

Zombieland Saga Jump

(By Thousandyearoldloli)

Welcome to the Saga prefecture! It's a region in Japan of little renown, mundane and rustic, one that definitely doesn't look like the kind of place where that would change any time soon. It turns out, however, that a girl by the name of Sakura Minamoto is about to awaken as a zombie in a few hours, and she together with her fellow zombies will become the idol group known as Franchouchou. They will have to grow and change in their paths to idolhood, overcoming the challenges of friendship, fame and zombiehood.

Maybe you want to join or help them, or perhaps you will be one more obstacle in their way. Feel free to choose, it's your life after all. Or your unlife, maybe?

Here's **1000 CP** as a welcome git to Saga.

Dead or Alive:

Yes, you read that right. While Saga is a pretty mundane place outside of a certain level of whackiness (and a curse), it will soon have its very own zombies hiding among the populace. You might be a regular human being with your own life here in Saga, or perhaps you have already lost that life and came back through the mysterious necromancy that revived the members of Franchouchou.

Human-

You are a regular, living human (or as regular as a jumper can be anyway). There's really not much more to say, but don't discount the fact that you still have much to look forward to as you learn and grow in life. Not everyone has the privilege to do so after all.

Zombie-

Whether by Kotaro himself, his master, some other unknown necromancer or even just some curse of the land, you have returned from the dead. Your mind wasn't quite there at first, but you've somehow attained the necessary stimulus and now your sense of self and your memories have made their way back to you. There's still plenty about this body of yours to discover, but we'll get into that later.

Origins:

You can choose your age and gender for free with any origin, though keep in mind what's reasonable. An underage manager might encounter some legal barriers, for instance. If you are a zombie, feel free to pick a real age (time since you were born) and apparent age (age at time of death).

Idol-

It's time to take center stage! Or you know, any part of the stage you want. You've chosen to take the role of an idol, an aspiring new star for now, but whether through experience or sheer talent you'll have eyes on you in no time. Hope you've got your fellow idols and a good manager by your side to take you to even greater heights!

Necromanager-

You. You have a mission. The mission to make the greatest group of idols you can get your hands on and make them shine on that stage! Not literally, but that the literal version might be part of the process if you've got some waterproof spray (specially made for shoes, zombies don't die of poisoning anyway), a good source of electricity and your idols can "survive" a few thousand volts running through them. Whatever your background, you've trained to become a great manager/producer for your idols-to-be.

Local/Drop-In-

You are among the many inhabitants of Saga. It may not be the biggest or most well-known of places, but you are proud of your little piece of the world, and the thriving community in it. Perhaps you're a more grounded figure like a typical local business owner, or maybe something a little more whacky like a gigantic construction worker or even a guy permanently wearing an animal costume. It's your choice. Do note that by default while you can be moderately well-known as a local celebrity, being anything truly famous or legendary, even if only in Saga, is not something you can choose unless you have a certain perk. This is also the origin to take if you simply want to be dropped into this world with no background or memories.

Starting Location:

Saga. Your starting location is Saga, as you might naturally expect. You can choose any publicly accessible place to begin in, and if you are not a drop-in you may also pick a place that you might be reasonably expected to have access to, such as a private residence or business, or school if you're a student.

If you have the **That's Who Franchouchou's Number One Is** drawback and you're a zombie, your starting location is fixed to Kotaro's mansion where the rest of the zombies are.

Perks:

As per standard fare, all perks of your origin and "race" / living status are discounted, with discounted 100 CP perks being free. You may also take two song perks for free.

Song-

Dead or Rap [50] - Once per day, for 24 hours, you can save up a single style that you've observed someone else use - be it a music style, a sword fighting style, spellcasting style etc… - and for that duration, you will find your body's natural inclinations in that type of activity fall closer to that style. It does not automatically allow you to use it, and consciously trying to is actually counter-productive as that tends to go against what your body does naturally. But, for instance, if your emotions got the better of you, you might find yourself dropping some nearly perfect rap lyrics with your only rap experience being some guys hitting on you the night before.

Awaken Returner [50] - You can take this perk twice. The first pick gives you the base version of the song, letting you substitute for an ally when they fail to do their part in a plan provided you have at least a general knowledge of the plan, you are sufficiently close to act and you have the sheer talent in whatever area the plan is about to make up for your lack of individual and/or team practice. You can do this once every three days. The second purchase, pertaining to the electronic version of the song, extends how often you can use the base benefit to once per day, and lets you apply it not only to an ally's failure but to a minor or major accident that gets in the way of the plan, though it can't do anything if it was intentionally sabotaged.

Commercial Jingle [50] - You will find that you are more easily recruited for studies, commercial campaigns, and roles in movies, plays etc… Provided they are for something you really like, such as one of your favorite fast food chains, or a franchise you absolutely love.

Warm Up [50] - Friends and music. With these two things by your side, your ability to perform and keep calm can be brought much closer to your normal or expected levels, even if you are facing a trauma related to what may have literally killed you. Sure this does nothing to actually prevent you from being afraid or even panicking inside, but just by singing your heart out and having some friends you can trust to back you up, you'll be much more able to brave through the fear.

To My Dearest [50] - If displayed publicly and not excessively overt, any emotion-based message to a friend or loved one conveyed through some form of art will always reach them (provided that is at all possible).

Special Attack Dance [50] - You've got GUTS! Enough guts that people won't worry about you. Whether you are a kid in her rebellious phase or a stranger who just drove someone's bike out of a cliff and walked off the ensuing explosion, people will have a harder time getting themselves to try to stop you from doing whatever you gotta do. Not that you'd let them stop you even if they tried. Because you've got GUTS.

Rise Again [50] - Audiences and the public will accept even catastrophic accidents as simply part of the show if they see you in the role of a performer, they themselves are not directly affected by whatever may have occurred, and you simply continue the show taking things in stride as though they were part of the plan all along. If all these conditions are met they will continue and perhaps even cheer more with the whole spectacle, not really thinking about the potential danger or the logistics of setting up what clearly looks like a major and very much fatal accident.

Let Your Flag Fly High Up in the Sky [50] - If you perform exceptionally well in some kind of performance or demonstration, you may be invited by the primary "judges" of that demonstration or performance (be they the audience, a panel of judges, a teacher, royalty, etc…) to make another performance or demonstration of the same kind. An encore, if you will. Obliging and not screwing it up will earn extra rapport with the ones that requested it and potentially even give you extra points in the contest or whatever else you were making that demonstration for. People may take this as unusual, but they will view it as being impressive rather than unfair.

The Spirit of Dried Squid Will Always Be With Us [50] - By singing a song before a major task or a workday, you and whatever team is singing with you will feel a greater sense of unity and be able to cooperate better.

Revenge [50] - If you suffer a major loss or humiliation, you will be able to use any negative reputation you got from that to bolster the good reputation you get from a great performance in your next try, twice over. You must wait a minimum of a month between tries for this to work.

Do You Hate Windy Days? [50] - If you have some kind of teachings or legacy you want to leave behind, you will always be able to find someone who meets at least the absolute bare minimum criteria that you'd be able to accept passing those things onto. The person may meet more than those absolute minimums, but the minimums are the only things that are guaranteed. Nothing says you can't train them to be a better inheritor than they are when you meet them though.

Furious Survival [50] - Even within an outstanding group, or even if your group is failing in general, your own positive contributions to it will tend to especially stand out, thus earning you more recognition and potentially opportunities or rewards.

Life [50] - When faced with an unexpected but very unfair situation, your improvisation skills get a temporary major boost, provided it's in something at least somewhat related to an area of expertise of yours.

Curry Day Yes Yes Yes [50] - You have a powerful sense of direction, such that even if your mind was blocked, unable to leave a zombie-like state in which you can't even speak, you'd still generally be able to find your way around a small town.

Crazy For You [50] - Even if you feel out of place in a group, people will more readily accept you in general, even if no reason was given to your inclusion and you seem out of place in the group. This does not mean you will be automatically accepted, but you will face less suspicion and hostility than you might otherwise.

Into the Light [50] - On the other hand, if you want to leave to suddenly leave a group, provided there is no greater obligation such as civil duty or a contract or some pressing need, you will be allowed to leave with no hard feelings, even if you randomly announce it in a middle of a live concert.

The Saga Incident [50] - You have an innate sense of respect for the past, a mature perspective that realizes all the efforts and burdens people had to carry throughout history to leave the legacy that is the present. People can vaguely sense this about you, and thus you are more easily accepted into new communities, especially among the elderly and those who likewise have a deep respect for or interest in the past.

Shine [50] - You are a beacon of hope that shines brightest in the darkest moments. Your little actions of goodwill (and they must be goodwill, they can't be just to stock this perk) accumulate in people's hearts, just being there playing with children or filling a slot in the radio with a reassuring speech can be something that helps people get through a disaster. As the deeds accumulate, they help unite people to overcome the disasters and dark moments, working together to rebuild and recover. If it so happens that your live event is a major step to getting everyone's morale together, you can be damned sure that enough good deeds will get all kinds of people to gather together to cheer you on.

Tailwind Travellers [50] - Sometimes one can get so hung up on what is left to be done that one can forget what has already been accomplished. With this perk, you will never forget how far you've come, your mistakes and stumbles but also your ability to overcome them and your feats. Others will not either, and any love or admiration they have for you will grow seeing what you've been able to make of yourself despite maybe humble origins. This is more of a vague sense rather than specific memories at the base, so don't worry about people remembering something you'd rather they forget.

Flying Head [50] - People become considerably more charitable towards anything you improvise. Something about it somehow communicates sincerity as long as you are putting an effort into your improvisation, leading people to take it in good faith and be satisfied with lower quality results than otherwise might have, the appreciation of seeing you try for their sake making up the difference. This even applies when you're actually just improvising because you were caught by surprise or you need to make up a lie on the spot, so it becomes easier to fool people if you involve some kind of improvised showmanship in the process, though this really only goes so far.

Zundokodon Adventure [50] - You became exceedingly talented at dealing with children and providing them entertainment. Additionally, when you provide entertainment accompanying a learning environment or try to make learning about a topic seem fun, you are able to actually make them think of it as potentially fun, opening their heart to the learning experience.

Eternal Never Die [50] - If some aspect of who you are entails betraying another's trust or being a potential threat to them, so long as you are genuinely on their side in truth then that other party will not outright turn on you, but continue to give you some benefit of the doubt owing to your history until you prove their worries justified. Normal people scared for their lives during an emergency wouldn't kick you out or attack you even if they found out you're part of the living dead - though they might still keep their

distance and keep you out of private conversations. Rebuilding trust also becomes considerably easier after the fact, provided there is an opportunity to display your sincerity.

If Today Goes Down in History [50] - You are skilled at communicating complex plans and have enough charisma to unite a large number of people who share a common cause to agree to and coordinate under that shared plan. You might even convince a whole mundane rural prefecture to risk their lives in a coordinated distraction against an invading alien force, all to allow a single person to sneak inside their mothership.

Longing For That Twinkling Sky [50] - There may come a time when you're on the edge, attempting to accomplish something while quickly running out of time. Maybe your resources are depleting, the timer is running out to solve a puzzle, you're bleeding dry in an important confrontation or you're losing your grasp on your sanity or sense of self while delivering a final performance. In such a situation your emotions and willpower, your desire to achieve this task itself seems to extend whatever you're losing to last just long enough to accomplish the task you're trying to complete. Time seems to slow down, you seem to somehow have more blood or resources, or require less than you should, and you get enough of a hold of your mind to continue going. This will only work if you're genuinely pouring your heart into the task at hand, however. Further, it only works for a concrete, specific task or event - It might carry you to the end of a fight, but it will not give you enough time for a full adventure. It will last "just for this performance".

Thank You for the Present and the Future [50] - You and anyone you're close to always manage to hold onto feelings and memories of gratitude, of the good things done for one another, happy times spent together and your appreciation for each other, no matter what hard times and sorrow come, no matter how much anger takes hold, you all can keep those positive feelings in the back of your mind, quelling, at least to some extent if not entirely, such negative reactions or potential temptations to harm another. Further all of you gain a sense for when someone you're interacting with feels the need for words of encouragement or appreciation.

General-

Music, Come On! [Free] - You can command music to start playing at will. You don't get to choose what music (with one exception), but it will be appropriate to the situation. Normally this will be only in your head, but if there are any means of music actually being played nearby, say a radio, someone with an instrument or even just someone absent-mindedly passing by who might reasonably start whistling to a tune, you can get those means to "play" the song that would ordinarily be in your mind through this perk. Optionally, any songs from the song perks above can be played instead of the music that normally would.

