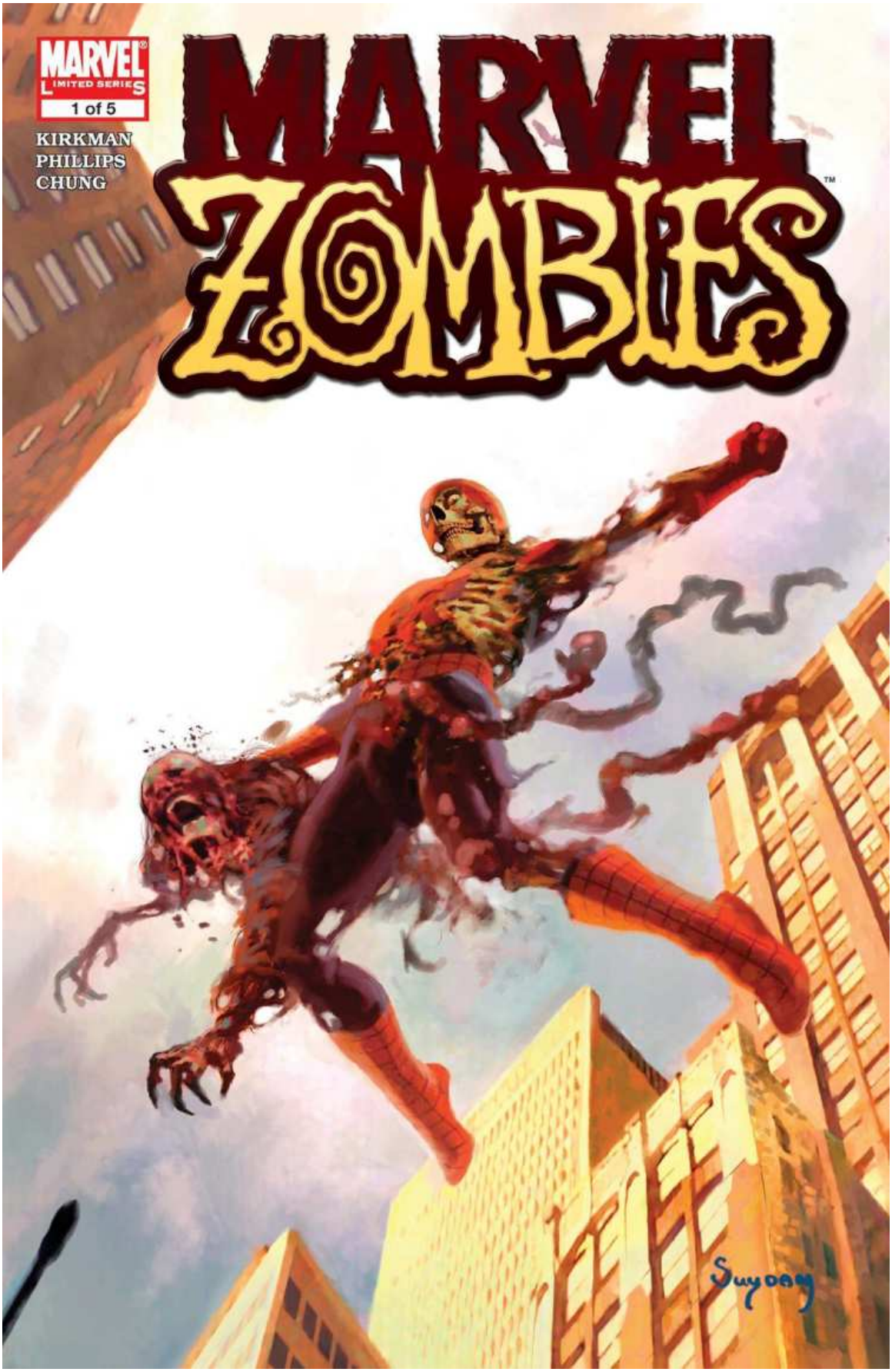
Marvel Zombies: Jumpchain



WARNING: THIS DOCUMENT CONTAINS SPOILERS
Marvel Zombies belong to Marvel Comics
Jump by EYouchen/MadaMada/Eli
1.0 - *My, What Big Teeth You Have* Edition

Intro

Welcome (again) to the Marvel Multiverse, Jumper. You're likely familiar with it by now, and you've probably been to plenty of different 'verses around here. Well, you're back. Or you're here for the first time. That'd be unfortunate because here, there are no heroes. There were, but no more.

