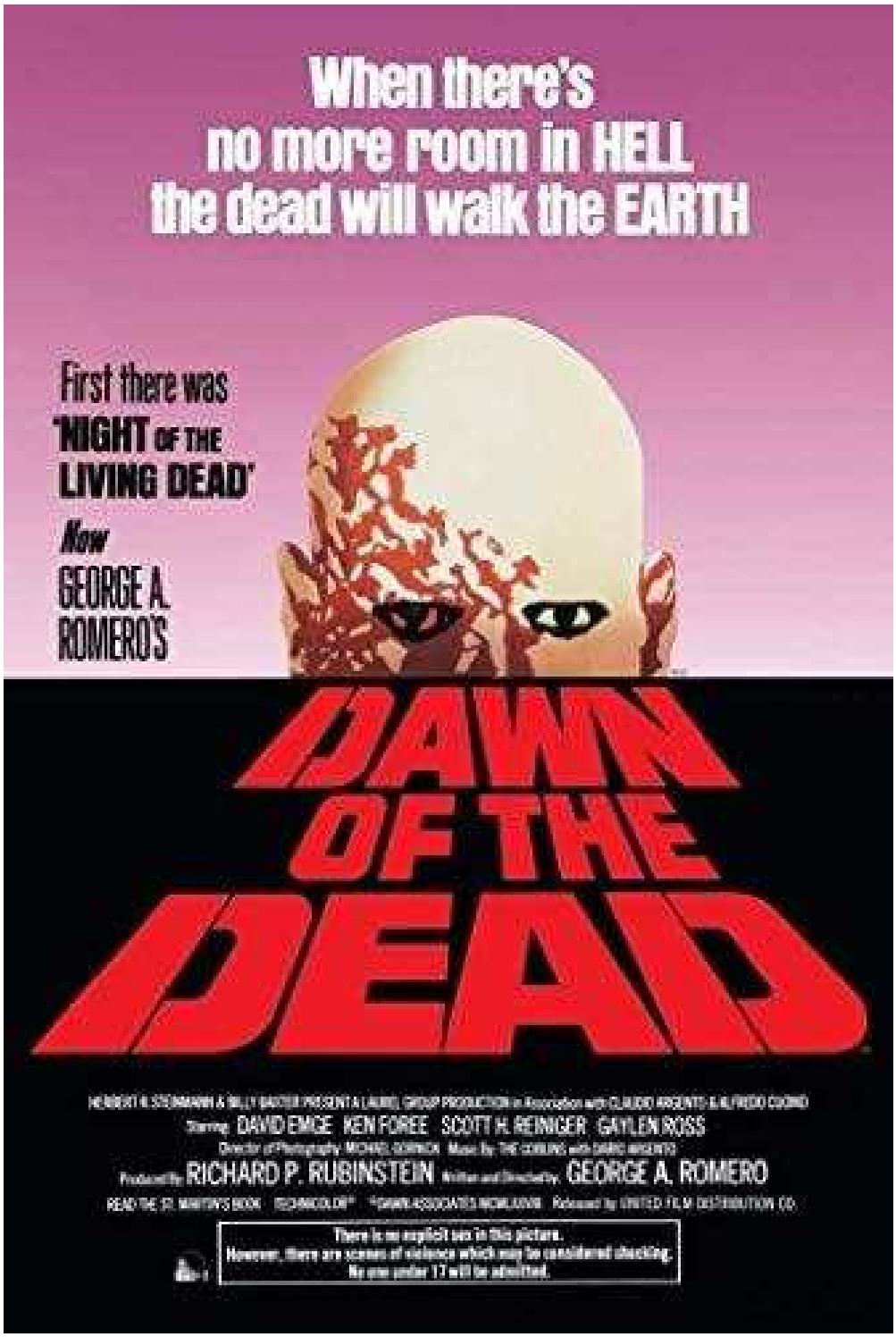
Romero's *Living Dead* Series Jumpchain

Version 1.0.0



The dead have begun to rise. No one seems to know why, but it is the death of death itself as dead humans - not animals only apparently humans - rise again as shambling, cannibalistic undead. Whether they are called ghouls, zombies, dumbfucks, stinkers, or deadheads they represent a threat to humanity as every person who dies no matter the cause invariably rises as a zombie if not immediately dealt with through burning or destruction of the brain.

This is the world of Romero's zombie movies, though they're officially not sequels to each other. Whether the events of previous films are roughly canon to the latter ones is ultimately up in the air, but each of the first four films shows a progressing zombie apocalypse, the original zombie apocalypse in film (Matheson's I Am Legend depicted one with vampires which served as an inspiration for the films), with the final two going back to the beginning of the zombie apocalypse. Always taking place where the apocalypse was roughly modern day, the films show human savagery in the face of a threat to human existence.

Given this is the apocalypse take these to help you survive:

+1000 CP

Try to avoid becoming worse than the stinkers while you're out there. Maybe you can make this world a little better for your presence.

Location:

This really ought to be more which movie you arrive in. You can choose to arrive in any of the films, in any heavily populated part of the world; you could arrive anywhere in the continental US but no fair starting off in rural Alaska or the Antarctic. The film will decide how deep into the zombie apocalypse you are (just starting in *Night of the Living Dead* to several years in *Land of the Dead*) as well as what year it is. Alternatively you could go to one of the remakes, or to Romero's comic *Empire of the Dead*. If you'd prefer to roll, though, you can roll 1d8 on the table below.

1. 1968 Farmhouse about 200 miles outside of Pittsburgh, the dead have just begun to rise.
2. 1978 Pittsburgh, the dead began to rise a few days ago and the city is falling apart.

3. 1985 Southern Florida, the dead began to rise a few years previously and you have spent the entire time since in a bunker with 18 other people… now down to a mere handful.
4. 2005 Pittsburgh, years have passed since the dead began to rise the wealthy elite live in opulence in Fiddler's Green while the lower class struggle for a living in squalor on the streets.
5. 2007 University of Pittsburgh, the dead have just begun to rise all over the world. Students are starting to flee home.
6. 2009 Plum Island, off the coast of Delaware. Two families have been feuding as long as anyone can remember. In the wake of the dead beginning to rise recently, the Muldoon patriarch has just finally been able to drive out the O'Flynn family head for the crime of killing zombies, and is now killing any strangers who arrive on the island.
7. 2014 New York City, 5 (maybe 3) years since the dead began to rise, New York has something resembling stability… under the control of a vampire mayor and the old vampire elite.
8. 1990 Farmhouse about 200 miles outside of Pittsburgh, the dead have just begun to rise… you are in the remake of Night of the Living Dead.