Climb the Mountains Inside Yourself [50/100/200] - You become proficient with a single survival-related skill. If you also have **LEGENDARY**, instead you become an expert with up to three survival-related skills instead. For 100 CP, double the amount of skills, and if you pay 200, then you become proficient with or a master of all survival-related skills, depending on whether you have **LEGENDARY** or not.

I Mean, There's Gotta Be Two or Three [100] - No matter the circumstances or how badly you're perceived by the world, you will find that you will always have at least a very small minority of supporters or people who'd accept you, assuming the group isn't too small to really have such a minority (so a group of 4 wouldn't be enough, with 5 you'd maybe get one if everyone else was strictly against you, and the

scale grows smaller with group size, such that in a few hundred people maybe four or five would be on your side). Unlike most perks, this one is not overwritten by drawbacks.

We Need the Help of Zombies [100] - When you make an entrance you can, if you wish, exude an aura of badassery that becomes stronger the more you acted and act within the “rule of cool”. This aura gives you an instinctive air of authority among people who are at least somewhat familiar with you in a positive way, such that they instinctively do what you say when you start telling them what to do in situations where they simply have no time to think or are otherwise under great stress, provided you’re not telling them something obviously counterproductive to their own well-being. The aura works for a few minutes or until people start coming to their senses and having time to think clearly. They might continue to do as you say or not, but from that point it will be up to their own judgement.

As Long As You Shine Brightly, The People Around You Will Follow [200] - Whatever your actual role in the group, many will look up to you as a leader, example or centerpiece. After all, your qualities and deeds tend to inspire others to follow suit, sometimes doing what you did, other times focusing more on their own strengths but nonetheless seeking to imitate your inspiring spirit. It also helps if you actually speak and act in a manner as to inspire them of course, but even just doing your own thing and getting results is enough. Because of this, people will also be more inclined to let you take center stage or a leadership position, provided this doesn’t come with other more tangible benefits they wouldn’t want to give up on and they aren’t the type to specifically seek those types of positions out at the outset.

It’s Cause He’s a Zombie! Zombies Grow Up Fast! [200] - Regardless of the kind of body you possess, you are able to train it beyond what should be possible. Even if you’re just an animated corpse or inanimate object, even if you have a debilitating disease, your body is capable of developing and maturing in ways you’d consider beneficial. If you want to age you’ll age, if you want to build muscle you will and so on, regardless of what should have been the original physical limitations of your body. The kind of training you need to do to accomplish this will also match your body in such a way that you can perform it. That said this perk does not give you an unlimited ability to develop by itself - only about as much as a human equivalent of whatever you are would. The exception is if you are in fact a healthy human, in which case you can go slightly past what should be possible for a regular human, given enough training and effort of course.

This Country is Still Twisted and Barbaric [400] - Some skills are only arguably useful for the modern age, even when mastered, but there was once a time when they could prove essential to one’s way of life and survival. Whether you are a zombie who lived in such a time, or simply a history enthusiast who takes their passions a tad too seriously, you have some skills of this type. You’re a master katana wielder with somewhat enhanced hearing and reflexes, one who could put down several veteran warriors of the Meiji period. In addition to this, you have a knack for catching wind of rumors and making out what they mean, though this doesn’t necessarily guarantee you’ll be able to tell if the information from the rumors is true or false. Lastly, you’re good at picking up on speech patterns, and can project your voice in a way that mimics the speech pattern of other people.

Was That Light Show Always So… Powerful? [400] - So you can sing and dance like a true master. You can network. You can drive a truck with gusto. But when you’re suddenly thrown into a battlefield, what good are those skills? When dealing with a crisis, what can you even assist with?

Turns out, when you’re in a pitch, even your mundane skills and otherwise cosmetic feats are elevated into something you can use in combat or resolving that particular crisis. This will come in a mix of increasing the intensity of what you could do, and luck. What was nothing but a visual effect might

become powerful enough to be used as a laser, or if you have mundane skills at riding a bike, your enemies just happen to have vehicles lying around for you to take for a spin. Both skills you use regularly, and those you simply used in meaningful moments before can come into play in this way, though you're far more certain to be able to use the former than the latter.

In order for this perk to activate, the crisis you're on must both be on a scale and of a kind that feels out of place for the typical expectations of the setting you're on or its story. Something like an alien invasion in an idol show is a good example, but it doesn't have to be quite that extreme.

A Squid? Or a Mushroom? [100/500] - What is an alien invasion doing in a zombie idol show? Wasn't this supposed to be a wacky slice of life adventure with some supernatural elements? For 500 CP, you can now de-cannonize this event and other major destructive events that don't fit well with the setting, or in other words, you can skip there being an alien invasion. If you have the **The World of Men Will Always Be Shaped By the Actions of Men and Zombies** perk you can take this for only 100 CP. If you also have **LEGENDARY**, you can take it for free instead.

Aliens Can't See Zombies [600] - You are blessed with a peculiar kind of luck. Whatever foes you face or disasters your encounter, they are guaranteed to have or eventually develop some kind of weakness that is tailored to your specific skillset or abilities from the jump or setting you're currently on, such as aliens being conveniently reliant on thermal vision when you're a zombie whose body doesn't produce heat. Even if your only skill is juggling, that will somehow be able to play a major role in bringing down whatever threat you're facing. Unlike the perk before this, this does not improve your skill themselves, however. It also doesn't ensure you will automatically defeat the threat by exploiting the weaknesses, or even if you do, that this will end the threat forever. The weaknesses might only seal the threat away or provide a major advantage but not enough to ultimately win. It may further take work to find or exploit this weakness, such as by refining the skills it makes use of or puzzling out what the weakness might be, though fate will provide minor assistance in that regard. As a rule of thumb, the lesser the threat the less benefits you will get from exploiting the weakness, while greater threats will have increasingly decisive weaknesses.

What this perk does guarantee however, is that you will be able to greatly facilitate a dealing with any threat you encounter, and that no threat is truly absolutely unbeatable no matter how hopelessly outmatched you should logically be.

LEGENDARY [600] [CAPSTONE BOOSTER] - You, my friend, are a true legend, living or otherwise. You have the gifts of experience, potential and reputation behind you that make you stand out from the crowd in your field of expertise. While you'll have plenty of all three, the relative boost to your experience will depend on whether you are a human or a zombie, as will the nature of your reputation. Human beings with this perk are living legends whose tales are still being written. Their reputation comes in the form of great fame with wide appeal, letting them make use of their status as celebrities. As an idol, they would have country-wide renown at the least, possibly as a contender to Iron Frill themselves. As a local they'd be at least a major figure in the community. Naturally, this fame and reputation will be far from unjustified, as they will have the talent and experience to show for it, and yet untapped potential to reach even greater heights.

On the other hand, Zombies were and still are legends, but their feats that made them famed and adored were in their former lives, their reputation attributed to "another" who is supposedly dead. Even were they able to convince others they came back to life, how this would be received is questionable. That being said, their experience will surely help build themselves back into the limelight if they decide to tackle that

challenge. As someone who's already lived a life to the heights of legend, they have a greater amount of experience to work with than humans. They will find that they often recall events where they had to learn tangential skills or do something unusual in their profession, thus knowing how to apply their particular skills to unusual things, like a bike gang leader's energy being channeled into death metal, an idol having participated in a survival show once upon a time and thus having some survival skills, or a zombie being from an era where swordplay was common and thus knowing how to properly wield a katana (humans do get a version of this benefit but it'll be less frequent and skills won't be as developed as for zombies). The potential these legends who likely died a premature death due to the curse have left to grow and show for it is nothing to scoff at either.

Whichever one you are, you may choose one set of skills tied to a specific (mundane) role or occupation, around which both your experience and fame will be based. You can purchase this perk multiple times for multiple such skill sets. This perk also serves as a capstone booster, and depending on your choice of skills may improve certain other perks besides just capstones as well. Each purchase after the first is discounted (costs 300 CP) but it only gives additional skill sets, not stacking other aspects of this perk.

Human-

I Could Swear I've Seen Them Before [100] - Maybe in an obituary… Either way, this perk will help you remember, as it gives you an improved memory for recalling information about people you've met or heard about. Furthermore, so long as they are in your line of sight or communicating with you, you are able to mentally "pull up" all information you learned about them. There will be no mistakes either: So long as you are looking at someone, you'll have an instinctual awareness of whether you have seen them before, allowing you to pull up the information to know where. Doing this requires that you have at least enough visual information to make a match in your memories. So you won't be able to tell that you know someone if they are covered by a hoodie or in disguise, or if they changed too much from when you last met them.

I'm Going to Take Flight [200] - You have a knack for enacting your plans and luck in ensuring they come to fruition, so long as not much of it is needed to begin with. This perk can only affect relatively simple plans - things like purposefully visiting a remote location to ensure a spot in the national competition, since said remote location would have nobodies, or things like purposefully failing for a moment during a talent show in order to get the audience invested in your staged comeback - but it will ensure your acting and the actions you perform are perfectly in line with your plan, provided you have the skills necessary to pull it off to begin with. Your luck then will give little nudges to make people more receptive to these plans or in the extreme cases helping with coincidences like you getting to go first in a talent show in which both finalists happened to choose the same song to perform.

Guess She's Found a New Way to Tear it Up [400] - Sometimes life doesn't go as planned. Sometimes it does go as planned, but you had to dedicate significant resources to obtaining something you only needed for a very short amount of time or a singular instance, even. With this perk, however, none of that will go to waste. Not only will it be considerably harder to lose any of your old skills even if you have been too afraid to touch them for decades, but you will find ways to put those skills to use in new pursuits. Unlike the LEGENDARY perk, this does not so much mean that you know new ways to use your skills (at least not to the same extent) but that you will be more likely to find places and situations in which your skills could be used.

We're Going to Keep Evolving [600] - You know reaching the top isn't the end of the line. You know the effort needed to *stay* the strongest. You have the right mindset for continuing to grow and improve even if you're already the best or one of the best, and your motivation for it will never waver so long as you desire to improve. You have an eye for things you're still lacking and opportunities to improve, even for people who have potential if you happen to be trying to work in a group. The universe will also seem keen to throw challenges and events at you as you try to improve in an area that are tailored to open your eyes to new possibilities which you can incorporate into your skills and worldview, helping you attain even greater heights, a top above the top, a legend among legends.

Now add **LEGENDARY** on top of this and your growth speed increases, plus increases in some areas will also help other areas improve as you learn skills and knowledge that you can easily adapt to many things. You can also forget about hitting a cap, as with LEGENDARY your skills can keep increasing forever, into downright supernatural-seeming levels, though the further you go the harder it will get still.

Zombie-

Because We're Zombies [100, mandatory for Zombies] - So, this probably ain't news to you anymore, but you're dead… Sort of… Mostly. Don't worry, there are some advantages to this. Your body can seamlessly detach and reattach parts of itself and seems to have a capacity for self-repair surpassing the normal human one, though it still takes at least a few hours to "heal" some holes that pierced through your body and scars will be left of whatever killed you and from the decomposition prior to your zombification. You'd think splitting your body into pieces would hurt like hell, but in fact you have a selective sense of pain which nullifies virtually all pain that would go beyond a certain threshold, so you might barely notice that you're missing an arm or got run over by a car, but a slap or a pinch will hurt you as normal. While you don't need to eat, drink, breathe or sleep, you can still do these things as they still feel just as pleasurable to do and to an extent they seem to still give you energy or recover from fatigue. It should also be noted that you are functionally immortal, since you can't really age or die, and you won't be putting on weight any time soon, but neither can you gain muscle or grow up, since you are eternally stuck as you are now.

The ability to detach your limbs does come with a downside. Although you are able to control your limbs while they are detached to an extent (they can move in unnatural ways on their own, but nothing too superhuman like suddenly jumping at someone, and you need to consciously command them to move, which will require line of sight until you get enough practice), including your whole body if your head becomes detached, it is also true that a sufficient force will simply pull them out, and this can be as simple as exerting too much effort as you're trying to climb up something or the force from simply falling from a relatively great height (as opposed to the force of the impact from said fall).

Another downside is that your body has this discolored greenish appearance, and will appear like a proper rotting corpse though the actual rotting has seemingly ceased, including the smell. Sit down collecting dust for too long though, and you can still expect fungi to grow on you.

Your (dead) body is prone to absorbing and losing liquids/moisture with ease. It'll absorb liquids much faster than a normal human body, making the properties those liquids might have faster to act and more intense, though also shorter lasting. On the other hand, losing water even from crying too much will quickly dehydrate your body and leave you looking like a mummy.

