# Project Zomboid (Build 41) Jump/Gauntlet 'Final Version'

Initial doc by HateWate, suggestions credited in Author's Notes

**Overview**: On the 6th of July in 1993, Kentucky's Knox county would be unexpectedly quarantined by the United States armed forces. In less than a week, people would start getting sick, 'fall over', and get back up. On the 12th, a photo taken in West Point is leaked to the public, showing a man missing an arm wandering around a pile of corpses in the middle of a highway. On the 14th, a protest from within the exclusion zone leads to the shooting of two unarmed individuals, leading to not only riots within, but also the attracting of an army of thousands of mindless 'infected'. The next day, people begin falling ill with the Knox Virus, despite having no contact with the infected. By the end of the day, at least 95% of those within the Exclusion Zone are dying or 'rising'. The next day, a 'second wave' of the illness is recorded further abroad: not just in America, but also England, Somalia, South Korea, and Japan. In two more, Germany and Egypt are known to be infected, and the entire planet appears to have been exposed. By the 28th, billions are dead and the world has all-but-fallen to the Zombie hordes.

*For most, these are the end-times. There was no hope of survival. This is how they died.*

For you, this is a Zombie-based Gauntlet. Pray you have what it takes to survive for a full year, if you want to escape.

**Gauntlet Rules**: No Perks or other abilities outside your Body Mod, and no access to your Warehouse. You may freely choose your Age and Gender, but I suggest not being *too* old in a post-apocalyptic Zombie-infested hellscape like this. While the in-game story begins on the 9th, a 'bad smell' noted in the preceding weeks suggests that the Knox Virus has already breached quarantine, and simply fails to manifest until well-after some of those exposed have travelled abroad. As a result, you may elect (before Drawbacks) to begin on any day in 1993's July, within the boundary of Kentucky's possibly-yet-to-be-erected Exclusion Zone. This heavily-reinforced fence is both very obvious and also inviolate, regardless of your method for attempting to cross it: digging under reveals more wall 'all the way down'; climbing over or flying above never seems to get you high enough; any Perks that allow you to 'bypass' the boundary (teleportation, phasing, etc) simply fail, and while the very-slow trickle of new Zombies somehow coming *in* from outside will never emerge within a kilometer of you, that doesn't mean it's very safe to have your back against a proverbial and literal wall when they inevitably hear your frustrated cursing.

You're here for a reason, and it's not *just* because this is the Canon setting: if you were allowed to drive around all of America, looting gas pumps for preserved snacks and new cars as you went, you'd be nigh-invincible. This setting's more about being trapped in a large area that rapidly begins to feel *small*, losing attentiveness and growing complacent, *and sudden tragedy* that 'should' have been easily-preventable… but that'll never happen to *you*, right?! And unlike the game's 'limited map size', you have the *entire* State of Kentucky to explore for your stay, a much-larger area than is normally available to a 'player character'. Surely the exploration of the *entire state* can tide over even a true Nomad for their only-year-long-by-default stay?

You may choose to take this Gauntlet as a Jump, with +1000cp to start with as usual, but doing so forfeits all of the Gauntlet Rewards available at the end of the document. Also, there *are* better places to Jump, if you just want Perks or Zombies to kill.

Regardless, you benefit from **The Lucky 1%** Perk for Free: While you have already contracted the airborne strain of the Knox Virus, you are immune to it and will not be negatively-impacted in any way… except that should you die, your body will reanimate unless too damaged to do so, but it's not like that matters to *you*, right? And no, this doesn't protect you from the 'primary' strain transmissible through bodily fluids, like Bites and occasionally-*unfortunate* Scratches and Lacerations.

You *also* benefit from the **Zomboid House-Rules** Perk for Free: While you aren't exclusively locked into the video-game's rules, you are granted all the benefits from doing so, and all of the quality-of-life benefits: like being able to tangibly raise your Skills just by watching TV on the subjects, or reading 'guide' books, or repeating the same series of actions over and over again *without* adding any new variables into the experience. You don't get any kind of 'Inventory Auto-Sort' with this, but you can check at a glance the status and 'durability' of objects around you (like Crops, spare Vehicle parts and Weapons), and always know various important bits of information about yourself like Traits, Moodles, your weight, the weight of everything you're carrying, and the status of any and all injuries on your body. If there's something you aren't sure of that *is* a useful game mechanic, assume that it's covered by this Perk. If you feel like there's some important feature missing from the game, you'll have to look into the Mod section below to add or 'fix' that.

Assume, in game terms, that you are playing on **Survivor Mode**: you can hit multiple Zombies with a single swing if your Melee Weapon is large enough, you won't be instantly-killed if more than two zombies grab you at once (but that doesn't mean you *can't* be swarmed to death, and don't expect to get out of such a situation *without* severe wounds), and if a Zombie happens to sneak up behind you, it is most likely to typically-flail at you and inflict a small injury, rather than sensibly go for a neck-Bite.

**Occupations**: In 1993's Kentucky, odds are that you have (or more accurately, *had*) a job you were reasonably-trained in. Under the flavor-text, the underlined sections clarify exactly what Traits, Skills and other benefits the Occupations actually give. The flavor-text is meant for customising your 'background', but the 'mechanical benefits' are only the underlined stuff. Also, these are effectively **Origins** (minus any Discounts) but with a twist: since you can have multiple jobs at a time (and This Is America where *three at once* isn't unheard of), you may take *two* Occupations (representing two full-time jobs being worked at once, or significant previous work experience) with the exception of Unemployed, which has to be taken by itself if chosen.

- Unemployed (+400cp): Or maybe not. Maybe you were just in-between jobs, or maybe you never really 'clicked' with anything you tried. Heck, maybe you were homeless at the time. You definitely won't have to worry about that *now*, on account of all the houses with no *living* people in them, but maybe you should be careful trying to squat nowadays…
- Fire Officer (Free): Not all heroes wear capes. Having been saved from a housefire at a young age, you chose to give back to the community in the same way. Of course, the number of fire emergencies you were called out to dropped drastically in the last week or so, replaced with freeing people from car wrecks and fending off the 'confused' Infected. When the evacuation order came, you went as far as giving up your spot on a truck to someone else: after all, if anyone is well-trained to survive the undead in the coming months, it's you. +1 Axe, +1 Fitness, +1 Sprinting, +1 Strength.
- Police Officer (-200cp): The big cheese. You might not have *needed* the training you sought out, and most of the education doesn't apply nowadays, but you took your job seriously and were on the fast-track for promotion… until the apocalypse rolled around. Most of your peers didn't last long: being on the front lines and unprepared for the worst-case scenario, they were often more of a threat to the average person than the Zombies, or they fled like cowards to their stockpiles and wasted time trying to wait out the tide of Undead. *Not you*. +3 Aiming, +1 Nimble, +2 Reloading.
- Park Ranger (-200cp): You are *not* a hippie. You wouldn't have survived nearly as long as you have if you were: these *things* aren't exactly willing to talk out their problems. Fortunately, you have a wide variety of *proper* survival skills, you were 'out in the field' when the Undead started swamping cities in untenable numbers, and you knew plenty of cabins you could hole up in (heck, you'd *built* some of them). Survivors came and went, but their numbers rapidly slowed after the first week. Time to see what's left of their *vaunted* civilisation. +1 Axe, +1 Carpentry, +2 Foraging, +2 Trapping.
- Construction Worker (-100cp): You were well-armed, at least. Trapped on a building site as the number of monsters only increased, with nothing on hand but a supply of now-destroyed tools and building frames to lure them up and push them off, you made do with packed lunches and bottles of water with your fellow workers. But everyone had a home to return to, and most of you had families, so once a gap presented itself, you all went your separate ways. You don't know how well any of *them* fared, but your hammering skills are certainly paying dividends *now*. +1 Carpentry, +3 Short Blunt.
- Security Guard (-100cp): Vigilance is paramount. The only maxim you've ever truly lived by, your preference for sleeping during the day gave you a surprisingly-large number of well-paid listings. Plenty of ne'er-do-wells prefer the darkness of night, after all, and you've scared off more than a few in your patrols. Unfortunately, while sticking to the darkness is useful in avoiding the senses of the mindless brute's the city has gradually been infested with, you tend to run *away* from danger these days rather than towards it. Still, could be worse. +1 Lightfooted, +2 Sprinting, Free Trait: Night Owl.
- Carpenter (+100cp): The end-of-times didn't start out all that well for you. Sure, you had a few tools hanging around that could serve as impromptu weapons, but your best chance of survival was to hole up until this all blew over (one way or another), and you needed *supplies* for that. It cost you the hunk-of-junk you once called a car, but fortunately, the hardware shops were abandoned, and you'd taken the opportunity to put all that lumber to good use fortifying your house and the property's fences. If only you didn't have to keep *leaving* to find more… +3 Carpentry, +1 Short Blunt.
- Burglar (-300cp): It's all about 'living'. Sure, you could have survived in a minimum-wage occupation *without* your ill-gotten gains, but you wouldn't have really been *living*, just 'existing'. Your current job, though you're not always proud of what you do, has left you feeling more alive than a nine-to-five ever could. And with how Zombies have been popping up out of nowhere and 'distracting' everyone, suddenly your horizons have grown truly *vast*. Maybe you should start with that block of storage containers and warehouses… +2 Lightfooted, +2 Nimble, +2 Sneaking, Free Trait: Burglar.
- Chef (-200cp): Well isn't *this* just the worst possible outcome. All that work to become a *professional* cook, and now the world's coming to an end! At least you have plenty of ingredients on hand, but you're going to need more than a rolling pin to survive in this *uncivilised* new world… *oh*, wait, you *also* know where the suppliers' warehouses are, and it's not

like anyone's in a position to keep you from sampling the goods (and a few casks of the good stuff, while you're at it). May as well go down in style, eh? +3 Cooking, +1 Maintenance, +1 Short Blade, Free Items: Food Recipe Magazines.