Age and Gender:

Your age and gender is up to you. Just try and keep them reasonable.

Origins:

Each origin will inform your history in this world, deciding what your role is before the jump properly begins - or your total lack of one in the case of Drop-In. They also provide you with discounts on perks and items associated with them; 50% on all, with the 1st 100 CP perk and item free.

Drop-In: You don't fit in this world. You have no background in this world, no memories related to it. You just seem to have appeared from nowhere.

Cop: You have a background in the police. Maybe you were a patrolman, maybe you were part of SWAT. Now that everything is going to hell you can expect to be called to put yourself in the path of danger to protect others; or maybe you are going to desert and try to find a safe place. You didn't sign up for fighting the living dead after all.

Frankenstein: Science may be humanity's only hope against the dead, if you could find a way to return them to being dead instead of the living dead you could save everyone. Unfortunately you seem to be more fascinated with the dead than in returning them to being dead. Still maybe if you reward them you can teach the dead to perform tricks.

Hunter: Whatever you were before the apocalypse doesn't matter. What you are now is someone who did in fact sign up for fighting the living dead. Whether it's shooting them in parts of posses or scavenging stinker controlled towns for supplies to feed the rich, you are a hunter of the dead.

Survivor: You aren't a soldier, cop, scientist, or mysterious stranger. You are just a normal civilian, someone trying to survive this world of the living dead. Hopefully you have something in your favor, but if you don't maybe you can learn and grow into a role?

Bub (100/500 CP): You're not alive. You're one of the dead. That is you're a ghoul, a stinker, a deadhead, a dumbfuck, or even a zombie, whatever they're calling them this time around. Now normally they'd be expected to decompose to immobility in something like 15 years but you won't have to worry about that. Actually if you're paying 500 CP you won't have to worry about a lot of things, you'll retain your full mobility, your full intelligence, and while there will be a craving for the flesh of the living it can be overcome by willpower, trained away, or what have you, and will fade completely post jump.

If you want this cheap you'll have some problems. Your motor functions and intelligence are decayed, similar to Big Daddy or Bub you'll still show some sparks of reason, but

you'll be a whole lot slower and a whole lot stupider than you were in life. This does scale off of your pre-existing abilities, so if you were superhumanly intelligent then you'll be more intelligent than this. You'll also have a rather powerful craving for the flesh of the living, one which will always be upon you requiring dedication and self-control not to act upon. Finally you will find talking communicatively difficult words coming out as grunts and moans at best. During this jump these will have the full power of drawbacks, but even post-jump you'll have to find your own means to get around these issues when you are a deadhead they simply won't have the full fiat backing of drawbacks; time to give those perks for avoiding racial int penalties a use. The craving for flesh will fade to the level the 500 CP version had during this jump, becoming much easier to control and will fade completely after enough time.

When you are a deadhead is something worth noting. During this jump you simply begin as a deadhead, and you do have the full benefits of that state, even if your alt-form is not human (you could be a zombie cat). By which we mean you don't feel pain, you only die if your brain is destroyed, you don't need food, or water, and you might or might not need rest. You also possess a bite which causes a fatal infection in those bitten, one which is apparently resistant to at least 1970s medical technology. Post-Jump you can choose to start as a deadhead if you want, or to become a deadhead when you die as long as your head is intact. Becoming a deadhead won't count as a chainfail, and you can even delay other one-ups until you're rendered truly dead instead of undead.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.



Drop-In Perks

Your Spin (100 CP): Why is the man who says 'I have a family and your plan is suicidal we should stay in the place we can actually fortify until rescue comes' the bad guy? Because the story is told to make him it. Now you have the skill to tell your stories, being a highly capable director - and a camera man if it comes to that - with a general idea of how to play the spin to make certain characters look good and others look bad. Tell you story.

Read the Survival Guide (200 CP): People here don't really know the rules of a zombie apocalypse, in part because the rules were based on avoiding the pitfalls of characters from these films. You however have the benefit of already having some idea about how to survive, and if you didn't already you do now. You know what not to do when the dead rise and begin attacking as flesh eating zombies. And it's not just zombies, when some supernatural or out of context threat manifests itself you will have a good idea of the basic ideas of how to survive it. You might not know the perfect solution, but you will have an instinct for how to survive the situation, and have a basic idea of potential weaknesses for supernatural and alien species.

Always Modern Day (400 CP): The timeline of these movies is a little weird. They're set decades apart, but the time since the zombie apocalypse began ranges from 'hours' to 'a few years'; it gets worse if you include Romero's comic series *Empire of the Dead* where it can't decide if the dead began rising 3 or 5 years ago and yet one of the characters is Barbara's sister and recounts the end of the original film. The series always takes place in the modern day. And now you can apply that to other worlds. Any jump you go to you can reskin as taking place in a setting analogous to the modern day. This will change things about the setting, apply it to Star Wars and it might reduce the setting to a single world, with the Deathstar being a city destroying airship, apply it to a Romeo and Juliet jump and you might end up in something similar to West Side Story, or to a jump set in the Roman empire and you might find a version of history where Rome has modern technology. You can control a little what the definition of 'modern day' is from the late 60s to the present.

On the Social Contract (600 CP): Humans are the real monster, and our fundamental inability to put aside our egos and greed and work together is far more damaging than zombies. Of course, humans in reality do have an instinct to put aside our egos and greed in a disaster, and they can bring out the best in people, not just the worst. You bring out this side of people. When you are around, people are more reasonable, more willing to work together, and more willing to put aside their personal desires for the purpose of

mutual survival. This won't stop them from breaking down under enough stress or ennui, but it'll make people in this world act like normal people instead of existing to highlight the worst aspects of humanity, and in worlds where people act more normal you'll find people acting more cooperative and more moral than normal.

Cop Perks

Cold Blooded (100 CP): In these situations the question of whether you'd have what it takes to shoot your own best friend, or even child, if they rose as a zombie without hesitation. You don't have to ask that question. Given sufficient reason - like they're an undead cannibal with only a vestige of their old self - you won't hesitate to do what needs to be done. This won't make you do things you really don't feel should be done, but you can overcome qualms and hesitation to act when you need to.

