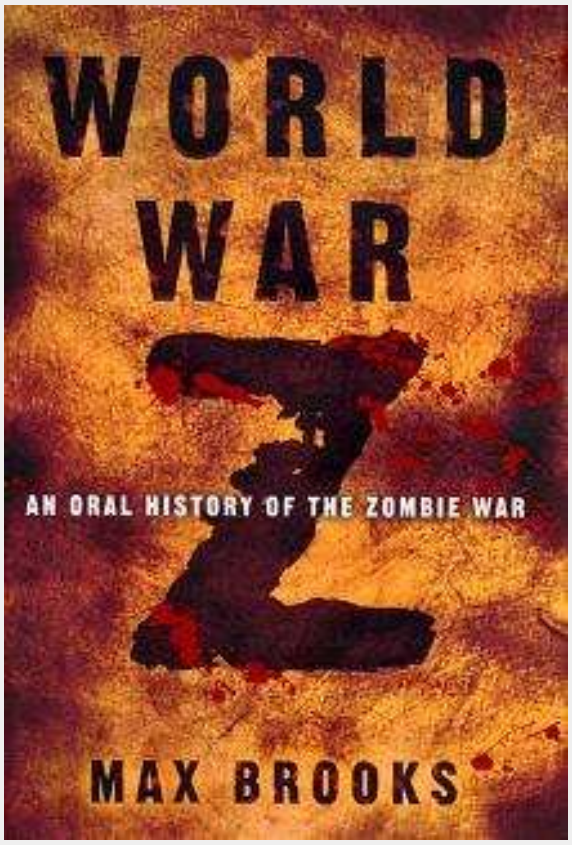
World War Z

The Zombie Survival Guide and *World War Z: An Oral History of the Zombie War* by Max Brooks
Jump by 9anon

"*The dead walk among us. Zombies, ghouls - no matter what their label - these somnambulists are the greatest threat to humanity, other than humanity itself. To call them predators and us prey would be inaccurate. They are a plague, and the human race their host. The lucky victims are devoured, their bones scraped clean, their flesh consumed. Those not so fortunate join the ranks of their attackers, transformed into putrid, carnivorous monsters. Conventional warfare is useless against these creatures, as is conventional thought.*"

-The Zombie Survival Guide



Welcome to the world depicted in Max Brooks' *World War Z*. It is a mundane modern Earth at the turn of the 21st century, much like what you may be familiar with though also with some differences. For example, some familiar figures and names are swapped out for off-brand. Oh, and the coming zombie apocalypse.

Caused by the Solanum virus, a pathogen which is utterly lethal to everything but which exclusively reanimates humans that it kills. What results is a tireless, shambling corpse that seeks only to consume the living. Technically anything living, but with an absolute preference for living human flesh.

To help you survive your decade in this world, here's **+1000cp**.

=Starting Time & Location=

You may insert into any location on Earth that a civilian could reasonably live.

Warnings (2000): Life is normal…at least it seems to be for the time being. People go about their lives without fear of the walking dead, with zombies being more of a niche fictional creature than a real threat. Zombies are around, though their numbers are relatively miniscule and their locations are remote at the start of your decade here, save for China where the CCP is trying to contain a growing outbreak.

This is due to change, though. As the months pass, more and more weird events will occur all over the world as small outbreaks happen and are covered up. After two years, a major outbreak will occur in Cape Town, South Africa that will bring awareness of the walking dead and the virus into public consciousness. Misinformation abounds at this point, but life in a lot of places continues as normal for the time being, at least where the walking plague still seems a distant concern.

As things continue to escalate, governments and markets respond. With the virus having been dubbed “African Rabies” after the first notable outbreak and the behavior of those infected with it, demand for a vaccine rises and so a vaccine is introduced: Phalanx. Advertised as providing immunity to the virus, it is instead simply a vaccine for Rabies, providing no protection from the actual zombie virus. And this is the point where governments start domestic operations to quietly quash outbreaks in their borders, at least where they can - though these are only a stop-gap measure.

The Great Panic (2005): Life is no longer normal, zombies are a present and growing threat. Misinformation is flying everywhere, not helped by everything that’s happening - people getting bit and not getting infected (which helps Phalanx when one of them is on it), other people turning without ever getting bit. This is the point where regions that haven’t seen war for hundreds of years are starting to come under threat from the walking plague.

Mass evacuations start to happen as zombies start to show up on civilian doorsteps in more civilized regions. Everyone’s rushing everywhere trying to find somewhere to be safe - whether out to water, up north, or mindlessly heading to other towns and getting stuck in gridlock across the road from everyone running in the opposite direction as the gray swarms slowly shamble from both ends.

At some point in this period, the US will stage an attempted strike back against the zombie menace at Yonkers, New York. Taking advantage of a natural choke point north of New York City and the stream of refugees coming from the burning metropolis, the military will hope to herd the zombies straight into a firing line that includes some of the latest tech out of the US military-industrial complex. Part of this will be the Land Warrior combat integration system, which turns the whole fighting force into a singular interconnected machine…or so it’s billed. This will turn out to be a bad idea as all the fancy warmachines will not be anywhere near as effective as they would be against human targets, turn out to be barely stocked with ammo, and the open comms channels will allow for panic to spread through the rank-and-file. The end result? A resounding, horrific defeat.

During this period, countries begin to contract in on themselves as they can no longer maintain order or hope to protect those within their borders. Israel is among the first, actually

going into self-quarantine before the Great Panic even kicks off proper. The US contracts over the course of this period, withdrawing west over the Rockies with the new center of government being Honolulu, Hawaii.

World War Z (2010): Anything close to a normal life is impossible by this point. Most population centers are overrun, survivors still seeking safety and hanging on for dear life. Governments are scrambling to get a handle on things. A big part of this is the Redeker Plan.

Originally formulated for whites to survive in apartheid South Africa should there be an all-out uprising of the local blacks, it involves calculated sacrifice. After all, it's impossible for you to save everyone. In short, Safe Zones are established as a place to consolidate the armed forces and a fraction of the civilian population, with those left behind herded into special isolated zones to act as human bait and prevent the dead from following the withdrawing military to the safe zones. These zones will then be kept supplied, to continue their use as magnets for the undead.

These other zones came in 4 flavors - Green zones are active military facilities, red zones are vital infrastructure and industry that need to be maintained for when land is retaken, purple zones are resupply airfields for military planes maintaining supply lines, and blue zones are the civilian safe zones. There's technically also white zones, places totally overrun by the undead, which at this point is everything not secured.