- Repairman (-200cp): It's hard to say if you're well-equipped for what's coming. On the one hand, you have plenty of weapons to keep the occasional intruder back (or down) with, and quite a few odds-and-ends supplies hanging around to work with or break down. On the other, you have barely any food or *fully-functional* utilities in your house and garage. But at the very least, there'll be plenty of useful tools and amenities to 'get ahold of' from the neighbours, and if *anyone* can outlast the apocalypse, it's the guy who *always* has a plan. +1 Carpentry, +2 Maintenance, +1 Short Blunt.
- Farmer (+100cp): Well, there goes the neighbourhood. Your last delivery turned out to be fortuitously-timed, what with the sudden demand for fresh food right before the apocalypse began, but rather than money, you took your profit in knowledge. This thing isn't going away any time soon, and it seems to be spreading like locusts through wheat. But hey, even if you don't have any farm animals, you have plenty of seeds and gardening tools to live off the land, even a nearby well for fresh water. All you need now is a good library or two… +3 Farming, Free Items: Farming Recipe Magazines.
- Fisherman (-100cp): Well, ain't that a pain in the ass. It wasn't until the day after it started that you ran out of line, visited the local shop, and were told by the frazzled owner that the dead were rising. On the one hand, you've got all the bait and rods you could need for *months*… but on the other, running water might be contaminated if bodies get dumped upstream, so you're going to have to cook your fish *and* boil your water. Better make a trip into town and look for some wood-choppers: you're probably gonna be out in your little riverside shack for a *while*… +3 Fishing, +1 Foraging.
- Doctor (+100cp): You couldn't have stopped this. You're just a small-town practitioner working in a cozy clinic: even if you *were* overqualified, you don't have the resources or the know-how of where to even start with this awful plague, let alone all the people that poured in begging first for help and then for shelter, only to be abandoned when the doors were smashed open and the Infected tore into the crowd. Best not to think about it too much: you were quite happy where you were, and it seems like a good idea to hold onto that for as long as you can. +3 First Aid, +1 Short Blade.
- Veteran (-400cp): War is always different. You would know, you've been on more than one deployment in your life, and while you might be retired and grown soft, you never lost your cool or forgot your way around a gun. But one thing about war that *never* changes, is that sooner or later, it always comes back to the home-front. With the screams luring you outside every day into the gradually-growing chaos, you saved a lot of lives and took even more. But you *chose* not to flee: this is *your* country, and you're not going *anywhere*. +2 Aiming, +2 Reloading, Free Trait: Desensitized.
- Nurse (+100cp): You still feel guilty about it, all of it. The old patients you left behind, the new ones you couldn't help, and all the co-workers you abandoned when the 'deceased' started rising from their beds and taking over the hospital's floors. Staying would have been suicide, and you know you weren't the only one to run, but not having a choice doesn't make it hurt less. You didn't bother with the evacuation, your skills wouldn't help in the new world that's coming about. Your best bet now is just to survive, and make something *better* of yourself while you can. +2 First Aid, +1 Lightfooted.
- Lumberjack (Free): You're not a complicated person. You don't see deforestation as harming the environment, or 'taking control of the untamed wilderness in the name of mankind', you just like cutting down trees and being paid for it. But the last time you drove in to sell your most recent haul, you barely made it out: those things are *everywhere*. Still, you know how to handle yourself, you have plenty of 'makeshift' weapons at home, and you need to get back in there and resupply *sooner* rather than later. Time to learn how to 'fell' something else. +2 Axe, +1 Strength, Free Trait: Axe Man.
- Fitness Instructor (-300cp): The first rule of survival in a Zombie Apocalypse is **cardio**. That's how you escaped your last yoga session, after all: you led all of your *fit* patrons through small gaps in the growing hordes before they could close you in, and the survivors all thanked you before dashing off to their homes… and probably exhausting themselves in the process. The second rule ought to be **common sense**, you reflect as you *casually* jog back to your apartment, easily running circles around any stragglers while still conserving energy. It's not like you won't have plenty of time to figure out what you and your exercise equipment are going to do *next*… +3 Fitness, +2 Sprinting, Free Trait: Nutritionist.
- Burger Flipper (+100cp): Well, this couldn't have come at a better time! You're a college drop-out, as healthy as you're ever going to get, and you didn't exactly have much of a future ahead of you. Heck, the moment the apocalypse started rolling in, you bolted without even leaving your apron behind… though this does mean all you have is a bit of fast food that was ready-to-be-served that you chucked in a few paper bags. Better get to securing some long-term supplies, and pay your old workplace a visit… *with a bottle of Bourbon*. +2 Cooking, +1 Maintenance, +1 Short Blade, Trait: Cook.
- Electrician (-200cp): What a waste of a *perfectly-fixable* Generator! It's not like you had a choice, one random 'looter' turned into a dozen within a minute, and by the time you'd snuck out the back door to loop around and toss the noisy fume-spewer into the yard of that one *jackass* that stiffed you, you escaped only to watch *hundreds* of them smash it into a gloriously-explosive conflagration. But now all you had was some fuel, a pile of parts, and your own *personal*

Generator, so you'd best get to rigging up some defences while time was on your side… and looting any other houses in the street *before* you turned them into flaming distractions. +3 Electrical, Free Item: Generator Recipe Magazine.

- Engineer (-200cp): Not being called to work for a day wasn't usual. Twice in a row convinced you to take a look outside. Seems the whole town's going to hell, and if it weren't for some 'questionably-legal' explosives you'd put together in your downtime (more for curiosity's sake than anything, *you swear*), the mob you'd alerted might have torn you apart by now. Still, with how these things group together and the oddly-enjoyable gorefest of blowing them apart and burning them to ashes, maybe this *won't* be so bad… +1 Carpentry, +1 Electrical, Free Items: Explosive Recipe Magazines.
- Metalworker (-300cp): The first sign of trouble was the trespassers. The second was when you realised they were approaching you *without eye protection* and not even looking away. Then you flipped up your mask in disbelief, flipped in back down in panic, put the welding torch to *bad* use on the first one, and grabbed the nearest weapon (a fire poker whose commissioner was probably never going to see it *now*) for the rest of them. Now your driveway's a mess, you've lost your appetite, and you have a feeling that wasn't the *last* of 'them'. Good thing you have plenty of makeshift weapons and welding equipment stored up. +3 Metalworking, Free Items: Metalworking Recipe Magazines.
- Mechanic (-200cp): Well, *that* was a novel way to use a car. Not like the rusted hunk-of-junk was good for much else, but reversing over a pile of still-twitching zombies for a good few minutes *finally* put an end to them… and the suspension while you were at it, but at least it has three intact wheels and enough gas to get you back to your workshop. You were *not* gonna get caught out mid-project like *that* again: time to give your Ute some retrofitting and *clear* the streets for a change. +3 Mechanics, +1 Short Blunt, Free Items: Vehicle Recipe Magazines.

**Positive Traits**: Of course, your work history isn't the only thing relevant in the Apocalypse. So are your genes, mannerisms, and any useful hobbies. *Italicised Traits are normally only available to specific occupations, and have custom costs based on what they offer. Useful for the min-max crowd, but mostly just semi-custom Background flavour for other Jumpers*. Underlined sections indicate custom effects not found in-game, all of which are justified in the Notes at the end of the Document.

- Speed Demon (50cp) – Increases Vehicle Acceleration (and torque) by 100% and Top Speed by 15%. Has no downside.
- *Nutritionalist (50cp) – Grants knowledge of nutritional value of food even without labels.*
- *Axe Man (100cp) – Increases your Swing Speed with Axes by 25%, you cut down trees 50% quicker, and your Movement Speed is only slowed half as much by foliage when traversing forests or heavily-wooded outdoor environments.*
- *Burglar (100cp) – Can hotwire cars without needing Electrical/Mechanics Skill. Forcing open windows won't break their locks, and Doors and Vehicles can be opened without the correct Keys by substituting Wire to slowly lock-pick them.*
- Cat's Eyes (100cp) – You have 50% 'lighter' vision at night, and a 10% wider field-of-view at night.
- *Cook (100cp) – Can substitute Short Blade weapons for Cooking utensils without any penalties.*
- Dextrous (100cp) – You are 50% faster when looting, sorting and equipping items.
- Fast Reader (100cp) – You read twice as fast.
- Outdoorsman (100cp) – You are immune to harsh weather conditions, take 10 times as long to catch a Cold while exposed, and are 100 times less likely to get Scratch/Laceration/'sharp' injuries from foliage while navigating forests/heavily-wooded outdoor environments. Starting campfires using bow drills and the like is twice as easy.
- Wakeful (100cp) – Reduces Fatigue build-up by 30%.
- Iron Gut (150cp) – Immune to 'normal' Food Poisoning, Deadly Food Poisoning causes 'normal' Food Poisoning. Food Poisoning lasts half as long, and is only half as severe. Does not protect from 'regular' poisons (like Tide Pods or Bleach).
- *Night Owl (150cp) – Increases Fatigue depletion when Sleeping by 30%. You also always wakes up before being attacked while sleeping, but if* that's *a problem, you should* really *sleep somewhere with drawn curtains and locked doors.*
- Brave (200cp) – Reduces Panic generation from any source except Phobia's and Nightmares by 70%.
- Graceful (200cp) – You produce 40% less footstep noises, are 10% less likely to trip after successfully vaulting a fence, and you are 10% less likely to be tripped by Enemies lying on the ground or knocked down by crawling Enemies.
- Inconspicuous (200cp) – Enemies take 50% longer to visually notice you. Unaware enemies (those that haven't heard you or anything suspicious) take at least one second of constant sight to visually notice you.
- Light Eater (200cp) – You require 25% less food to survive (does not affect or prevent caloric intake or weight gain/loss).
- Lucky (200cp) – Increases all loot found by 10% and increases chance to Repair something by 5%.
- Resilient (200cp) – You are half as likely to be infected by 'conventional' (non-Zombie) disease, suffer 25% less severely from all diseases, and recover twice as quickly from all diseases. This includes Colds and Fevers.
- *Desensitised (300cp) – Immune to Panic from any sources except nightmares.*

- Eagle Eyed (300cp) – You have 50% farther vision during the day, and a 10% wider field-of-view during the day.
- Fast Healer (300cp) – Increases the rate your injuries heal (and poisons wear off) by 30%. Has no effect on diseases.
- Fast Learner (300cp) – Increases your learning speed by 30%. Includes 'Agility' Skills like Sprinting, Lightfooted, Nimble and Sneaking, but has no effect on purely-physical Skills like Strength and Fitness. *Don't ask me how that works…*
- Fit (300cp) – Increases your Sprinting Speed by 20%, and reduces the Stamina consumption of Sprinting by 20%.
- Keen Hearing (300cp) – Doubles your range of hearing, allowing you to more-easily pick out enemies approaching you from beside or behind you, how many, and what they're wearing (or have lodged in their bodies).
- Low Thirst (300cp) – Reduces your need for water by 50%.
- Organized (300cp) – Allows you to fit 30% more in all containers/bags/etc. *Again, don't ask me how this works…*
- Stout (300cp) – Your swings knock enemies 40% further back than usual, and knock them down for 40% longer.
- Adrenaline Junkie (400cp) – Increases your Movement Speed by 25% when both 'in combat/under attack' and Panicked. Increases Sprinting Speed by 50% for ten minutes after taking a skin-breaking injury from an Enemy.
- Thick-Skinned (400cp) – Your skin is 30% tougher/less likely to be broken by Enemies, and you and your clothing are 90% less likely to be damaged when walking through foliage while navigating forests/heavily-wooded outdoor environments.
- Athletic (500cp, Discounted at **Skill**: 10 Fitness) – You have half-again as much Speed and Endurance as most people. This represents the difference between a 'Peak Human', and someone like Batman or Captain America.
- Strong (500cp, Discounted at **Skill**: 10 Strength) – You have half-again as much Strength and Toughness as most people. This represents the difference between a 'Peak Human', and someone like Batman or Captain America.

**Negative Traits**: Unlike the game, all of these Negative Traits can be taken with any 'opposing' Positive Trait. However, while the Gauntlet is active, these 'opposing' Negative Traits will override any Positive Trait that **directly** opposes them (for example, **Hearty Appetite** can be taken with **Very Underweight** and **Light Eater**, but will override *all* of Light Eater's benefits). Negative Traits, as with Drawbacks, will be removed at the end of the Jump/Gauntlet: https://pzwiki.net/wiki/Traits

- Sunday Driver (+50cp): Vehicles accelerate 40% slower, maximum speed caps at 30km/h.
- All Thumbs (+100cp): You are four times slower when looting, sorting, and equipping items.
- Clumsy (+100cp): Your footsteps are 20% louder, and you are 10% more likely to trip when vaulting fences or Crawlers.
- Cowardly (+100cp): You suffer from twice as much panic from all sources except phobias and night terrors.
- Short-Sighted (+100cp): Your foraging radius is halved. Can be temporarily negated with glasses and reading glasses.
- Slow Reader (+100cp): You take twice as long to read any given book or magazine.
- Weak Stomach (+150cp): When eating Rotten Food, you suffer from Food Poisoning twice as often and for twice as long.
- Agoraphobic (+200cp): You gradually accumulate Panic when outdoors, crippling your Foraging and fighting abilities.
- Claustrophobic (+200cp): You gradually accumulate Panic when inside any area less than 16 square meters. This trait *can* be taken with the above, oddly, but you'll be unable to sleep unless passing out or in a wide-open space like a barn.
- Conspicuous (+200cp): Enemies visually notice you twice as fast and from 50% farther away.
- Disorganised (+200cp): You can only fill 70% of a container's typical storage capacity.
- Hard Of Hearing (+200cp): Your range of hearing is halved, as is your ability to detect enemies from behind/beside you.
- Hearty Appetite (+200cp): You require 50% more food to survive (affects both caloric intake and weight gain/loss).
- Pacifist (+200cp): You gain 25% less experience for all Combat and Firearm Skills.
- Prone to Illness (+200cp): You are twice as likely to be infected by 'conventional' (non-Zombie) disease, suffer 25% more severely from all diseases, and take twice as long to recover from all diseases. This includes Colds and Fevers.
- Sleepyhead (+200cp): Increases Tiredness build-up by 30%, and reduces Tiredness recovery when Sleeping by 20%.
- Smoker (+200cp): Smoking reduces your Anxiety, not smoking for more than a day increases it. Too much anxiety will eventually cripple you with Stress and Unhappiness. This addiction cannot be removed during your stay, but you will not suffer any other health-related side effects from smoking, and there will always be enough cigarettes to sustain you for the rest of your stay across the map, even if you have to raid every gas station and corpse you come across to find them.
- Unlucky (+200cp): Decreases all loot found by 10% and decreases chance to successfully Repair something by 5%.
- Asthmatic (+250cp): You suffer 30% more Fatigue when swinging your weapon, and twice as much when Sprinting.
- Fear of Blood (+250cp): Having your clothes (or worse, your skin) covered in blood will inflict you with intense Stress, you cannot perform First Aid on others, and performing First Aid on yourself temporarily induces maximum Panic.
- Feeble (+300cp): Reduces your knockback distance on enemies by 40%, and your knock-down time by 40%.
- High Thirst (+300cp): Doubles your need for water.

