Zombies ate my neighbors!

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It's the 80's! Radical!
And Zombies are attacking. Bummer...
Suburbia is being invaded by monsters, mutants, and the nefarious minions of the even more nefarious Doctor Tongue, a nefarious mad scientist. He's determined to RULE THE WORLD! And SHOW THEM ALL! Because THEY CALLED HIM MAD!
(He's also completely bananas, in case you couldn't tell.)
Our only hope for survival is a pair of happenin' teens, Zeke and Julie, who've stood up to fight this menace. We'd be safe enough counting on a pair of teenagers to save the day, but then you came along!
Have these 1000 Chill Points on me, to help you help us.
You are here to help...right?

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Teenagers arrive here in their home in suburbia, which is in the suburbs. Your age is sixteen, the best kind of teen. and your gender is the same as your last jump. Monsters arrive in the edge of the forest surrounding the town, and are of indeterminate middle age. Mad scientists are old and wrinkly, living in a creepy mansion on a hill on the edge of town, with the basement/lab full of mad science stuff. Your gender is retained from your last jump. You may change your age or gender for 100cp.

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Origins

Teenager (drop-in)
What's there to say? You're young, you're cool, you've the greatest thing the world has ever seen. For a few years, at least, before you've got...ugg...responsibilities. Until then? PARTY!

Mad scientist
THEY CALLED YOU MAD, and they were right. Your basement lab is full of scientific abominations, and you've always been a little fuzzy on the concept of boundaries. The laws of nature, man, god, good taste, that sort of thing. Just how EVIL you are is up in the air - maybe you want those cheerleaders to help you make the perfect bride, or maybe you just lost your dental license for giving patients a few unwelcome 'improvements.'

Monster
You're spooky! What kind of monster are you? Well, you have a little leeway in that department. You can be anything from a stitched-together walking corpse, a werewolf, something unnaturally tall and slender...you've got to retain a mostly human size and shape, but you can otherwise chose how you want to look. This is only cosmetic, and you can't give yourself new powers this way - being a gill-man may make you a slightly better swimmer, but won't let you breathe underwater.

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Perks

Teenager

100cp - Shut up and get rescued!
Don't you just hate it when you go to rescue someone while the hordes of hell itself are battering down the door, and all they can do is stare dumbly at you? Or maybe some idiot thinks that zombies are people too? Or someone in a suit tries to put themselves in charge? Now, when you rescue someone from a life-threatening situation, they listen to you. For a little while, anyways. Just long enough to get someone moving, your instructions cutting through fear and hesitation.

100cp - Just push something!
When called to be the hero, you may not have time to read the manual. When in danger and lives depend on getting something to work properly, lucky fumbling ensures that it will do its job. Afterwards, you'll remember the (possibly metaphorical) button you pushed to make something work, but your understanding of a foreign device ends there.

200cp - We make do
A well-stocked tool shed is all you need to survive a zombie apocalypse. The contents of a hardware store would just be overkill. You've got an eye for what can be used as a weapon in a pinch or kluged into one, and can quickly adapt to an awkward and unwieldy improvised weapon. You'll want something stronger to deal with the nastier monsters, but the average mook is no match for your handyman skills.

200cp - Parkour!
You're not some out-of-shape slob who can't even outrun the shambling dead. You've got the energy of a hyperactive teenager and the stamina of a pro athlete, and you can easily get around the urban jungle. Trapped on the third floor? Being chased by a nut in a hockey mask? No problem.

400cp - Big heroic shoes
With monsters coming out of the woodwork, there's no time to waste by waiting for destiny to choose a hero. A real hero is anyone that steps up to put things right, and when you take up that mantle, people will notice. When you are acting with honest intent in a heroic capacity, people never doubt your word nor do they get in your way. They'll even be inclined to help you, within reason and circumstances permitting. Those that try to interfere with your good deeds find themselves quickly scorned for their actions, chased by bad luck in karmic retribution.