Over the next few years, the world will follow this plan, consolidating their safe zones and bait zones. All the while also developing new techniques and technologies to help deal with the undead world outside of their bastions, like Britain's fortified motorways, and also adapting to the new economic realities. Once things are more or less settled, the surviving members of the UN will gather in Honolulu, Hawaii, where they will decide to start taking the fight to the zeds - obviously spearheaded by the American president.

For the remainder of this era, the militaries of the world will endeavor to shrink the white zones, pushing back the undead slowly but surely. America will manage to clear their territory in about three years before moving manpower to aid its neighbors, and then the rest of the world.

After the War (2015): Life is different now, but the apocalypse is over. Sure, the environment is absolutely fucked from cities and campfires burning, the discarded belongings of likely long dead refugees littering the ground, nuclear plants melting down, and more. Sure, the biosphere is similarly fucked, with things that couldn't fight off or escape the ravenous hordes going extinct. But zombies are now simply a fact of life instead of an existential threat - people know how to deal with them and the infection. Model towns are being built with the minimization of outbreaks in mind, children grow up unafraid of the dead while knowing to be careful, and so on. Zombies are simply another hazard of life - threatening, but manageable. The world is reconnecting, and better than ever before the Zombie War with the shared experience of surviving it.

There are still white zones, like Iceland, the bottom of the ocean, and subarctic biomes, but there's regular clean up operations to keep zombies that thaw out each spring. In the ocean, divers in armored diving suits work to tag zeds so their movements can be tracked, giving some hope of early warning before they shuffle out of the surf.

=Origin=

You may choose your age, sex, and other demographics as you please, within reason.
You may choose whether you drop-in or have a local history.

=Perks=

You receive 3 discounts per price tier.
Discounted 50cp perks are free.

A-1 [-50cp]: A key part of America's recovery was the National Reeducation Act, which involved going through and categorizing peoples' skills. This used a system that went from F-6 - no valued vocation, to A-1 - war-appropriate skills. F-6's included high power executives and cashiers and were put to unskilled labor. A-1's were pretty much anyone with practical skills, with many ending up as instructors.

You are highly competent with a particular practical skill of your choice, options including carpentry, metalworking, farming, construction, machining, and so on. You are also a good teacher, able to impart your skills on others much faster and make them stick. You take this perk multiple times, expanding your skillset with another specialty with each purchase.

Award-Winning [-50cp]: During the lead up to the Zombie War, a curious form of death emerged - ADS. Asymptomatic Demise Syndrome, or Apocalypse Despair Syndrome depending on who you talk to, involves people just dying in their sleep with no discernible physical cause. It was eventually figured out that the cause was psychological - people getting so demoralized that they'd simply cease living in their sleep. One of the effective efforts was independently-produced propaganda films showing the triumph of 300 college students against a huge horde of zombies.

You are a highly competent artist of some variety, able to effectively convert your vision into quality works of your chosen medium. You are especially good at creating works that inspire desired emotions in the audience, like creating films that kindle some much needed hope in their audience. You can take this perk multiple times, adding a new medium to your skillset with each purchase.

Broodmother [-50cp]: Russia suffered major population losses during the war for a number of reasons - abandoning everything west of the Ural mountains, the longer and harsher winters, despair, loss of social order, and of course the zombies themselves. After the war, the few women left who were fertile and healthy were incredibly valuable, to the point of being rounded up in secure facilities to have as many children as possible.

You are ridiculously fertile, and any children your sire or give birth to are healthier and generally of a higher quality. Also, the process of pregnancy and birth is much less damaging when it comes to your offspring, where you father or bear them.

Redeker [-50cp]: Things like Conscience and Morality tend to get in the way when you're facing a massive outbreak of man eating corpses - Try to save everyone and you'll spread your forces too thin, losing everyone. Don't try and you'll lose your legitimacy at the very least.

You are able to dull your conscience and morals at will to a level that you desire, as well as return them to normal, allowing you to decide on and follow through with difficult decisions without undue hesitation. While this is active, your ability to plot and plan is improved proportional to how much you've suppressed your 'humanity'.

Return To Basics [-50cp]: The tribal populations of Africa, New Zealand, and other places did a surprisingly good job of surviving the war, with rumors that the Maori wiped out half of the Auckland swarm as a good example.

Like them, you tend to be more effective when using equipment and tactics that are anachronistic or simple compared to what's the norm. This effect extends to those under your command, so you and those following you could pull off something like the Maori did.

Running On Empty [-50cp]: One of the many interviewed during the creation of the Zombie Survival Guide was a man who'd managed to trek through most of the continental US over the course of about three months. He was dangerously underweight, deprived, and very sick by the time he reached the safe zone, but he was alive enough to bash someone over the head that he thought was abusing a puppy.

Like him, you are able to keep going far beyond your limits - both mental and physical. Even as a soft American civilian, you can spend months at a time being chronically short of everything you need to maintain homeostasis and decent morale without dropping or giving in. However, this isn't any more pleasant than it normally would be, and you'll definitely need a lot of time to recover once you finally reach somewhere safe.

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The First Weapon [-100cp]: Also known as your body, it's an important aspect of surviving a zombie apocalypse. Being fit means having stamina and strength. Having stamina means you can go for longer before Zack can catch up. Having strength means you can more effectively eliminate and escape Zack.

You've already put in the work to sharpen your first weapon, leaving you physically fit in a general manner. You also find that all of your physical attributes are the peak of what they can be, considering your biology.

Warrior [-100cp]: While the face of combat changed with the advent of major zombie outbreaks, combat itself only became a more common facet of life. Even well after the war, there are still stray zombies wandering around that never got caught up in the clean up efforts, so there's always a threat of a zed showing up out of nowhere.

This isn't a huge concern for you, as you're a skilled fighter. At base, you simply have a good instinct for combat, putting you a step above the average civilian and allowing you to pick up combat skills much quicker than normal. You may also purchase this perk multiple times, gaining an appreciable skill with a particular weapon or martial art each time, including your first purchase of this perk. I'd recommend Mkunga Lalem, AKA The Eel and the Sword, an anti-zombie martial art with a focus on escaping holds over delivering blows.