- Out Of Shape (+300cp): Your Sprinting Speed is 20% slower and Sprinting takes 20% more Stamina.
- Restless Sleeper (+300cp): Your Fatigue reduces at half the normal rate while sleeping.
- Slow Healer (+300cp): Decreases the rate you recover from injuries by 20%. Has no effect on diseases.
- Slow Learner (+300cp): Decreases the amount of non-Passive Skill Experience you earn from all sources by 30%.
- Illiterate (+400cp): The local language seems to be one you can't read, learn or decipher. This will be fixed after the end of the Jump/Gauntlet, but in the meantime, you can't read any Literature, Skill Books or Recipe Magazines you find.
- Thin-Skinned (+400cp): Your skin is 30% softer/more likely to be broken by Enemies, and you and your clothing are twice as likely to be damaged when walking through foliage while navigating forests/heavily-wooded outdoor environments. If you are taking this as a Jump, this also makes any 'body-protecting' abilities you have (invincibility, arbitrarily-high toughness, skin-tight forcefields, etc) ineffective against Zombie attacks. Drawbacks *cannot* be 'cheesed' here.
- Unfit (+500cp): You have two-thirds as much Speed and Endurance as most people. This also caps your Fitness at 7.
- Weak (+500cp): You have two-thirds as much Strength and Toughness as most people. This also caps your Strength at 7.
- Deaf (+600cp, mutually-exclusive with **Hard Of Hearing**): Reduces your side-and-back perception radius by 90%, essentially touch-range, and you cannot hear any form of sound. The ultimate 'long-term difficulty' option. At least all the Television programs come with captions? This *also* reduces the strength of all extra-human/danger senses by 90% (at base in-game limits for Senses, and Spider-Sense for precognition), for those not taking this Jump as a Gauntlet.

**The following are 'Weight' Traits. Only one can be taken, and they are automatically removed when you reach 75-85kg, which is considered the only 'healthy weight range' in Project Zomboid. Applies regardless of your height or BMI.**

- Overweight (+300cp): You are 95kg, ten kilograms heavier than is healthy. You are 10% more likely to trip after sprint-vaulting a fence, 5% more likely to be tripped by a downed Enemy attacking your lower half, have a flat 5% chance to be knocked down if you bump into an enemy while Sprinting and a flat 10% chance to fail to climb a Tall Fence. Your Endurance takes 30% longer to regenerate, you take 20% more Fall Damage and are 20% more likely to suffer a Fracture or a Deep Wound if you manage to take Fall Damage, and you are capped at 9 Fitness until you lose this Trait.
- Obese (+500cp): You are 105kg, twenty kilograms heavier than healthy. You are 20% more likely to trip after sprint-vaulting a fence, 10% more likely to be tripped by a downed Enemy attacking your lower half, have a flat 10% chance to be knocked down if you bump into an enemy while Sprinting and a flat 30% chance to fail to climb a Tall Fence. Your Endurance takes 60% longer to regenerate, you take 40% more Fall Damage and are 40% more likely to suffer a Fracture or a Deep Wound if you manage to take Fall Damage, and you are capped at 8 Fitness until you lose this Trait.
- Underweight (+300cp): You are 65kg, ten kilograms lighter than is healthy. You are 10% more likely to trip after sprint-vaulting a fence, 5% more likely to be tripped by a downed Enemy attacking your lower half, have a flat 5% chance to be knocked down if you bump into an enemy while Sprinting and a flat 20% chance to fail to climb a Tall Fence. You deal 20% less Melee Damage, and you are capped at 9 Fitness until you lose this Trait.
- Very Underweight (+500cp): You are 55kg, twenty kilograms lighter than is healthy. You are 20% more likely to trip after sprint-vaulting a fence, 20% more likely to be tripped by a downed Enemy attacking your lower half, have a flat 10% chance to be knocked down if you bump into an enemy while Sprinting and a flat 40% chance to fail to climb a Tall Fence. Your Endurance takes 30% longer to regenerate, you take 20% more Fall Damage and are 20% more likely to suffer a Fracture or a Deep Wound if you manage to take Fall Damage, you deal 40% less Melee Damage, and you are capped at 8 Fitness until you lose this Trait.
- *Emaciated (+800cp): You are 45kg, thirty kilograms lighter than is healthy. You are 30% more likely to trip after sprint-vaulting a fence, 30% more likely to be tripped by a downed Enemy attacking your lower half, have a flat 15% chance to be knocked down if you bump into an enemy while Sprinting and a flat 75% chance to fail to climb a Tall Fence. Your Endurance takes 70% longer to regenerate, you take 50% more Fall Damage and are 50% more likely to suffer a Fracture or a Deep Wound if you manage to take Fall Damage, you deal 60% less Melee Damage, you are capped at 5 Fitness until you lose this Trait, and if you fall below 35kg, you will take damage quickly enough to die before reaching 34kg. There is a reason this Trait is not normally available to the player, but it can be inflicted in-game. Would it be worth it?*

**Skills**: Outside of **Occupations** and **Positive/Negative Traits**, you start with Fitness and Strength at Level 5 and all other Skills at Level 0, assumed to be the bare minimum competency of a modern-day human. If you wish, you may pay 100cp to both gain a single level in any in-game Skill (listed below) and a flat 100% 'experience gain multiplier' for that Skill going forward. Replaces 'Hobby' Traits because this is more robust, and 'Hobbies' are more Occupation/'background'-flavoured.

**Passive**: Fitness, Strength.
**Agility**: Sprinting, Lightfooted, Nimble and Sneaking.
**Combat**: Axe, Long Blunt, Short Blunt, Long Blade, Short Blade, Spear, Maintenance.
**Crafting**: Carpentry, Cooking, Farming, First Aid, Electrical, Metalworking, Mechanics, Tailoring.
**Firearm**: Aiming, Reloading.
**Survivalist**: Fishing, Trapping, Foraging.

**'Outdated' Traits**: These aren't really meant to be taken any more, but better to make the offer than not, I suppose.

- Hardened Drinker (-150cp): You are 70% resistant to Alcohol.
- Patient (-200cp): You are half as susceptible to Anger.
- *Light-Hearted (-200cp): You bounce back twice as fast from 'negative' moods*.
- Light Drinker (+100cp): You are four times as vulnerable to Alcohol.
- Short-Tempered (+200cp): You are twice as susceptible to Anger.
- Brooding (+200cp): You take twice as long to recover from bad moods.
- Hypochondriac (+100cp): Any Scratch or Laceration from *any* source has the usual respective 7% and 25% chances to inflict you with 'signs' of Zombification. If it's not real, you'll never progress past Nausea and your Sickness will clear up as quickly as it came, but the Stress and uncertainty will impact you *much* harder than the psychosomatic symptoms.

**Items**: These all come with a special 'weightless' modifier for the duration of the Gauntlet, meaning they somehow take up no space wherever they are stored and cannot be destroyed by 'unintentional' means like spreading fires or being run over. Also for just this Gauntlet (unless noted otherwise), they can be summoned once per day to an arms-reach location, fully-repaired, even if that isn't a *requirement* of how that specific Item works. Post-Jump, they're all once-a-day Warehouse fiat-warrantied.

- Old World Media (50cp): A small shelving unit containing a copy of every show and radio-recording found in-game. Good for grinding up a few Skills and following along with the 'Lore', but otherwise mostly for entertainment purposes.
- Important Literature (50cp per): You may purchase any one of the following: a set of five Skill Books for any of the Crafting or Survivalist Skills; a set of all the Maps covering the various parts of Kentucky; the Fishing and Cooking Recipe Magazines; the Electronics Magazines; the Engineer Magazines (comes with a Volume 3 containing the Aerosol Bomb, Fire Bomb, and Pipe Bomb Recipes, and the How To Use Generators Magazine); the Guerilla Radio and Car Maintenance Magazines; the Hunting, Farming and Herbalist Magazines; the Metalworking Magazines; or a period-appropriate Comic Book that summons a new issue whenever finished, and a nigh-limitless supply of unburnable Journals and Pencils. Anything purchased here will be taken out of the Gauntlet's 'loot pool', making other Books more common to find.
- Crafting Necessities (50cp per): On that note, there exists a number of Crafts that require certain items, such as Metalworking needing a Propane Torch and Welder's Mask, or Carpentry and Gardening needing a Saw and a Trowel respectively. To facilitate these works, this will allow you to summon the appropriate tool to your hand whenever you attempt to use Project Zomboid's Crafting or Survival Skills. These 'temporary tools' cease to exist the moment you stop using them, but you'll never have to worry about leaving an overly-heavy Wrench behind again.
- Treasured Trash (50cp): This, on the other hand, is a Crate that contains 'materials' needed for any one Crafting or Survival Skill, decided when you call for it. The Crate cannot be moved after summoning and yields nothing if destroyed, but doing so will simply dump out its contents, and it can still be resummoned the next day like usual. Doesn't provide a wealth of goodies, but is a consistent source of both basic *and* advanced materials, and can come in handy in a pinch when you need *just one more* Box of Nails, or to set up a Campfire, or to throw together a crudely-Crafted Weapon *right now*. Includes cans of Paint, if you happen to want to customise a house but haven't got any wallpaper handy.
- Convenient Storage (50cp): And with all the things you'll undoubtedly be putting together, here's a Recipe Magazine custom-made for Crates with a hundred-times their usual storage, and even outside of this Jump, they have the unique attribute of being accessible without being opened, ensuring their contents remain protected from the elements.
- Fashion Extravaganza (100cp): Form or function? Armor, or stylish post-apocalyptic flashiness? For you, this is no longer a question: this wall-mounted cupboard contains a single outfit of your choice every day, with whatever colors or design you want, while simultaneously having the defensive power of the best stuff you can find. Doesn't make you invincible, but it's the closest you can get without raiding a police station or an army base, and looks much more *fa-bulous*~.
- Carry-On Luggage (100cp): An excellent accompaniment to the above, a Military Backpack that provides a 90% Encumbrance reduction whilst weighing nothing, having no impact on your Movement Speed, and being full of various

useful equipment: everything from Matches and Candles to Garbage Bags, a Hunting Knife and fold-up Shovel, Soap, some bottles of *definitely-not-smuggled* Alcohol, and a Fanny Pack that has the same weightless/ergonomic features which in turn contains a high-powered Flashlight that oddly seems to *charge* any regular Batteries that are left inside. Note that the Alcohol doesn't provide water or calories due to Jump-fiat, so try not to dehydrate yourself. The Soap *does*, but if you're desperate enough to eat *Soap* to avoid weight-loss (comes in a variety of scents and very-*unpleasant* flavours), either you're at your lowest point or you should really reflect on the decisions that led to this moment.