In some shape and form, an undead, flesh-eating ghoul of a superhuman came to whatever Earth you will find yourself on. Perhaps it was some new strain of the brood, cannibals, or the infamous Hunger Gospel. It matters not. The sickness spread, and soon masked marvels became masked monsters and ate everyone. The infected relentlessly roam the world and the cosmos beyond, hunting for their next meal, while the last few survivors have banded together in a desperate attempt to hold out and make it through each day.

But that's not the only frontier in this war between the living and the hungry dead. The Hunger knows no bounds, and soon, it will turn its ravenous attention to the wider multiverse, outside of the worlds where it has prevailed. The dead will look past the bounds of their world, and strive to feast on other dimensions beyond their own. Naturally, there will be much opposition to this, and though the dead have not yet succeeded, much remains to be seen.

Somehow, you've found your way into this. But something's been left for you. It'd be wise of you to use it before somebody decides to chew on it.

+1000cp (corpse points)

Location

As was said before, plenty of universes suffer from an acute (and potentially fatal) case of zombies. You have a choice of what universe you'll appear in, but all of these have zombies in some shape or form. Your location, however, will be left to the fate of the dice - unless you pay a small fee. This is only for the more expansive realities where the plague spreads. In other worlds, you'll be sent to the point of outbreak. You will appear a week before the first sign of zombies shows itself unless stated otherwise.

Earth-2149 (+200cp for the Living): *"It started with a flash in the sky and a ripple through the clouds..."*

This is the original continuity of Marvel Zombies, or at least, the Hunger Gospel. Even that's debatable. The plague here started when a golden man fell from the sky into the heart of Manhattan, bringing the sickness with him. The world met its doom when the Avengers fell victim to the monster and turned - within twenty-four hours, almost the entire world was consumed or turned, leaving the infected superheroes and four or five hidden survivors on Earth.

About three days later, Earth will be visited by beings from outer space - the Silver Surfer and Galactus, Eater of Worlds. Both will be promptly eaten, imbuing a select few zombies with the Power Cosmic, and spelling a grim fate for the universe. The newly-christened Zombie Galacti leave for the cosmos, and they shall decimate all life within the universe within forty years.

But that doesn't mean the Zombie Galacti are the only threats after a while. The undead, ever voracious, turn their rotting eyes outwards toward other realities. The Fantastic Four will lure the Ultimate Universe Reed Richards into their world, before trying to invade that Reed's reality directly. A large organization of Zombies will send infiltrators into another reality, attempting to spread the gospel by taking advantage of a newly-made Superhuman Registration Act. And the Galacti themselves will get the idea to find new dimensions after they finish off the universe...

1. **Times Square**
   The beating heart of New York City. Times Square is typically a cool place, and it will be cool for the next few days. While this isn't ground zero of the hunger, it's pretty close, and soon the zombified Avengers will be all over it.

2. **Avengers Mansion**
   The Manhattan home of Earth's Mightiest Heroes, soon to be Earth's Mightiest Flesh-Eaters... The Avengers will head here, eat Jarvis, and afterward it will be the site of a major disaster, the place of infection for a large part of the world's heroes - the zombies will call in the entire Avengers roster, zombifying them all.

3. **Baxter Building**
   Another superhero base, right in the middle of New York! Home to the Fantastic Four, the Baxter Building has some of the world's most advanced technology, thanks to Reed Richards. There will be plenty of interest in this place once the remaining zombies leave for space.

4. **Sanctum Sanctorum**
   You've arrived at the doorstep of 177A Bleecker Street in Greenwich Village, Manhattan - Dr. Strange's digs. The Sorcerer Supreme won't fare well during the coming events, but his prodigious knowledge of the occult will come in handy,

and there's definitely a spellbook or two that might help you out in a tight spot...

5. **Xavier's School for Gifted Youngsters**
   Finally, a place that isn't in New York! Unfortunately, that only applies to the city. It's still in the State of New York, and pretty damn near ground zero. The X-Men dwell here and will come under attack from the zombified Alpha Flight. They will escape to the SHIELD Helicarrier but they too will fall to the plague.