Last Stand [-100cp]: A zombie apocalypse is a desperate time that leaves little time for properly planning things out. Any moment of rest is hard-earned and liable to be cut short by a stray zombie stumbling upon you. And even when you manage to secure a location, you'd best hope you've got somewhere to fall back to.

But when you don't, you find that your last ditch and/or improvised efforts are far more effective than they ought to be. So you can hold out when you might have otherwise been wiped out, and you've got more breathing room to get into a less desperate position.

Prophet [-100cp]: Following the Great Panic, the Russian Federation faced a great number of losses. They abandoned their territory west of the Ural mountains, losing the bulk of their temperate regions and industry in the process, leaving them stuck in a frozen wasteland with only Soviet-era equipment to work with. In the midst of their hard-fought war against the undead, the actions of a single chaplain led to an unusual religious revival which transformed the Federation into a 'Holy Empire'.

Like that chaplain, you have a way of inspiring sweeping changes in society. This requires a society to be vulnerable and a decisive action on your part, but you can have a great impact when circumstances align properly. You've also got a knack for wrapping things up in a religious context.

Wilderness Survival [-100cp]: While civilization didn't completely collapse during the outbreak that defines this setting, even the safe zones suffered infrastructure failures. Power and water? Out. Grocery stores? Whatever isn't rotting certainly won't be restocked for a long time.

This is a set of skills for eking out a life off the grid, seeing to your needs from nothing in both the short and long term. These skills adapt to whatever environment you find yourself in, allowing you to survive and even thrive anywhere that such a thing is at all possible. These skills apply even in urban environments, and also adapt to any present zombie threats.

Working It Out [-100cp]: Even with most of its territory crawling with zombies and its safe zone still in the process of being cleared, the US managed to commission and mass-manufacture a new standard rifle for its infantry. This obviously wasn't the best idea, but it worked out anyway.

When you make stupidly impractical maneuvers like that, things tend to work out as you intend them to. This extends to anything that's under your control, so you could do some real miracles with command of a government agency.

Warnings [-100cp]: The Zombie War happening in the first place was a result of authorities not taking the threat seriously, though could you blame them? Walking cannibal corpses? Who'd believe that! And think about the reputational cost of admitting such things to your constituents and openly preparing for them!

This has nothing to do with you, as you have a keen sense for when shit is going to hit the fan. Beyond simply being able to pick up on the warning signs that others are overlooking and put them together, you have a sense of impending doom when there's…well, an impending doom. On a wider scale, you can tell how fucked the situation currently is. On the personal scale, you can tell the scale of an incoming threat, what direction it's coming from, and when it will likely reach you.

However, this sense only works for general threats like an encroaching zombie horde rather than telling you if there's a zombie nearby. The exception is that you'll find yourself becoming alert whenever you are about to encounter danger, though this doesn't feel different from normal shifts in awareness.

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Blindsight [-200cp]: Tomonaga Ijiro, the founder of Japan's Shield Society, was blinded by the bomb dropped on Hiroshima in his youth and has since gotten quite used to his disability. He has little issue navigating environments, fighting zombies, and can easily identify people by their sounds and scents.

Like him, your senses are sharpened to a high degree, to the point that you can do much the same while blind. This boost also applies to your vision if you aren't blind, allowing you to see clearer in general and vastly improving your night vision.

Handler [-200cp]: K9s were a key part of reclaiming white zones, playing a variety of roles at the side of their handlers. However, these dogs required a lot of particular training, and that's assuming they have the appropriate response to the undead instead of cowering or going berserk.

You are very skilled with the training and handling of animals. This works best with dogs, but other animals are far from beyond your abilities, and you know how to teach whatever animal how to safely deal with zombies. You are able to very quickly bond with new animals, and can even re-train animals as needed.

Islands in the Sea of Zack [-200cp]: The isolated zones were a key part of human civilization surviving the zombie apocalypse. Early on they served roles as bait for the endless moaning hordes, distracting them from the larger and more essential safe zones, with some zones also protecting key infrastructure or serving as lily pads for the flights that kept these zones supplied.

With each purchase of this perk, you may select one of the five zone-based specializations.

[**Blue Zone**]: Civilian zones where people had managed to make a stand, carve out a piece of real estate, and figure out how to live within its boundaries. Like them, you can secure a location enough to stand against the sea of Zack and adapt it for long-term living. You also have a knack for rallying people and keeping morale up, even when you are dealing with constant sieges and you only have soft civilians to work with.

[**Green Zone**]: Military facilities that weren't abandoned during the retreat across the Rockies. You are a skilled commander, easily able to keep order within your command while defending from outside threats, even as material support drops to a trickle and you have to manage refugees at the same time.

[**Red Zone**]: Key infrastructure that needed to be maintained until they can be reclaimed. You know how to guard and maintain industrial facilities like factories, mines and powerplants with a minimum of personnel and support, all the while maintaining sanity until the cavalry arrives.

[**Purple Zone**]: Places for aircraft to refuel and repair, maintaining the delicate network that supported the other zones. You are skilled with the refueling and repair of aircraft, and you can efficiently and effectively manage a continental airlift.
[**Rebel Zone**]: Not really a proper isolated zone, but there were plenty of places where dissidents and secessionists secured a foothold and weren't too friendly when the 'legitimate' authorities came rolling back in. Some were already skeptical of the government before the war, others felt truly abandoned when the government retreated and left them behind, and others were just people taking advantage of the breakdown of social order to claim their little fiefdoms.

You are skilled at creating nations writ-small from scratch - securing population centers and critical logistics lines, improvising a governing structure without institutional knowledge or expertise, arming and organizing your people, and using traps and guerilla tactics to make up for a lack of numbers.

Metis [-200cp]: Christina Eliopolis was a pilot that flew missions during the reclamation of the American heartland, resupplying the various isolated zones. During one flight, her plane went down somewhere in southern Louisiana. She wound up the sole survivor, and she might not have made it out with a lucky pick up from a passing helicopter had she not gotten some help from a Skywatcher who - as it turned out - wasn't on the records.

When you get stuck by yourself in a desperate situation, you'll find yourself led out of it as if by the hand of some guiding deity, manifesting in subtle and not-so-subtle ways. Ranging from clearer paths and godrays, to graffiti and literal signs pointing the way or giving critical words at the right time, to people who don't exist reaching you over the radio to help keep your head in the game. This also provides you with the necessary lucky encounters and twists of fate to get out of bad situations.