Brawler (200 CP): It's really not the best idea to get into melee with zombies. And yet somehow you make it work more often than not. You aren't a martial artist, what you know is better for dealing with the undead. You know how to bumrush your way through a crowd, hitting fast and moving onwards, knocking people to the side and not slowing down as you make your way through the mob without breaking your stride. You have the strength and reflexes of a street brawler, or a football/rugby player, and the training of a riot cop. To help you out a bit, zombies, animals, and creatures of similar intelligence seem to react more slowly to you than to others, it's not much but it gives you a better chance of surviving with this approach.

Tactical Assessment (400 CP): You are excellent at sizing up the immediate tactical situation, and how to deal with it. Glance across a room, and you can size up the situation, how many zombies, how fast you and your friend are, how well you can handle it. Depending upon the situation you might take a few moments, but you can figure out reliably your best chances for something like raiding stores infested with zombies, taking out a group of bikers, or fortifying a hidey hole so it won't be noticed. This only really applies to small squad tactics; how to best use 2-4 men to deal with a hundred zombies or bikers sure, but you won't be leading armies with this.

You Underestimate those Suckers and You Get Eaten (600 CP): And you won't. Underestimate them, that is; you could still get eaten. No matter how accustomed you get to a situation you won't drop your guard, or get sloppy because you've done it a hundred - or a million - times. Nor does this state of constantly being on guard add to your stress. Oh, you still need to sleep and rest, but being alert and mentally on guard doesn't strain you any more than being relaxed. This also helps you not underestimate enemies in general, keeping yourself easily aware of known dangers and having a realistic estimate of how dangerous to you they are. It won't help with situations with true unknowns, but if there's a reason to suspect an opponent has unknown capabilities you won't forget the possibility. In short you do not drop your mental readiness, get sloppy, or underestimate your enemies.

Frankenstein Perks

Doctor (100 CP): Can't play Frankenstein without being one of these. You have the equivalent of more than a decade of training and experience in a medical field related to being a medical researcher. You know how to perform medical research, and have a specialty of your choice such as virology, neurosurgery, or pediatric care.

Talk Them Silly (200 CP): You know how to talk to people to make your research, scientific credentials, or academic accomplishments seem important, irreplaceable, and worthwhile. You are generally good at using superior academic achievement to cloak your words and manipulate those who lack proficiency in your field. This helps you bullshit people in general, but it works best when they have a reason to believe that you actually have the experience or expertise (and definitely won't help if they have more); and it can be used to help convince people of actual facts based on your fields of expertise.

Teach the Dead to Eat Something Else (400 CP): You are able to condition creatures that are compelled to feed on a certain substance or that can only survive on certain food to consume something else that's close enough instead. You might teach the dead to eat horse meat instead of human flesh, vampires that normally only feed on humans to feed on rats, or an obligate carnivore to survive on a carefully designed vegetarian diet rich in protein. This won't be instant, or easy, and you may have many failures before finding a receptive specimen, but once you've taught one it becomes much easier to teach others; they might even be able to spread it to others on their own.

Reward is the Key (600 CP): That is the key to cultivating intelligence in less intelligent life forms. Through positive reinforcement, in the form of favorite 'treats' and words of encouragement and praise - or words spoken in tones of such - you are able to condition certain behaviors, or even generate the spark of higher intellect, in others. You could teach one of the dead to not eat you, to use tools (or firearms), and to obey simple verbal commands; you'd just need to feed it some fresh, non-undead human flesh, give it praise, and the like. Beyond merely conditioning desired responses with sufficient time you can cultivate human-level intelligence in one of the dead including higher reason and language. This works on other creatures than just the dead, though it will take more effort and time given they lack foundational memories of human behavior. The more intelligent animals could eventually reach human-like reasoning, and if you were sufficiently above a human you could uplift humans to something closer to you with a similar methodology.

Hunter Perks

Looter (100 CP): Foraging for supplies in enemy territory has been a tradition of military forces for all of history. The fact that the dead walk the land hasn't changed this, just made it so that the enemy territory and supplies to be foraged have changed. You have a good eye for where to get what supplies you need quickly, what areas are most likely to have them, and how to get to them quickly. And hopefully get out again fast as well.

Night Raiding (200 CP): You'd think it'd be dangerous to raid stinker infested towns at night when the visibility is greatly reduced. You'd not be wrong, though their fascination with fireworks makes it safer than during the day. Still if you're going around invading unlit buildings crawling with the undead at night you need some things to survive. You have a keen sense of hearing, and excellent night vision, putting you at, or even above, the peak of human capabilities in both.

Military Engineer (400 CP): Riley designed the Dead Reckoning - a 16 wheeler truck turned into an armored personnel carrier armed with building destroying missiles, stinker distracting fireworks, and machine guns - himself. Now you can do the same. You're good at mechanical engineering, especially designing and building military vehicles. Of course this was designed well past the breakdown of most civilization and supply lines, so you are good at designing and building such things with limited supplies, research and development times, and generally in subpar situations.

Good Shooting (600 CP): Most people don't have great aiming skills in these films, you are one of the exceptions. Your aim is superhuman. You don't need a submachine gun because even with only one good eye you can hit the head with just one shot, when they're half-obscured by approaching from behind someone else, and you're driving by on a motorcycle; though you might end up off-center. Well ok, the motorcycle drive-by was a different time than the other, but the point remains: you have the sort of improbable aiming skills that only exist in Hollywood. Given a chance to aim and you will hit the spot you're aiming for if it is possible, and even shooting from the hip you'll be able to make extremely difficult shots.

Survivor Perks

Healthy Immune System (100 CP): This isn't enough to protect you from a ghoul's bite, but it'd be a real shame to die because you got sick. So you now have a much more robust immune system. You almost never get sick, and can fight off any mundane virus with nothing more than rest and food. Even engineered or supernatural viruses you are resistant to, you might last twice as long with a ghoul bite as most people.

Vehicle Operations (200 CP): The ability to sail a ship, or maybe better fly a helicopter, is an immensely valuable skill to survivors in the early days of a zombie apocalypse. You can do both. You know how to pilot any and every civilian vehicle as a fully trained and proficient crew member and pilot, and will quickly pick up any military vehicles you care to try with. This will continue to apply in future jumps, granting you knowledge of how to run any civilian vehicles in your native society for the jump and ability to quickly learn how to pilot anything else you come upon.