6. **Castle Doomstadt, Latveria**
   Finally, a place that *actually* isn't in New York and nowhere near it! The fortified hold of Doom is fated to become one of the last holdouts of the infected, and some will manage to escape to another dimension. A Quinjet bearing Scarlet Witch, Dazzler, and one Ashley Williams will make its way here.

7. **Asteroid M**
   Probably the safest place you can be. This is Magneto's orbital base and where his acolytes are housed. While it will be attacked by the undead, they will be fought off with the base intact - and later, the survivors will come down to an empty Earth to repopulate it. Conveniently will be ignored by the Zombie Galacti.

8. **Free Choice**
   You've lucked out - you can choose anywhere in Earth-2149, save other dimensions. Explore space! With luck and planning, you'll pick a spot that the Zombies won't get to within ten years and be able to sit out the apocalypse before leaving. Still might want to do something about it, though.

Earth-91126 (+200cp for the Living): *"A vibrant world, too... unpolluted by our kind..."*

Alternatively known as Earth-Z, this is the co-original continuity of Marvel Zombies, or at least, the world where the last zombies of Earth-2149 find themselves after being expelled from their native reality, scattered throughout time and space. Though they'd beaten the hunger, upon coming here they relapse, and eventually, this reality will fall, too, though with a different set of zombies. However, the undead Spider-Man of Earth-2149 will end his tortured existence and take the rest of the zombies with him - save for one, the Sentry. The Golden Man.

The Golden Man is important, as he is simultaneously the beginning and the end of the apocalypse. The local Watcher will send him to the past of Earth-2149, causing the start of the zombie plague on that world. In other words, to contain the zombie virus, Earth-91126 and Earth-2149 are trapped in a time loop. The Sentry starts the apocalypse on Earth-2149, and eventually, the zombies from that reality make their way here and indirectly infect the Sentry. So it goes.

Unfortunately, the undead Giant-Man (who is a huge piece of work, pun intended) will kickstart the apocalypse by biting the Hulk on the moon. And then zombies will eat the world population, again. Luckily, this will take some time, and while you arrive at the same time the Earth-2149 zombies do, it won't be until your sixth year here that the world is doomed.

1. **Empire State University**
   Excelsior. Welcome to one of New York's premier research institutions. It's quite the center of learning, and you could spot Peter Parker among the student body. Right now, there are going to be some protests over student housing - the arrival

of a mysterious tablet will cause one of the halls to be converted into a private dormitory for alumni. The Kingpin's after this tablet, and more than one Spider-Man will be drawn in...

2. **Manhattan, New York**
   The Big Apple, once again, is a hub of superhuman activity. The zombified Hulk will land here after he turns on the moon, and rampages amongst Manhattan, gorging himself on the innocent. The Illuminati will desperately send the Sentry after him. After the Hulk reverts to Bruce Banner, the Sentry will let his guard down and be bitten as well, marking the beginning of the end for Earth-91126. You're in Times Square.

3. **Stark International**
   The headquarters of Tony Stark's corporate empire. While it should be okay right now, in two years Tony will be sinking into an alcoholic spiral. To make things worse, the zombified Giant-Man will teleport here looking for a dimensional surveying device that used to belong to the Watcher and will infect many in the process.

4. **Tokyo**
   Welcome to the capital of Japan. You're in a bad part of town, one that the Hand is known to frequent. Two years after the incident at Stark International (where Giant-Man escapes and the rest of the dead are put down), Wolverine and Kitty Pryde will run into the zombified version of the former, and the undead Spider-Man will show up too, but to help. It won't be pretty.

5. **Blue Area of the Moon**
   The Moon isn't just a satellite of the Earth devoid of all life. Long ago, it was seeded with a breathable atmosphere, and nowadays it plays host to Attilan, the city of the Inhumans, a species of human offshoot genetically engineered to have superpowers. Giant-Man is going to come here too and make a mess of things, and here is where the Hulk will be infected.

6. **Avengers Tower**
   58th and Broadway, and again in New York. This, too, is in Manhattan. What a surprise. This is the proud home of Earth's Mightiest Heroes, and it even has the Sentry's watchtower on top. Even after the apocalypse, the revenant Avengers (whose makeup suspiciously resembles the world's greatest heroes from somewhere beyond the Marvel Multiverse) decide to reside here.