Restricted Development [-200cp]: Adaptation to the zombie threat had to happen in nonideal circumstances, with governments still in flux and safe zones still being cleared. But adapt humanity did, using what resources that weren't drowning in a sea of zombies.

You are able to develop new tech and adapt old tech much faster when the pressure is on and you have a specific goal in mind, like developing a new standard issue rifle that's extremely reliable, customizable, and even easy to make. This only gets faster when materials are limited, letting you create and adapt things to meet the realities of the current economy.

Shrink [-200cp]: Z-shock, Ferals, Quislings, Apocalypse Despair Syndrome - mental health was one of the major losses of the Zombie War, and authorities recognized this. For example, shrinks were attached to the units sent out to reclaim the American heartland, from training to actually being on the mission.

You are a trained and highly competent psychiatrist and psychologist, able to read people incredibly well and quickly figure out how to help them. Unlike the shrinks deployed during the war, you don't need to spend a lot of time getting familiar with someone to get an accurate read on someone, just a few moments of observation being all you need to get the gist of their mental health. You can also put together treatment plans that can bring anyone back to some resemblance of sanity, although it can take a while for those who've really lost it.

Steadfast [-200cp]: ‘Z-shock’ is a term coined to name the mental degradation that people suffer from dealing with the undead. How long it takes for someone to break and how they break depends on the person, but even a group of survivors who are safe from the horde and provisioned to survive for years can fall to madness from the incessant moaning of the gray hordes at their gates.

You are immune to Z-shock, suffering no mental degradation from dealing with the undead. This resilience may freak others out a bit, since even the soldiers who managed to keep their shit together during the 3-year sweep and clear of the US were a little tetched by the end. You are also extremely resilient to the other stresses of life, so spending a decade with no “human” contact but Zack will just be unpleasant rather than maddening.

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Arsenal of Victory [-400cp]: A nation is made up of its people. Without people, all the land and technology in the world is without use or purpose. That’s why it’s important to know how to put people to use, especially when you get a huge influx of population all of a sudden.

You are a masterful nation builder, able to turn even a small nation into an economic superpower by encouraging political and economic evolution. A large part of this is your skill with managing refugees at scale - you not only know how to get them integrated and contributing to a nation, but you have much better fortune with getting them to actually cooperate instead of sitting around being a burden on public resources.

Government-From-Exile [-400cp]: The centrally-placed places of governance were doomed from the start when those that ruled from them refused to take the zombie threat seriously. Those governments that didn’t fall to rotting cannibals, revolting commoners, or nukes had to move shop as territory was ceded to the gray hordes.

Even in the face of an apocalypse, you are able to keep organizations and military units under your command intact while maintaining institutional know-how. In the face of losses, you can maintain and consolidate your chains of command. You can even preserve the continuity of a democratic government - it doesn't matter that you are still sanitizing your main safe zone and most of the population is rotting. This applies to a lesser extent to any organization you are a part of, with a greater impact the closer to central leadership you are.

Honolulu Conference [-400cp]: Even with everything going to hell, the various authorities of the world managed to maintain contact. Hell, the UN didn’t even dissolve. The decision to start reclaiming white zones happened at a UN meeting, and it was a resolution that passed easily enough. Not unanimously, but what can you do?

You are a diplomat par excellence, able to maintain international relations and multilateral institutions in the face of apocalypse, ensuring the exchange of tactics and technology and open diplomatic channels even in the darkest of times. You are also excellent when it comes to coordinating combined forces, joint operations, and overseas campaigns - including the management of international trade. Finally, you are a top-notch negotiator, able to

butt heads with world governments and come out the other side with them standing by your side for the highest ideals.

The Gates of Troy [-400cp]: Following the Zombie War, efforts were made to build settlements that could handle the challenges that marauding hordes of the undead present. One of these responses was building fortress-like neighborhoods with everything needed to live off the grid, plus options for variable fallback positions in the event of a breach - like the houses being on stilts with retractable stairs and walkways between them.

You have a mind for fortifying locations, particularly against the undead, whether you're retrofitting an existing location or building one from scratch. You are also familiar with a wide variety of 'green' technologies useful for creating a self-sufficient settlement. With enough time, resources and labor, you can turn any location that can be fortified into a self-sufficient fortress that will stand for years after the residents have succumbed to Z-shock.

Tools and Talent [-400cp]: The Department of Strategic Resources, or DeStRes for short, was the US government's answer to the dismal situation they found themselves in - a safe zone still crawling with threats, whole camps of refugees pulling from dwindling resources, and more. But they managed to turn it around - turning these camps into self-sufficient communities, clearing the safe zone, restoring utilities, and more.

You are capable of similar miracles, given the resources, able to uplift a war-torn country full of refugees running a zero-sum survival-based economy into a stable country with a booming wartime economy. This includes excellent management skills and foresight, allowing you to efficiently get an accurate tally of what you have to work with, get an idea of how long you have before a situation is completely beyond your ability to deal with, and both formulate and enact plans to put the resources and labor at your disposal to work for the good of the nation.

Warmbrunn-Knight [-400cp]: Signs of the impending zombie apocalypse were actually noticed by intel analysts before things started going crazy. A bunch of them even drafted a report on it, including information on the characteristics of the zombies and recommended actions for dealing with them. It was even distributed to intel agencies across the world…only to be ignored and forgotten, to the point that governments ended up reinventing the wheel when faced with the walking dead.

You are a highly skilled intelligence operative and military analyst, capable of finding patterns in information that most would miss, which allows you to see impending global catastrophes with enough lead time to draft up comprehensive and easy-to-digest reports regarding the threat and recommended actions. These reports are also far less likely to go unnoticed, and those who receive them are far more likely to take them seriously. Finally, in the event that things continue to go ignored for whatever reason, you find that information you leak spreads quickly and is taken seriously by the public - even in the face of efforts to suppress it.

Watery Graves [-400cp]: The seas and other bodies of water proved both a boon and a bane during and after the outbreak that brought zombies into the public consciousness. On one hand, they served as barriers against the undead, save for the ones that manage to find their way on

shore. On the other hand, the undead don't really care about being submerged, leaving the bottom of the ocean crawling with millions of zeds.

You are skilled at operating in marine environments, competent with pretty much any piece of equipment you might need, whether in shallows or at the bottom of the ocean. This includes a keen knowledge of how to clear and secure beaches, harbors, and other underwater locations, and such operations go very smoothly under your purview.