If this perk is taken as a proper living human, you will not suffer the downsides but you will have much more reduced benefits, since your body isn't actually dead. You won't have the same extent of pain reduction but though it will be close, you will have an improved healing though your organs aren't redundant like in the case of the zombies, and you have a somewhat reduced need to eat, sleep and drink, plus you will age slower.

Whatever you are, this perk also gives you a taste for dry squid, it will taste absolutely phenomenal to you.

Because We're Zombies 2: Electric Boogaloo [200] - Despite the name, this perk doesn't actually require you to have **Because We're Zombies**, though it might go a long way towards justifying it. Put simply, this perk lets you absorb electricity. Even if you're directly struck by lightning bolts (yes, plural), rather than being fried your body will start to emit a faint blue glow and occasionally spark, plus your voice will sound as though it was put through an electronic filter. With practice, you'll be able to use this electricity towards various purely cosmetic visual effects, such as shooting a "laser" through your finger or even making butterfly wings of light for a moment. Depending on perks you have from outside this jump, you could also potentially put this electricity you absorbed to other uses beyond those, but that isn't within the purview of this perk on its own.

I'm the Showa Era Idol, Junko Konno! [400] - Zombies can come from all kinds of time periods. The lucky were only underground for a few years, but others might have been dead for centuries before their return. A lot of things, from technology to politics to cultural nuances can change in that kind of time span, which can be quite overwhelming. This perk can help you brave the tides of time and change. You will find getting used to new time periods and similar changes far easier, learning these novelties faster and adapting your behavior to at least a passable degree with relative ease, and taking what could have been mind-blowing changes in your stride rather than letting the shock get to you. You may still feel excited about things like that of course, but more negative reactions will be dulled and will not impair your judgement.

The perk furthermore helps others accept your old-timey idiosyncrasies, painting them as quirky or some kind of taste or homage, thus better helping you blend together the old and new. It's particularly effective if you construct a persona around it, letting you use the cultural differences as a positive rather than a hindrance. In fact you will find that any attempts to make a stage persona of some kind (ranging from an idol's image to superhero branding), provided it's publicly and narrowly defined, will be far more easily accepted and more popular than it would otherwise have been.

A Little Biting Never Hurt Anybody [600] - Putting a literal walking corpse onto a stage and making sure nobody finds out about it is a difficult task, especially if this particular corpse is really prone to falling apart in public or making very flashy displays of surviving things which should frankly be impossible to survive. Fortunately for a walking corpse of your caliber, there seems to be a borderline supernatural protection against being outed as a zombie, and in other situations where being caught red-handed might really spell trouble for you. This protection has two layers: First, people's credulity and skepticism seem to fluctuate depending on what would be most convenient for you, to a certain extent. Your head could literally fall off in a rural live event and begin eating someone's dried squid, and they'd still believe it was just a special effect if you managed to come up with a quick excuse and a decent, no, persistent insistence on the matter. On the other hand, you and your group could be a collection of long dead celebrities, and even people who personally knew you would still have a hard time thinking of you as the same person back from the dead because "of course zombies don't exist, don't' be silly".

Second, you have an extraordinary amount of luck when it comes to not getting caught by anyone in a situation in which their testimony would be possible and taken seriously by most people. If you are caught it'll most likely be in the dead of night or give someone a fright so great they can't remember what happened anymore.

Both of these effects do have some limitations though. First of all, they are far from absolute. If you aren't at least making an effort to keep things a secret they won't be enough. Second, they only hide you from the most preliminary stages of suspicion towards you. Someone who's already got a very strong inclination about the truth will not be affected by this. Third, the protection doesn't erase anyone's expertise and only provides an inclination for their perspective and interpretation of events, meaning an expert might not buy into your flimsy excuses and a very skeptical person wouldn't go along with interpretations of events born out of naivety with the same ease nor for as long.

As a zombie with the **LEGENDARY** perk, the two effects can even come together at times, where more naive people provide a lucky explanation that other people are quick to buy into even if very flimsy. The the other two effects are also increased, leading people to better go along with the flow of dismissing the strange things about you if others are as well, thus potentially even going past the limitation of only working on preliminary stages of suspicion by literally crowding out the thoughts about anything other than your great talent being out of the ordinary.

Idol-

I Have What It Takes [100] - You have the basic skills and talent necessary to be at least a very popular local idol. They won't start out polished by any means, but you'll have a good deal of body coordination and a great singing voice. You'll both have dancing skills on the high end of average and will be able to get the right tune quickly enough that you could be thrown onto a stage with only a day of preparation and do reasonably well. However, the real benefit is not these basics, but the enormous speed at which you can learn and improve on idol-related skills, such that you could learn in a few days what might take some a couple months of work. This learning speed will gradually decline as you grow closer to the potential afforded by this perk, which if you practice steadily enough should happen in a year at most. You even pick up different musical styles with the same ease, such as folk dances and rapping.

If you have **LEGENDARY** and you selected "idol skills", however, your potential grows much higher, just barely making it into world-wide renown. In addition, your starting skills are also much higher, at the lower end of national-level idols. With this alone you will not be the legendary center Mizuno Ai (not when you're starting out anyways), but you'll at the very least be serious competition.

But I Just Said I Do? I Did, Didn't I? You Saw. [200] - When someone is in a funk, or being really stubborn, you know what to do. Stretch your arm up high, then slam down a damn fine slap. So long as this is done with genuinely good intentions towards the person you're slapping, they are unlikely to be able to react, and will be stunned after the fact, giving you a moment to say something meaningful to them. Choose your next words carefully, as this slap can open people's hearts if only briefly, and a good enough speech will take root within. It could help a person to overcome their problems at least on the psychological and emotional front, as well as give them a boost of confidence and motivation, and maybe

grow your bonds closer as well. Even if they were already saying or going to say or do what you told them anyway.

Even Now, Those Memories Are Still Warm [400] - Relationships with you are just built better. Friendship, romance, familial love, comradery, all positive relationships with you have inherent qualities that somehow just make them that much sturdier. When it comes to the trust and feelings you inspire in people, rather than a negativity bias there is a positivity bias. Building or rebuilding trust is easier than breaching that trust, and people are more inclined to remember and think of the positive emotions and moments as opposed to negative ones when it comes to you. These positive feelings and the relationships built upon them are sturdier, lasting longer and through more adversity than they normally would. Not even your death will stop them.

In fact, they are so innately lasting that you can actually transfer those emotions towards your alter egos and new identities if, say, you happen to die and become a zombie thus having to hide who you really are. The positive feelings that were there will remain, but now the people you had those relationships with also create a new relationship with your new identity with the same positive disposition. A parent might become a die-hard fan towards you, the idol, a former friend might show you more respect and loyalty from the outset if you become their boss, even without them knowing who you are.

I Don't Think Mistakes or Failures Are a Bad Thing [600] - A long time ago, when you were in a dark place with seemingly no way to climb out of the hole you found yourself in, you heard those words. It may be the ones that give this perk its name, or some other motto of your choice, but either way they were deeply meaningful to you personally. Now no matter how dark a place you find yourself in, even if the whole world or the universe itself seems to be against you or nothing seems like it matters anymore, you can always escape the clutches of despair through remembering those words and seeking to abide by their teaching.

This was only the beginning though. You are also able to share this gift with others, and like a true anime idol your words and your songs will be able to help people resolve their personal issues and hang-ups. It will not instantly make any happily-ever-afters, but especially with some preparatory build-up, it can help people push away problems that might otherwise take years to resolve if they ever could be. They might mature, reconcile with others, overcome trauma etc.. In order to do this, three basic conditions must be met. One, you must address things in a way they can at least interpret as addressing their problem specifically. Horoscope stuff that can apply to anyone and everyone, for instance, doesn't count. Second, the words you do say must be from the heart. They must be meant either because you genuinely believe in them or because you said those things on impulse. Third, the other person must actually listen to your speech or song. A good speech and pep talk will be effective, but watching a full musical performance will be far more.

With **LEGENDARY**, not only do you become more effective at this in general, but now your musical performances can have an effect on the masses rather than specific people or small groups, as they apply in much more general interpretations than before. For instance, theming alone (for instance a biker gang taking a song themed after delinquent styles of speech as something personally addressing them) might be sufficient to address people who heavily identify with what that theme represents. Your own resistance to adversity increases as well, giving you a continuous stream of motivation no matter what you set out to do or what gets in the way. On the other hand, a highly personalized performance that nonetheless remains sincere can potentially bring someone out of the darkest pits of despair and rid

themselves of whatever dark thoughts have them trapped, though this may not be immediate, but rather grow over time as they keep your words and music with them.

Necromanager-

OHAYO GOSAIMASUUUU! [100] - If you need to speak to the people, you've got a real talent for it. You gain a much greater range in both volume and inflection of your voice, and a great deal of skill in controlling both, though despite what you'd think this only moderately helps your singing. What you *can* do like few others is command attention, getting the person to focus on your words. Whether it's a loud yelling jarring them into attention and a suave undertone that lulls them into wanting to listen more. With preparation and knowledge about your target, you could easily take advantage of this to come off as far more persuasive to them. So, what are you waiting for? Go go go go go go go go go go go!

Take Them By the Chin [200] - You possess a technique. It's not a technique unique to you, but it might as well be because if you use it often enough people might even think of it as your move. With a swift motion you grab onto someone's chin while standing slightly above them, thus locking eyes as they are forced to look up. This technique immediately silences anyone it is performed on and causes them to lose their current train of thought, as they become mesmerized and potentially temporarily charmed by you (irrespective of the person's gender or sexual orientation) while you're holding their chin. Anything said to them in this state will sound more persuasive, and ideas accepted due to this will persist afterwards (though nothing guarantees they will hold onto them forever or if given the opportunity to properly reflect on it). Even after the act is done they will think of it in a slightly fond way instead of becoming upset or offended at you grabbing their chin out of the blue.

I'm the Man Who'll Make You an Idol! [400] - This perk gives you exactly what you need to be a great idol manager / producer: Skills, connections, and **PASSION***tm* ! Every skill required for an idol group's producer, and a few tangential ones, are yours. You are quite capable of managing your finances, seeing the faults with the group and individual members as well as common methods to address those issues, you know how to advertise your group and what steps to take to continue to climb up the ladder of fame without grossly overstepping your boundaries, and you have a knack for setting up deals to have your idols perform, among other such skills. Oh, and you're really good at doing makeup. Good enough that you could make a corpse look alive again with just a few minutes and a slightly unorthodox makeup kit. You also have a few contacts here or there who can help you get a headstart, or who might support you in some way.

Both your skills and contacts expand considerably once you have the **LEGENDARY** perk, if you choose 'manager skills' or 'producer skills'. They'll skew the improvement to either someone more inclined to dealing with the logistics and PR management or someone more involved with the marketing and making contacts, but overall they'll pretty much give the same general improvements. You'd still find yourself making favorable deals even after hitting rock bottom with a national humiliation, you're much better at seeing through the needs and problems of your idols and speaking in a way that will personally motivate them to get themselves together and work harder, even your makeup skills are truly LEGENDARY now, since now the make up you apply will last longer and be more resilient against the elements that it normally should be. Your contact network is far past a few supporters here and there, and while not all of your contacts are big fancy bigwigs with more money than sense, there are few situations where you can't say "I know a guy", at least when it comes to what you need to make the idols you're in charge of a proper success.

A Little Bit of This a Little Bit of That and Bang You're Out of the Grave, Right? [600] - Urgh, it can be such a hassle to go through the whole process of trying to find someone who could be an idol and then hiring them, right? Why not just make your own then? You now have gained your very own necromantic powers, similar in many respects to Kotaro's own. You possess a connection with the land, giving you the power to reconstruct corpses and bringing them to life in the form of zombies with the **Because We're Zombies** perk. These zombies will begin mindless until they receive the right stimulus to awaken into their old personalities. At the very least it will take a few days and some really loud music, though whether before or after awakening, they have no innate loyalty towards you.

You also receive increased intelligence, particularly when it comes to foresight and learning ability, from the land. All of these powers are tied to the land's prosperity, meaning a more well-known and prosperous land will increase your intelligence and make your necromancy more powerful and stable. Where in normal conditions it might take several days to get through the ritual to resurrect a single zombie, a successful / healthy enough land could make the process only take a few hours. As a side effect, your eyes attain an unnatural color. In this jump, the land is Saga itself, and in future jumps the land will either be your starting location or the general country or nation it is situated in. Some exceptions may apply that would mean you have or can attain a different location (check the notes), though it will never be an area wider than a continent and while the baseline notion of prosperity regards the wealth and fame of the land, and general well-being of people and nature, this definition might somewhat shift for other kinds of locations. Furthermore, the prosperity needn't be universal, provided this does not bring down the overall prosperity of the land in question, so the bigger the land the more leeway there is for patches where it isn't as prosperous.