- Household Appliances (100cp): A whole bunch of 'homely' touches you can call up one 'instance' of in any building you're currently inside (requiring only four non-burnt walls, a roof and a door). This includes everything from Stoves and Refrigerators to Microwaves, Washing Machines, Portable AC/Heater Units, Lamps and Alarm Clocks… even a Television and a HAM Radio, with useful quirks: should an enemy enter audio-range, the Television will mute itself and activate captions, while the Radio will scale down its volume with faint-but-easily-recognisable static while the threat persists.
- Wake-Up Call (100cp): Sometimes, you just need a little more than regular old 'food'. Sometimes you want snacks, or something with a little *kick* to it. This lunch box provides a single serving of any one 'processed' food that only exists in a limited supply post-apocalypse, and two cups' worth of coffee and tea each, once a day. Good for boredom *and* fatigue!
- Small Luxuries (100cp): Cooking provides a hell of a lot more Nutrients in this world, but that doesn't make it any less annoying and time-consuming. To fix this, you now have a platter that when lifted, reveals a single 'large' meal of your choice every day. Enough to stimulate the taste buds, but not *quite* enough to hold off starvation by itself.
- Weightless Water (100cp): In that same vein, this is a bottle that can hold forty times as much 'pure' water as normal, as much as a Rain Collector Barrel. Attempting to pour in 'tainted' water will splash it off some kind of invisible force-field, and drinking from it will tell you exactly how much is left in it while doing so. Perfect for easily-watering crops!
- Life-Giving Tanks (150cp): And while we're at it, here's a summonable Water Tank. Holds ten times as much as a Rain Collector Barrel, and can be thrown down next to a well for immediate filling, then called to the top of a building while still full without impacting anything's structural integrity, and plumbed down into water fixtures with ease.
- Spice Of Life (150cp): And of course, you'll want something to grow with that kind of water, so here's a Seed Bag. Every day, it provides enough seeds of any one type of fruit or vegetable to sow ten square-meter plots worth of soil. You'll still want to stock up when you harvest the seed-bearing crops later, but you'll never be deprived of sheer *variety*.
- Wireless Power (150cp): But there's one thing missing in a fully-fed-and-watered house: *electricity*. This Generator doesn't provide a limitless supply, but it holds ten times as much as any other, and comes with a convenient ability: when deployed in a property you own, it lists nearby 'energy-using devices' and can remotely 'turn off' anything that might otherwise be wasting fuel: like televisions, or empty fridges, and it can even flick light switches on and off.
- Fire-Starter (150cp): And while you're at it, you'll need something to fill a Generator *with*. This Gas Can's sole ability, other than it's immunity to being accidentally blown up, is its ability to hold a ridiculously-high amount of gasoline, enough to carry the entirety of a Gas Pump's fuel supply, while ensuring any fuel it carries never spoils over time.
- Long-Haul Transport (200cp): An… *interesting* vehicle (of your choice), to say the least. It appears to combine all of the 'good' traits of other vanilla vehicles: the largest-and-yet-lightest fuel tank, the strongest-and-yet-quietest engine, the largest storage and lightest weight yet the strongest frame you could find. Unlike other Items here, this one ain't self-repairing, but the parts can be flawlessly-repaired by hand if you cannibalize equivalent parts from other cars, and it's not like there aren't plenty of tow-able wrecks just sitting all over Kentucky's highways, waiting to be disassembled.
- Green Cross (200cp): Always be prepared. This First-Aid Kit contains everything from Band-Aids and Bandages to Splints, Medical-Grade Disinfectant, Herbs, Poultices and even Pharmaceutical Drugs. Also the tools required to use them, such as a Suture Needle and Thread, Tweezers, Cold Packs and anything else you could need. This won't prevent death by Knox Virus or being infected by it, but any other Infections, Colds, Fevers and general disease can be handled by this.
- Weapon Roulette (200cp): A Gun Case. Seems quite normal, but every day it's opened, you'll find a non-renewable Long Blunt/Short Blunt Weapon, a weekly rotation of an Axe/Hand Axe/Wood Axe/Machete/Katana/Garden Fork/Wooden Spear, a random Firearm, and two 'clips' or 'full-loads'-worth of Ammunition. Only 'stocks up' Ammo if not opened.
- Bluegrass (1000cp, 100cp discount per unique Challenge accepted): The state of Kentucky, in its current state, isn't much to write home about. It's infested with literal millions of flesh-eating cannibals, all of the 'larger' animals appear to have deserted the state, and the water and power haven't been maintained for a *long* time. But this copy, frozen in time when not interacted with, seems to be free of those problems. The Perishables found within never go off so long as they aren't removed, all Items and Buildings are restored between Jumps (unless you want something left alone), and if you own the Gauntlet Reward, you may add it to the County, applying its effects to the entire area. **Note**: This 'item' is a Warehouse Attachment, and therefore does not become available until you complete the Jump/Gauntlet. Once it is, it

may be deployed and retracted once-per-year, as most other Warehouse Attachments can. As a bonus, if you have completed a **Seasonal Challenge**, you may invoke their associated climate inside Bluegrass for one hour per day.

**Mods**: Ah, the Steam Workshop. Home of nude mods and gore mods, this game seems surprisingly-free of the 'bad' ones (though there are some *banger* horror 'challenge' mods sneaking around down there). It seems only fair to offer you a wide selection of their finest works, to give your Jump/Gauntlet a personal touch. Purchasing any 'tier' allows you to add any-and-all Mods that fall under that 'classification' (or are sufficiently-similar to the listed examples, taken straight from Steam) to the underlying mechanics/fiat of **Zomboid House-Rules**: You don't get earlier tiers for free if you purchase a more-expensive tier, but you don't need to purchase a tier multiple times to add multiple Mods that fall under the same 'category' of Mod.

- For 50cp: You may add any Mod to the Jump/Gauntlet whose only impact is 'Quality-of-Life' or cosmetic. You may also take these aspects (and *only* these aspects) from Mods that include more than just QoL/Cosmetic changes. If you take the **Zero-To-Hero Challenge**, you may freely add these modifications to your **Zomboid House-Rules/Body Mod** bonus.
- For 100cp: You may add any Mod to the Jump/Gauntlet whose differences do not affect combat or its related systems. Mods that wash your clothes in the rain, fill up Rain Barrels at half-speed when it's snowing, add Sleeping Bags, add more kinds of cars without adding new vehicles that are *significantly* better than those in the base game, add a method to throw corpses out of windows or cremate them without creating a fire hazard, allow Lighters to be refilled and increase the amount of fuel that Propane Torches can hold ten times over, decrease the weight of certain ubiquitous Crafting 'Materials' (Logs, Metal Bars, etc), add a 'Standardisation' bonus to Crafting and Survivalist Skill 'Experience Sources' that are RNG by default, the godsend that is **Auto Loot**, the ability to dive through glass windows (in a pinch) or Stop, Drop and Roll to extinguish yourself, exercise with equipment on with no side effects, the ability to carry around Containers without destroying them and disassembling Containers without 'deleting' their contents… all are allowed.
- For 200cp: You may add any Mod to the Jump/Gauntlet that directly alters combat, such as a larger variety of Melee Weapons and Firearms, craftable 'scrap' weapons/armor, craftable/upgradable cloth/metal armor, visual feedback for certain audio cues (and vice-versa), adding a 'Standardisation' bonus to Passive, Agility, Combat and Firearm Skill Experience Sources that are usually RNG, adding 'joke weapons' that are weak but have infinite durability (like the OSRS Rune Scimitar, the Comically Large Spoon, or Excalibolg), the ability to more-easily repair Firearms, and the ability to instantly-loot certain items off the bodies of just-slain enemies (like Weapons, watches, and so on). All are acceptable.
- For 300cp: You may add any Mod to the Jump/Gauntlet that significantly overhauls some pre-existing system (except for the Knox Virus itself) without trivialising the Zombie/Combat threat/s. The best examples are allowing for floating naval bases but also allowing zombies to swim (or at least walk across the bottom of a given body of water), or mining and smelting ores to build castles or underground bases, or the unlocking of modern technology/sciences or quasi-supernatural tech tree's (like 'biological upgrades' derived from infinite Zombie stamina), etc. This *also* allows you, if you so wish, to add fan-made 'maps' to Kentucky, even if the referenced area's are much geographically-further away than it would make sense for them to neighbour an American State, *but* don't expect the local Zed to be any less dangerous. And *yes*, these 'additional areas' may be added to **Bluegrass**, *but must replace an equal amount* of Kentucky's land (you only have to replace some of the vast swaths of forest at minimum, but you can't increase the 'size' of **Bluegrass** itself).
- For 400cp: You may add any Mod to the Jump/Gauntlet that reduces the impact of the Knox Virus. Specifically, any Mod that gives you some level of 'resistance' (but not *outright immunity*) to Zombification, and any Mod that includes ways to either stave off, cure, or outright vaccinate against Zombification (such as through Chemistry). Very powerful when combined with the Gauntlet Reward, but not required to bring out its 'true scientific potential', merely helpful.

**Companions**: As it happens, this game is rather *lacking* in new people to meet, but there *are* a few options…

- Import (50cp per, Jump Only): If you are taking this as a Jump, you may import 2 Companions for 50cp and purchase this option up to four times, for a total of eight Companions. Each Companion gets 600cp to spend, get a free copy of your **Mod** purchases, cannot purchase **Items** or **Drawbacks** (or **Companions**, *obviously*), and cannot accept **Challenges**.
- Micronation (200cp, Jump Only): Rather than Companions, you have a limitless number of Follower 'Slots' for this Jump. Each Follower who is imported into the Jump gets a copy of the **Free Perks** and your **Mod** purchases, and that's all. No **Occupations**, **Traits**, **Skills**, or anything else. They can also be swapped out on-the-fly, and are otherwise restricted to your Warehouse (or whichever location is used per your *own* Chain's 'houserules'). Fair warning, each Companion you import increases the current number of 'present' Zombies (and their respawn rate) by a multiplicative 5%, so after 90 Followers you have over a hundred-times the 'normal' number of Zombies, and after 100 you have over two-hundred-

times the Undead 'population' to deal with, and any Followers who are killed cannot be re-imported into this Jump. For a sufficiently-powerful Jumper, this is merely a free supply of random loot and clothing, but for those who are weaker or earlier in their Chain, this is a reminder that your reach should not exceed your grasp. *Earn* your 'vacation' *first*.

- Fellow Survivor (200cp, Gauntlet Only): If this is a Gauntlet, you may 'bring in' with you a single Companion for 200cp (an *individual*, meaning that multiple Companions that normally 'take up the same slot' can only be taken *individually*) and this *cannot* be purchased multiple times. For every purchase of the **Longer Stay** Drawback below, at the beginning of each consecutive Year, you may bring in another Companion. They all follow the rules of **Micronation** above.
- Build-A-Buddy (100cp): Seems you've stumbled on a relic of an older PZ Build: a 'slot' for an NPC Survivor. This adds for you a single ally with some *special* mechanics: every Jump, you will quickly stumble onto 'Skipper', a consistent person who knows as much about the setting you're currently in as 'any generic NPC' would, has been given access to all of your current Jump Document features *except* for options that would alter the setting they're in (including Perks that might make them retroactively-important 'beyond the median', or property beyond what the 'average bread-winner' could afford), and the same amount of 'Starting Points' that *you* would have, which they spent on a random 'mid-tier' build using the current Document that *just-so-happens* to synergize with whatever *you* have purchased on that Document. They also come with a unique Jump-Fiat ability: whenever they are killed, you will spontaneously run into them again after a year has passed (or after a month, if the current Jump takes less than Ten Years to complete)… except that despite retaining all of their memories, and gaining another life's worth, their retroactive-reincarnation has left them with a different name, body, 'backstory', and Jump Build that once again synergizes with your own but is not guaranteed to be the same. They also do not 'carry over' any purchases between Jumps, but if inserted into a setting that contains multiple Jumps, *do* gain a Build for each Jump present. Basically, they are a Follower who has a build for whichever Jump/s you are currently taking (and *only* that Jump/s), and have taken a liking to the title of 'Skipper'. They cannot become a true Companion, but are always 'in-line' with the local 'power level', so they're never truly *useless*… Due to their level of power far-exceeding a 'normal' Follower (in line with a first-time Jumper, no matter which setting you visit), you must pay for and assign them a Companion slot for *each* future Jump you wish to meet them in.
- Spiffo (100cp): Once a relatively-normal raccoon from North Carolina known for getting into 'paw-fights' with the local wildlife, he stumbled upon a dumpster full of tainted patties during the Raleigh Outbreak of Mad Cow Disease. Despite that 'nasty' meal having changed all of his grey fur to a bright-orange color, he survived with no 'negative' side effects, instead slowly developing both the physical and mental capabilities of a human… well, *most* of them, including looking appetising to the newly-appearing Zed. Searching for a purpose (and shelter from the sudden attacks), he ended up in a building/vehicle you owned, and the two of you hit it off. He's not big on crafting stuff with his brand-new thumbs, he's still more animal at heart than human, but there are some things that humans have a much-easier time doing, like turning doorknobs. He's also willing to learn just about all of the local **Skills** (benefitting from both **Free Perks**) and other basic human concepts like reading, writing and arithmetic. In return, he can assist you by using his naturally-smaller profile and innate **10 Lightfooted, Nimble and Forager Skill** Levels to scout areas, search buildings for important loot after you've cleared out the Undead inside (and while you hold off any newcomers), and patrol through forests for light foodstuffs, Crafting Materials and threats. Keep him fed and help him learn, and you'll have his loyalty for a lifetime. May be freely imported into any Gauntlet as an appropriately-sized orange Racoon with *only* his PZ Skills and Mods.