=Items=

Items purchased from this section return, respawn, repair, and resupply each week.
You may combine any items you purchase from this section with any fiat-backed items you have, whether you also picked them up here or brought them from somewhere else.
You receive 2 discounts for each price tier.
Discounted 50cp items are free.

Phalanx [Free]: A supply of the Phalanx vaccine. Useless against the Solanum virus, but provides permanent immunity to mundane strains of Rabies.

Solanum Sample [Free]: A vial filled with a viscous black-brown fluid that smells of death - the ichor of a zombie, containing a high load of the Solanum virus. The virus and resulting zombies work much the same in other settings as they do here.

Zombie Survival Guide [Free]: A collection of all World War Z-related media, including hardback copies of the two books, a copy of the movie, a copy of the game that allows for offline play, and copies of the audiobooks.

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Bottle of Root Beer [-50cp]: Six bottles of sugary, carbonated goodness which represents the heights of a pre-war globalized economy with a variety of ingredients from all over the world. If Root Beer isn't your speed, you can go for some other variety of luxury consumable - a different sort of soda, a really nice bottle of wine, a pack of cigarettes, or something else entirely.

Bug Out Bag [-50cp]: A bag full of useful tools and supplies for roughing it - food and water for a few days, a supply of basic medicine and supplements to hold off simple diseases, a sleep bag that's appropriate for your current climate, a handful of survival guidebooks for the clueless, firestarters, water filters, a flashlight, batteries, a knife, a hatchet, a backpack to hold it all, and more.

Battle Dress Uniform [-50cp]: The standard field uniform for American forces during the war, a set of navy blue coveralls made with kevlar fiber woven into the fabric - making the uniform quite resistant to bites. In spite of that, the uniform is light and comfortable to wear. It also comes with an armored vest and helmet, which are enough to stand up to shots from a high caliber hunting rifle.

The set you receive from this option is always comfortable, self-cleaning, and self-repairing, allowing you to keep wearing the same thing indefinitely. If you want a different outfit, you may choose something else.

K-9 [-50cp]: A trained canine companion. It is utterly steadfast, totally loyal to you, intelligent beyond its species, and trained in dealing with zombies to the point that it can operate independently in territory crawling with zeds. You also don't even need to be a trained handler - your pup can accurately understand and interpret whatever orders you give it. The only

restriction is that your dog can't be some sort of purebred, as they're too high strung to handle interaction with zombies.

Lobotomizer [-50cp]: The 'Standard Infantry Entrenchment Tool', though better known as the 'Lobotomizer' or 'Lobo', is a heavy steel rod that ends in what looks like the fusion of shovel and double headed battle axe. It is a popular weapon-slash-tool that emerged during the war which is as good at slicing the skulls of the dead as it is at digging the trenches the newly-lifeless corpses will be rolled into.

The one you receive through this option is unbreakable, never needs maintenance, and doesn't get stuck. It also returns within an hour if you lose it. If you want something different, you may choose some other variety of non-mechanical melee weapon to have at your side.

Standard Infantry Rifle [-50cp]: A semi-automatic rifle chambered for 5.56 that looks like the inbred child of an AK and an XM 8, complete with wood furnishings. It kicks hard, but it is super accurate and functionally never jams, no matter how badly it's treated. It even comes with a conversion kit full of extra parts, furniture, and barrels of different lengths, allowing you to change your SIR between a variety of different configurations with a bit of work, which includes an 8 inch long bayonet. Oh, and the ammo it comes with is the NATO 5.56 "Cherry PIE" - PIE standing for 'pyrotechnically initiated explosive" - which shatters on entry to a Zack's skull and fries the brain.

The rifle you get from this option truly doesn't need maintenance, returns and repairs each hour, and you always have another reload on hand when you run dry. You may choose a different firearm if you want.

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Civilian Vehicle [-100cp]: Any sort of land vehicle that a civilian could reasonably own and operate, from the simple bicycle to a truck with a few trailers. Whatever your choice, it doesn't need maintenance or fuel, repairs all but the most catastrophic damage in just a few hours, and is far more durable than it really should be.

Diving Equipment [-100cp]: The Mark 4 Exosuit is a state-of-the-art atmospheric diving suit - basically a personal person-shaped submersible. Beyond the armored nature of the suit making you immune to zombie attacks, it has 48 hours of emergency life support if you happen to get piled on, plus sensors that allow you to see and hear in the depths of the ocean and a built-in gun for fighting zeds - not to mention the claws.

You may alternatively or also receive a variety of soft suits and assorted underwater equipment like harpoon guns and underwater rifles. These suits are a lot more maneuverable, but much more vulnerable: Even the ones that a zombie can't bite through will still result in bruising and broken bones, and the masks and air supplies are much more likely to get damaged or torn off in a brawl. Also, pressure. The bends are no joke.

Whatever equipment you pick up from this option, it is self-cleaning and self-repairing, a lot more protective and comfortable than normal, and their air supplies never run out.

Fortress [-100cp]: A secure location where you can rest your head without worry of being overrun with zombies. The place is well-hidden or does a good job of hiding its residents, all while allowing for decent sightlines of the surrounding land. And if you do fuck up and lead a horde straight to your door, the location is secure enough to hold out against massive hordes indefinitely. It can even house dozens of people on a permanent basis. The only issues are a lack of supplies and utilities, so a prolonged siege isn't recommended. Aside from all that, the details of this location are up to you.

Greenhouse [-100cp]: A space to grow crops, climate controlled and free of pests and blights. It could be an actual greenhouse, an underground hydroponics bay, or something else of your choice, but it has enough space to grow enough food to support dozens of people. It also has supplies of everything you'd need to grow all that food, including seeds and guides on properly growing them, plus a steady supply of power and water - though only enough for the growing area itself.

The supplies adapt to whatever you grow here, the supply of seeds includes most non-food plants that would be useful and reasonably grown in such a place, and you may attach this property to another of your choice at the start of each jump.

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Blimp [-200cp]: A lighter-than-air aircraft of some variety. It's hardly the most subtle choice of air transportation - especially with the engines on - nor is it particularly quick, but it is far harder to ground and likely won't land as hard. Whatever your choice, it doesn't need maintenance or fuel, repairs all but the most catastrophic damage in the space of a few hours, and is surprisingly resistant to the weather.