400cp - Into the sunset
Monsters won't get a second shot at the people you rescue. When you save someone from danger, they stay saved. As long as they focus on fleeing the area or hiding somewhere safe, your rescue-ees benefit from a measure of plot armor. For the next 24 hours, they are protected from further harm from all but the most excessive or pervasive of threats.

600cp - In the nick of time
With great effort, you can force time to progress at the speed of plot - as long as your actions are dedicated entirely towards a specific goal, the universe will conspire so that you'll manage to do something or arrive somewhere right before a deadline. This perk does not guarantee success, but it will give you the time to grab a weapon, travel somewhere, and defeat someone before something final or fatal happens. Should you fail in a task required to advance in pursuit of your goal, time resumes its normal pace. This ability is so taxing that you cannot use it more than once a year.

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Mad scientist

100cp - Monologist
They called you mad...and they were right! You have a truly bone-chilling evil laugh, and your words have a certain weight to them that makes people pay attention to what you say. In fact, you could declare that you will conquer the world with your army of zombies, and even if the world had been zombie-free up to that point, people will at least believe you're saying something ridiculous to cover up some other dangerous act.

100cp - That's DOCTOR tongue
Yes, you are an actual scientist. You have a brilliant mind and are educated in a variety of scientific fields, the better to create abominations in the eyes of god and man. Just to cover all the bases, you've familiarized yourself with several para-psychological and occult topics like numerology and astrology.

200cp - I AM YOUR CREATOR!
One would think that giving life to something would engender absolute loyalty, yes? The existence of Satan worshipers should have clued you in otherwise. To avoid an ironic demise, it will now take an extreme amount of abuse or neglect for any of your creations - organic, mechanical, or otherwise - to even consider harming you. Even when manipulated, lied to, or usurped from your control, your creations will struggle to raise a hand against you. This includes your children, as meddling do-gooders are often quite attractive.

200cp - And then a poltergeist popped out
Forays into the occult have taught you how to collect and bottle negative emotions from suitably dismal areas. When set loose, the concealed emotions are released as a mindless specter that leeches vitality from those nearby before dissipating moments later. It's possible to up the scale of the containers and thus the range and power, but the released malice is quite indiscriminate so do be careful. In time you might even learn how to uses these bottled energies as a power source, if you don't mind working with haunted and hateful machinery.

400cp - Better monsters through science
Taking a common critter and mutating it into something huge and/or evil is child's play for you. No, you've moved on to bringing the terrors of ancient myth into reality...with SCIENCE! Zombies! Mummies! Vampires! With only a few fragments of monstrous remains, extinct evils will once again walk the world at your will. Science-born copies will never be quite as powerful as the supernatural originals, and their weaknesses are more pronounced...but then, SCIENCE has always been an iterative process.

400cp - Martian tech
There you were, enjoying a perfectly fine monster apocalypse when the martians invaded. Naturally you dealt with the interlopers and stole their technology for themselves. From the imprisoning bubble gun to electro-cannons and antigrav, you're well on your way to developing your own UFO...of terror!

600cp - No Jumper, you are the spider
As a scientist, brawling should be beneath you. Sadly, when your minions inevitably fail, your plans are in shambles and the heroes have kicked down your door, a man must resort to cruder methods of enforcing his will - in your case, by turning huge and destroying everything in sight. At will, you may

trigger a transformation into a monster, healing any wounds you may have suffered and gaining enormous strength and durability along with one or two appropriate powers. Like being able to spit sticky webbing, for instance. The type of creature you transform into is your choice. You may consciously trigger this transformation with a few moments of focus, or set it to trigger automatically if you are incapacitated or near death.

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Monster

100cp - Delicious fear
You can smell fear. Well, 'smell' isn't exactly the right term, but you now can perceive it like any ordinary odor. At a whiff, you can tell how frightened someone is. The passage of the fearful leaves a trail you can follow, and places where people live in constant fear will positively reek to you.