7. **The Savage Land**
   The Savage Land is a perfectly preserved prehistoric land deep in Antarctica, where dinosaurs, mastodons, and all sorts of thought-extinct creatures live in peace and harmony with the local tribesmen. Its climate is tropical, and generally, it's a really cool place. Too bad it'll get ravaged by the zombies.

8. **Free Choice**
   Again, how fortunate for you. You can choose where you appear, provided it is within the material plane of Earth-91126. Perhaps you want to see the homeworlds of the Kree, Skrulls, or Shi'ar, though I wouldn't recommend it as zombies will show up here too, draft the locals, and go attack other zombies on Earth.

Earth-19121 (+200cp for the Living): *"Come and See..."*

The zombie apocalypse here started with the Great Devourer, Galactus. He died, and the parasitic species of alien known as the Brood came to inhabit his cadaver. From this arose the Respawned, a resulting union of hunger and the eggs. The corpse will be used as a hive-ship, traveling across the cosmos, taking the heroes of outer space, before finally reaching the outer borders of the Solar system.

This will draw the attention of many of Earth's heroes. The Fantastic Four, the X-Men, and the Avengers will band together in order to investigate Galactus' remains. Twelve heroes will go to the body, lured there by the call of a Respawned Captain Marvel. When they come back, they'll bring the new plague with them. This world, too, will be eaten.

However, there will be considerable resistance to the onslaught of the dead. Resistance cells will pop up, SHIELD and AIM will unite, and a new form of robot, known as an Ennow, will be created in order to fight the zombies. The children of the Fantastic Four and Spider-Man will escape and eventually destroy the Galactus Hive. Much of the Respawned will be destroyed with it, killing the strongest and forever crippling the Hunger's ambition to go multiversal.

1. **4 Yancy Street**
   Here's where things get started. Mr. Fantastic will call Captain America, Iron Man, and Beast over to discuss a deep-space message from Captain Marvel. The assembled heroes will make the voyage to the hive. It's a trap. Perhaps you could convince them not to go and avert the whole disaster.

2. **X-Mansion**
   Wasn't this an option before on Earth-2149? Yes. Yes, it was. A sordid fate will befall the institute in this world, too. After the Respawned comb over it, some of the dead X-Men (Nightcrawler and Beast, to be specific) will remain, and a cult of zombie-worshippers will take up residence here and feed uninfected survivors to their Mutant masters.

3. **Phalanx Wall**
   In the early days of the zombie invasion, the SHIELD/AIM coalition will create the Ennows, a sort of robot used to fight against the Respawned. Soon after, most of humanity would be decimated, leaving the Ennows to fight their enemies. They'll build a city and tower here, calling it the Phalanx Wall.

4. **Hell's Kitchen**
   The neighborhood in New York. Daredevil hangs out here. Like the rest of New York, it'll be invaded by the Respawned and its population wiped out. Some of the initial resistance against the dead will try to contain the outbreak but will be forced to withdraw with casualties.

5. **Atlantis**
   The undersea kingdom of Namor. The SHIELD/AIM coalition will establish a refuge for survivors in the North Atlantic Ocean, where Atlantis once stood. It won't work - the Galactus Hive will find it. Not to mention that somewhere among the line, most of Atlantis will be infected. The colony actually doesn't exist now, so you're either on a boat or Atlantis proper.

6. **Limbo**
   This is the Otherplace. It is the private dimension of Illyana Rasputin, also known as the hero called Magik. It's full of demons and magical energy. More

importantly, the Respawned horde will eventually rename it Blackspring and make their home here.

7. **Galactus Hive**
   Freaky. You're in Galactus' dead body. It's full of the Respawned, who are using it as a spaceship and will crash it into the Earth after infecting the coming heroes. Maybe you could harvest some of Galactus' body parts? There's a lot of risk here, enough to kill some of the greatest heroes in the universe, but a lot of rewards as well.

8. **Free Choice**
   Choose wherever you want. The coalition built Space Arks and ferried a good amount of people out of Earth, so maybe you'd like to start at some remote place in the cosmos. Or tunnel underground to hang out with Mole Man. See Tabula Rasa. Go to Asgard, or Wakanda, or wherever. It's up to you.