Boat [-200cp]: A watercraft of some variety, though it needs to be one that a single person can reliably pilot. Whatever your choice, it doesn't need maintenance or fuel, and it repairs all but the most catastrophic damage in the space of a few hours. Be careful about laying anchor, as waterlogged zombies are known to climb anchor chains.

A thematic option would be the Infinity Ship, a variety of boat with wind turbines and banks of proton exchange membranes that allow it to maintain a constant supply of energy from the environment. Maybe not the most useful thing for this item, but a good choice for study and application to regular boats.

Rehab [-200cp]: During the period in which the remnants of the US consolidated its initial safe zone and began to retake its territory, they encountered a couple kinds of decivilized people. Quislings were people who'd broken to the point of acting like zombies, and Ferals were children orphaned or abandoned during the Great Panic who'd managed to survive in the white zone, growing up with human contact. Efforts were made to capture and rehabilitate these people, though Quislings were always too far gone.

What you have here is a rehabilitation facility along the lines of what was used during the reclamation of the world, complete with all the supplies and staff needed to bring the psychologically broken back to sanity to re-introduce them into society. This works for more than

Ferals, having the tools to properly habilitate anyone suffering from any mental issues that aren't congenital or supernatural in nature. Even a Quisling could be returned to humanity with enough years of treatment at this facility.

Solanum Vaccine [-200cp]: An easy-to-use, reusable injector loaded with a dose of an actual Solanum vaccine that replenishes 24 hours after use. Once someone is vaccinated, they are completely immune to Solanum, preventing them from getting infected and reanimating. However, this provides no protection against the toxicity of reanimated flesh and viscera, physical wounds inflicted by zombies, and any other nastiness that might get into a wound.

This vaccine also works the same against any other sort of mundane infection or intoxication that would turn someone into something zombie-like, regardless of whether the process actually causes reanimation.

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Command [-400cp]: An organization of some description which is under your command. It could be a PMC, a corporation, a government agency, a military command, or something else along those lines, though do note that this choice is locked in when you make it.

Whatever your choice, the organization has the personnel it needs - competent and equipped for the organization's purpose, loyal to you and the organization. New recruits are recruited and trained as it expands, although only as long as there's locals who are willing and able. If you aren't able to provide facilities and supplies, the organization will have the bare minimum it needs. Finally, the organization almost entirely runs itself, only requiring your input for the big picture or problems that can't be dealt with or bypassed

When bringing your organization into a new setting, you may choose to either receive a new local copy of the organization that's already setup and staffed by locals or carry as much of the organization along with you as you can carry in your persistent fiat-backed properties.

Isolated Zone [-400cp]: A secured, self-sufficient region that's large enough to house and provide for the basic needs of hundreds to thousands of people. The perimeter can hold off a multi-year siege by a zombie horde that measures in the hundreds of thousands or more. This region comes with a population who are loyal to you. Beyond that, the details of this region are yours to define - the geography, existing infrastructure, the particulars of the population, and so on.

At the start of each jump, you may insert your region into a location close to your starting location.

Nuclear Sub [-400cp]: A modern submarine powered by a fission reactor which carries a payload in the form of an experimental bunker-busting nuclear warhead designed to destroy the likes of the Cheyenne Mountain Complex. This missile replenishes at the start of each jump.

The sub comes with a loyal and competent crew, has enough space for them and their families, and has enough supplies to support such a population. Finally, the sub doesn't need fuel or maintenance, repairing most damage within a few hours.

=Companions=

Create/Import [-50cp]: Each purchase of this option allows you to create and/or import up to 4 companions. Each companion gains 800cp to spend on perks and items, plus the listed floating discounts for each section.

Export [Free]: At the end of your time here, you may bring along anyone that you can convince to follow you, turning them into companions or followers as desired.

=Drawbacks=

Setting Liberties [Toggle]: Put simply, the exact timeline of the outbreak is fuzzy - when it starts, how long it lasts in total, and so on are rather vague. Also, the Survival Guide is canon in World War Z, but the Record Attacks at the end imply the governments of this world to be more aware and prepared of the zombie threat than they end up being during the events of World War Z.

To that end, you can take this toggle to define the finer details of the setting. You'll still be entering a mundane modern Earth with the Solanum virus present and functioning as described, plus a major outbreak due to happen in the near future, but you can adjust your starting time and the procession of events by a few years.

If you want to ignore canon further, you can adjust your starting time beyond that, as well as how "off-brand" things are. Maybe you want to experience a major outbreak in the middle ages or move things forward by about 20 years to see how an instance of Earth almost exactly how you left it deals with a Solanum outbreak. Whatever your choices, you'll still be visiting a mundane instance of Earth where a major Solanum outbreak is due in the near future.

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Disassociated [+100cp]: By taking this drawback, you find yourself taking on an entirely different persona from your normal self for the duration of your time here. Even your memories have warped, making it very hard to change your mind on this matter. This doesn't majorly limit you, but your new persona will have to come to grips with your capabilities and resources.

F-6 [+100cp]: Whether you were a NEET loser or a high power executive, you are utterly lacking in practical skills, pretty much only good for unskilled labor in the post-war era. By taking this drawback, you find any skills you'd have that would be useful to surviving a zombie apocalypse or rebuilding right after it to be locked off. This doesn't prevent you from (re)learning those skills, though.

Long Stay [+100cp]: Disregard your choice of starting time and the default span of time you'd spend in this world. By taking this drawback, your time in this world is extended to 20 years, and you'll insert into the world during the Warnings period. Have fun surviving the fall and resurgence of civilization.

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Zombie Bait [+200cp]: By taking this drawback, you find that zombies are seemingly drawn to your presence. Close by, zombies have an easier time noticing and tracking you. Farther out, the normally random meandering of a ghoul tends to lead them in your general direction. This affects zeds within a 2 mile radius, and you can keep this as a toggleable power post-jump.

Incompetent Command [+200cp]: While the governments of this world are surprisingly competent and well-meaning after everything goes to shit, everything going to shit in the first place was the result of a ridiculous degree of continuous government malfeasance. The PRC

covered up their initial outbreaks to avoid appearing weak, and the central leadership was eventually nuked by a renegade nuclear sub to avoid the country ending up completely depopulated from retarded wave tactics that were just feeding the swarm. The Pre-Panic US government not taking the extra steps to contain outbreaks and prepare the population for zombies despite recommendations over concerns of war fatigue…plus endorsing Phalanx to help assuage panic while knowing that it wasn't effective against the Solanum virus..