So Long as There's You and Me and Maybe Some Other People (400 CP): The dead don't kill people. Psychological collapse is as dangerous, or more so, than the dead. While you can still feel stress from having to stay on watch, or other such factors you cope better than most. Your real strength, however, lies in your ability to deal with ennui, boredom, and feelings of loneliness. The realization that death is dead and the dead won't stop rising, that humanity will never be able to pick up the pieces and get things back to normality won't crush you, just encourage you to enjoy what elements of life you can. You are mostly immune to boredom, ennui, crippling loneliness, and depression.

Pick It Up as You Go (600 CP): Fran didn't know how to shoot or fly a helicopter when things began. While at the mall she learned how to do both of them, becoming a fine shot and a fine pilot. You are good at picking up new skills, learning by observation many times faster than an ordinary person, and absorbing training as fast as it is given to you. You could learn to pilot a helicopter in one or two easy lessons, at least as well as someone who was just getting their license.

Bub Perks

Dead Silent (100 CP): While by Day of the Dead the dead started moaning, they didn't start out that way. In fact they were extremely quiet. And now so are you. It's almost as if your actions are muted. Even as an unintelligent shambling corpse you would be as silent as a thief creeping in the night, if not more so, and if you're actually making an effort to remain quiet it's very unlikely for anyone to hear you coming.

Deadly Bite (200 CP): Zombie bites carry a virulence deadly to humans. But you're likely to deal with things far greater than humans, and likely to become something far more powerful than a human as well. Now any poison, diseases, or deadly side-effects of your bites scale based off of your personal power; if you're a zombie who was as strong as a kryptonian your bite could kill a kryptonian like a normal zombie's would kill a human, and it'd kill a human much faster. This won't make your bite poisonous or viral on its own, but even human mouths carry bacteria that can infect wounds just not nearly on the level of a zombie's.

This scaling also applies to your bite force, the more powerful you are the greater the force you can apply with your jaws when biting. This won't scale one to one - if you're a kryptonian you won't have 2x kryptonian or kryptonian^2 bite strength just from this maybe +10-20% - but it will scale to forms of power other than direct strength increases.

Big Daddy (400 CP): Zombies, and other forms of undead with subhuman intelligence, naturally look at you as a leader. They will ape your actions and your behavior, and will slowly grow more intelligent the longer they are around you. They won't ever quite reach human intelligence, but by leading a group of zombies you could teach them to communicate with you and others, or to rise above their instincts and leave without killing all humans around. Though while they will naturally follow you and feel a certain sense of submission, zombies (and similar undead) will still try and eat you if you're a living human, you could teach them not to (and this will help with that) but that will take time.

Underestimated (600 CP): You are extremely easy to underestimate, people not taking the threat you represent seriously. People tend to forget those things that make you most dangerous, and let their guard down around you, ignoring the ways you could possibly apply your powers and abilities. This has limits, people don't forget to shoot zombies in the head after all, but they do forget why they need to keep their guard and defense up around them. And now this applies to you just as much, the threat that people perceive you to be is much less than the threat you actually represent, and they will often perceive

threats to their power and authority as greater than the existential threat that you represent.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Armored Truck (100 CP): This is an armored truck like you'd see for transporting money from banks. It is rather ordinary, for an armored truck, except that it will refuel itself when not in use at half the speed it consumes fuel when in use. If lost it will be returned to you in a week, and if damaged it will slowly repair itself taking a week to fully repair itself if it is totalled.

Isolated Farmhouse (100 CP): This is a farmhouse, its exact location is up to you, but by default it's somewhere isolated and off the normal track. It's decently built, actually pretty large with 2 stories, an attic, and a cellar with a heavily reinforced door. You could probably hide in the cellar from the dead at least until the food ran out. It has a fuel pump which will slowly refuel itself, enough to supply the gas needed for regular use of a single car. The fuel can adapt for other forms of vehicles, always being the right type but don't expect to fuel your space warship with just this.

Raided a Gun Store (100 CP): This is a collection of about a dozen guns. They can be any type of civilian gun from the period. They come with a stockpile of ammo - more than a hundred rounds per gun - and this stockpile will replenish over the course of a week. You've got to carry the ammo, and load it, manually, and besides being replaced eventually if lost or damaged the guns are perfectly ordinary guns.

Boat (200 CP): You have a motorized boat of some sort. It can be a civilian vessel small enough for one person, or large enough to serve as a ferry between the mainland and an island; maybe you'll get a yacht or a houseboat. Whatever you choose it refuels itself when not in use, and it can be used to run a generator though that will drain the fuel and it only refuels when not in use. Still unlike a helicopter this can be taken out to sea for when you need to sleep.

Mansion (200 CP): This is a large, multi-story mansion with an outer wall (and iron gate), large grounds, and even has an actual safe room from which you can observe the rest of the house via cameras, or watch tv, use the internet, and wait out things in style.

The mansion has its own generator which just seems to run to provide power to the mansion, and has running water that doesn't seem to be connected to any external system. If you didn't do something like leave the gate and door open it'd be a fairly safe place at least until you run out of food.

Drop-In Items

CamCorder (100 CP): This is a mid 2000s portable camera. It is high quality, will repair itself if damaged, and replace itself if lost. It always seems to have more space on its tape, and doesn't seem to actually need batteries meaning you can record indefinitely if you wanted to. If someone is trying to kill your friend try and help and not just record it.

RV (200 CP): This is a high quality RV, able to comfortably sleep multiple people, and large enough that you could have 9 people ride in it if they were alright with little to no privacy and sleeping 2 to a bed. It automatically refuels itself when not in use at the same speed it uses fuel at highway speeds, and will repair itself over 24 hours if damaged. Beyond that it's built fairly sturdy, and it has a door on the inside that should open to the outside, but instead opens only to your warehouse or another private pocket dimension of your choice.

Mobile Tribe (400 CP): This is something similar to some of the groups shown, but not focused on, in the films. That is it's a group of people with an actual sense of community and shared common interest. Specifically it's something like one of the posses raised by rural communities hunting the dead across rural Pennsylvania, or the biker gang. Whatever it is, it's about 50 people strong, with vehicles, guns, and a sense of common fellowship and society amongst themselves. These vehicles can be trucks and cars, or bikes, but either way the fuel will regenerate when not in use, and the ammo will slowly restock as well. For both it will take about a week, so you'll need to acquire additional stores to stay mobile and defended constantly, and feeding them will be on you, but you might be able to clear out your region with this.

Cop Items

Hotwiring Kit (100 CP): This small bag carries all the tools you'd need to hotwire a car or other similar vehicle. If lost you'll find it again within 24 hours, so you won't need to go back and get bitten while retrieving it.