**Drawbacks**: What, the Negative Traits section wasn't enough for you? Fine then, what do you think about *these*? Drawbacks like **'True' Survivor** will be 'delayed' by other Drawbacks like **Patient Zero** and Challenges like **Kingsmouth**. You may assume this is to the best advantage it can provide you, without actually cheesing or decreasing the severity of the Drawback itself. You're going to be here for quite a while: having them spaced out only creates more opportunities to be caught *unprepared*.

- Longer Stay (Variable): Each purchase adds another year to the duration of the Jump (with a limit of nine more years). Note that this will also decrease the rate the zombies naturally decay, there'll be no waiting out *that* 'core mechanic'. The first Purchase of this grants +300cp and the second +200cp, while subsequent purchases only offer +100cp. To balance this, for every **Challenge** you take below, the total Points provided by this Drawback is reduced by -50cp. **Note**: You may instead choose for any-and-all of the 'Seasonal' **Challenges** you take to apply to all of the 'non-**Challenge**' iterations of that season until your stay concludes, which grant one-time modifiers of +100cp instead of -50cp.
- Reclamation (+100cp): Something the cities suffer from, 'Erosion', refers to older building being reclaimed by nature: vines digging into walls, gusts ripping off roof tiles, hail breaking windows, and so on. While these effects won't target any building you've slept within sometime in the last week, everywhere else will be surrounded by the spontaneous growth of trees and destruction of property with unnatural speed. Perhaps the planet is fighting back humanity too?

- Center For Diseases (+100cp): Turns out, being covered in rotten blood from the Zombies you kill isn't terribly-healthy: even if they can't pass the Knox Virus this way, not washing yourself and your clothing regularly will eventually begin inflicting a set of symptoms equivalent to 'corpse sickness' (being surrounded by too many dead bodies), which can lead to potentially-lethal Fever if left 'bloodied' for days on end, or just naturally-accumulating filth over the course of a few weeks. Better look for some Soap and get used to cold showers, or pray for good weather you can strip off for.
- Bad Endings Galore (+100cp): Seems you'll be finding some extra Zombies in houses that are so busy laying against walls that they won't attack you unless you come within grabbing range. Every single one will have some disturbing 'evidence' nearby, empty bleach bottles and used bullets, but the worst are the hand-written, desperately-scrawled, very-*human* notes. The random 'harmless' Zombies found trapped in crashed/overturned cars won't help your mood, either.
- One Week Later (+100cp): Seems the zombies are starting to get used to their new state of undeath. Their senses haven't fully adapted yet, but their stride is noticeably lengthened and any packs that form tend to be at least double digits. Also, any utilities that are still active will only be so for half as long, and all of the 'perishable' loot has either been taken by other survivors or rotted away by now, even if it was being refrigerated or otherwise-properly-stored.
- Six Months Later (+200cp): Having now fully-adapted, the Zombies have regained human-equivalent senses. Their decomposition means they are no faster than before, but the hordes they sometimes congregate into are bigger than ever, usually at least three digits large. Also, about ninety percent of the non-'rare' loot has been 'appropriated' by now.
- Hardcore (+200cp): Security became a *very* lucrative market in the week-or-so leading up to the local apocalypse. While cars are no more affected than before, almost all of the buildings are now locked, and half-again-as-many more have installed security alarms. They won't last long if the powers out, but more than long enough to summon all the nearby zombies, as well as a few extra from thin air… multiplied by ten and a hundred respectively with the **One Week Later** and **Six Months Later** Drawbacks, each of which add a flat +200cp to the value of this one.
- The Not-So-Dead (+200cp): The thing about Zombies, is that no-one knows *exactly* how they work. It seems some of the locals have demonstrated an *annoying* habit of occasionally reanimating even *after* you kill them: the odds are about one-in-a-hundred, the process takes twenty-four hours, and being buried or cremated appears to solve the problem, but otherwise you'll have to keep on your toes if you pass through a pile of 'corpses' you made two days ago, and anything laying on the ground that isn't practically a skeleton should probably be double-tapped for good measure.
- Armageddon (+200cp): Well, increasing the 'strength' of the Zombies doesn't make them much more deadly, but this *does* guarantee that getting 'grabbed' by more than one at once *will* instantly kill you. Also, even if you swing an arbitrarily-large weapon, only the first zombie you connect with will be affected, the Blade or Blunt passing through the any others like they've temporarily ceased to exist. Oh, and if a Zombie gets behind you, they have a higher chance of going straight for the side of your neck, rather than flailingly-swiping at you for a grab and *probably* just Scratching you.
- Malicious Attention-Seeking (+200cp): Seems you've fallen afoul of a surprisingly-common occurrence: Meta Events. These vary from a spotlight-equipped helicopter flying over every fortnight for four hours at a time, and if it spots you it *will* follow you against all common sense, circling any building you hide in and bringing migrating crowds of zombies directly to your whereabouts; and an every-two-days scream or gunshot from *just* outside your locale, far enough away that you can't find the source but close enough to draw in the undead in a less-aggressive and less-purposeful sense. Either of these can result in disaster if you're not prepared, but they *can* be avoided if you're careful. Just make sure to turn off any radios when not in use: being randomly bombarded with static by *another* air-wave pirate is *loud*.
- Raising The Steaks (+300cp): Correction, *most* of the animals have disappeared from the state of Kentucky… except for the Zoo animals, which are either Herbivores that have since been eaten by one of two things, or Carnivores which are the *other* thing that might have eaten them. At the very least, these animals are completely immune to the Knox Virus, and they *do* represent a source of fresh meat… but so do *you*, and most of these are a *lot* scarier than clumsy Zombies.
- Hundred Yard Dash (+300cp): Zombies are, as a general rule of thumb: slow, clumsy, easily-misled, easily-dodged in one-on-one combat, and *relatively* quiet. Sprinters are the exception to that rule. The moment they see you, they will charge at you with their arms outstretched like mummies. They're fast, even when crippled, harder to shake off due to their increased speed and harder to 'safely' fight up-close for the same reason, and while they aren't any louder by intention, the pounding of their feet can attract more attention, especially from the lower floors when inside buildings.
    - Energy Savers (+200cp): And *some* Sprinters don't bother showing off their speed until they're relatively close to you, these ones waiting until they get within twenty meters, and then lunging and not slowing down on subsequent encounters. Easier to handle in groups, panic-inducing when you're *suddenly* facing them down.
- No Kentuckian (+400): Seems strange that there wouldn't be any Survivors *other* than you in the entire state, and once, it wasn't so. Now it's happening again, except all of *these* Raiders are squatting in the otherwise-very-lucrative boarded-

up ‘safe’-houses, and believe the only good Jumper is a dead Jumper. They won’t automatically team up if they happen to meet, being much more likely to open fire on each other or go for a stab-in-the-back, but you can be sure that they won’t leave behind any dropped loot if you aren’t the first to get to their corpses, nor will they hold back if they see *you*.

- ‘True’ Survivor (+400cp): Except for *this* one. It’s hard to say *how* this lone Survivor even lasted this long, but it seems they’ve been offered a deal: if they kill you, they get their own copy of the Gauntlet to fill out. Being that this would allow them to go back in time to the start of the outbreak, and potentially save their friends and family with god-given superpowers, they’re now preparing to hunt you down and end you. Starting in the furthest city from you, they’ve also been given a unique ability: unless actively-involving themselves with you, they cannot be ‘noticed’ by Zombies, even if they actively attack them. They are also immune to the ‘side effects’ of any **Challenges** you’ve taken that might threaten them, like unfavourable temperature or impacted perception. Expect them to be a coward and keep their distance, prioritise traps, and squirrel away important resources like gasoline for the first month of your stay, but sooner or later, once they’ve found where you sleep and built up an arsenal, they *will* start rounding up Zombies and luring them to you while armed for a showdown, even if it costs them their own life. All they have to do to ‘win’, after all, is end *yours*.
- Earth-Shattering Catastrophe (+400cp): Unlike **Malicious Attention-Seeking**, *these* custom Meta Events are all designed to screw with you. It’s not like Natural Disasters *stop* occurring just because humanity is being eaten: they just make it more exciting when a Zed-filled Tornado sweeps through a suburb, or an Earthquake shatters all the nearby roads.
- No More Room In Hell (+400cp): The worst part of Project Zomboid to the ‘hardest of the hardcore’ is the *Respawning*: as you ‘empty’ the county of Undead, they’ll slowly ‘trickle’ back in from the outskirts, migrating *somewhat* on their own, but being *heavily*-influenced by Meta Events. Now, there’s something even worse that drives them: the desire to return to wherever ‘they’ were killed. This can *technically* be fixed by killing them a second time away from where they were previously-located, and they’re not terribly fast (requiring at least a month to return), but without some high-IQ plays on your part, you’ll never be able to settle into any city or densely-populated area *without* monthly horde attacks.
- Old-Fashioned (+400cp): Most of the areas represented in Knox County are fictional, so it’s hard to get a good idea of how many Zombies there actually should be. But according to a real-life 1993 Survey, the population was roughly 30,000, so you can be assured that there will be *at least* that many zombies spread across the Map’s various suburbs. More importantly, while the trickle-in of Zombies on the outskirts of Kentucky is fairly slow, each of these first 30,000 Zombies will ‘respawn’ on the border when killed, leaving a *very* large population in the woods early-on that can catch you by surprise if you’re not ready for them, and will quickly start wandering around in groups as time passes.
- 1990 Census (+600cp): 3.8 Million people used to live here. Now they hide just beyond the border, slowly increasing the trickle of Zombies from outside. You will never be truly ‘safe’, and you can’t afford to let the horde grow too large lest a random lightning strike or some other spontaneous combustion spread across the entire state, but at least you’ll never run out of corpses to loot… **Note**: This Drawback is spread out over each purchase of **Longer Stay**, and is significantly-lessened in severity in the short-term, but retains a similar level of ‘difficulty’ as time passes. What is known to kill the oldest-and-strongest Survivors, after all, is usually *boredom* followed by a *sudden*-and-*deadly mistake*.
- Patient Zero (+600cp): Regardless of the ‘strength’ of the infection, or any alterations to it due to the other Drawbacks, you begin on the 1st of July to an *unwelcoming* crowd. It seems that someone with your voice has given the rest of the world a *lot* of valuable information about the Knox Virus in the last few weeks, enough that you can expect it to hold on for at *least* six months longer than normal. The reason this is a *problem*, is that the world also believes that you were the first person to be infected by it, leading to the airborne strain that is already poisoning the world against you from the moment you enter. Believing that they need you alive, you’re going to be facing a *lot* of desperate civilians trying to ‘restrain’ you with Blunt strikes to the limbs for your first season here, and foreign soldiers equipped everything from tranquiliser guns to tazers and air support, attacking you *on sight* until humanity ‘gives up’ after half a year, and if they successfully extract you past the ‘impassable’ border to a new lab… let’s just say you’re going to lose. *Painfully*.
- Real Monsters (+800cp): No-one knows *how* the Knox Virus was produced. Not even these packs of guerrilla-warfare soldiers hiding out in the woods, setting up camps and fortifications around random cabins and constantly-engaging in gunfights with the newest link on the food-chain. Not only are their weapons somehow capable of bypassing your innate durability (should you have any from outside of this Jump), they’re also attracting attention from all directions, causing the Zombies around Kentucky to randomly-migrate towards whichever camps are running ‘field operations’ today. Strangely, despite these soldiers holding out against the waves of Undead indefinitely unless you and yours *personally* silence them, you’ll find no supplies in their camps or on their bodies to explain their survival…