Wherever you live, the authorities of the land will tend to be quite stupid, prioritizing personal gains and fluffy nonsense over practical concerns at the expense of everyone outside of their little power clique.

LaMOE [+200cp]: 'Last Man On Earth' was a phenomenon encountered during the reclamation of white zones following the Honolulu conference - individuals and small groups who'd managed to survive and wound up stuck for years without contact with real people. Some of these folks were glad to see humanity making a comeback, while others weren't too happy about losing the fiefdoms they'd carved.

By taking this drawback, you're guaranteed to spend at least half your time in this world utterly cut off from the world and surrounded by the undead. Any individual companions you bring with you will join you in this predicament, so you don't have to be totally alone, but you won't have access to any large groups of followers or companions, nor large properties for the duration - no armies, cities, or things at that scale or larger.

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City-Bound [+300cp]: By taking this drawback, you find your choice of starting location limited to urban areas, but you also find that you are unable to leave them for the duration of your time in this world. You can still move around within urbanized zones, but any efforts to remove you are thwarted. How exactly this happens depends on the situation and your capabilities - circumstance might simply align so that you never get the chance to escape, or you may find yourself butting up against an invisible wall.

Feral [+300cp]: When the survivors of the Great Panic went about reclaiming all the territory that had been left to Zack, they found a lot more threats than Zack. One of these was Ferals - children who'd been orphaned or abandoned as anyone who could take care of them fled or were eaten, and then managed to survive in zombie-infested territory. Utterly decivilized and adapted to constantly fighting for survival, a decent portion of them unable to be rehabilitated.

Like them, you find yourself utterly decivilized for the duration of your stay here. Language is alien to you, your priorities are very basic, learning new things takes longer, and learning complex ideas is functionally impossible.

Quisling [+300cp]: Another anomaly of this zombie apocalypse is Quislings - living humans who act like zombies, shuffling around mindlessly and trying to eat any creature they can get their hands on. And this isn't a conscious decision: a Quisling will not react as they are torn apart by their "fellow" undead. They were present as far back as before the Great Panic, likely being the source of reports of zombies eating each other or Phalanx actually being effective.

Even worse, there's no recovery for Quislings. Efforts were made to capture and rehabilitate them during the war, but this never succeeded and SOP shifted to putting them out of their misery. Obviously, you find yourself stuck in this state for the duration of your time here if you take this drawback.

Oh Fuck [+300cp]: By taking this drawback, you find yourself in the continuity of the movie and game…a very bad decision, to say the least.

The movie version of Solanum works much faster, taking minutes at most for someone to turn after a bite. This is a major shift from the progression of the virus in the books, where it takes about a day for someone to die and animate.

The resulting zombies are also much faster and more acrobatic. Rather than being shamblers that move as fast as 1 step every 1.5 seconds, these zombies are sprinters that barrel down on any viable prey they can perceive. They're also more adept at climbing, with large enough hordes can even pile up high enough to take down a helicopter if it hovers in place for long enough. They also tend to form dramatic waves of undead flesh when large enough hordes get excited.

The last difference from the book's version of the zombies is that they are much more discriminant with their prey. Rather than trying to munch on anything that moves while prioritizing humans, the movie zombies don't bother attacking humans that are too sick. Got cancer or some other terminal disease? You can just walk past them, and they'll stream around you if you happen to be in the middle of an excited horde.

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No Perks [+200cp]: With the exception of your Body Mod, you cannot access any perks from outside this jump for the duration of your stay here.

No Items [+200cp]: You cannot access any items from outside this jump for the duration of your stay here, including your Warehouse. You get a chance to combine items you purchased here with items restricted by this drawback on your way out of this jump.

No Companions [+200cp]: With the exception of companions that you acquire here or pay to import, you cannot access your companions for the duration of your stay here.

=The End=

Return / Stay / Continue

=Notes=

Thanks to the anons who suggested the bulk of the options in the jump.

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The Solanum Virus

Infection: Solanum isn't waterborne or airborne, only spreading through fluid contact - mostly bites, but getting zombie ichor in a wound is as effective. Regardless of species, Solanum is 100% communicable and 100% fatal, though only humans reanimate.

- Infected flesh is highly toxic when ingested but not infectious, so eating it just means a likely death without reanimation.
- Infection via parasites doesn't happen as they, like other animals, avoid infected hosts.
- Post-mortem infection isn't possible, as the virus needs a living host to actually multiply, though dying by means other than the virus after the 5th or so hour of infection may still result in reanimation - provided the brain remains intact.

Treatment: With modern medicine, there is no effective treatment for an infection of Solanum, even amputation of an infected extremity only has a 10% success rate. The books say nothing of antivirals, but it's hard to say if they'd be effective.

Outside of this world

Symptoms: The timetable can vary by several hours, depending on the individual and how they were exposed.

- *Hour 1*: Pain and brown-purple discoloration of the infected area, with immediate clotting of the wound if the subject was exposed through it.
- *Hour 5*: A fever of 99F to 103F, chills, slight dementia, vomiting, acute joint pain.
- *Hour 8*: Numbing of extremities and infected area, fever increases to 103F to 106F, increased dementia, loss of coordination.
- *Hour 11*: Lower body paralysis, overall numbness, slowed heart rate.
- *Hour 16*: Coma.
- *Hour 20*: Heart stoppage, brain activity ceases.
- *Hour 23*: Reanimation

Reanimation: The virus hits the frontal lobe first, consuming it over the course of infection to rapidly spread itself through the body. Towards the end, the remaining portions of the brain mutate to an anaerobic state which allows it to function without the rest of the body, yet continue to pilot the body. The same likely happens to sensory organs, nerves, and skeletal muscles, allowing them to keep functioning in spite of a lack of homeostasis.

Zombie Attributes

Physical Abilities: Physically, a zombie is only capable of what it could do in life, the only difference being the zombie using these abilities in unconventional combinations and pushing them far beyond human limits.

Sight: Zombies can see as well as they could in life, spotting prey as distances comparable to a normal human. They can unerringly differentiate the living from the undead, somehow, and aren't as visually focused as the living.

Sound: Zombies can hear as well as they could in life, but they can use their hearing to its maximum potential, allowing them to notice sounds that would fall beneath the notice of the living and much more easily operate in total darkness.

Smell: Zombies can smell as well as they could in life, but they can use that sense to its maximum potential, allowing them to differentiate living prey and smell fresh corpses from more than a mile away if the conditions are right.