Earth-11080 (+200cp for the Living): *"Meat! Meat! MEAT!"*

There are no zombies on this Earth. No undead condition spread by bites. But all is not well. The first public signs will begin with Spider-Man crashing into Madison Square Garden and brutally murdering and eating the Rhino. You see, while there aren't any undead here, the people of this world will turn into cannibals in exponentially increasing numbers until there'll be almost nothing of the human population left over. New York and the rest of the world will be swept up, and all that'd be left would be tribes of cannibals fighting over "tribal lands," and scattered survivors all around the world.

But before we get into that, let's go over what caused the epidemic. Months ago, there was a hit by the Punisher on the Red Mafiya, who were smuggling something into the country. It was thought to be a suitcase nuke, but in reality, it was something else. The bug, Survivor 118, or in the tongue of its creators - выживший один восемнадцать. vizhivshiy odin-vasemnatzets. It was an instance of gene therapy spread by common bacteria, meant to alter people to be able to survive in contaminated environments and subsist on just about anything. The containers were destroyed in the slaughter, and the contents leaked into New York's water. The symptoms were dormant for seven months, with hosts carrying the virus all over the world.

The outbreak was horrific. The world quickly descended into chaos, with the heroes fighting in vain. They'd succumb to the plague one way or the other - falling to the cannibals or joining the hunt. In the end, the cannibals will rule. Tiny pockets of resistance will still exist - the Punisher (who became immune in that first hit) will continue his war, and some of the world's greatest minds will make it to a remote outpost in the North Pole with Wolverine and continue working on a cure.

1. **Madison Square Garden**
   Home to the Knicks and the Rangers. The Garden plays host to many, many athletes. Right now, the Rangers are playing the Canadiens, and losing. It's quite well-broadcasted, as any NHL game is - people all around the world are watching. There's going to be more popularity than ever, though, when Spider-Man eats the Rhino on live television here.

2. **Hoboken**
   You're in New Jersey, not New York, though it's still part of the metropolitan area. There are plenty of cool things in Hoboken. Frank Sinatra was born here.

Specifically, you're going to start in a Chinese Restaurant. It's got good food, but the day after the Rangers Game the Blob is going to come in here and eat people.

3. **Rockefeller Center**
   Located between 48th and 51st Street in Midtown, this historic area has a lot of attractions. The Channel Gardens, the Rainbow Room, Radio City, there are plenty of cool things to see here, too. Later it's just going to be a place that the Punisher passes by in his war against the infected.

4. **Coney Island**
   First of all, have some tickets for the amusement parks. You might as well have some fun before everything goes bad. Other than the rides, Coney Island will be the site of the National Guard's last stand, and a huge battle between two tribes of cannibals led respectively by the Red Hulk and the Thing.

5. **Utopia**
   The island sanctuary of the X-Men, some distance from San Francisco and California. It's a sanctuary for all Mutants, and the X-Men will make a lot of effort to link up with the other heroes in the early outbreak. Except that they'll be infected on their way to New York, leaving Wolverine the agonizing task of putting them down.

6. **Goethals Bridge**
   Eventually, the remaining heroes, scientists, and survivors will decide that it'd be best not to stay in New York. The remaining scientists need a safer place to look for a cure. Unfortunately for them, the infected Hulk and his tribe have other plans. There's going to be a big, ugly fight here, with a huge number of combatants on both sides dying.

7. **North Pole**
   The science team will get away, though, and they'll make it here. It'll be the last known sanctuary of humanity out there. There will be a couple of heroes still around, still striving for a cure in a bunker. If you can stand the cold, this is likely one of the safest places to be.

8. **Free Choice**
   The dice favor you. You have a choice of anywhere in this universe, provided it's on Earth. The sickness will probably make it to where you're encamped. It even got underground. So it'd be wise to choose a fortified position, but still be prepared. You never know what'll happen...

Earth-89521

And we're back to zombies. But this time, the continuity mirrors not that of Earth-616, but Earth-199999, known on some Earths as the continuity of the Marvel Cinematic Universe. At this point, the Avengers are sundered over the Sokovia Accords, the Hulk and Thor are in space, and Thanos is beginning his quest for the Infinity Stones in earnest. The onset of the outbreak here will be inadvertently caused by Hank Pym, venturing to the Quantum Realm to rescue his wife. Unfortunately, said wife, Janet Van Dyne, contracted a zombie virus during her time there.