**Challenges**: If the Drawbacks aren't enough, you can always engage in some scenario's intended to push you to your limits… Note: If you are taking this Document as a Jump, these Challenges temporarily enforce Gauntlet rules (including their 'death doesn't end your chain' rule: failing one will force you to repeat it until you complete it), and take place in a 'mirror' Kentucky you have no ability to prepare beforehand for balancing reasons. Most of these have 'locked' times, forcing you to deal with them for your entire stay, or otherwise 'locking out' anything that you aren't actively carrying on your person at the time you get dragged off into it (this means you can choose when to begin them, giving you time to develop your **Skills**, but limiting your 'items' to what you can carry). Of those that don't, specifically the 'Seasonal' Challenges, the Rewards are not given until you complete the Gauntlet, but their occurrences will be spaced out appropriately. Also, a purchase of **Longer Stay** is required for every **Challenge** accepted that would exceed your 'current time limit': for example, if you took all four Seasonal Challenges, the **Zero-To-Hero** Challenge, and the **Studio** Challenge, you would need at least two purchases of **Longer Stay** to cover the 25-month Challenge duration (this *can* be used to reduce the amount of time you need to survive 'conventionally', but given that **Challenges** are all explicitly harder than surviving in default-Kentucky, this isn't considered 'cheese', just good planning). Also, note that Challenges don't/cannot 'stack' (which would render some combinations impossibly-difficult) except where noted.

- **Tutorial**: It seems you started in a tiny corner of the map, in a fenced-off farm, with a brief overview of 'how to play'. The narrator certainly doesn't like it when you go off-script, and there's a hidden station monitoring you nearby, but you won't exactly have time to investigate: the moment you 'finish' the tutorial (or should you take more than ten minutes), a hundred-strong swarm will arrive and tear down the surrounding walls. Welcome to your final test: escaping this hellhole with heavily-limited resources. Killing the zombies is mostly pointless, as more will appear from the surrounding forests to take the place of those slain (presumably a lesson on the futility of killing an already-deceased foe), but once you punch a hole through them and lose them in the trees, you will spontaneously find yourself in your chosen location. **Reward**: It *could* have been a dream… but you get to keep whatever you salvaged, which is bare-minimum a shotgun with twenty rounds and a decent pile of clothing, so at least you're getting a head-start in one way or another?
- **Kingsmouth**: When you realised what was happening, the answer *seemed* simple enough: grab a boat and get-away to a getaway for a few months while this all blows over. Plenty of inhabited islands around America. Heck, the Caribbean was *right there*, and you always wanted a tropical vacation. Unfortunately, they haven't been spared either. You arrive to a 'dead island' that's not only completely-overrun with thousands of locals and tourists, but it also suffers from a similar set of 'rules' as the **Apocalypse** setting: you only have a week left of running water and electricity; most of the supplies have been picked dry by other no-longer-survivors who got here first; and even if you clear the entire island of the dead, it seems there's an endless supply hiding on the sea floor, stumbling out of the surf and onto the beaches as time goes by to ensure there's never a dull moment. You know you can't hold out indefinitely either way, maybe **six months at most**, but there *is* a glimmer of hope: you're surrounded by boats containing fuel, and there's a helicopter with some 'Piloting for Dummies' guides that the owner/s clearly didn't have time to read. Once you get everything in order and start the engine, you'll find yourself teleported to your intended destination, a used parachute on your back and a crashed and *not*-burning-from-lack-of-fuel helicopter within a kilometer, containing anything you loaded into it. **Reward**: In addition to having spent quite a bit of time on a relatively-temperate tropical island, up to America's autumn *and* winter of this year where you might otherwise have struggled to grow crops and keep warm, you've gained another benefit: should an enemy locate you somewhere guarded by water with a depth greater than their height, they will prefer land-based routes even if they are more convoluted to travel, and treat such areas as a 'last-resort' path to reach you (think of a computer AI being given an 'only enter this terrain if there is *no other way* to reach the target' rule). This is obviously ineffective against those for whom the water would not affect or would be 'logical' to swim/walk through, including water-breathers, anyone flying over the water or tunnelling under it, or anyone who can manipulate, 'shield from' or otherwise 'ignore' it. Not only can you make a criss-crossing moat that turns mindless Undead into fish-in-a-barrel, but water contained within properties you own will never turn foul, as if an army of invisible fish are constantly cleaning out 'inedible' algae and biological waste (like the rotting corpses you just re-killed), and you'll always have a viable escape route a quick swim away. This also protects your liquid supplies from evaporation, and external sources of water will always be viable fishing spots for 'unseen' fish depending on their size, even if they aren't the most lucrative.
- **Studio**: Well *that* was unexpected: seems the Zed have gone nuts all of a sudden, following some last-ditch effort to coat them in fertiliser, or *whatever*-the-hell powder those jets were dropping as they flew by. **Doesn't seem like it'll last more than a month**, but in the interim, all of the Zombies around you are becoming *significantly* more active under the light of the sun, sprinting around and quickly losing interest in closed doors and covered windows. You're definitely not going to be able to outrun them back to your car on the road, let alone make it anywhere *else* in Kentucky on foot, but it seems like this Hollywood knock-off has got electricity and running water for now, so get used to watering your roof-

gardens and relaxing during the day, and looting all your ammunition and entertainment at night.
**Reward**: In addition to your new tan, that strange powder seems to have mutated the virus in your body and given you a smaller-but-permanent benefit: not only are you now immune to sunburn and the related side-effects (like skin cancer and any other's caused from UV exposure), you've also acquired a 'photosynthetic' ability that supplies energy at a rate needed to power-walk indefinitely while catching some rays. This isn't enough to *sprint* like the bastards below, nor can you swing your weapons or heavily-exercise without consequence, but the sun still provides you with a trickle of energy as long as you're exposed to its light, enough to completely skip sleeping for a night if you're lazy the next day.

- **Opening Hours**: Well, *shit*, that escalated *quickly*. One poorly-planned looting trip, one discharged bullet that may or may not have been accidental (seriously, what gun store *keeps* their guns loaded?!), and a desperate joyride from an oncoming horde has left you with a crashed car in front of the Mall of America: a massive and shockingly-well-defended shopping center that contains everything you could ever need inside… and is surrounded by a *sea* of Undead on the *outside*. Even *more* shockingly, there aren't any Zombies *inside* the Mall (then again, who'd be dumb enough to hide inside a heavily-crowded plaza during a *Zombie* Apocalypse?), so you've got plenty of risk-free resources… for now. But those gates your car went through won't hold forever, so you'd better start gearing up: **you have twenty-eight days to prepare, and three *straight* days in which every one of the thousands of Zombies will gradually pour their way in**, and you *really* don't want to attract any more from the surrounding areas in the meantime, so try to avoid security alarms and any *more* gunshots in the process. Given how many places they could disperse into and hide, you're going to have to choose between setting up some fortifications and herding these mindless monsters into a killing zone if you want any chance of gunning them all down, or finding a *damn* good hiding place to last three days without being discovered. Either way, after three days you'll find your car shoved back out of the entrance by the hordes, which has conveniently fixed the damage and returned it to a pretty-much-perfect state… other than the bodies, anyway. This hypothetical Mall may be any pre-existing one found in the map, or one equivalent to Romero's Dawn Of The Dead representation placed in any 'city' that doesn't have one. Either way, as noted, it's large enough to devote one shop to everything from 1993.
**Reward**: What do you *think*? You have a massive building with plenty of storage space, a relatively-tiny amount of remaining supplies (more than enough to tide over a single person for another full month), and any zombies or other enemies who happen to infiltrate it will consider the stores as 'secondary' priorities, sticking to the main throughways unless they have reason to believe someone is hiding inside one of them (making it *very* easy to tell if you've been compromised, and to not worry about Zed playing hide-and-seek). Outside of Gauntlets, this becomes a Warehouse Attachment that sells anything you can expect to find for public sale in 1993's America, and can be deployed as an easily-defensible shelter for a long-term population of up to a thousand people. Once deployed however, supplies within are only refreshed 'upon purchase', and those taken for free will not return until the next Jump. A good reason to scavenge for bills and loose change in a post-apocalyptic world, but cannot feed a population as-is: you'll have to make use of the gardening supplies to set up some greenhouses on the roof, or the like, and don't forget the utilities bills! (And, of course, 'cleaning out' any zombies you *didn't* kill. Destroying the stairs and roof-camping comes with a cost!)
- **Location-Locked (Requires a separate purchase of Longer Stay, may be taken three times per purchase)**: Across Knox County, there are a surprisingly-large number of 'self-contained' areas that you normally wouldn't be able to survive in: 'fairly-large' points-of-interest containing both shelter and arable land but still surrounded by 90%-uninterrupted fencing: the Rosewood Penitentiary and Construction Site are both prime examples, but so are March Ridge's Relay Station, and the Louisville Central Park Stables/Music Concert/Scarlet Oak Distillery. All of these places that have the space for you to survive, but not necessarily the 'right' supplies like food, water, seeds, building material and weapons. Well, now they *will*: for the next hundred days, while you are trapped within them by a second 'artificial border' where their fences used to be, you'll have to deal with being invaded over the 'border' by a small horde of plus-one Zombies per day at Noon (30 on Day 30, 60 on Day 60, etc), which just so happen to carry all the useful supplies you'll need to survive in their pockets (or embedded in their bodies). This Challenge may also be taken for the Muldraugh Construction Site and any areas that both fulfil the above 'requirements' and are at *least* '500 Square Meters' in size (measured using the 'Overlay Grid' option at map.projectzomboid.com), unlike both Valley Station Construction Sites. Also, Gated Communities are banned due to the amount of starting supplies they provide, and the fact that you're 'intended to live' in those areas; and due to the below Challenge making use of it, the Louisville Army Checkpoint is *also* ineligible.
**Reward**: If you didn't purchase the **Bluegrass Item**, the area you survived in is added as a small Warehouse Attachment that may be deployed and retracted once-a-day (minus any living inhabitants, who would probably be quite upset at being spin-cycle ejected). If you *did* purchase **Bluegrass**, then you may choose to deploy this area separately, the

'missing space' filled in with generic forest if you then deploy the rest of Kentucky. If you survived the Gauntlet, this *also* benefits from the **Gauntlet Reward** (anti-Zombie-'aura', field lab, 'reasonable' electricity/clean-water throughput, etc).