Ain't It a Crime (200 CP): This is a high-end hunting rifle with an excellent scope, and made to reduce bullet drift and the way recoil puts the muzzle out of alignment. It could be said that the only person who could ever miss with this gun is the sucker with the bread to buy it. While that's not quite true, it does seem to improve your aim even more than a high quality gun should, as if it actively helps to correct your aim slightly.

Underground Bunker (400 CP): This underground bunker has its own generator, room for dozens of people, rudimentary labs, a fence to keep the undead away from the entrance, a large lift that serves as entrance and exit, rising or lowering by mechanisms to prevent the undead from getting in, and even old mine tunnels that have been set up to contain dumbfucks. If you had the necessary supplies you'd be able to survive down here indefinitely. While the generator will keep running even without outside supplies, everything else you'll have to provide yourself.

Frankenstein Items

Operating Theater (100 CP): This is a small room set up as an OR. It's not exactly the highest quality around, but it has a collection of surgical tools and is about what you'd expect from a small hospital's operating room. It doesn't come with its own supply of anesthesia, or chemicals, but the tools will repair themselves and it will provide its own power for the more mechanical ones. It doesn't clean itself, though. This room by default attaches to your warehouse or a personal subdimension, if you lack one of those you can have it manifest in-jump attached to a building, or even just get a key like a warehouse key to take you here.

Supply of Specimens (200 CP): One deadhead, live (for a given value of the word) and restrained, available through your warehouse (or other personal dimension) each month. In future jumps you can still have this be deadheads from this world, but you can choose to get another monstrous creature native to the current jump that could be caught by a small group of national guard reservists. If it'd take time - such as hunting them down - this will reduce how many you get, while 1 month between specimens is the minimum, for every week (or fraction thereof) it'd take the hypothetical group of reservists to catch one it'll take a month to get the specimen.

Isolated Island (400 CP): This small island, about 3 miles long at its longest, and a mile at its widest, lies at least 11 miles off the coast. Which coast? Pick one. Somehow despite how close it is to land, people will never find it unless they are specifically looking for you or it, making it a nice little place of your own. It's uninhabited by default, and defaults to a New England climate and flora, though you can import other properties you buy onto the island - potentially expanding it if they are larger than it.

While 11 miles is the minimum, you can have this be a bit further away from land, maybe in the Caribbean if you're feeling like recreating a certain unofficial Italian sequel. You could put it closer than 11 miles, but it'd lose the quality that keeps people from stumbling onto it which is probably something you want to keep with the dead rising from the graves.

Hunter Items

Harpoon Gun (100 CP): A small harpoon gun, made to be used one-handed. It seems to have no recoil, and launches its projectile almost absolutely quietly. The effective range is a bit short compared to a pistol's, but the miniature harpoon it launches is strong enough to shoot through a human's skull while within it.

Flowers for Graves (200 CP): You have here a supply of fireworks, enough to put on a small fireworks display. They'll replenish daily, but it's not just a pretty display. You'll find that these fireworks are extremely distracting to unintelligent creatures, causing them to stop whatever they are doing and stare at them; even when in fast pursuit of food they might break off to look and gawk at the sky flowers.

Dead Reckoning (400 CP): While not necessarily the Dead Reckoning, this is an equivalent vehicle. A heavily armored truck designed as a mobile transport for a team of resource gatherers operating in areas overrun by stenches. It's heavily armed enough that throwing 50-60 men with bullet proof vests and SWAT team style armaments against it would be suicide. It has multiple machine guns, as well as racks of missile launchers situated on top of it. It can be driven by one person, though to fully man the weapons would require a team. Yours will resupply itself slowly over the course of a week.

If you also bought Flowers for Graves it will have its own supply of fireworks with those effects as well.

Survivor Items

Leather Flight Jacket (100 CP): This is a sturdy outfit, a heavy leather jacket which is tough enough that a zombie will have trouble biting through it, and tough gloves which are much the same way. While this won't save you on its own if you let them get a good grip on you, it can buy you a little time. It'll protect against other injuries of similar scale, you might get thrown from a motorcycle and your torso and hands would end up fine (might still want a helmet), or it could slow a knife thrust. Won't do much against bullets.

Helicopter (200 CP): This civilian helicopter seats 4. It will repair itself if damaged or destroyed over the course of a week, and will even refuel itself with 10 minutes worth of flight time for every hour of time it's allowed to rest.

Shopping Mall (400 CP): By default this shopping mall is completely abandoned, its power turned off. Still it is fully stocked with the goods you'd expect from a thriving mall in the late 70s, ranging from electronics and luxury items to food. It even has a bank. It has its own power generator which doesn't seem to need fuel though is only powerful enough to power the mall's ordinary functions. It will only restock itself at the start of each jump, but the canned food ought to last you a while, and it should be possible to fortify it against zombies… just don't turn the escalators on, it'll keep the higher floors a good deal safer.

Bub Items

Distinctive Costume (100 CP): How long have you been dead? Well judging from this outfit not long. This is a rather distinctive outfit, it won't be proper armor but you might get a biker's outfit, a soldier's camo, or even something like dressing for a marching band, football, or cheerleading practice. Whatever you pick it will resist every day wear and tear, and seem to never get truly filthy, oh it might pick up some stains and enough to show it's been worn, but you could wear it as a slowly rotting corpse for 3, or even 5 years, and while it might have some mud and a bloodstain or two it would remain looking like a halloween costume not rags. Short of using it as armor this outfit will always remain intact enough to cover you.

By the Time They Run Out of Food (200 CP): Humanity will be wiped out. And just in case that happens there's this. It's a small larder attached to your warehouse contains fresh, human meat. It will restock slowly as used, replacing a full, complete-save-for-a-missing-head human body each week. You don't have to worry about this meat becoming rotten or undead, it doesn't age and it doesn't have a head (or brain). If you don't have an insatiable craving for human flesh maybe you can find another use for a supply of fresh human cadavers.