In addition to this, in future jumps you can disable the perk to remove the eye color change, and your zombies will continue to function (though until you turn the power back on, you won't be able to raise any more of them, nor will you gain the benefits of a healthy land).

With **LEGENDARY,** your necromancy reaches a whole new level. Now you are able to reconstruct a dead body from nothing but ashes in order to zombify it, and you can even apply necromancy to your own body for a patchwork kind of "healing" and in particular, to extend your lifespan. Your powers remain tied to the land, but drops in its popularity/prosperity/health will not affect you as much though if sufficiently drained you will lose this power nonetheless.

Local/Drop-In-

The Answers You Seek Can Be Found in Saga [100] - Is there someone you really admire? Or someone you really need to meet when you're down in a funk? With this perk, you're guaranteed to meet them. It may not be immediate and the experience may not all be pleasant, but you are guaranteed a meeting. This perk specifically does not allow you to meet people who are attempting to hide or for some other reason inaccessible by ordinary means, unless you happen to be in a situation in which a small coincidence could have you meet up.

All of Our Chicken is Fresh - Uh, Not THAT Fresh [200] - As a born and raised resident of Saga, you have your own place in the community, likely as the owner of a local business, whether it's a fast-food chain, a hotel or a small shop. This perk gives you the skills to manage a business of your very own, as

well as an aura that nudges your client's behavior more towards properly behaving as expected within the premises. It's no guarantee they will, but it helps.

If you take the **LEGENDARY** perk and select 'business skills' for it, you are now a master businessman/woman. Even with a single small local restaurant you could make enough money to rival some of the richest people in the country and by God can you advertise and bargain like no other.

That Dude's Gotta be a Yak [400] - Whether or not it manifests in your appearance, your physical strength is nothing to laugh at. You could have a massive hulking body whose feet can make the ground shake in more metaphorical scenes, or literally pick up a preteen with the palm of your hands, or you could be a teenage girl capable of drop-kicking that first body so hard they go flying into a wall. Of course, a body like this can take a lot of punishment and run pretty far, and quickly at that. I'll also throw in a killer stare which can at least temporarily make you seem extremely intimidating even if you're a short teen that just arrived in a bright pink scooter.

The World of Men Will Always Be Shaped By the Actions of Men and Zombies [600] - You're not an idol. You're not even an idol's producer. You might be a reporter, a business owner, a policeman, but in the end what you signed up for is to be a member of the community of this little known rural place. This perk allows you to alter the flow of fate to try to live that slice of life, quiet time you wanted from the start. Naturally it has limits, there's not much it can do for you if you're trapped in a small spaceship with a bloodthirsty alien, but it could twist things in a zombie apocalypse to allow you to stay more in one place with less zombie encounters, to allow a more relaxed experience of survivors living out their lives and learning about one another. Essentially if favorable fortune is enough to slap a big ol' "slice of life" tag on a given world, you can put it there. In other worlds, it'll probably just help you take more of a break. Either way remember that even slice of life shows can have more action-oriented episodes or things going on behind the scenes that if you get too involved with might disrupt what this perk can do for you.

With **LEGENDARY** you are now even better at not making a legend for yourself or getting involved in others. Unless you actively choose to get involved, you will not be accidentally roped into the plot or any non-slice-of-life things that are inherent to the setting in general, nor will you be targeted or caught as collateral damage unless you have something sufficiently unique AND important to be ignored. Even if you do get involved, as long as you make an effort to not be excessively involved and you set some things up to help you exit the stage, you can return to your slice of life state despite the temporary intentional interruption.

Items:

All non-location items below that you don't get a consistent supply of repair themselves after a week or replace themselves if lost or destroyed, unless stated otherwise (also in a week). Discounts work the same as with perks, except there are no song items.

General-

Map of Saga [Free] - You get a free self-updating map of Saga. It's nothing like a Satellite image, but it's easy to fold and has a great amount of detail on locations across Saga. If you focus you will see green spots appearing on some of those locations, marking recommended spots to visit (the kind of thing a tourist would enjoy rather than things you'd be personally interested in necessarily). If you further focus on those dots you will hear a voice giving you a short explanation of what the spot is and why it is recommended.

In future jumps this map will adjust to the local setting, presumably the major region of focus of the story, never more than a continent though, and the wider the area the less detail there will be.

You('ll) Suc(ceed) Bento [Free] - A simple yet both nutritious and delicious lunch box with a variety of foods. You get one daily, and can give it away. If you give your daily bento away, you can have it can hide a secret message that only the person you gave the bento to will find upon opening the lunchbox. Anyone else will only find a generic wholesome message.

Dried Fried Squid [100] - You gain an endless supply of dried fried squid, which you can simply magically pull out of your pockets or bags.

Anime Accessories [100] - You get up to three accessories that are either absurd in a purely cosmetic sense (a heart that can come out of your chest for certain scenes, a huge cute star soft as foam normally but heavy and sturdy as iron when comedically appropriate, etc..) or which give your hair or eyes some kind of anime property, like a certain color or gravity-defying style. Nobody will question or even see these changes as anything but mundane as in something that could normally happen in the world, though they may still have a stance of liking or disliking your look. You can take this several times. None of these items can be used for any advantage aside from the cosmetic change.

Thermal Blankets [100] - You get a stash of thermal blankets, enough for 6 people and which adjust their size to perfectly fit the wearer or become a bit oversized if needed. When seen through infrared sensors these blankets seem to make you perfectly match ambient temperatures, and also have a minor reduction to any sound or smell you produce.

Thermal Sense Organ [100] - An artificial external organ used by the alien invaders. When active, the tentacles at the edge of the goggles extend around the head of the wearer, forming a size-fitting headband. The wearer is then able to see in infra-red vision similar to a viper's pit organ, but their hearing is dampened. The goggles can be removed with a thought from the wearer.

Ghost TV [200] - If you just thought this was a tv channel about ghost hunting, think again! This item is literally the ghost of a TV that was destroyed by a certain heartbroken father. This TV is able to play regular TV channels, but it also has a spectral cable capable of connecting to people's souls (needs to be manually plugged into the back of their head), and playing nostalgic memories those people have, from the perspective of a hypothetical camera observing from a third person perspective. Maybe you will learn of some things that were being neglected.

Chopper-on-Demand [200] - Once a month, this voucher can be exchanged for calling a helicopter (or setting equivalent ride) that will take you to a new destination. A new voucher appears after you spend the previous one, but it can't be used until the next month.

Near-Killer Van [200] - A black van based on the fifth-generation Toyota HiAce Commuter, boasting of more than enough space for one human and seven zombies, a high roof and tinted windows. The fuel for this vehicle magically refills itself, so you don't need to worry about that. In addition to this, the van carries two other minor benefits: One, potentially illegal things that happen within or involving it become harder to notice and easier to overlook. Things like minors driving, escaping from the police or accidentally running someone over. That last part plays into the second benefit, as the van seems especially adept at finding the right timing to run things over. No matter how resilient to damage it should otherwise be, any

unprotected creature smaller than the van itself will be sent flying and get knocked out if hit with it. Even zombies or aliens with advanced tech at their disposal.

Alien Weaponry [200//400/600] - An alien raygun capable of blasts that melt through pretty much anything man-made in an instant, where the laser hits. You can choose a standard issue gun that is relatively lighter though still very bulky, like carrying a laser-shooting guitar, and could be called the alien equivalent of a shotgun. Alternatively there's also much bigger and heavier machine-gun-like and basuka-like variants, though in every case they operate on the same laser beam shots and psychic tentacle-based handle technology (you put your hand inside an opening and tentacle wrap around it, allowing you to control the weapon with your thoughts as though pulling a trigger).

You can get a discount on this weapon if its inactive until the aliens show up until they leave - And if they don't, it only becomes active once you exit the jump. Also, keep in mind that regardless of the weapon's power, it's still just a powerful gun. Don't expect to take on armies with this alone. That said for an extra undiscounted 200 CP, you can upgrade it to a full-on alien mech suit that runs on all fours and has a tentacle cabin you can fit inside, making it easy even for a child to pilot it. This suit is capable of taking on an alien army,at least for a bit, and it is tough enough their standard weapons can't just get through it if, say, you were to use it to block a tunnel.

Alien Power Stone [400] - A cone-shaped glowing crystal made of an alien mineral of unknown nature and origin that floats and glows like fire, and which is used by the alien invaders to power their mothership with only three such crystals. This ship is large enough to cast a shadow over almost an entire prefecture in Japan. Naturally even a single one contains an immense amount of energy, and is capable of connecting to biological and biotechnological systems of any kind, including biological organisms, including humans (and by extension, zombies). If you find another you'll need to find yourself a way to shield yourself or whoever you give it to from its radiation, but the one bought with CP here can even be safely swallowed by a perfectly mundane human being.

There are several uses for this crystal. To name a few, you could power biotechnology with it, or even other technology if you find a way to link the crystal's energy to an outlet compatible with that other technology. You can also attach the crystal to yourself or another or put it inside you in some way, at which point the crystal will provide you with energy through the nervous system, and you can even tap into this energy in place of other other energies you might be able to use. The energy also seems to be able to stimulate brain activity in such a way it can awaken a zombie from a brainless state into having their personality restored - and can likely serve as a temporary repair for other forms of brain degradation as long as it continues to be attached to the individual in question.

Further the crystal is also an updating repository of information, namely schematics and operational instructions for the alien's technology. Simply by linking with the crystal will occasionally reveal glimpses of this information as needed. However if you have the necessary abilities or expertise you could potentially find a way to tap into the crystal to access its information in a more comprehensive manner.

If You're An Idol, You Belong On Stage! [400] - Congratulations! This ten thousand seat arena is now yours to do as you please, no taxes or other fees required, no paperwork to sign.It regularly attracts at minimum a small crowd, and the talent and fame of performers put on stage determine how many more may come. If you're an idol or an idol's manager/producer, then you can use this to host your own events, and if you're a local resident then perhaps you can rent it out for others to use or set events using many idol groups. I hear Iron Frill will come to Saga again, you know? Of course, any profits from it are yours to keep as well, other than whatever cuts the performers may demand.

Yamada Graveyard [400] - This graveyard will travel with you from world to world or stay in your warehouse if you'd prefer. Its soil is spiritually warded with the power of the earth to prevent anyone besides yourself from messing with the corpses within it, but especially powerful foes could potentially breach the wards and the graveyard doesn't have that much space to begin with (but grows each jump), though you can fully utilize this space since it doesn't have any corpses yet either. Do note that the warding only protects against external forces, even if those forces are in the graveyard. Someone with a self-ressurection ability that isn't being provided externally (such as by an item) will still revive, but no one without the sheer power to breach the wards can raise another inside the graveyard, aside from yourself that is..

A sense of peace and quiet fills you while inside, and it helps you recover as you mourn. But if you insist on not letting your friends, allies or loved ones go, this graveyard is also fertile ground for your own necromancy, which is facilitated here.

Flying Saucer [600] - You now have access to your own means of reaching space! What you have in your possession was perhaps once a scout that suffered a catastrophic case of losing their non-existent keys, but either way you now own your own flying saucer, the likes of which will attack Saga from the mothership if all goes according to the original plot. This vessel is made of a biomechanical substance largely impervious to modern weaponry, or at least the kind the average population would be able to access, and only about fast enough to gradually gain on a van it chases. It has a large cockpit, fitting up to five pilots and enough cargo space to transport two or three animals about the size of a large cow, which it can stealthily beam inside in the space of a few seconds.Speaking of stealth, the ship can also become invisible and inaudible, as well as block other standard forms of detection. However the force of its systems pushing against the air will leave marks on the ground if it gets too close. The ship can travel into orbit and back without issue, however it's not made for long-distance space travel without a mothership to carry it. To pilot this ship you merely need someone on the main part of the cockpit to place their hands inside the controls, at which point their arms will be enveloped by the ship's tentacles establishing a temporary psychic connection. From here one can control the ship's movement or even program a pre-set route it will automatically follow as long as it has a main pilot, even if this pilot happens to be a cow with no ability to understand what a ship is let alone how to steer it.

Human-

Work Ticket [100] - Here. This is a ticket that you can redeem to ensure that you can find and get hired for a job which doesn't require experience to perform well in, and doesn't ask too many questions of the potential hirees or employees. You'll get a new ticket if you happen to lose that job. If you have the local/drop-in origin and you own a business thanks to your perks or items, this ticket can instead be used to employ someone without having questions asked. In this case, the ticket will replenish in two weeks.