The virus quickly spread through San Francisco. The Avengers reassembled to deal with the threat, but they were defeated and joined the ranks of the zombies. And once Earth's Mightiest Heroes joined the ranks of the horde, the rest of the world wasn't far behind.

There are survivors, and space is untouched, but the world's population was converted. Thanos will attack the Statesman vessel in space, and Bruce Banner will be sent back to Earth and discover how bad things are here. He'll get picked up by a motley crew of survivors, including Spider-Man, the Wasp, the Winter Soldier, and other notable people.

The silver lining to this is that the zombies here are nowhere near as intelligent as their counterparts from other dimensions, but that doesn't take away from the fact that most of humanity is either dead or part of them.

1. **New York Sanctum**
   Doctor Strange's place, again. 177A Bleecker St. It's one of three Sanctums around the world, with the other two being located in London and Hong Kong. While it'll be soon deserted, Bruce Banner will be sent here as he was by Heimdall in the other universe. Maybe you can help him out.

2. **Grand Central Terminal**
   The nerve center of New York City's transportation system, and you can find more than just transportation there. Eventually, the group of survivors will make their way here to get to Camp Lehigh, but there'll be a surprising amount of super-zombies here...

3. **San Francisco**
   On the first day of the outbreak, it'll spread to the entire Pacific Northwest. The Avengers will come to the world's defense, only to be turned and be one of the chief reasons for its destruction. This'll happen on the Golden Gate Bridge, which is where you are.

4. **Camp Lehigh**
   The first-ever SHIELD base, not that SHIELD, or the military, exists anymore. It's a sanctuary of safety, where the Vision will reside. It's even safe because the zombies will be repelled by the Mind Stone. That is until you realize Vision'll have a zombified Scarlet Witch in there, who he's feeding survivors. But also, he'll develop a cure.

5. **Wakanda**
   Wakanda is very banged up, but its king still lives and it seems the people are protected by that giant forcefield they've got up around the capital. It's also got a satellite advanced enough to broadcast worldwide - something that could be humanity's last hope.

6. **Free Choice**
   Hooray. You can go wherever you want to. I don't know what else to tell you.

Earth-TRN808

Comparatively, this Earth has it easier. The zombies lose here, and the Avengers will save the day with the help of one Dr. Toshiko Amano. They won't even make it out of New York City. Events here also closely follow that of Earth-199999, with the Avengers having recently saved the city from the Chitauri. Here, the virus mutates the zombies into Human-Chitauri hybrids that explode after a while. The virus itself is all the work of Dr. Amano's crazy half-brother, Dr. Jasper Scott, who's doing this because he wants to make Tony Stark get back into the arms-dealing business.

The Avengers save the day, the virus doesn't leave the city, and Dr. Scott is defeated. It's a happy ending for everybody. You may start anywhere in New York.

Earth-21050/95019

Want to see zombies fight monkeys? If so, go to one of these realities. Earth-21050's history mirrors that of Earth-2149's, only that the zombies manage to teleport to the other Earth, Earth-95019, where everybody's a simian. The apes are real pieces of work. They believe in the survival of the fittest and are much more murderous than their human counterparts, and would be more than happy to declare war on other realities with little provocation, calling them "pre-emptive strikes." The dead, though zombies, aren't that much worse than the apes. One less compassionate might even say they deserve each other.

First, there's going to be some stuff on Earth-21050 with visitors from Earth-616, leading to strife between the apes, which will cause them to try to open a dimensional portal to execute a "traitor." This will then lead some zombies from Earth-95019 to invade, be driven off, and the apes to declare war on the zombies in turn and invade their universe. It's a long story, with a lot of complicated interdimensional and time-traveling crap involved. The point is, super-simians vs super-zombies.

Again, you're starting in New York. Manhattan in Earth-95019, Monkhattan in Earth-21050.

Earth-12591

It's one of <u>those</u> universes. Here, the Nazis won the Second World War. It was done through occult research and bore much fruit. It happened because Loki left a cursed flower from Hel, the Norse realm of the dead, for the Nazis to discover in Tibet. Hitler ate it. That's how it started. The Reich defeated the Allies and conquered the world, and are now looking to expand to other realities. Because that's what zombies tend to do when they run out of stuff to eat in their native worlds. To make things worse, Asgard fell as well when Odin decided to take action about it and was subsequently infected, taking the rest of the gods with him. The zombies here are a mix of Nazis, Asgardians, and the Invaders, who were zombified, too.