Land of the Dead (400 CP): This is a town. An ordinary, small town. And we are talking about a small town, don't expect any shopping malls here. Or anything really noteworthy. Except its population. You see no one here is alive. They're not properly dead either, dead men don't typically walk around. They're flesh eating ghouls, zombies, dumbfucks, stinkers, deadheads, whatever word you decide to call them. They've got just enough of their old selves to ape some of their living habits - you might find the mailman walking his rounds and trying to deliver non-existent mail - but they're not any smarter than your average stinkers. They are more well-inclined towards you than most, but not enough to stop them from eating you if you're alive. This town will follow you, its stinker population restocking, into future jumps. Anyone who dies within the town limits will rise again as a stinker as well, and just so you can use this potential stinker army anyone bitten who dies without recovering from the (notoriously deadly to normal humans) bite will rise as well even if the bite directly didn't kill them. It's unlikely to cause a full apocalypse, not without every corpse everywhere rising up, but maybe you can find some way to make it useful.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

A Friendly Stinker (100 CP): There's something odd about this stinker. Normally they crave human flesh, but this one seems to not have such a craving; maybe they were a vegetarian when they were alive? Or maybe they had a puppy-like crush on you when they were alive? Whatever the reason that they don't seem to crave flesh they have attached themselves to you. They seem to have been a soldier in life, still retaining military discipline and habits, knowing how to use a wide-variety of guns and given they have some **Good Shooting** even as a zombie were probably an expert sniper in life; they also possess a knack for military machines and vehicles, even as a stinker they can still drive and actually perform some mechanical repairs; if they were somehow fully alive and without the damaged cognition of even a smart one of the dead they'd have both **Vehicle Operations** and **Military Engineer**. Post-jump they will have the upgraded version of **Bub** helping them regain their full cognitive abilities, though they will remain a natural follower, submissive and with a tendency to follow (your) orders.

Angelic Survivor (100 CP): This reporter was covering a firehouse's night shift for a show that focused on the nocturnal activities of various jobs in the early days of the situation, ending up trapped in an apartment building full of the dead, its lights shut down and something inside of it pursuing her. She's quite thankful for you picking her up and out of that situation. She has a **Healthy Immune System**, **As Long as There's You Me and Maybe Some Other People**, **Pick It Up as You Go**, **Your Spin**, and **Night Raider** as well as a **Cam Corder**. She is also strangely resistant to possession (demonic or otherwise) though that's unlikely to come up here.

One-Handed Survivor (100 CP): This dark haired young man was in a cabin in the woods when the dead began to rise. His sister, fiance, best friend, and their girlfriend all died and became the dead, and he even had his hand bit though he quickly cut it off which was apparently enough to save him from becoming a zombie himself. The experience has left him a little traumatized and unhinged, as well as a talent for one-liners and puns. He seems to have a massive streak of luck, at least when it comes to staying alive and winning fights, almost like he has some degree of actual plot armor, and despite the trauma he's already suffered he seems resilient against further psychological trauma with **As Long As There's You Me and Maybe Some Other People**, has a **Healthy Immune System**, is able to **Pick It Up As You Go**, and seems to have **Read the Survival Guide**.

Star Officer (100 CP): Formerly an Air Force pilot, and later SWAT officer. When the dead began to rise he quickly found himself leading an elite squad to deal with the dead. Unfortunately that didn't last long, but he proved himself more than capable in the role. He has the entire **Cop** perk line as well as **Good Shot** and **Read the Survival Guide**, and experience as a pilot, soldier, and SWAT officer giving him a good head in a firefight and experience with working in a squad.

X (100 CP): This ghoul seems to have retained more of her past self from before she died than most. You found her dressed in a SWAT uniform, and because you didn't exactly react to her as a violent undead but as a potential friend she has attached herself to you as her friend. She's smart enough to understand commands, and to lead other ghouls, and seems to still remember most of her SWAT training. She has the upgraded version of **Bub**, **Brawler**, **Tactical Assessment**, and **Big Daddy**. Beyond this she has an odd healing factor - having something plunge through her cheeks would only be a small scar after a minute or two - and post-jump if she begins a jump 'alive' she'll retain this healing factor and only be able to be killed again by something penetrating her heart… but she seems to have an odd need to drink blood regularly, though she doesn't age or otherwise need to eat. It's almost like she's some sort of zombified vampire. Thankfully rat blood can substitute for human, at least as long as they're not rabid.

Drawbacks:

*Need more than 1000 CP, you may take drawbacks for up to **+1000** additional CP. All drawbacks fade after 10 years.*

All I Care About is Money (+100 CP): You are greedy. You want money. Money to buy the good things in life. Money money money. You will go to great lengths for lettuce even as the world crumbles around you. You won't do things that are downright suicidal, but you will continue seeking out more of it no matter how much you have.

Bigot (+100 CP): You are one. You discriminate against those who are different from you. Maybe you're a racist, maybe you're sexist, maybe you're elitist. Somehow or another you are a bigot and you can expect to find cases where it will get in your way.

Motive Decay (+100 CP): There was a certain slide towards forced motives and villainy propelled by stupidity throughout the series. You will encounter more stupidity in your time here, the people moving from having motives of 'how to survive' (or 'surviving in comfort') more towards 'I want money that is now valueless', 'filming someone try and kill their friend' and 'having someone admit I was right for taking a stance opposite theirs simply to take a stance opposite of theirs and this is worth wholesale slaughter of everyone I have known my entire life'. The survivors are just generally rather more stupid. If humans being stupider would benefit you (or taken with **I Am Legend**), instead this affects you and your companions, making your own motives and actions generally less intelligent and more hammy.

Unhinged (+100 CP): You are not mentally well. Maybe it was the apocalypse, maybe it was something else, but you suffer under some delusion or madness which influences your behavior. Maybe you hallucinate the voices of your dead parents coming from the minds of zombies, maybe you have chronic insomnia, PTSD, or are just ready to snap under the pressure of it all. Whatever it is it won't earn you friends, and will hamper you in your attempts to survive.

Start of the Dead (+100 CP): These films invented the zombie apocalypse genre and the characters - typically - know nothing about the rules of the genre because there was no genre yet. Now we're putting you on an equal footing. You lose all memories and meta-knowledge of the series, its imitators, or the entire genre it spawned, including the rules of zombie weaknesses and traits (they're dumb, they're slow, you have to shoot them in the head, zombie bites are fatal, etc). You do retain in-jump memories, so depending upon your start these things can be common knowledge (by the time of *Day* or *Land* for example), but if you're a drop-in it's just all gone.