Transportation [200] - A regular human gets exhausted more easily than a zombie, so I'm guessing you're going to need something to help with transportation. This item gives you a mundane vehicle (ranging from a scooter or bicycle to a bike, car or van). Whatever this vehicle runs on, you'll be able to get it for free (exclusively for this vehicle) and if you happen to commit a crime - including the crime of using the vehicle when it's not allowed at your age - it'll be impossible to use the vehicle to find you or otherwise trace your crime using the vehicle.

Saga High [400] - You are now the owner of, or the child of the owner's of your own highschool. Rules can be customized by you to an extent, and it's sure to have plenty of wholesome slice-of-life oriented locals if you're in the mood for that and your rules allow it. You may participate as a teacher, dean or student here as well if you wish. While the school will be private, and all taxes and formalities will be automatically taken care of, any money the school makes will only be usable for the school, such as budget for school clubs and events.

Jump's Got Talent [600] - Supported by a mysterious company or organization that does absolutely nothing else (almost like it doesn't actually exist), you have gained the ownership rights over a popular TV program (in other jumps without the technology or culture to have TV programs it's more akin to a traveling troupe/tournament). This program is similar to the ones it's named after, in that it brings contestants who share their own talents for the world to see and a panel of judges to rate, eventually narrowing them to the winner through rounds of elimination. Naturally you can meet the contestants if you wish, which could come in handy as this program will travel from locale to locale, and draw nearby talented people to participate, both those who would normally be plot-relevant and those obscure unknown talents that were never shown in the original story of the jump. You are also able to set the rules and style of the program, for instance making it a fighting tournament or narrowing it to certain kinds of talent, provided you stay within the general spirit of the program and what is socially acceptable.

You don't have to remain a distant owner however. Provided everything is set up by you so as to remain fair for other contestants, you are allowed to participate as a judge or even a contestant yourself. Nomatter your role or you even having one, you do get the profits from the program as well (which due to large expenses are not that high, but they are not nothing, and they could increase with your intervention to make it a better spectacle).

Zombie-

Make-Up Kit [100] - You'll need to be able to at least pass as alive if you hope to do anything here. With this make-up kit you'll be able to give yourself a makeover so great that it will actually appear as though you are a proper living human being without any decomposed flesh or anything. It can also be used for other things, like prettying yourself up or making some kind of decoration such as for a costume. The best part is that the tools here are not only self-replenishing but you don't need any actual skill in applying make-up for the most basic functions of this kit (prettying up and pretending to be alive). It should be noted however that it doesn't help your body be anything other than literally dead cold, and that this makeup comes off very easily in contact with water. Get submerged in a small wave at the beach and the whole thing might come off at once.

Nostalgic Junk [200] - Man it sucks that your tamagotchi is probably dead by now. Or you know, that you have to adapt to live in a world where these magical but apparently fragile boxes can now give private information and shatter the illusion of being a distant perfect idol. Zombies can be revived from any number of time periods, and it can feel nice just to have a few small, harmless items that can make you feel more at home. This item is in actuality an assortment of those, mostly in the form of trinkets, period-themed clothes and a few other small harmless things that you associate with the period in question. In future jumps if you're outside of your time, and "your time" isn't the future, this will provide items in a similar fashion, those new items accumulating with these.

Extra-Strength Water-Proof Spray [400] - Made specially for ~~shoes~~ zombies. Apply this, and for a few hours you could be hit with a tsunami without your makeup coming off. It also makes your skin extra resistant to electricity and able to better conduct both electricity and supernatural forms of energy like mana or spiritual power better.

Zombie Mansion [600] - Home is where the heart is, they say, though you should really keep yours inside your body lest anyone find out you are a zombie. This mansion is a pretty good place to hide things too though. It's not really a haunted mansion unless zombies 'living' in it count as haunting, but it does at least look haunted, enough so that it projects an aura that keeps people without a very strong intent to so from getting too close or paying too much attention to what may go around in it. The aura also does not apply to anyone invited to come inside, for as long as the invitation stands.

The mansion is actually pretty luxurious inside, the furniture and construction simply giving an air of wealth and elegance. It has a guaranteed supply of water and good food, as well as a stock of musical instruments and other music-related goods, which replenish as needed. In fact, among the large amount of space the mansion has (somewhere around 15 people could comfortably live within it) there is a practice room for idol activities. Electricity is not guaranteed without the house being somewhere with a stable power grid, but it does have access to that electricity if your average home in its location would, and of course all the expenses for all of this are paid, including taxes, with no paperwork or headaches needed. All the goods that come with the house turn into ash the moment they are taken out of it, then reappear within.

Idol-

Idol Outfits [100] - You will have a closet which is capable of generating two or three idol outfits per week. These may be more or less elaborate, but they will inevitably look appropriate for an idol and otherwise normal, if not impractical as regular clothing. Other than the form of their production and being guaranteed to be at least a little cute and frilly they are mundane.

Hinasaka Pharmaceutical's Saganship Z [200] - Songs for the soul. Saganship Z for the body. Now that's relaxation. In a regular human these dermal patches are useful for dealing with muscle soreness and stiff shoulders and backs. They're really effective, not to mention giving a pleasurable feeling. I'ts sure to help relieve stress, exhaustion and tension after a tough day working as an idol. The effect however is much faster in zombies, lasting less time (still a few hours though if you keep the patch on) but being considerably more effective, giving you a big burst of energy as well as making you more flexible for a time. You receive two packages with around 20 dermal patches daily.

Idol Support Inc. [400] - You now have a contract with a mysterious company, which for a minor cut of your profits will handle all technical aspects of setting up a show and merchandising for you. They'll send people over who can masterfully read cues and even improvise to some extent (though they are much better at following something scripted than improvising) in the handling of the equipment, lighting and so on and so forth during live events. They also bring their own equipment to install and remove again after the show, and are able to repair equipment that is present should you want to use it. Outside of shows, they can produce toys, organize photograph sessions and even create advertisements for you. The major restriction though is that this contract only works for idol and other entertainment-oriented activities. Still, within their area of operations, you'd be hard pressed to find someone better.

Broadcast Tower [600] - You are now the owner of a small building connected to a broadcast tower and outfitted with broadcast equipment. Everything here is somewhat old fashioned in aesthetics, something in the range of the 70s-90s, but it will function as well as the latest tech. In fact if something is possible with the latest radio-related technology that is typically available for the public, then this equipment can do it (albeit it may not due it in the exact same way). In settings with developed radio communications you have a radio station all of your own with this, which you can use the equipment in this building to broadcast to. In settings without radio technology, the tower will either change to something setting-appropriate or the radio waves will be able to telepathically project into the minds of the willing who "tune their mind" to those waves.

Your radio station (or "radio station") is guaranteed to have at least a degree of popularity in your local area and projects the general emotions you want to convey onto listeners. You could inspire people to be kinder or rally for a cause, you could restore their hope or sense of belonging, and you could even increase their loyalty if you happen to rule them. For this to work, your words need to at least spark the feeling somewhat in the person, and the signals then amplify that.

Necromanager-

Shades [100] - Beyond just looking cool as hell, these shades will hide any odd features or properties of your eyes. They do not prevent powers - even unintentionally activated ones - from being used if a mundane set of shades wouldn't, but nobody would be able to see any effect on your eyes that would reveal they are the source of the power. The shades also make it so nobody questions why you are wearing shades, even if it's pitch-black in the middle of the night, and they cannot be accidentally removed as long as you are still standing upright.

An Axe That Stirs the Soul [200] - An electric guitar that has been with you through thick and thin, until you became who you are today… or at least it has been with you since you bought it here. Still, its properties persist to amplify the emotions and messages you attempt to convey as you play it. The message doesn't have to be sung for this to work, but the effect is much stronger in an actual musical performance as opposed to simply speaking it. The guitar also has one more property, where if you smash it it will send an emotional wave that can bypass prejudices, emotional distancing, and other "walls" that could give someone an innate aversion to the emotions or message you want to convey. This doesn't mean you will automatically convince them or anything, but it can at least make them look instead of turning away from what you want to show them. If the guitar is smashed this way, rather than respawning you may have another instrument you have an emotional attachment to become the replacement. If you don't choose a new one within a two weeks, the guitar respawns as normal.

Immortal's Bar [400] - You have found yourself with a key. It's a beautifully intricate copper key, old but perpetually well-maintained. So long as you have this key, you can sense the locations you can use it from, typically some doorless walls in a town/city. A door is created as you insert the key into those walls, leading you to a fancy-looking bar owned by an immortal old man who always seems to be cleaning glasses. Here you can drink some of the best alcohol around free of charge, both from the current setting and the setting of any previous jump you visited, though neither you nor anyone you let in here can under any circumstances take anything from this bar outside of the pocket dimension in which it resides. You can bring others inside the bar though. Perhaps the greatest benefit of this bar, however, is that the bartender is full of age's wisdom and experience, and seems to see right through you, bringing poignant

advice as well as bringing to light things about yourself and your goals that you yourself may not even realize. What you do with what he shares with you though is your decision.

Luck Shield Charm [600] - You now have an amulet or trinket that may or not look like much, but is certainly invaluable. It has been blessed by a god to bring the protection of good fortune upon the one who carries it. Among its baseline guarantees are that it will never be stolen (unless someone is putting intense and intentional effort towards stealing it specifically and you fail to prevent that) or misplaced and never will serious harm come in the form of an accident or coincidence. You could sprint through several traffic lights while drunk and they would all coincidentally turn green at the exact time you need to avoid having to wait or being run over. This type of protection also applies towards surviving natural disasters, though it doesn't really protect anything but your most essential possessions (and even then only to an extent).

There are also things the luck shield improves but does not guarantee any actual outcome with. It increases favorable coincidences, reduces the backlash of certain powers, and makes it much harder for supernatural malicious forces to locate and detect you.

Local/Drop-In-

Pet Mudskippers [100] - This fish tank has a number of pet mudskippers and comes with a renewable supply of every necessity when it comes to taking care of them. Observing the mudskippers for a time will always fill you with a sense of inspiration and make you come with new ideas easier, though this does not guarantee those ideas will be good ideas nor ones capable of solving whatever problems you may be dealing with at the time. Works extra well for mudskipper-themed ideas.

Jumpazine [200] - Thank you for paying for this subscription. From now on, you will continue to receive a paper every three to four days early in the morning (don't worry nobody will attempt to steal or damage it even if you don't pick it up right away). In addition to regular news stuff, there will also be articles on plot-relevant events from a public perspective (even if they are very personal things that would not normally be news-worthy, provided they are important to plot and would at least be in some way publicly visible or manifest in a public way, they can appear here), as well as for major news for the setting, even if they might not normally be the kind of thing an actual newspaper would report on. These articles will contain publicly available information, even the kind that would require a bit of digging, as well as public opinion on what may be going on and if sufficiently relevant, the people involved.

Business Location [400] - A place to conduct your business like a hot springs resort or a restaurant for a fast food chain. Taxes and paperwork are automatically taken care of, and the business can operate on its own at an average efficiency, automatically generating local workers to fill the necessary spots. You are still at the helm though, so beyond just getting profits that don't go into sustaining the restaurant and paying employees, you can also hire and fire staff as you wish and if you happen to have the proper skills you may even manage it yourself, bringing it from an average business to a much better one. If for some reason there would be some difficulty in getting local employees, the store will adapt. Maybe these employees are a select minority that isn't affected by the prejudices of the others or at least who is willing to work for you despite those prejudices, or perhaps the store uses robots, golems, automatons, or heck zombies as workers.

Alternatively, you may choose some kind of public institution building you work at or are the head of.

Saga [600] - Yes, this is exactly what you might think it is. This is Saga, *the* Saga prefecture itself. Buying this lets you bring Saga with you to those other worlds you visit, the people and places within it being turned into setting equivalents (or otherwise you might attach the land to your warehouse to keep it as is). Each jump you may decide whether to be another citizen of Saga, or its ruler / someone with a lot of political influence (as appropriate to the setting). The people of Saga will be welcoming to you and understanding of wacky antics or quirks of your body, always, but do note that ill treatment will still be responded to in kind.

Companions:

The LEGENDARY YAMADA TAE [Free/100/300] - Here! She won't be accompanying you right away during this jump (she will still have a good impression of you unless you really screw up), but once it is over, you get to have the LEGENDARY YAMADA TAE join you as a companion! Isn't it great? I mean sure she may be a zombie, and she may have the mentality of something between a toddler and a dog, and be unable to communicate in anything but moans, but hey she's kind of a good learner and deep down she really cherishes the people who cherish her. So make sure you do, since she's coming with you for free! Why? Because she's LEGENDARY. Why is she legendary?