100cp - Rip and tear
Even if your form does not include rending claws and snapping jaws, is seems as if you do, considering the wounds you inflict. Your punches leave bruises like hammer-blows, while scratching someone will leave deep lacerations. With this perk, an ordinary human could easily rip out someone's throat, phantasmal fangs parting flesh. You may suppress this power if you wish, or even physically manifest fangs, claws, or other fearful features to let your victims know what they're in for.

200cp - Creepy crawlies
Among monsters you are a stealthy, patient hunter, able to crawl and creep quickly yet quietly. You are also an adroit climber, putting spiders to shame with your skill at moving from wall to ceiling quickly and without disorientation. Oh, and if you're a big one, don't worry. While you can't walk on water, you can stick to most surfaces without worrying about whether or not they should be able to support your weight.

200cp - Always right behind you
Like many famous killers before you, you won't give up the chase. As long as you can keep up with the victim of the day, the simple act of chasing someone does not tire you out. Nor can they escape you by ducking out of sight for a few moments - you'll know which turn they took and which door they went through (or left open to trick you) and you won't lose track of them unless you can't even get a glimpse of them for a solid minute.

400cp - Look into my eyes
Only those with unshakable wills can meet your gaze without becoming entranced and vulnerable to suggestion. A brief glance can leave people in a trance, while prolonged contact can allow you to program them to carry out your instructions. Warning - control may be broken by punches to the head or a loved one giving a really good 'I know you're in there somewhere' speech.

400cp - Monstrous mass
You're a big monster. Strong enough to turn doors into kindling and punch through brick walls, tough enough that anything less than a heavy-caliber firearm won't inflict anything but superficial damage. Even when someone does manage to hurt you, anything short of a severed limb won't really impair you - with your brains showing and your intestines trailing behind you, you're still as dangerous as you were when you woke up that morning...but at that point, you may want to stop and stitch yourself up. Staples are fine too. As long as you've got all your bits in place and can hold them there, everything

will re-connect and heal up properly in a few days at most.

600cp - The night that never ends
Wherever you go, the environment favors your brand of monstrosity. The footsteps of the undead are not impeded by holy ground, vampires travel under overcast skies, stalkers and killers find shadows deepening and cries for help muffled...this does takes some effort to maintain, especially for long periods of time. But without the presence of a competing force, you'll find you always have a sort of 'home field advantage' that plays to your strengths and helps cover for your weaknesses. Even then, this perks works to balance things out. You may toggle this power on and off.

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Items

Free – Home sweet home
Each origin receives a small place to kick back and relax. Teenagers gain a modest two-story home with a pool out back. Mad scientists get a creepy, run-down mansion with a large basement-turned-lab, and monsters get a sprawling cave system with multiple hard-to-find entrances, where no one can hear you scream.

100cp/Free for Teenager - Holy water gun
This modified water gun has great range and accuracy (for a water gun) and is filled with a limitless amount of holy water, burning the undead and unholy like acid. The weakest of creatures will be destroyed with one good spritz, but stronger evildoers may take many, many hits to bring down. The water is harmful to mortals with great evil in their heart, but unless something can be hurt by getting sprayed with water this gun won't harm anyone else.

100cp/Free for Mad scientist - Lab coat
With a high collar and deep pockets, this pristine white coat is perfect for doing SCIENCE in. It's light and comfortable, tough as thick leather, heavily insulated and fire/water/goo/acid-proof. While the coat will burst apart dramatically if you change your shape, it will reappear after you change back to preserve your modesty. You receive a new coat each morning if lost or destroyed.

200cp/Discounted for Teenager - Hammer pants
Stop! Before you run out to fight monsters, grab this fashion statement and fight in style. They're breezy, easy to move in, and have a lot of pocket space. Like, a lot-lot. You could easily stuff a bazooka in there and have room left over. And thanks to space-age materials, whenever you reach in to grab something what you want is always right on top! Bodacious!