- **Legen-Deadly Run-And-Gun**: The *reason* the above Challenge doesn't include the Louisville Army Checkpoint, is because it leads into a ridiculously-long, fenced-off route that goes all the way to the edge of the map. Perfect for a Race! When this Challenge begins, you will be placed right in the center of the main area at 6pm, just below the Refugee Camp that is now overrun by its former occupants. From this point onwards, you have an hour to loot whatever you can get your hands on (and feel is worth weighing you down for the next hour or two of running for your life). Once this timer expires, the base and 'course' will be spontaneously illuminated for twice the area they each cover, drawing not only the attention of the Louisville Zombies in the Camp above the suddenly-no-longer-invulnerable northern gate, but also to the indestructible fences that line the sides of the marathon. Indestructible fences which one-in-a-hundred of the massive swarms of Zombies will randomly climb, and who will spontaneously become Sprinters after doing so. And before you panic or get any bright ideas, the holes in the fence have been 'moved' to the entrance of the 'alleyway', and the pile of boxes at its end which now mark the 'finish line'. I suggest you move quickly: between the tide of flesh creeping up behind you, the gradually-increasing number of Sprinters in front, and the fact that they'll start shoving their way to the front of the wave of slower Shamblers behind you sooner or later, you don't want to stop for too long. Consider *carefully* whether or not it's even *worth* looting a given building or pile of crates you pass by for more ammo…
  **Reward**: In addition to receiving the Checkpoint as a **Location-Locked Reward** (with all the benefits of such), this area comes with its test subjects: a small supply of Zombies, concealed from prying eyes by a number of hastily-built cubicles and somehow never earning the attention it should. Maybe for good reason: the Undead contained within are 'dead ends' of the Knox Virus' evolution, and cannot spread (or mutate to spread) the airborne variant of the plague, only a slightly-weaker fluidborne variant that comes with a roughly one-in-forty chance of immunity (just like the airborne variant), clustered in certain family branches based on the demographics of your current setting/Jump. While you *could* quietly airdrop these all over the world and spread some chaos, you could also remove their bodily fluids to spread it as a very-briefly-airborne vapour, study the virus (albeit with great difficulty if you didn't complete the **Gauntlet**), or replace these 'generic *Knox* Zombies' with those of other settings you've visited, who will remain quiescent just like the others and can be similarly experimented on and deployed. But you wouldn't *start* an apocalypse, *right*…?
- **A Really Seedy Day**: Based on the 'A Really Bad Day' story from the hit tabletop-RPG 'Cataclysm: Dark Days Ahead' (coincidentally *another* piece of zombie-focused media), your first morning in Kentucky goes *poorly*: you awaken blind-drunk and with a nasty cold, your clothes have been replaced by a nasty glass-filled wound to one of your inner thighs, and it seems the building you chose is burning down, leaving you little time to prepare for the waiting arms the locals who will be attracted to the conflagration, and your *incessant* coughing and sneezing. Today is *really* not your day… but who knows, maybe tomorrow will be better! After all, the only thing likely to last more than a day is your cold, so all you have to do is escape the fire and any nearby alerted Zombies, and find some clothes, and sew your crotch up, and sleep this off, and warm up… If this is taken with **Zero-To-Hero**, you may choose to put it off until the day after you complete that one, on the house. Otherwise, this takes place as soon as you 'start' the Jump (and have no other **Challenges** active, aka: the 'first day' of your *actual* Jump/Gauntlet), with the exception of the **Tutorial** Challenge which occurs first.
  **Reward**: It's not often you get caught in a cavalcade of bad luck and your own poor decisions, but it has taught you something important – prioritisation. If you are ever caught in a mess even remotely like *this* again, you will find that the more convoluted the situation and the more it threatens your life, the more you will be able to untangle it by focusing on the most important problems one-at-a-time: finding tweezers followed by disinfectant and a thread-and-needle, a spare change of clothes, and an alternative place to sneak into and sleep off the worst of your woes (as an example).
- **Zero-To-Hero (Requires a separate purchase of Longer Stay)**: An in-game challenge not meant to be taken lightly. You start with *all* of the Negative Traits (excluding the Weight Traits due to mutual incompatibility), you don't get any Points for them, you have to survive a year, and you're not allowed to spend *any* CP in the **Positive Traits** section. That's all, honestly. You don't have to grind-out max Skills, you don't have to kill a certain number of Zombies or clear out a given area, you just have to survive *hell on earth*. This Challenge takes place before all others except **Tutorial**. If this is taken with **A Seedy Day**, you may choose to put it off until the day after you complete that one, even though both can be taken at once in-game. Choosing to take them both at once confers an additional 'bonus', but is *not* recommended.
  **Reward**: In addition to 'swapping' all of the **Negative Traits** with all of the **Positive Traits** the moment you complete the Challenge, all of the **Positive Traits** and your 'final' **Skills** are added to your **Body Mod** at the end of your Jump/Gauntlet. If you chose to take this *simultaneously* with **A Seedy Day**, then you can also add any-and-all '100cp+ **Mod** alterations'

to your Traits/Skills/innate abilities and attributes to your **Body Mod**… if you survived *that* combination by some miracle. *I take no responsibility for frustration-induced insanity if you bite off more than you can chew*.

- **'Til Death Do Us Part**: While touring around Muldraugh and slaughtering your way through the hordes of undead, you entered a house with a single zombie in the kitchen, heard voices upstairs, and rather unexpectedly came across three people: a married couple, the wife suffering from a broken leg, and a raider looking to kill both of them and steal their house. Fortunately, you had both the element of surprise and a quicker draw. Having saved them and armed Bob with their attacker's Shotgun, however, doesn't magically fix the situation: the Smith's are nomadic, don't have a car left to live in let alone drive, and can't go anywhere **for at least two months** due to Kate's injury. Sure, they're fine for now, but if you left them on their own, at least one of them almost certainly wouldn't make it out alive. On the other hand, you don't have a whole lot to strive towards right now. Why not help them get their footing in this mad world?
  **Reward**: First and foremost, Bob and Kate Smith are reasonably-competent adults. Admittedly, neither of them worked an occupation that can be represented in Project Zomboid (something along the lines of Lawyering or Accountancy or Politics. Feel free to determine their backstories yourself if you wish, but keep in mind that it's 1993's America and they're both around thirty, and modern-day job opportunities weren't quite as *advanced* back then), but they owe you big time and will remain loyal for the rest of your Gauntlet unless you do something to truly betray their trust (like the Raider just tried to pull). Barring Drawbacks, they're the last two living humans you'll be able to find in Kentucky, and having someone to watch your back is both a huge boon in protecting yourself, and multiplies your force projection where firearms are concerned. Second, the two of them complement each other, and both bring something useful to the table: Bob can lift a staggering 300 pounds (Free: **Stout** and **Strong**), and his wife is likewise possessed of a similar talent (Free: **Fit** and **Athletic**). Each also receives eight maxed-out Skills with fiat-backing for surviving this long, seven of which you may choose for them (Bob: **Strength, Sneaking, Axe, Short Blunt, Carpentry, Cooking, Aiming and Trapping by default**; Kate: **Fitness, Sprinting, Long Blade, Spear, Electrical, Mechanics, Reloading and Fishing by default**), and they both have **The Lucky 1%** and **Zomboid House-Rules** Perks, so nothing prevents them from improving other Skills following the rules of this setting, even though it's not something they're inclined to. And finally, for the duration of the Gauntlet only, all three of you benefit from a 'life-link': any further non-lethal injuries will be divided amongst all three of you, making you effectively-immune to further broken limbs or contracting the waterborne Knox Virus from Scratches or Lacerations. Even Bites can be survived, though there are some caveats to that: the Fever that comes with them will leave all three of you sickly for a good month, the first Bite will weaken your immune systems leading to more Colds and further Fevers, the Second will outright cripple them and leave you all vulnerable to more conventional diseases (especially the blood-borne types found in the splattered fluids of walking corpses), and the third will *still* infect and eventually kill you all… unless the carrier commits suicide. Should either of them survive the Gauntlet, you may take them as Companions, and if both survive, they share a single Companion Slot. Shouldn't be *too* hard, *right*?
- **You Have One Day**: A surprisingly-simple rule – at the end of every day, the number of days you've survived will be turned into meters, and every single Zombie within that radius of you will be alerted to your position. This is only a once-per-day event (occurring at noon, oddly enough), but unless the Zombies are distracted, you'll find yourself both surrounded on a progressively-slower-but-larger basis, you'll have to choose between a consistent sleep schedule and being safe every day, and you'll eventually be forced to Nomad yourself between places to safely rest.
  **Reward**: Once per day, you may send out a 'ping' that will give you the location of every 'enemy' within a kilometer: this applies to wild animals that might attack you, mindless undead or virtually-intelligent golems that *would* attack you, and any self-aware being that intends to harm you. The 'location data' you get is available to you until your next 'ping'.
- **A Storm Is Coming**: Summer storms are one of the most unexpected occurrences you can have. The water isn't terribly cold, but it sleets down in sheets that practically blind you, the lightning ensures it, the thunder does the same to your ears, and while the Zombies are just as affected, they generally respond by unpredictably migrating around in search of the source of the noise. A source which won't be stopping for three months: it may let up at times, growing lighter with the waning of the moon and heavier with its fullness, but until Spring arrives, this downpour/drizzle will not depart.
  **Reward**: Unlike the average news station, you know exactly what the weather within ten kilometers of you will be over the next seven days at all times. This also warns you against the weather being *unexpectedly* altered, such as by Dance Powder from One Piece, or Storm from Marvel and/or Moves from Pokemon. You are also immune to being blinded and/or deafened by natural Lightning and/or Thunder, and your senses aren't negatively impacted by rain or winds.
- **The Descending Fog**: Autumn's known for a lot of things: brown leaves, mildly-cool days, the beginning of the cycle of death and rebirth, yadda yadda. Unfortunately, *this* one is a bit less 'mild': it's hard to say how it came to be, but a thick blanket of mist emerged from the Ohio River not too long ago, and is now hanging relentlessly over the town. Any

attempts to clear it out are not only futile, but will inevitably draw Zombies to your position. Zombies you can barely see and which are just as relentless as always. Sure, you can use this to the benefit of your stealth outdoors, but it only takes one migrating zombie to almost-silently shamble across your cabbage patch and tear your face off, so *beware*…
**Reward**: Your eyes have become accustomed to your vision being obstructed by airborne particles, and you are now able to see through them with only the slightest distortion, whether it be fog, dust, snow, rain, or even a sandstorm.

- **Winter Is Coming**: Winter is always a pain in the ass without power, but *this* one looks to top the usual suspects: this one will be so cold the Zombies will have their movement speed halved, Foraging and Farming are both half as effective, and while a Cold isn't a death sentence, you can imagine that warming up in *this* climate isn't all that easy.
  **Reward**: While you aren't immune to wind chill or blizzards, the *ambient* cold will no longer affect you negatively.
- **The Rising Sun**: Spring isn't normally associated with pure heat, but each of the other seasons are represented here, so it only seems fair to add a custom fourth option for the last one, and won't *this* be a doozy: not only do you and your crops require at *least* twice as much water, not only do you have to spend more on washing your clothes to keep clean and avoid diseases and deadly Fevers, not only will you be experiencing forest wildfires, but the mindless undead that wander through and aren't immediately turned to ash (or distracted by noticing you) will continue stumbling around, spreading it and burning down entire suburbs if they happen to be too close to one another. Don't build with wood!
  **Reward**: While you aren't immune to fire or molten metal, excessive *ambient* heat will no longer affect you negatively.
- **A Clean State (Requires a separate purchase of Longer Stay)**: This Challenge can only be taken at the beginning of the last year of your Jump/Gauntlet. It seems the local mindless cannibals have all received some form of 'order' to either enter the state or stay out. This has multiplied the number of Zombies 'remaining' by about ten times: there are now about a *hundred thousand* of them (three times that if you took the **Old-Fashioned Drawback**), and their sheer size and new behaviour means that they'll start breaking off from the border into hundred-strong hordes and shuffling towards civilisation. For the first six months, they'll stick to the roads and pack themselves in like sardines across the 'original' suburbs and buildings in a similar fashion to how they're 'normally' distributed at the start of the Jump/Gauntlet. After that, they'll return to their 'normal path-finding' behaviour and start migrating wherever distant screams and faint gunshots may guide them. And while burning down the surrounding woodlands might *seem* like a good idea, it seems that their 'behavioural shift' has *also* made them somehow immune to fire for the time being: they can burn, they can *spread* fires, and the crackling will inevitably aggravate them into roaming around in search of the noise, but until rain or snow sweeps through, they won't *stop* burning and the heat won't so much as scorch their clothing. At least they don't produce smoke, or smell any worse than normal… something you'll notice *very* quickly, as you now have a new mission: wiping the state *clean*, by any means necessary. You've had time to gather guns and ammunition for long-range killing, craft Pipe Bombs and traps for dense groups that close the distance, and reinforce vehicles to run down lines of them. Now's your chance to *use* them. If you fail to do so within a year, the remaining Zombies in Kentucky will all 'de-spawn' anyway, but you won't receive the Reward. If you take the **House In The Woods** Challenge below, you only get 11 months to complete your task, but all of the 'supplies' you use will be added to the section of Warehouse you are given two-day access to, allowing you to withdraw any of them (and *only* them) you want for your **Last Stand**.
  **Reward**: It seems your reputation bleeds through to the 'impact' of your actions. In the future, should you clear an 'area' (of any given size) of a certain 'classification' of Enemy (anything from Raiders to generic Criminals, and even dangerous or invasive Wild Animals or Plants), all 'instances' of that Enemy will feel a compulsion to not cross the 'border' into that area from then on. It isn't an *overpowering* compulsion: a sapient being can push through with only moderate trepidation, an animal that gets hungry enough may ignore the fear for the sake of survival, and a plant with nowhere else to grow will follow the course of nature but in the case of 'mindless' Enemies like unprovoked Zombies or undirected Golems, this is a *powerful* deterrent. Note that this will not have any effect outside of an appropriately-'wide' border (a meter for a property, a kilometer for a nation, a light-year for a single planet, etc), and that this has no effect on 'excluded' Enemies who are forcibly-brought *inside* the 'claimed' area: you'll have to clear those out yourself. But you can be sure that unless they're somehow *made* within, you won't have to worry about them anymore.
- **House In The Woods: Last Stand (Accumulator Mode)**: You've survived for quite some time, shockingly. Most don't get this far when all they have to rely on is their Body Mod and their wits: all it takes is a moment of inattention and a bloodied fingernail. But if this all wasn't enough for you, one last option remains. When taken, at the thirty-day end of the Gauntlet, you'll be dropped in a decently-large two-story shack in the woods somewhere outside your previously-accessible area, with all of your 'possessions' moved over in crates outside for you to make do with whatever you want. You will be given a one-time one-way access to your Warehouse for the first two days, giving you a small area to move anything that you won't need for your **Last Stand** to safety. But once those two days pass, you're going to be facing daily