Anyway, if you pay a bit of a premium, 300 CP, you can instead take a version of her with her full memories, either her before her death or her zombie version but with her memories and personality intact (permanently, in case you were wondering). If you are taking the full Franchouchou with you this is discounted to 100 CP for the zombie version, by having the actual Tae recover her memories and personality.

Fan Club [Varies] - Everybody could use someone who admires them or wants to support them from afar, someone who may love the image they project or their craft. Maybe they are part of your fan base as an idol, maybe they are regular clients in your local business, perhaps or they are your secret or not so secret admirers. Either way they seem to be in love with everything you do, and while they wouldn't normally necessarily get involved they would cheer on you from the sidelines even if a hurricane is coming. Hence they'd be honored to go with you and watch your future adventures. Every 50 CP spent here gives you two loyal fans who will stick with you through thick and thin, and together they count as a single companion slot unless you'd prefer to keep them separate. They don't get any starting CP or an origin, but you can pick if they are human or zombies.You can also have them be styled after the stereotypical depictions of a the fans of a particular musical genre.

Zombie Pet [50/100] - You get to have your very own zombie pet! This will be a small domestic animal, like a dog, cat, perhaps even a small bird. As a zombie, they have the **Because We're Zombies** perk and they can temporarily make themselves be perceived in a far more intimidating and bestial form. If you pay an extra 50 CP, they can grow to giant proportion, rivaling a medium-sized bear.

Import/Create [50/300] - Oh, I see, so you've got your own group looking to take over Saga. Alright, we'll sign them right up. For 50 CP you can import a single companion, any number of times you want of course, up to the maximum number of companions you can bring. Alternatively, you can take the special package and import a full suite of 8 for only 300 CP.

Sagaette [100, first free for local/drop in, 50 CP for them after that] - Of course, who else but one of your fellow inhabitants of Saga to accompany you? With this option you'll get a guaranteed initial positive impression (or perhaps an initial negative one that soon turns into a positive) with a living (being alive in a flashback doesn't count, nor does unlife) cannon character that isn't part of the main cast or Jofuku. This also makes them more innately open to the idea of going with you on your journey and more apt to believing you on the matter of jumpers specifically. You can also use this option to create a companion that is a human with the local/drop-in origin, all the freebies that entails (except song perks), the **All of Our Chicken is Fresh - Uh, Not THAT Fresh** perk for free and 200 CP to spend as they please. Unlike the canon characters, this one can start out already recruited.

Idol [200, first discounted for idol, all discounted for Necromanager] - Hey you can't manage idols if you don't have any idols to work with! Even as an idol yourself, teammates can help compensate for your weaknesses or just be friends to share the pressure with. You get a companion, your choice of zombie or human, with the idol origin. They get any freebies that their origin and living status imply, as well as 300 CP to spend as they please or alternatively rather than getting that CP they may get the **LEGENDARY** perk with "idol skills" selected. You may opt to import a previous companion into this role instead, if you'd prefer.

Manager [200, first free for idol] - Even if you have your own team of idols, someone needs to work behind the scenes to make sure everything is in place to make the magic happen. This option lets you create a companion with the necromanager origin, zombie or human, with all the proper freebies as well as the **I'm the Man Who Will Make You an Idol!** perk. They also get 200 CP to spend as they please or for an extra undiscounted 100 CP, they can instead get the **LEGENDARY** perk with "manager skills" selected for it. As with the previous companion option you may import a companion into the role if you prefer that over creating a new companion.

Franchouchou [200/500] - So you actually wanted one of Franchouchou's members, huh? Well, that can be arranged. With this option you will have the opportunity to recruit one of Franchouchou's members (including if you wish, the temporary member Mai Mai), or alternatively Tatsumi Kotaro or even Romeo (yes you can recruit Yamada Tae with this as well, but you can take her for free anyway so I don't see why you would). As with the **Sagaette** option, you are guaranteed to make a good impression with the member you've chosen, so they might join you in your journey after this. Unlike that option, in addition to the recruitment guarantees, you might even get to sing and dance with them, though circumstances will determine if it's on a stage or more of a personal thing. Oh and if you pay 500 CP now you'll get not only 2 members but the whole group (including Yamada Tae, Romeo, Tatsumi Kotaro and if you'd like Mai Mai) as a single companion slot, and it'll take convincing two or three of them for the whole group to be convinced.

Necromancer [400] - If you're a zombie, maybe this is the fella that brought you back to life. You now have a companion that is a bonafide necromancer. They get the **A Little Bit of This a Little Bit of That and Bang You're Out of the Grave, Right?** and **A Little Biting Never Hurt Anybody** perks, as well as the Shades item, all for free, plus 600 CP to spend as they wish.

Drawbacks:

No drawback limits here, no sir. Take as many as you think you can handle. Companions can also take drawbacks that don't change the world/setting.

That's Who Franchouchou's Number One Is [0] - This toggle option allows you to, if you have the appropriate origin, living/dead status and perks, to replace one of the cannon characters. Alternatively, if you have the right origin, you can join Franchouchou with this toggle, either as one of the idols or as an assistant producer to Kotaro. If you are a zombie and you took this drawback, then you will start as mindless as the rest of Franchouchou before their awakening, and your powers will be sealed, but worry not because you will recover all of it (barring other drawbacks or scenario-imposed limitations) at the same time as the rest of Franchouchou which will be in a matter of a couple days. Threats and drawbacks that could endanger or otherwise prove a tangible detriment to you will also not be active until your memories and powers are supposed to come back.

I'm Someone Who Inherited Your Dreams [0] - Instead of starting this jump at the start of the anime, your stay here will take place during the time frame of the spin-off manga Zombieland Saga Gaiden: The First Zombie, set around the late 1980s.

Traditional Cygames Crossover [0] - Cygames loves to promote its games and other productions within each other. If you take this toggle we'll introduce some of that here, making it so after the alien attack damages the Cygames building, characters from Cygames other games and anime begin making brief cameos in the setting. You might come across characters from Uma Musume, Granblue Fantasy, Shadowverse, Rage of Bahamuth and more. None will make any significant impact on the setting, but what they have to show and say might have an influence on someone, or just be a good (or bad) time. Who shows up when and where will be totally random other than being within Saga and what they do depends on who they are, barring the aforementioned facts.

You Lookin' To Get Arrested? Cause I'll Arrest You! [+100] - Crap, it's that cop again! For some reason there's a police officer that just seems to have a knack for showing up wherever you happen to be, especially if you're trying to do something illegal or suspicious-looking. They are nothing but a regular human, not even a particularly athletic, charismatic or smart one at that, but they are if nothing else persistent and they do have the authority to arrest you if only they were better at remembering your face after you run away. If you happen to get rid of them somehow, at the very least a new one will appear to take his place. However, if you're caught doing them harm this might have repercussions, such as becoming known as a violent criminal and having the police at large after you.

The Incomparable, Legendary Center [+100] - Like Shiori there's someone you admire, someone you're compared to, but most of all, that you compare *yourself* to. They're someone who is seen by yourself and others as being in a pedestal above you, and more than likely justifiably so as their sheer skill makes your efforts and improvements seem like baby steps just to reach their level. While this will not actually make audiences root for you less to any significant degree so long as you properly show that you're putting in an effort and getting results, it will haunt your mind knowing you are simply an inferior version of what that person accomplished.

Horror [+100] - Do you know what genre zombies usually belong in? That's right, horror. There's just something inherently frightening about your nature, something that can scare a grown man into falling on his back at first sight even if you're a frightened little girl, or which could make a tiny little puppy seem like a ferocious beast. People who are already sufficiently used to you will be able to put up with it, experiencing only a mild sense of discomfort if they look at you too long or too closely, and a good enough disguise may hide what you are and therefore not frighten people unless they uncover your secret. On the other hand, you become considerably more frightening in the wrong light or if you simply catch someone by surprise… And you'll be prone to getting into situations where you might (in relative safety from being caught) accidentally give someone a fright - even other zombies.

That's How I Died [+100] - If you're human, this drawback will need you to have a near-death experience, otherwise it's a pretty simple drawback. You have a trauma associated with whatever killed or nearly killed you, as well as any surrounding elements of the circumstance in question. This fear will not be as far as to be impossible to overcome to a degree (you will at always be at least severely uncomfortable and less coordinated than usual when exposed to it no matter what you do), but you will suffer an extreme aversion to that cause and things related to it, being unable to perform well in tasks and having reflexive reactions that could go as far as making you run away and hide, if you lack a strong enough resolve to push through it. Examples include a fear of storms from dying of a lightning strike or a fear of heights/transports from a plane crash.

An Idol at 29? [+100] - Some aspect of who you are clashes with what people expect of your occupation in a way that could be seen by some as disqualifying. An aged idol, a childcare worker with a creepy face, a cowardly cop… It doesn't have to be especially evident, but if it gets exposed it will invite serious hate and criticism.

You Really Should Nibble On My Head After All [+100] - Some time after coming into the setting you gain some kind of embarrassing habit you can't really control. It will be bizarre, by default a habit of nibbling on people's head and hair, though you can swap it for something equivalent. It is not a harmful habit, and something about it will just feel really blissful and relaxing, to the point you might experience withdrawal symptoms if you go too long (several days) without doing it.

We Haven't Become Real Chickens Yet! [+100/+300] - Did you think there wouldn't be animal-people just because this takes place in the modern world? Hah! You'd be right. At the base, this drawback just makes you like Drive-Through-Tori's mascot, Cocco-san. You have a strangely realistic anthropomorphic animal costume based on a domestic animal which not only allows you to move as well as if it was real, but even has details like mouth twitches and the like that a costume shouldn't be able to have. While wearing this costume you cannot communicate, but people will have a vague understanding of the intended meaning of what you're trying to say, though it will be somewhat rough. Here's the catch though: You cannot take off your costume of your own will, at least not anywhere you might be seen. If you're in any kind of setting where other people might see you or be present, you have to wear your costume. This is less of a rule and more of a personal desire, as you feel an immense sense of pride about the idea of wearing the costume and not breaking character in front of people, a pride far too strong to resist independently of what perks or powers you might have.

For an extra 200 CP though, you're no longer some kind of hybrid, but a plain old animal. You'll still either be a regular animal or a zombie animal, but if for example you choose to be a dog you'll have a regular or zombified dog's body rather than anything anthropomorphic and you'll be barking not talking (plus unlike the base version of the drawback, people will not have the kind of vague understanding of what you're trying to say either). Naturally, your age will change to an equivalent for your new species.

You Call it Being a Zombie But It's Just Kind of Being Sickly After Dying Once [+200] - Typically, the necromantic magic in this setting seems to slow down or even stop the rotting of a regular corpse. Yes you can pop body parts in and out, but they don't seem to get any worse or fall apart more frequently on their own as time goes by. It got to you a little late though. It's not so much that you look rotten (not more than the default anyway), but your body has a tendency to just randomly come apart and requires much less force to do so than usual. A strong gust of wind may take one of your hands with it, but even if nothing is pulling them, one of your arms may just randomly not come with you as you stand up. In addition to that, other than your head you have a lot less control over a body part while it's separated from

you than a regular zombie does, experiencing a feeling of numbness and barely being able to move it. When it IS your head, then the rest of the body will have less coordination than usual instead. Sure you'll have control, but it'll move about as well as you would if you suddenly lost all your senses. Naturally, these issues will make things that require a lot of movement - like dancing - and keeping your nature as a zombie concealed harder than usual.

If you are a living human instead you have an unspecified incurable non-lethal illness that makes your body far more fragile and vulnerable. Symptoms may include shortness of breath or even passing out with a lot of exertion, and expect trips to the hospital and spending a few days with some tubes in your arms to be a common occurrence.

Legendary "What Do I Do?" Girl [+200] - Good news is, you're memorable and really funny. Bad news is you're the butt of the joke. Somehow the cameras, spotting you on the street, and things of that nature just tend to capture your gaffes and embarrassing moments, and weird names or catch-phrases catch on very easily. Even if you became a comedian people would likely laugh more at your fumbles than your jokes. You will need to work a lot more to get real fans let alone ones that take you seriously. Fortunately, this will not really stop a group you're a part of from rising to fame - But you will personally be seen as more of a footnote compared to its more talented, less embarrassing members by most.

If There's No Transport I'll Walk, One Step at a Time Until I Collapse [+200] - Hopefully you've got good stamina because you no longer have a choice but to enjoy the sights of Saga. For whatever reason, you seem incapable of entering let alone using any kind of vehicle, including any alien transportation that you might happen by. While you can explain it, it'll just look like you're not even trying to get in or get on and you will find that nobody is willing to force you into it, but they will still blame you for not arriving on time to places. After all it was "your choice" to not just take a bus.