There's still resistance, though, and a strike team from ARMOR (The Alternate Reality Monitoring and Operational Response agency) will link up with them. And Loki himself is still alive and at large, working to atone for his sins. If you are living, you will start in the resistance headquarters. If you're a zombie, you're in their main base, Chalet Redoubt, which can be found in the Bavarian Alps.

Earth-483

And now we've gone from the dead mucking with the Second World War to the dead mucking with the Old West. Designated as a lawless frontier by ARMOR, events will play out in a way that remarkably resembles the plot of *Night of the Living Dead,* namely that the epidemic here happened because of celestial phenomena. Extraterrestrial radiation will raise the dead, including several of the gunslinging heroes who once rode the ranges. Who can still handle guns. The ghouls here are designated "Romeros," and operate off muscle memory.

The town of Rango will fall to the horde, only for the zombies to be exterminated right after by the ARMOR agents, Howard the Duck and Machine Man, sent to do and collect

samples, and the newer Hurricane. They'll then hop on to the next universe, to do the same. Incidentally, that's where you'll be. Rango.

Earth-691

If we're still talking about old sci-fi and horror stuff, this Earth is involved with that as well. It's War of the Worlds this time. After their initial invasion force was killed off by common bacteria, the Martians came back in the 21st century with vaccines. They won the war. Now the Martians farm humans. As in, they force people into breeding camps and eat the babies. They've got a whole farm going.

Ironically, it'll be the survivors and ARMOR who cause the zombie plague. The telepathic leader of the resistance will convince a depressed Machine Man to be captured and start the plague from there. That'll drive off the Martians and leave the world free. It's all gray here, and the zombies are called Boyles. You start in Tampa, Florida.

Earth-555

And from sci-fi to fantasy we go. Welcome to Arthurian England. Chivalrous Knights ride through the land on noble quests in service to fair ladies. However, all is not well. There's been a religious war going on between the Christian faith of Camelot and the pagan worshippers of the old Norse, Celtic, and Saxon gods. There's persecution abound, and Camelot is winning. Sir Percy of Scandia, better known as the Black Knight, grieves this most of all. He wants nothing more than the wars to end. From there, the Darkhold, the sentient book of dark magic, will press into service the wights of the isle, who have been named "Raimis" by ARMOR. It's a real army of darkness.

Fortunately, the ARMOR agents and their friend Jackie Kane will show up and fix all the problems. She'll save the day and destroy the Darkhold, freeing the land from the threat of the Raimis. Then Thor's going to arrive to smack some people. You start in Carisbrooke Castle.

Earth-8140

Back to Sci-Fi. This world has been classified by ARMOR as a cyberpunk dystopia, and that's what it is. The virus here is a computer virus that came from corrupted data files and only works on cyborgs. Unfortunately, everybody here's a cyborg. They're called EATRs here. The local Megacorp, BainStark Industries is secretly led by an evil version of Jocasta who's fabricated the virus. She thinks that humanity, sooner or later, will stop making robots and tear all the existing ones apart for components. So, she made a vidmeme (TV) show really popular and put the virus on the first episode of the seventh season.

ARMOR will swoop in to save the day once again. Machine Man will simply destroy the host CPU for the virus (Jocasta) and that'll be the end of it. Big of him, since that version of Jocasta is an evil version of his ex. You start at Charley's Bar.

Earth-12180

Want out of the action, or to be its catalyst yourself? Here's the place for you. This Earth is just a mundane world. Superheroes are consigned to being fictional comic book characters. The only difference is that Marvel Team-Up lasted a little longer. Patient Zero will be Wendell Stuart, comic book aficionado. Wendell will quickly recognize

what's happened and isolate himself in his apartment until the ARMOR Agents I've been talking about show up and burn him to a crisp. Crisis averted. You start at that local comic store Wendell likes to frequent.

Earth-TRN760

Welcome to the world of Marvel Zombie. Not Zombies, Zombie. Singular. The Zombie Apocalypse happened, and a small group of heroes now protect a refugee camp in the ruins of New York. Simon Garth the revenant will befriend a survivor. The remaining heroes have made a bomb to destroy all the zombies, but at the last second Moon Girl will wimp out on it because she'd feel guilty about attaching it to Simon, which must be done if the bomb's to work. Humanity's kind of screwed here. You start in New York. You're with the horde if you are a zombie, or with the resistance if you are alive.