Taste: While a zombie's sense of taste is unknown, it is known that they prefer human flesh over animal, and they reject flesh older than 12 to 18 hours or that has been preserved.

Touch: Zombies do not feel pain, or at least don't react to it. This makes them formidable opponents, but also means that they don't make any efforts to preserve themselves.

Sixth Sense: Zombies have been known to attack even when all their sensory organs have been damaged or completely decomposed, but it isn't known if they have some form of extra sense.

Healing and Decomposition: While zombified bodies are preserved against most rot, lasting 3 to 5 years on average, they don't heal at all. This means that every physical exertion diminishes a ghoul's attributes. Weathering is still a concern, with warmer and more humid environments hastening the slow degradation of a zombie, while colder and drier environmentals allow a zombie to traipse about for much longer. Zombies can even survive being frozen, potentially becoming active decades later if they thaw out.

Digestion: While the drive of a zombie is to consume the living, it receives no benefits from doing so since the digestive system is left completely dormant. Given the chance, a zombie will continue to eat even after its digestive tract bursts from within and everything it chews up falls out.

Respiration: Zombies don't need to breathe, so the lungs' only remaining function is to draw in air for the zombie to moan with. This allows zombies to blithely walk underwater and operate in other environments where a living person would suffocate.

Circulation: The circulatory system of a zombie is nothing more than a useless network of tubes filled with congealed blood, the same going for the lymphatic system and any other bodily fluids. But while a zombie won't die from blood loss, their fluids also don't splatter as easily, reducing transmission during close combat.

Reproduction: Zombies are sterile creatures, their sexual organs and cells necrotic and impotent, and completely lacking in sexual desires.

Strength: Zombies aren't any stronger than the person they originally were, but they aren't limited by pain or exhaustion, allowing them to continue to act until their muscles finally disintegrate. So where a barricade that would exhaust 3 or 4 physically fit humans can fall to a single determined zombie.

Speed: Even without injuries or advanced decomposition, the lack of coordination exhibited by zombies leaves them with a slow and unsteady stride, and a complete inability to run. Some zombies can be faster thanks to longer legs, though. The fastest zombie observed took barely 1 step very 1.5 seconds, though this is made up for by their tirelessness.

Agility: Between the general stiffness of necrotic muscle tissue and their primitive brain functions, the average living human is about twice as agile as the strongest zombie. Jumping has never been observed, balance on a narrow surface just doesn't happen, and a zombie will just sink in water - making swimming impossible. What they can do is climb: If a zombie sees prey above them, they will attempt to climb to it. Doesn't matter if they'll fail in all but the easiest situations, they'll try. And only about 25% of zombies can manage climbing a ladder.

Behavioral Patterns;

Intelligence: The mental capacity of the average zombie is somewhere beneath that of an insect - at no point do they show any ability to reason or employ logic. Even if a crowd of zombies is tumbling to their destruction one-by-one while attempting to reach prey across a gap, they never attempt to change tactics. The zombie brain is an instinct-driven, unitask machine that's impervious to tampering, performing its functions until it is destroyed or its tools are too worn to continue.

Emotions: Zombies don't feel emotions, not even basic things like self-preservation or fear.

Memories: Zombies don't have memories. Whoever they once were is gone, replaced by a mindless automaton that is simply piloting the rotting body to uselessly feed on the living.

Physical Needs: Zombies have no need nor instinct for rest, shelter, or even thirst. They are functionally self-sufficient organisms.

Communication: Zombies have no language skills, only releasing a deep-throated moan when they identify prey. This moan remains low and steady until physical contact is made, at which point it shifts in tone and volume as the zombie commences its attack. This moaning incidentally serves as a rallying cry for other zombies.

Social Dynamics: Zombies aren't social creatures, not even reacting to each other except avoiding each other like they would inanimate objects and being drawn to the moaning of other zombies. A zombie swarm is simply a crowd of individuals, gathered only by instinct and circumstance rather than some social order.

Hunting: Zombies do not hunt, so much as randomly stumble around until they make contact with prey. A zombie won't be distracted at that point, continuing to pursue prey until they lose contact or make a successful kill. After which they return to their aimless shambling. While wandering, a zombie's path may shift in response to movement, sounds, and scents that it doesn't immediately identify as prey.

Motivation: Living humans aren't the only prey of zombies, even if we are preferred, any area that's infested for long enough will be stripped of almost all animal life. So to put it another way, zombies are driven to devour any living creature they can get their hands on, though they do prioritize humans and human flesh.

Killing the Dead: The only way to put a zombie down is to destroy the brain. Damage to the rest of the body can disable and slow down a zombie, but a zombie won't stop until the brain is obliterated.

Disposal: Viable Solanum virii can continue to inhabit the body of a terminated zombie for up to 48 hours, with the head having the highest concentration of the virus. Care should be taken when handling zombie corpses, which should be treated as any other toxic and highly lethal material. Cremation is the safest and most effective method of disposal.

Zombies and the Chain

For the purpose of immunities and other things, Solanum is a mundane virus. Sure, it may have some unrealistic effects, but the virus itself is functionally normal.

A resistance to disease will slow the progression of a Solanum infection, though you'll want a decent healing factor or regeneration power to properly stave off the effects if you do get infected.

Sufficiently advanced or weird medical techniques and technology can stop a Solanum infection in its tracks as long as someone hasn't reanimated. A simple Cure Disease spell will wipe it out of a person and reverse the damage it has done, nanotech can target Solanum virions, SCP-500 can do its magic, and so on.

While the reanimation is biological in nature, the zombies produced by Solanum are true undead rather than mere 'infected', meaning they are properly dead. This does mean that dying to the virus is a chainfail unless you have some way of hanging on or reviving after death.

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Export: You cannot export zombies. Anyone who is infected at the end of your time here, but not yet reanimated, is cleared of their infection and has any damage from it reversed.

Solanum Vaccine: The item doesn't come with instructions for making more, but you aren't restricted from studying and/or replicating the vaccine.

=Changelog=

2025 / 03 / 26

- Initial Release.
- Added Rebel Zone subperk to Island in a Sea of Zack.

=Links=

Live Document:
https://docs.google.com/document/d/12WdaAKDgByhwLolWMKjB3U-4He8JoHTQe-5P7xAwT0c/edit?usp=sharing

My Drive: https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link