This…Is…An Important…Fact…It Is…My Please to Inform You…This Land…Belongs…To…Us…Now…Quit Struggling… All Of Humanity is… At the End…You Just Have to Accept It. [+200] - You've been struck with a different kind of curse, one that might seem familiar to those who know a certain bird species from D&D5e. You've been robbed of the ability to use your own words to communicate. You're not mute per say, but you can only repeat phrases you've heard, and exactly as you heard them, including in tone. For purposes of this drawback, only what you've heard in this jump counts, and hearing it from something other than another person doesn't count. This only affects audible communication though - You can still read and write fine on your own, and you can mix and match phrases and words you've heard. On the plus side, this drawback comes with a vastly improved memory so you can properly remember exactly how people said things, though the memory improvements only work for this specifically.

I Can't Remember a Thing! [+200/+300] - Oops, did you hit your head on a shovel or a van or something? It appears you've lost all knowledge you had from this life (or unlife) and anything from the past, including meta knowledge and knowledge of the jumpchain. While your perks and powers aren't sealed this does make them harder to use, though they do have something of a safety cap put on them. Fortunately, you have occasional quick glimpses of your past if you have proper stimulation, helping you kinda remember how to use some of your powers, as well as relevant information for what you got on this jump document (namely companions you may want to recruit). For an extra 100 CP either your perks and powers from outside this jump are completely sealed, or any safeties are removed putting them out of control unless you re-learn to reign them in, which you will not be getting any past-glimpses to help do.

Zombies are Scary [+200/+300] - Turns out, zombies are really scary, at least to you. Regardless of what perks you have or what you thought of them before, even fictional, still-image based depictions of these beings will send you into a panic, so let's not even think of what would happen if you came across the real thing. Other types of undead will also make you uncomfortable at least, though to a much lesser extent than zombies specifically. Yes, all of this applies even if you yourself are a zombie.

Alternatively, if you wish, you can change this drawback to a fear of living humans at the same extent as the original. As before, you can do this regardless of being a human or a zombie.

For an extra 100 CP, you get both types of fears.

Sakura Levels of Misfortune [+400] - It appears the curse of Saga has its eyes on someone who might potentially save Saga from obscurity: You. What's more, it has managed to overcome all of your protections against misfortune or fate, and disabled your luck boosts. Now it haunts your efforts, sending increasing and even extremely unlikely events to try to make you fail and demoralize you from trying to do anything that might be even remotely noteworthy. It will come off as tremendously terrible luck, as the curse will never act in a way that would make its presence obvious enough for it to not be dismissed as some other explanation. If it can get away with it though, it will manifest supernatural phenomena, like temporarily mysteriously blinding a truck driver and making the vehicle accelerate on its own.

As Long As You Stay In the Zombie Closet, It'll Be Fine [+400] - The people you work with, no matter how competent, they are idols or employees working for you, or a boss or manager you work for, or your coworkers or the like, only seem to actually be around during the "main" part of the job - concerts, in an idol' case. They do put in enough effort that you can't complain about their performance any more than they normally would during those key parts of the job, but you miss out on any additional opportunities for communication and you will often find yourself in situation they could have potentially solved or help guide you through if they were simply around for once.You will further have a mental block that prevents you from expecting these absences - or preparing for them ahead of time - no matter how often they happen.

Those are Saga's Idols, in the Truest Sense of the Word [+400] - Whether or not you are the singing and dancing kind of idol, you have taken upon yourself to become a true idol of Saga. To achieve this you've set three goals you'll find yourself valuing over your own survival: (1) You will be admired (idolized) in Saga and preferably beyond it (2) You will represent saga, incorporating its history, image and traditions into your own image and lifestyle; (3) you will live in a way that maintains this perfect image people have of you. You will strive to be someone who embodies the Saga prefecture, who is also a close and affable celebrity, yet simultaneously lives by Kuno Junko's idea of an idol, someone who is a living dream as admirable as inscrutable and unreachable, who always reflects everyone's hope,admiration and expectations.Note that the drawback doesn't actually require you to succeed at becoming such a perfect figure, but it does make it so you will stop at nothing to try and signs that you are failing will be tremendously disconcerting and distressing for you.

Brains! [+400/+600/+800] - Zombies in this world are pretty nice, since once they awaken they become essentially themselves again with slightly greener skin. They don't really hunger for brains or have bites that spread their condition to other people. That is, however, IF they awaken, and you weren't that lucky. For 600 CP, you're perpetually stuck in a state somewhere between a two-three year old and an animal, wandering around unable to form proper words, putting random things in your mouth, biting people, jumping at food you find tasty (which has a much wider range now with your zombified taste buds), and so on. You're not malicious, and provided you didn't also take **I Can't Remember a Thing!**, you will still have at least a sense of who you are and what you want to do even if you can't really get your body or

mind to fully cooperate in achieving those goals. If you did also take that drawback then you'll pretty much just be a blank slate with barely a sense of self and an inability to show a unique personality.

No matter how strong a stimulus, what perks you have and anything else, you will not be able to get out of this state. It is possible, even with **I Can't Remember a Thing!**, for your friends/teammates/allies to train/teach you extremely basic things, if they have enough time and patience and their goals are short-term-oriented.

If taken as a human, you'll be pretty much left in the same state but you'll have more self-preservation instinct left than in the zombie version (you won't be trying to eat plugs unless someone is trying to actively prompt you to).

For an extra 200 CP, you're now past the possibility of collaboration. You've gone from brainless to monstrous, becoming the negative stereotypical depictions of zombies. You'll attack people on sight, have an extreme hunger for (human) flesh and brains, and you'll have trouble controlling these urges even if you are put in danger from them. The human version of this does effectively the same thing, though rather than hunger it'll be an unexplained urge to kill and maim.

For 200 less CP, you actually don't start in this brainless state. Instead you've got about a year while retaining your personality, in which you will gradually deteriorate into whatever state you would otherwise be. If you do take the added 200 CP cost and this 200 CP reduction at the same time, you will only have 9 months before you're brainless, then another 3 months until you've gone full movie zombie.

You can alternatively push this year into later in your stay in this setting (to, say, the year a certain invasion occurs), starting as you would but suddenly recovering your mind in some kind of freak accident for a year out of your ten year stay.

Zombies Are Supposed to Be On The Other Side of the Barricades Dumbass! [+600] - Normally, pretty much no one in this world would even be aware of anything supernatural beyond what superstitions or movies or the like. That being said, once you take this drawback the world will be hit with a new craze of occultism, making people much more likely to think about and believe in the occult and supernatural, as well as to fear it. Efforts will be increased manifold to find any evidence of things like werewolves, vampires, ghosts and above all zombies, with even governments beginning to have dedicated task forces to deal with such 'threats' should they ever emerge. Now actively hunted, your job in keeping your identity as a zombie secret will be much harder, and even a slight slip up could mean the end of your unlife.

If you are human, instead the world experiences a zombie outbreak. It's not enough to immediately lead civilization to ruin, but they can pop up anywhere at any time, and a bite will spread a toxin that eventually kills you and turns you into one of them. You will find paranoia skyrocketing as a result of not knowing who might or not be a zombie, and your looks in particular will be taken as very zombie-like, leading many people who don't know you personally to jump to conclusions.

Thus the JDSF Fought in Saga [+600] - Within a year of your arrival, the Japanese government, and possibly some other allies, will discover the existence of Saga's curse and decide that, to save humanity, they have no choice but to completely eradicate Saga from the map. In a matter of weeks after the armies will arrive to lay waste to the prefecture and any combatants. Those who can be silenced by non-violent means will be, others will not be spared. Any record of Saga, digital, on paper or in any other form of storage will be destroyed and any power drawn from Saga will be lost, ending Koutaro's powers of necromancy. Extensive campaigns will ensure no one left alive will openly speak of Saga, and any

remembrance of it outside of Sagaettes will be more gradually removed so as to not raise too many alarms.
Amidst all this destruction, your budding jumper spark will be identified as having some kind of relation to the curse. With the exact nature of this relation being unknown, you will not be immediately targeted for eradication as well, but an eye will be kept on you and efforts from you to gain fame or succeed in the world will be hindered by governments around the globe. Naturally if you prove a threat or try to save Saga, you will become an eradication target after all.

Scenarios:

Preventing the Sagapocalypse

(Requires the LEGENDARY perk, Incompatible with the Zombies Are Supposed to Be On The Other Side of the Barricades Dumbass! drawback)

Behind the scenes, you see, Saga is a victim to a curse. This curse condemns saga to obscurity and will stop at nothing to prevent this from ever changing. Acting too conspicuously would of course call attention to Saga though, so the curse usually tries to act in more subtle ways, frequently appearing more like misfortune than anything supernatural, but don't underestimate the lengths to which a desperate curse will go to get what it wants.

This scenario has three different modes, and which one you can take - including the resources given, the rewards and the task you must accomplish - depends on your origin. That being said, regardless of the mode, the scenario is won in the same way: Bringing lasting fame to Saga, thus breaking the curse.

No matter how desperate things become, it'll always revive. That's Saga. Almost like a Zombie.

Symbol of Saga: Requires the Idol origin. You now have your own personal Zombie Land Saga Project, the goal to save saga using what else but Zombie Idols. Well, human idols will work too, to be honest. Now the curse will be in full force to dunk on your career as an idol, for it knows that if you succeed in becoming sufficiently famous despite its intervention, your very name could bring Saga to the forefront. Thus your objectives here are twofold: Become a world-famous idol, despite the curse's efforts to sabotage you, and keep your name associated with Saga's, such that when people think of Saga they'll think of you, and vice versa. Perks that would help spread fame directly will be weakened, and those that would give you fame or fans from the start will not give any beyond perhaps one or two fans to start out with, already committed for life. If despite the handicaps you manage to become the titular symbol of Saga, your **reward** will be that your great name and fame will carry over to other worlds. While at the start of any given jump you can disable this for that jump, if you don't then your name will have already been spread far and wide, and crowds as proportionally large as the ones you could draw at the end of your time here will be ready and raring to go see you, support you, and cheer you on as you sing and dance. About 100 of those will be a group of followers that will be your hardcore fanclub, not quite as dedicated as the **Fan Club** companions, but very close. They will not really have any ability real ability to fight, and they will only have random skilled individuals among them, but the numbers and capabilities they have will grow over time as new fans join the hardcore fanclub with each world you visit. If you also have the **Fan Club** companions, you can sit them at the helm of these followers.

Immortal: Requires the Necromanager origin. Rather than a zombie or human, you are something more, an immortal through and through. Your vigor and youth become tied to the land, as is your very being. Its

fame, wealth, and the general well-being of both its community and nature will reinvigorate and rejuvenate you, though an extremely bad condition can have the opposite effect, aging you and weakening you and your powers. Speaking of powers, like a certain bartender your connection to the land will occasionally bring you prophetic visions, though these are of the rather vague premonition type. You will also have a couple of powers of convenience, one that gives you an unending memory (it's not quite a perfect memory, but no matter how long you live you will always remember things about as well as a middle aged person) and perception warding that prevents the average person from noticing that you seem to be outliving everyone and don't age like a normal person. In future jumps, as a **reward** if you complete the scenario, you get to keep this immortality as well as the powers associated with it. You will be connected to your starting location in the way you are connected to Saga in this jump (you can change this location within the same criteria as **A Little Bit of This a Little Bit of That and Bang You're Out of the Grave, Right?**). In addition, there will be a baseline to the power that prevents it from more than slightly weakening and aging you (nothing worse than the equivalent of a pretty bad day), but it can invigorate as much as it did before. Oh, and one last thing, for this jump you will have your own fancy bar. It will generate just enough profits on its own to stay open even if you only come by one or two days a week and you only have a single client that does more talking than drinking. Nothing stops you from turning it into a more proper business venture though, perhaps earning enough money to actually hire someone to clean those glasses for you. Or maybe it's a hobby? Either way this bar will not follow you into future jumps, but it will remain here in case you want to come back after getting your spark.

Investigator: Requires the Local / Drop-In origin. Whereas the first two modes would try to get Saga to be known through more direct means, the investigator's core goal is different: It is to expose the existence of zombies, immortals, and the curse to the world. Every supernatural element will become considerably more skilled and lucky at hiding their nature, and people in general will become far more skeptical of the supernatural… but if you nonetheless succeed in giving conclusive, irrefutable evidence of the existence of the three things already mentioned, the shockwaves this will give the public will break the curse of Saga. Being a zombie yourself will not help with this task, as the curse will be especially powerful and weary of this strategy. Any attempt to expose yourself as a zombie will be misinterpreted as a stunt or some kind of weird disease, or otherwise just fail by an immense amount of misfortune. Perks that could automatically expose things or bring attention to them automatically will also fail here, unless you take a much more indirect approach. On your side, however, you will have a journalistic reputation whether as a journalist yourself or as a source, that will have at least a few local and one national paper who will always be willing to publish your stories if you give them enough to work with, and who will not be taken to the breaking point by the curse. If you succeed in your endeavor, as a **reward** you will receive the power to expose supernatural forces/powers and so on that you are aware of, making them visible. While in this state their resistances are weakened, which is good because you also receive the power to break weak to medium curses.