200cp/Discounted for Mad Scientist - Potions
You have three potions in a leather case - Purple, blue and red. Drinking the purple potion will transform you into a hulking beast with enormous strength and resilience. The blue potion will turn you incorporeal, invulnerable but unable to effect the world. The red potion will supercharge the healing process, closing wounds and regenerating damaged tissue, but multiple potions will be required for missing limbs. Each potion lasts about five minutes, and potions replenish 24 hours after being used. The case itself will return to you after an hour of being lost or destroyed.

400cp - Martian saucer
A bombardment of explosive soda cans brought this ship down, and you have claimed it for your own.

It's a nimble little 2-person fighter with no respect for the laws of inertia. While the electro-cannons are still intact the FTL drive was slagged and the life-support system was built for martians - don't plan on leaving the atmosphere in this. On the upside, the key fob is connected to a short-range teleporter, which can deploy and retrieve you at a range of a few kilometers. If destroyed, a new one will be waiting for you in the nearest garage/hanger/barn after a month has passed.

400cp/Discounted for monster - Trench coat
This high-collared, extra-large coat and wide-brimmed hat is capable of concealing your monstrosity. You'll appear to be nothing but an average, nondescript human while wearing it. If you're exceptionally large or small, putting on the coat will re-size you to become a somewhat larger or smaller ordinary human. The coat protects from mystical or scientific scans for abnormalities, registering you as perfectly ordinary. You may choose to lift the hat, giving someone a glimpse of your inhuman nature and likely scaring the bejeebers out of them. If lost or destroyed, a new coat and hat will appear after 24 hours.

400cp/Discounted for monster - Bad moon
In your pocket there is a small silvery orb, a stylized moon. Wind up and throw it into the sky, where it will hang until recalled. Everyone in sight of it will find any latent ability to transform activating - Curse, innate ability, dormant technology, etc - and unable to transform back for 24 hours. At the end of that time, people who can revert to normal may do so, and the Bad Moon returns to your possession. The Bad Moon needs 28 days to recharge between uses.

600cp/Discounted for Mad scientist - Evil tesla coils
This is a pair of perfectly ordinary tesla coils. There is absolutely nothing strange about them, besides the very robust wiring that can allow for the transmission of any volt/ampere/pure evil setup you can think of. If you need any kind of energy passed through or infused into something, these can handle it. It's a nice conversation piece and a overly-complex way to cook hotdogs and channel the stolen fires of hell into a stitched-together corpse, but I'm sure there are more interesting things you could do with them than seeing how objects and creatures react to having all sorts of esoteric energies crammed into them.

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Warehouse Attachments

100cp - Radical threads
Bodacious! These tight threads are sick, yo. Just walk into the tubular new closet in your warehouse and walk out with as many amazingly awesome 80's clothes as you and your friends could ever need. They're so bad.

200cp - Armory
A door in your Warehouse opens into a toolshed full of equipment and weaponry ready to go. It begins stocked with the equivalent of 999 uses of each weapon found within the game, and restock speed depends on the power of the weapon. You could almost bury the world in tomatoes, but you'll have to wait a day for a single bazooka shell or extra second of the crucifix's protection. You can divide up these uses and distribute them among as many people as you wish.

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Companions

200cp - Zeke and Julie
Just two awesome teens that stepped up to save suburbia from the things that went bump in the night. If you've managed to put a stop to Dr. Tongue's nefarious plans and proved that you're not a complete square, they'll agree to come along on your journey, fighting monsters and spreading that 80's groove throughout the multiverse. They both occupy a single companion slot, and have the 100cp, 200cp, and 400cp Teenager perks.

300cp - Companion import
Let's be honest, this won't be an easy trip. Import 8 companions, giving them each a origin and its free perk, and 600cp to spend.

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Drawbacks

+000cp - Groovy!
Ah...it seems you've arrived a little bit early, but still just in time to battle a younger Doctor Tongue. Disco has risen from the grave, shambling forth in rotten jumpsuits as bell-bottomed bunnies cower in malt shops, just stayin' alive. So strap on your tank tops and platform shoes, 'cause things are about to get all kinds of funky.