Track and Field of the Dead (+100 CP): Normally the zombies in these movies would shamble. Oh there were exceptions - the graveyard zombie jogged, and some children zombies sprinted - but generally speaking they were slow to react and slow to act; in *Dawn of the Dead* they could just stroll past them with the occasional push to knock them away, and in the 1990 *Night of the Living Dead* remake Barbara survived by literally just walking away at night. Now they're fast. Not superhumanly fast, but they're able to run, and their reaction times are at most a hair slower than when they were alive; think Snyder's remake. And if zombies being fast would benefit you, humans are instead all that much faster instead, with peak human reflexes and Usain Bolt speeds becoming the norm for your average out of shape office worker.

Vampires (+100 CP): Normally the only living dead you'd have to worry about are zombies, at least unless you were in *Empire of the Dead* and even then the vampire menace would seemingly be confined to New York. Now in addition to zombies there are vampires which while rare - maybe 1 in 100,000 people before the dead began to rise - will routinely infiltrate survivor groups and feed on them trying to get in a last good meal or two before everything goes belly up. You can expect to encounter more than your fair share of these vampires. They seem to lack the traditional weaknesses of their kind, save that they need to feed on blood and despite possessing healing factors die if their heart is pierced, as for powers they are known to possess hypnotic capabilities as well as said healing factors. Oh, and they can rise as zombies, who possess healing factors (though still die to head shots) and greater intelligence than usual. Oh and if you're on the side of the zombies, the vampires are instead using their age old connections and influence to keep survivors alive to preserve their food sources. Whichever hurts you more.

You Can be the Boss Down There I'm the Boss Up Here (+100 CP): You are obsessed with being in control, seeing yourself as the only proper boss in any situation. It doesn't matter if your idea is better or not, just that it was yours. Oh you'd like it if people admitted you were right, but more than anything you just have to be in control.

Biohazardous (+200 CP): Normally while the cause of the dead rising is unknown, a virus or plague is fairly certain to not be responsible. While bites are lethal the blood and fluids of the dead don't seem to be (at least no more so than normal corpses) and no one is catching being a zombie by being near them. Now the fluids of the dead are as lethal as their bites if they get into the body, and even just being around them is potentially hazardous, as they pollute the air with their presence causing an airborne infection in those with compromised immune systems, or with enough concentration and exposure to the dead, which once it takes hold will cause death. If you're one of the dead you'll instead find that you are constantly rotting at a rate comparable to a normal unpreserved

body and this can only be staved off by a regular intake of fresh human flesh from a body that was alive within the last few moments.

Deaf and Mute (+200 CP): You are hard of hearing and seem to have had a stroke. While you can still hear if it's loud enough, people have to speak loudly and very clearly to be understood, and you are unlikely to hear things like faint moans or footsteps; given obvious noise draws the dead and they are pretty quiet this is dangerous. Making things worse you cannot speak. You might be able to make some vague, inarticulate moans - sort of like a zombie - you won't be able to make clear, intelligent vocalizations. You can still read and write, or communicate telepathically, but given people typically talk to make clear they're not a shambling corpse this could go badly for you.

Emotional Attitudes of the Citizens (+200 CP): It can be hard to put a bullet through the head of a loved one, or even to burn their corpse. This might not have been a problem for you before, and there were plenty here who could overcome this hesitation, but now you'll find that these natural instincts against harming other human beings have been reinforced. People will shelter the living dead who were once their loved ones, and will hesitate to burn bodies, or to shoot even when the dead is a stranger, and where normally these behaviors would begin to die out as the apocalypse continued you'll find that they linger on unreasonably long. When it's a best friend even experienced survivors might not have it in them, and when it's someone's child… better hope someone else is there to finish them off. And if this would somehow help you, you'll find that the dead spare their loved ones, and will even fight each other to spare those they once cared about. Whatever hurts you more.

Smarter Zombies (+200/400 CP): The zombies in these films are smarter than often giving credit, even ignoring Bub and Big Daddy, but they're still not smart by any means. Now a dumb zombie will be about as smart as Big Daddy, and some will be as smart as - or smarter than - when they were alive. And before you think this makes you safe since you can reason with them, the urge to kill humans has become stronger as well seemingly in proportion to their intelligence. One as smart as Big Daddy might be able to be tamed like a normal ghoul, but one that has fully retained their human intelligence will be completely in thrall to their need to kill humans - preferably eating them as well. If you are on the side of the zombies you will instead find that humanity has become much more intelligent and competent. Whichever hurts you most.

For an additional 200 CP the zombies go beyond merely being smarter. They are apparently some form of hivemind, and anything that one zombie learns that makes them

more dangerous to you all zombies will learn (or if you are on the side of the zombies anything one person learns all humans learn). They had to learn to bite horses somehow.

They're Coming to Get You (+200 CP): The dead love you, or at least the scent of your flesh. You seem to be a magnet for the dead, attracting them towards your location and causing them to target and attack you preferentially - though they'll still kill your friends and allies on the way. No matter how you hole up you will find the dead coming where they can somehow threaten you. Hole up on a deserted island and they'll march up out of the sea. Hole up in a personal dimension and they'll find a way to breach it. This doesn't mean they'll do so immediately, but no matter where you hide you will occasionally have to put yourself into the line of fire to clear them away. And if you're one of the dead yourself, or something else like an animal or robot, they'll attack you just like if you were alive. Means to influence or control their behavior might work, but even these will no longer work 100% of the time.

Hell is Full (+300 CP): One of the suggested reasons for the dead rising is that hell has run out of room, and now the dead must walk the Earth feeding on the flesh of the living. Well it seems that it's right, and Hell has a very real existence. While at first things seem normal, you will quickly find that the forces of Hell will take a direct hand in the activities of the world, trying to wipe out anything resembling a good place to live. This might start as just minor demonic influences, but will eventually escalate into literal hell on Earth with demons walking the lands using the undead as their cannon fodder in a war against all the living. And God, if God exists, will do nothing. If you took the Bub origin you can expect them to demand you fall in line or treat you like living humans standing in their way.

Night of the Living Dead Animals (+300 CP): Normally it's only dead humans which rise as the living dead. Now, though, it's everything, or at least vertebrates. Now the good news is that the deadliness of their bites scales with how serious their bites normally are and only reach the full danger of a human zombie bite at a similar level of harm and damage; and for those things with nastier jaws than humans you can expect their bites to be that much more able to kill you afterwards. And they'll all have a craving for the flesh of the living. Oh, they'll prefer their own species, but they'll not be that picky. If you're on the side of the zombies, you'll find that animals don't rise as the dead, but instead have a violent hatred for the living dead, able to sense them with ease and instinctively knowing how to kill them.