Space Dessert Project: Requires the Local / Drop-In origin,incompatible with **Investigator** Mode. A couple years after you arrive on the setting, Saga's investments in the space industry begin to bear fruit, attracting the attention of certain space program organizations and even seeing a space expo event relocate to the prefecture. That is, until a certain alien invasion interferes with this, destroying the expo and a decent portion of Saga in the process. While the invasion itself will likely be repelled with or without your help, within the confines of this scenario at least, people will fear attempting the space program agai and refuse to try. Indeed, governments will not outright forbid, but create a bureaucratic maze for any further attempts to develop such programs (which you will be forced to adhere to no matter what perks items or powers you might possess). Your goal will be to manage to accomplish the original Space Dessert Project - to send a Mont Blanc into space - in a way that would plausibly make it seem like a space program from Saga was responsible. Further, this must be a public event, that is the launch itself

and footage of the dessert in space must be shown globally. As with the other modes the curse of Saga will attempt to sabotage you, either interfering with your attempts at normally sending the dessert into space or by exposing your use of supernatural powers or other such benefits, drawing attention away from Saga and towards you, which you will not be able to redirect to Saga in any way.
Succeeding in this feat despite the handicaps will not only spread Saga's fame, thus defeating the curse, but will also ensure you can achieve such feats in the future by **rewarding** you with the funding, charisma and acumen to begin and develop similar exploration endeavors. In settings that allow it, these will be space exploration programs specifically, but in settings in which this wouldn't fit you might start something like a large sailing company instead.

Children of Saga

The Sagako are one of the ways in which the curse of Saga manifested, living curses in their own right that take a variety of shapes reflecting the places or individuals that bring prosperity to Saga. Through fear, force and manipulation they seek to bring ruin to whatever area of Saga they manifest in, such as ruining the soil crops grow on, or attacking individuals prominent in an area who might go on to be superstars. Sagako are ironically powered by Saga itself and cannot leave it without perishing - However any means to eliminate them other than one specific method will simply disperse their energy which will sooner or later reform a new Sagako. Even sealing them away is a temporary solution at best except for that one method. Said method involving using a special kind of onion as a vessel and destroying it.

These Sagako, which were more directly active and took the form of living or inanimate beings, mostly existed in the 1980s. The Sagako of today are more subtle in their approach, often hiding from sight and manifesting as accidents or in some cases, natural disasters. It seems your arrival, however, has given the curse enough power to manifest fully embodied Sagako again, and as the source of the "prosperity" that allowed them to manifest, you've painted a target on your back. Few of these beings will rely on brute force / violence, but they will seek to harass you in various ways in order to ruin whatever goals and plans you may have. Having manifested as a reflection of you, they will take forms and have abilities suited to exploring your openings and weakness, whether these be related to your fighting abilities, actual abilities, or even just emotional scars.The more of them accumulate the weaker you will start to become too, potentially reducing you to a mundane human being that is subpar in all aspects.

Note that these aren't the only Sagako that will manifest. The usual Sagako also manifest and are more active than ever. In other to help you combat this threat, you are being given your own onion field which grows the aforementioned special onions, all on its own with you needing no farmer experience unless you want to improve the crops or use the fields for something else.

Reward: There are two rewards for enduring this onslaught and harrassment. First, you get to keep that special onion field. You will find that outside of this jump they are exceptional tools for exorcists, sealing curses, demons, ghosts and any other such entity within, though only one per onion. As an additional incentive, you will also receive a 400 CP stipend at the end of the jump.

Curse-Bringer of Saga

(Incompatible with all other scenarios)

The curse of Saga, or perhaps the god behind it, has grown tired of all its indirect means and decided to find an agent to finish the job once and for all: You. By whatever means necessary, you are to make Saga fall into obscurity and suffer from a great disaster that will wipe away Saga itself, even from people's very

memories. Though the curse expects you to do most of the work, it will occasionally pull some strings to make coincidences happen more in your favor, as well as teach you rituals that can call upon disasters to hit saga. Just remember that something too flashy will defeat the purpose.

Reward: In addition to keeping the knowledge of the rituals to bring about natural disasters, you also learn to invoke a minor version of the curse that's applicable to an individual. The curse will gradually strip one of fame and credit, but also of infamy, gradually turning them into a blank slate in public opinion, just another face in the crowd. Defeating you will break the curse, and touching the person you want to curse is a requirement for activation. Furthermore you can't use that curse more than four times per jump or more than four times every ten years.

Alien Paradise

With Saga's prosperity on the rise, the curse will eventually bring upon it an alien invasion capable of threatening the survival of the human species itself. An interstellar mothership has come to terraform planet Earth into a tidal marsh fit for its pilots. Powered by three Power Stones, the mothership will appear in Saga, generate a wormhole above itself and shoots its powerful lasers into it, sending the lasers to several key locations throughout Saga and leaving devastation in its wake. By accident, a certain zombie will find herself beamed into the ship by a reconnaissance ship, and stumble her way into the Power Furnace where she swallows one of the Power Stones, disabling the lasers and preventing the aliens from attacking the rest of the world, for now. Said power stone awakens the zombie's memories and she escapes the mothership. In time, she will seek to mount a counterattack.

All this is as it would be in the original story and still will. It seems something about your arrival has sent the aliens into high alert, however, and they will be vastly more careful than they would have been otherwise. They'll immediately take measures to resolve their lack of ability to see things that lack body heat, they will set traps, keep their ships in squadrons so that no isolated ship is taken out, in general they will play things smarter, more cunningly and more carefully than they originally did. Loud music and fireworks will not be enough to distract them, nor will invaders in their mothership have such easy access to their tech.

Fortunately for Saga's defenders and unfortunately for you, the aliens have an additional motivation to come to Earth this time: They found out about your jumper spark, and they want it to colonize planets across the multiverse. They have even developed their biotechnology in such a way they will counter any ability that would allow you to easily push them back, though even they aren't aware of all your powers as a jumper. You can be damned sure if you show something powerful, they will adapt to it in short order, however. Now that they found you, their chase of you has given breathing room to Saga's and Earths inhabitants, though the aliens will still be careful with them. They might even have room to negotiate, if you're willing to become a scapegoat, turning the combined forces of Earth and the aliens against you.

Your goal is as simple as they come: Push back or defeat the aliens. At minimum, you must disable the mothership and force them to surrender or else have them go back to their home planet. The aliens will not accept any form of negotiation with you, though the same is not necessarily true for Earth's leadership. Should you achieve this, even if Earth leadership was cooperating with the aliens they will stop and seek to make amends, since it was done under coercion rather than their own volition.

Reward: For your achievement in addition to the fame and accolades you receive in-jump, you will receive your own copy of the alien's mothership, fully furnished with all the technology the aliens brought with them. It's a 10km tall biotechnological juggernaut shaped like a jellyfish, though one could also see it seeming like a mushroom. It's powered by three copies of the **Alien Power Crystal** item that serve as both its energy and computational source. The ship's main weapon consists of an extraordinarily powerful set of lasers capable of incinerating, cutting through or exploding Earth's greatest monuments in an instant. Further the ship can create wormholes to transport the laser to any location anywhere within the diameter of Earth's atmosphere. The lasers also seem somehow capable of expanding and exploding if programmed to do so, causing a much wider area of destruction once launched. The last and likely most devastating weapon in the mothership's arsenal is capable of releasing a shockwave that could terraform Earth. Given this weapon wasn't immediately used (or ever), it may require conditions you'll need to discover on your own.

The mothership has other capabilities still. It can hack into electronic communications, it can change shape to adapt for different travel conditions, and you can adjust its internal environment to be a suitable atmosphere to whatever species you wish. Within its walls is also an armory containing thousands of all weapons described in the **Alien Weaponry** item, including hundreds of mechs, and a hangar with several dozen copies of the **Flying Saucer** item. The ship will also carry thousands of copies of **Thermal Sense Organ**, as well as hundreds of alien flying scooters. Note that while these will refresh every jump, none of these items except the mothership itself are fiat backed.

Much like the rest of the alien's technology, the individual controls for the mothership consist of entry ports with tentacles that link the psyche of whoever puts their limbs inside to the ship, allowing their thoughts to influence the ship.

Notes:

❖

- I took some liberties with not-yet-explained aspects of the lore, namely in regards to the necromancy.
- In regards to perks that differ based on you being a human or a zombie, they will affect different alt forms differently. Use common sense to determine whether those alt forms are closer to a zombie or a regular human for purposes of those perks.
- While the exact origin of Saga's curse is unknown, it seems to be related to the legend of Xu Fu and the pursuit of the elixir of immortality. Related to these, some entity, perhaps a god, placed a curse upon Saga to doom it to obscurity, one which would seek out the potential sources and individuals that could bring prosperity to Saga, and eliminate them by any means necessary, from misfortune to natural disasters and more, until Saga itself disappeared even from memory. Jofuku, a seemingly immortal man, has prophesied the curse would soon bring upon Saga a disaster so great it could spell the end of the world, though it is apparently unclear whether this is literal or just referring to 'the world of Saga'.
  The curse takes different forms over time, and is capable of both trickery and use of supernatural force. During the Meiji era it tricked people into wars and sent natural disasters. During the 1980s it manifested living curses known as the Sagako. Nowadays it seems focused on depopulation and aging as its means of attack against Saga. Either way causing accidents like a plane crash, misfortunate injuries or momentarily blinding a truck driver is always in its wheelhouse. How much power the curse can exert is ironically tied to Saga's own people and prosperity, as the greater these are the more influence the curse can exert.

In this regard, the curse has a kind of intelligence, will and cunning. It can hold back from acting in order to allow its target to build up enough power for it to deal with them at once, and it keeps itself typically hidden, sometimes preferring to mentally break someone rather than outright kill them. If you are somehow shielded from its effects then it will get to you through those you care about or the things you care about.

- In regards to the land attunement in the capstone of the Necromanager line and in the Immortal scenario, in case it is too strange or impractical to have the land tied to your starting location or the country/kingdom/empire it may be inserted in, you may attune it to your homeland if you have a background or an area that is similar to Saga - small, obscure region, preferably rural. While I can't stop you, a degree of inconvenience in the land is not a flaw but a feature of the perk, or at least such is the intention. So if the land happens to be unfavorable or if maybe it's currently controlled by a villain or something else that might create some difficulties, dealing with this to get the prosperity is part of the idea, so I do think it would be best not to abuse this alternative option out of simple preference for one land over the other. Nonetheless, in the end of the day, fanwank responsibly.
- If you take the **Alien Paradise** scenario and have the **Aliens Can't See Zombies** perk, the aliens will still develop a weakness against you (unless you are a zombie, in which case the titular lack of ability to see you is that weakness), however they will be aware of it and show extreme caution in making sure you can't exploit it.
- More details on the aliens: They have 3-meter-tall bodies resembling slimy, eel-like terrestrial turtles,with six limbs that can be interchangeably used as arms or legs, ending in suction cups they can use to attach to walls and run up them. In addition to these, they also have long necks and a head ending in antennae, as well as a tail. They can retract all eight limbs inside their reinforced shells, leaving only the antennae exposed. Their head seems to have a large chin/mouth which opens in a flower-like structure with rows of fangs within. At the top of their head, the area around their brain is translucent, leaving that visible.
  The aliens are heavy yet extremely agile and mobile. They possess highly - even overly - sensitive hearing, but employ an external artificial organ that dampens their hearing in return for providing them with infrared vision, without which they are essentially blind.
- The notes here about the aliens, the information on the curse and the Sagako, among other things is more of a summary or 'essentials' than anything comprehensive. There was simply a lot of information seemingly taken from articles or interviews posted on the wiki.I might expand the notes in a future version, but for now, I wanted to absolutely recommend checking out the wiki for more details, in particular in regards to the aliens, a *lot* of thought was put into them and I must applaud the self-control to barely exposit about any of it in the movie. Here's the entry on the aliens: https://zombieland-saga.fandom.com/wiki/Aliens
- Ver: 1.2

"I'm so grateful to have met all of you in this era.
Thank you."
-Yamada Tae