal plane to travel around the world in search of the safest locations or following mission leads. The plane restocks on fuel with a max amount to fly from America to Europe, and can only hold about 4 people.

3 Doomsday Prepper

100 CP

Well Stocked- Food and basic supplies you have in excess in your preparations for the inevitable zombie apocalypse, you have supplies for cooking food, lockpicks, or spare parts for quick gun repairs.

200 CP

Doomsday Armor- A flexible knightly armor befitting one waiting for this dark day to come, you can't fight a horde of undead, you can withstand bites with the thick plating with no worry of infection. The suit can get a bit hot, but no armor is intended to be worn 24/7 afterall.

400 CP

Extreme Doomsday Bunker- A bunker meant to withstand not only a zombie apocalypse but a nuclear apocalypse, flooding, or volcanic eruption. The bunker is well defended with decent ventilation and oxygen in case a complete airtight emergency scenario comes up. A bedroom, kitchen, and living room with entertainment room all supplied, complete with a power generator to keep the lights on.

Companions

Import Free

Bring in as many as you want with 300 CP

100 CP Custom Companions

Do you desire a premade companion or how about a customised version of a real life or mundane person this is the option for you.

Drawbacks

100 CP

Missing Limb- You are missing one of your four limbs, less area for a zombie to bite, but harder to manipulate your environment in term.

100 CP

Pre Existing Condition- You have a condition from before all this began such as arthritis, asthma, or very delicate skin. You need regular meds to keep in your best condition or things could get potentially life threatening.

200CP

Wanted Criminal- While it'd seem like the government wouldn't care about such things given the circumstances, it seems your "crimes" still deserve justice in their eyes. Expect occasional scuffles as the government tries to bring you in for interrogation.

300 CP

Bloodthirsty- You like killing, perhaps much more than healthy. While you can kill zombies as an outlet for these feelings, may be dangerous to leave you alone with people too long without venting out those urges.

300 CP

Zombie Magnet- The undead seem to really wanna infect you, they are able to detect you much easier than any other human, acting much more desperate to come towards you. You have to account for defenses of them climbing over each other they do for large groups of living humans

now focused just on you or how they don't lose focus on you even while out of their sight, at least for a few hours.

300 CP

Super Zombies- Some zombies are just built different, durable, having gorilla like strength and blend in with all the other zombies making for a terrifying surprise. Always watch out for zombies whos bodies twitch a lot more, and act more frantic when riled up, they can not be physically fought by a normal person with their strength.

Choices

Go Home

Stay

Continue

Notes