Zombie attacks every noon until your 'pickup' arrives and the Gauntlet ends. Helpfully, there's a guy on the first floor with a shit-ton of weapons backed up, and a love of watching Zed's heads' explode, so he'll give you some 'credits' each wave to 'purchase' extra ammunition and the like, and take back anything you have left when you get out… *if* you get out. Don't expect to have a lot of time to forage or cut down trees for the extra sight-lines, but you'll definitely have time to throw together some fresh barricades between waves. Just, never let your guard down for *too* long, okay?
**Reward**: You were stuck in that shack for a long time. Not more than a month, though it may have felt like *several* at times. At least you found a good book, one you've somehow already completed: a Recipe *Encyclopaedia* entitled **The Land Of The Free, 1993**. Reading this volume, though it might take the average person *years* to get all the way through, will gradually grant them both knowledge equal to any and all Zomboid **Recipe Magazines**, and a genius-level of talent where any technology or study available to a citizen of the United States circa 1993 is concerned. Everything from MS-DOS computers, to plumbing, food processing, power generation, and so on and so forth. Maybe *this* country is beyond saving, but if you ever want to make a Post-Apocalyptic civilization 'great again', *this* is the one and only how-to guide. It even adapts itself to other known-human languages if the user can't read 'American', but does nothing for the illiterate, and cannot (unless viewed with some kind of 'real-time text translator') be read by *those gosh-darned 'illegal' Aliens*.

**Gauntlet Reward**: Hidden away in the ass-end of Rosewood is a 'Mysterious Government Lab'. No-one knows why it's there or what it was being used for, and there's not even enough evidence to say for sure that it was the point from where the Knox Virus originated. What *is* known for sure, is that it's now become a Warehouse Attachment with a *peculiar* effect: when a 'Zombie Virus' (or any kind of equitable 'disease' like a bacterial/fungal/parasitic infection, even something memetic like the Anti-Life Equation from DCeased) enters the boundaries of the property, it 'stops working', and in the case of anything *alive*, immediately and irreversibly ceases to function. This has a *myriad* of useful effects: first, zombies formed from anything that doesn't kill the host can be 'cured' through proximity to the base, and injuries accrued *after* being infected will rapidly-undo themselves (quickly enough to ensure that no-one exposed to the effect is cured, only to die due to pre-existing injuries); second, the viruses that are 'stopped' can still be studied to learn how they work and create cures, including vaccines and anti-Zombie weaponry (though be warned that bioweapons will *probably* be objected to by the residents, *especially* if one of them is exactly what got them *into* this mess in the first place), so long as you have the right level of 'technological understanding' (nanomachines, voodoo magic/necromancy, eldritch mind-control, etc); and third, in addition to being deployable and retractable outside of your Warehouse(/equivalent) once-a-month, all of the base's running water and electricity seems to be produced *internally* despite a lack of any clear source, and never runs out. There *is* a cap on how much can be run from the building at any one time, but it still serves as an excellent safehouse from 'infected', and can be used as a springboard for the remainder of a civilisation to begin rebuilding while knowing they have a 'safe-zone' free of enemies.

**Notes**: All features are based on the current 'Pre-42' Build. You may alter your Skills or the benefits or downsides of anything you take if future Builds of the game do so, but this is a *universal* rule: you can't just pick-and-choose *what* comes from *which version*! If in doubt, fan-wank and use the reactions of the public to make up your own decisions: it's *your* Chain, after all.

This entire Jump was based on the in-game 'Trait Points' system used in character creation, and I avoided using 'TP' in the document specifically to ensure they didn't get mixed up. It's a quick-and-dirty Doc intended to add PZ to the list of Jump-able settings, not to be the definitive be-all-and-end-all Jump for the setting. Anyone is free to make their own version of this Jump, post an edited version of their own, etc, as long as (if this Doc is 'used') credit is given and the original is linked at the bottom.

A significant number of Traits were buffed *slightly*, either due to their in-game effect being very weak, or simply because I felt they were too weak compared to other 'similar' Traits and this is my attempt to bring them up to parity:

- Speed Demon was <u>because no other Positive Trait comes with (intentional) downsides, and it's annoying to explain that one specific *negative* aspect of a Perk should be removed like a Drawback post-Jump</u>.
- Fast Reader was <u>Improved because Reading is just a mildly-inconvenient time-sink that comes with no risk</u>.
- Iron Gut was <u>Improved because the default trait is so shit as to be almost-completely worthless: having no resistance to Deadly Food Poisoning meant that eating Rotten or Burnt Food was still highly-likely to be a death sentence</u>.
- Inconspicuous was <u>Improved for the same reason: 'Visual' Stealth is almost non-existent in-game, so this was useless</u>.
- Lucky was <u>Improved because the normal effect is difficult to 'translate' for people who don't play the game and don't want to look up a Wiki (what counts as 'rare' loot?), and going from 1% to 1.1% odds is *almost* meaningless</u>.
- Resilient was <u>Improved because the game only has 'Colds', several levels of deadly 'Fever', and the Knox Virus.</u>
- Eagle Eyes was <u>Not much of an improvement, but it really needs *something* for the point cost compared to Cat's Eyes</u>.

- I don't know if Fast Healer includes the effects of 'poisons' in-game, and I don't think it does, but it's not a *big* change, and it makes contextual sense for what the Trait is supposed to do.
- Stout was given the 'side-effect' of Strong for the same reason Fit was given Athletic's 'side-effect': the Skills section has replaced all of the 'Hobby' Traits that only improved Skills by 'xLevels', so those four Traits had to be reworked, and this was the best I could come up with on short notice. The reason Stout is 'stronger' than Fit is because Fitness (and Stamina in general) are more important than 'damage added to weapons' in-game, and this makes contextual sense.
- Adrenaline Junkie was Improved because the impact of Panic gradually reduces over the first 150 days until negligible in both length and impact, and it's otherwise useless with Desensitised and *mostly*-useless with Brave.
- Deaf is specifically-intended to keep your head on a swivel, and even with something along the lines of Spider-Sense, you'll still have to be alert at all times. In Project Zomboid, ennui and overconfidence are the most prolific killers.
- *Emaciated* was added because it exists in-game, it can be accessed without cheats, and while it isn't intended for a player to be able to start out like that, I feel like the price reasonably-reflects the *horrible mess* you'll be if you take it.

And yes, I know some traits are horrendously-unbalanced for their price-tags, like Outdoorsman being too good and Sleepyhead being too bad, but that's the downside of a one-to-one conversion. It's not the most powerful Jump/Gauntlet or setting/video game by a longshot, so I'm not concerned. If *you* are, 'fix' the Doc yourself, or ask the Devs to re-balance them.

I'm also not an expert on the differences between Stamina, Endurance, Tiredness, and so on. Consult the Wiki, if you must!

Assume, post-Jump, that all of your Skills add a flat 10% boost per Level to your own attributes, on top of other Perks.

**Drawbacks** only impact the **Challenges** you take if it would be logical for them to do so. Don't expect to see many wild animals or Meta Events on **Kingsmouth** Isle, or for the 'revivers' found in **No More Room In Hell** to make the **Location-Locked Challenge/s** impossibly-difficult. When in doubt, fan-wank: it's your story to tell, after all.

And no, I will not be personally making a 'Community Edition' that rebalances Occupations/Traits. If you want to, go for it.

**2024 Changelog** for V.05 (February 13th), V.07 (February 21st), V.09 (March 2nd), and the 'final' Version (March ?th).

**Version 0.5**: This was thrown together in three days. Don't expect perfection, or even great quality, but at least it's Jumpable.

**Version 0.7**: Added a Note about Post-Jump Skill-Level effects that I was *going* to early-on in developing this, but forgot about due to the sheer quantity of content. More importantly, added more Challenges and Drawbacks either because I similarly only-just-now remembered them, or because they were suggestions.

**Version 0.9**: Filled out the Occupation section with Flavour text. **All Negative Traits** was updated to be more-rewarding, to remove 'roadblocks' for anyone doing a story where their Jumper doesn't get access to the Documents, and the name was changed to **Zero-To-Hero**, as it was originally *meant* to be (seriously, the prior Challenge mentions it by name. I must've been *really* sleep-deprived to miss that…). **Mods** section was clarified. **Micronation** was capped. **Longer Stay** was balanced with the **Challenges**. Filled out the **Occupations** with flavor text.

**Version '1.0'**: Increased the number of **Occupations** ('Origins') you can take if you *don't* take Unemployed. Made **Bluegrass** slightly better with **Seasonal Challenges**. Altered the language of **Carry-On Luggage** to avoid a daily source of Calories through drinking alcohol. Clarified that **Bluegrass** and the **Gauntlet Reward** can be deployed and 'retracted' like most Warehouse Attachments. Clarified the **Kingsmouth Reward** a little (*technically* a small non-Zombie nerf, but this is the *intended* effect).

**Credit**: Heretek from the IRC for pointing out that the Overview could use a few clarifications (the nature of the 'boundary', and drawing attention to the two free Perks); Amrynel and ir_fane from SB for suggesting I clarify how Weight works in PZ and inadvertently-reminding me about needing a **Companions** section, respectively; Consistent_Cod6493 from Reddit for suggesting the Location-Locked **Challenge/s**; Fallout10mm on Reddit for pointing out that the mall **Challenge** needed clarifying; Bulledar from Reddit for suggesting the Build-A-Buddy **Companion** and the 'True' Survivor, Patient Zero and Real Monsters **Drawbacks**, for suggesting changes to the Micronation **Companion/s** and the Longer Stay **Drawback**; NeoDraconis for inadvertently pointing out that the All Negative Traits **Challenge** was wrongly-named and *kinda-shit*, and an extra thanks to ir-fane on the IRC for pointing out that the Carry-On Luggage and Bluegrass/Gauntlet Reward **Items**, and the Kingsmouth **Reward** all needed clarifying; and Bulledar on Reddit for noting that Occupations should be directly comparable to Origins (which inspired me to make **Unemployed** 'less overpowered'), the only edits contributed for the 'Final' Version.