+100cp - Adults are useless
Everybody knows it, and now it's really true. Adults just can't deal with anything monstrous, losing all good sense and running around like headless chickens when the supernatural appears. They'll calm down fast when the monsters are gone and become useful again. This will never work in your favor.

+100cp - Weeds gone bad
You don't know where these weeds came from, but now they're everywhere. Tough, spiky, and gnarly (and not the good kind of gnarly) the thorns are like little knives, strong enough to puncture tires. You'll routinely run into large patches of the stuff making travel difficult.

+200cp - Men in black
Here come the MIB! ...Did they all take a hit on the noggin? Suit-clad men will be fighting monsters and aliens, but also confiscating anything military, alien, or supernatural. Especially from a civilian. Even if you're in the middle of a life-and-death fight with a pack of werewolves...Which the MIB will try to convince you are just mental patients in fursuits...in the middle of the fight. They will target monsters or anyone that displays supernatural abilities, and are well-equipped but critically inexperienced.

+200cp - Terror on aisle five
Somehow, the curse that turned the 'Little psychopath' line of axe-wielding dolls into tiny monsters has expanded to affect all dolls and action figures. Expect to deal with 'Hell's army men' 'Drop care-bears' 'Matryoshka murderers' and other fine brands that have come to unlife during your time here.

+300cp - Pod people
Beneath the ground, strange pods have taken root that spawn murderous copies of nearby people. The pods have evolved, now able to create copies of you and your companions. They only have a small

fraction of any unusual abilities you may have, but their disguises are flawless - no power or device you have will be able to tell that they are fakes.

+400cp - Dances with werewolves
You'd think with all the PSAs someone could spare the time to warn people about lycanthropy. But nooooo...it seems like almost everyone is infected now, their transformation triggered by close proximity to the un-infected. At least it can only happen once a month, but lasts until the sun rises. Until then, avoid getting your head ripped off...or reach for the silverware, if you're feeling vindictive.

+400cp - Invasion of the snakeoids
The snakeoids have been breeding, and there's no end to them. They have your scent, and they're strong and persistent enough to eventually dig through any obstacle. You'll fight at least one each month, with numbers and frequency increasing as your time here ticks down. Try to stay off the ground.

+500cp - Martian invasion
Mars! Needs! Cheerleaders! ...wwwhhhyy? Who knows. But the little green men and their UFOs are appearing across the world, kidnapping women, probing cattle, and destroying monuments. While Earth's military will put up a good fight, they will eventually lose unless you make mangling martians your top priority here. And if the Earth is overrun, the flood of green men from the red planet will eventually overwhelm and destroy you, ending your chain.

+500cp - Tongue lashing
Doctor Tongue has learned of your existence, and has sworn to end your pitiful life and relegate your remains to the dissection table. He'll send out squads of monsters to hunt you down, and as time passes he'll create stronger versions with fewer weaknesses in ever-larger groups. You will never be able to locate Doctor Tongue or his fortress-laboratory until the final year, at which point you can try to put an end to him once and for all. Until then, you can only weather the storm, which will grow in intensity as time passes.

+600cp - Day of the tentacle
Doctor Tongue isn't the only mad scientist out there. Dr. Fred Edison's improper disposal of toxic waste has resulted in Purple Tentacle gaining a vast intellect and a desire for world domination. Purple Tentacle's first attempt at world domination resulted in the fusion of two worlds - his and this one, causing even more chaos across the globe. He quickly recognized that your presence was the X-factor to blame for his failure, and Purple Tentacle began cloning himself to create an army of iron-flippered tentacles now hopping in lockstep to destroy you, the world's governments, the martian invaders, the forces of Dr. Tongue, and anyone else that may oppose him. The world's governments believe that your death will end the dimensional crossover. Dr. Tongue and the Martians have also learned of you, and believe you are the key to attaining unimaginable power. Perhaps you could locate and recruit Dr. Fred to find a way to unscramble this mess...which may prove somewhat difficult since the dimensional screwball has sealed off your warehouse and all out-of-jump powers and abilities. Bummer.