Plan 9 From Venus (+300 CP): One of the suggested reasons for the dead rising is radiation from an exploded space probe sent to Venus. Now there's good reason to

believe it. The Venusians tainted the probe, and created the undead menace as the forerunner to an invasion intended to wipe out humanity as a potential threat. Once the ghouls have been given a few years to winnow down humanity you can expect an invasion from an interplanetary fleet out of venus coming to wipe out what parts of humanity remain. And if you are a Bub origin you can expect them not to want to share their new planet with the dead.

They're Us and We're Them (+300 CP): These films already have a rather dim and cynical view of humanity, showing humanity at its worst. In some this has justifications, with examples of people gathering together and seemingly making a positive impact just not where we were following them, in others not so much. Now things fall very much into the humanity is flawed and horrible camp. People will be more selfish, stupider, and more horrible to each other, constantly turning against each other. People like Rhodes are going to be a whole lot more common, and actually reasonable people to be far fewer. In short this drawback takes the negative traits associated with humans in Romero movies and cranks them up to 11. And if you're on the side of the dead you'll find this applies to the dead instead, with them having all the in-fighting, bickering, and betrayal normally associated with humans.

You Are Legend (+400 CP; incompatible with They're Us and We're Them and Emotional Attitudes of the Citizens): You don't have to worry about the fact that humans are the real monsters now. You are the last surviving human, everyone else is one of the dead. This locks out all your companions, pets, followers, and sapient AIs. Even means of creating intelligences in jump will never create something that can successfully replicate a human's role as companionship though you might manage to get a dog, cat, or docile zombie father-figure/pet. You will spend this jump entirely alone except for the flesh-eating undead. If taken with the Bub origin humanity has successfully wiped out all zombies except you, and will see killing you as a way to permanently put an end to the threat of the dead. Either way while your companions are locked out you can still import them to gain perks/items (and/or the Bub background) they just won't be accessible within the jump.

Outro:

Your decade in this world has passed. Did you save it? Did you merely survive it? You did survive it right? Well if you did fail you know what happens. Even if you were reanimated as a zombie you'll be back to your original world and alive, and don't worry you're not carrying some zombie virus. But if you did survive:

Return Home: End your chain and return home.

Stay Here: End your chain and remain in this world.

Continue: Go to the next jump.

Scenario - Death of the Dead:

You're still here? Oh well, fine. You want a scenario, there's only one: discover the mechanism by which the dead are rising as the living dead and stop it allowing the dead to remain dead without having their brains destroyed. It's unclear what this is; space radiation and Hell being filled are the leading theories as it's obviously not a disease due to the (nearly) simultaneous planet wide start. I won't give you any guides on how to complete this, it's your mystery to figure out. And then to fix it; this is not 'make it so humanity can survive', this is make it so the dead no longer rise and while that may simply be 'wait long enough' you need to understand the why and how it was caused not just 'space radiation' but what the space radiation did to cause it. And you have to do it in the decade you would be here for, you've got a deadline. Oh, and if you took the Bub origin, 'dying' due to ending undeath on a global scale will not count as jump or chain failure.

There's no penalty for failure, except the lack of a reward. Of course there's no real benefit for attempting if you do fail. Still if you succeed you get the following:

The Death of Death (Reward): At the start of each jump you may choose to invoke the death of death and initiate the same apocalyptic rise of the living dead as inflicted this world. It will function the same as the one you had to deal with - whether it was radiation, Hell being full, or something else - and with the same rules except that it will affect all sapient species of human-level or greater intelligence, and will not be human specific if there are other sapient species running about. You have no special power to turn it off, though to obtain this reward you have to have already managed the feat once.

Notes:

Jump by Fafnir's Foe

Outside of the Bub perkline I tried to call the dead by the term of the film, except in the Frankenstein perkline where I couldn't remember what they called them in *Survival of the Dead*, and calling them dumbfucks (the soldier' slang) just wasn't appropriate for perks based on Logan.

I had Teach the Dead to Eat Something Different referencing rat blood for vampires before I was aware of the details of Empire of the Dead… it just became more relevant after that. Also the reason it's so vague is because how it worked in *Survival of the Dead* seemed to be just wishing it would happen hard enough? Like put a zombie in a fence with a horse and just trust they'll eat it? And then despite it being killed before being able to encounter other zombies they just started eating horses too? Also teaching zombies to eat horses doesn't necessarily mean they'll stop eating humans, especially once they've finished eating the horses and actually given how useful horses would be in a post-zombie world all it does is make things worse.

Mansion ended up on the undiscounted tree with Mobile Tribe on the Drop-In because Mansion wasn't really as good as the island, bunker, or mall, and the Mobile Tribe felt like the more iconic and necessary item. Plus it fit the Drop-In better, in that it's the thing that exists in the setting… but always as something other than the main characters (while Drop-In got some things from *Diary of the Dead* it's not 'Student'). They got the RV and Cam Corder because RV fits the 'wandering loner', boat was better than the RV but RV was better than a 100 CP/freebie item, and Isolated Farmhouse would have doubled up with RV too much, and while RV can work with Mobile Tribe as sort of your main headquarters, the Isolated Farmhouse isn't good for mobility.

I had no idea how big/far from shore the movie's Plum Island was, so I used the real life one (which is part of the state of New York). It's on the Frankenstein item tree because… Well it was originally called the Mad Man tree and combines both the big advocates for taming the zombies Logan and Muldoon and is based on Muldoon's island, also Sarah from *Day of the Dead* went to some island near Florida, and *Zombi 2* (the unlicensed, unofficial Italian sequel which is an in name only sequel to *Dawn of the Dead*) was about a mad scientist studying zombie reanimation on an island.

The Friendly Stinker is mostly a way to give you a zombie companion option. It makes some references to the 2008 in name only *Day of the Dead* remake since it had one (named Bub) with very poor excuses.

The One Handed Survivor is an Ash expy because I wanted to throw in some OC companions, and *The Evil Dead* is probably my favorite horror movie of all time.

X on the other hand is just straight out Xavier from Empire of the Dead. I decided against assuming it was default without the rolled start, or putting in a Vampire perk, but despite the comics having a rushed and unsatisfactory ending I actually did enjoy the idea of Xavier.

My guess is that the zombies started biting horses at the end of *Survival of the Dead* because they found one that had gotten bit by a zombie and like smelled zombie saliva in the bite or something, but it felt like justification for memetic transfer of information which could be used in a drawback at least.

Changelog:

Version 1.0.0: Released.