Battleworld, Earth-15513

You haven't come at a good time. The Multiverse was destroyed and all that remains is Battleworld, ruled by God-Emperor Doom. There are zombies here in one of the southern domains appropriately named the Deadlands. They're cut off from the rest of Battleworld by the Shield, a really big wall. There are neighbors - the Annihilation Wave and Ultron can also be found down there. Commander Elsa Bloodstone fights the dead and leads a child through the land, culminating in a pretty awesome arc about her coming to terms with her childhood. Baron Jamie Braddock will be exiled here and be bitten. There's also a sanctuary of humans down here. A version of Hank Pym from a domain like the Old West will make his way there. Ultron's going to make a deal with the dead to try to get in there with a bunch of zombies. It'll fail. You start in the Sanctuary as a survivor, or in the Deadlands as a zombie.

Other Universes

If there's somewhere that hasn't been covered in this section, you may go there, too. Maybe you'd like to visit the various Earths shown in Black, White, and Blood. There are two caveats to this:

1. It must be in the Marvel Universe.
2. There must be zombies. You're not getting out that easily.

Species

The zombies don't care what species you are. To them, you're either food or one of them. That being said, some have innate gifts that might be helpful in the coming days. Take your pick of heritage. You may pick two species, gaining the benefits and weaknesses of both for an additional price, unless otherwise stated.

Custom (Variable): If the following section doesn't include your preferred option, take it here. Your race cannot be more powerful than Galactus would be, and it has to have been created by Marvel Comics. That means you cannot say you are a Kryptonian, an Eldrazi, or the One Above All. With that covered, fire away.

Human (free): The dominant race on Earth, *homo sapiens*. The one that you likely belonged to so long ago. You have two arms, two legs, and hopefully, a good head on your shoulders, and normal human capabilities unless you take something else here. You're just like everyone else in most aspects, but if you put your mind to it you could go beyond. Humanity is by no means weak, after all - it was they who produced a world of Marvels.

Duck (free): You're a Duckworldian from Duckworld. Other than being waterfowl, you're functionally the same as a human, but you might be able to swim slightly better because of your webbed feet. You can't fly, though. That's unfortunate.

Simian (100cp): Reject humanity, return to Monke. That's how the meme goes. Jokes aside, you have human-level intelligence as well as the benefits of being a simian, being more spry and agile with other benefits depending on what kind of simian you are. A monkey might have a prehensile tail, while a gorilla would be stronger altogether.

Kree (100cp): A proud scion of Hala, I see. You are a member of the Kree, a humanlike, technologically advanced species with a galaxy-spanning empire. Most Kree are either blue or pink-skinned and have physical attributes twice that of humans - twice as strong, fast, durable, etc. You also have some redundant organs and are more comfortable breathing higher concentrations of Nitrogen.

Skrull (100cp): The ancestral foes of the Kree, and rulers of an Empire rivaling theirs. You are a Skrull, a warrior race of green-skinned, goblin-like shapeshifters. You can stretch, grow, shrink, change, and shift your form to whatever you please, provided that it is no more than 1.5 times larger or 0.75 smaller than your size. This has many functions, from impersonation to making weapons to creating wings to fly around with.

Chitauri (100cp): The Chitauri are somewhat varied among the multiverse. You are of the kind found on Earth-199999 and Earth-TRN808, being a reptilian, cybernetic creature with superior physical attributes to humans. You may link up with others of your kind through a hive mind, and your cybernetics can be upgraded or swapped out for better parts. You may not take this option with being a semi-organic cyborg, as it is redundant.

Shi'ar (100/150cp): The Shi'ar make up the third big empire that sometimes has its hands in Earth's superhuman affairs. The main perceivable difference between Shi'ar and Humans lies in the feathered crests atop their heads, a vestige of their avian descent. You are naturally strong enough to lift one ton if fit and have greatly superior endurance to humans. However, you are cold-blooded, and frigid temperatures aren't

good for you. For an additional 50cp, you may be an atavistic example of the ancestral Shi'ar, bearing functional wings and claw-like nails.

Vampire (200cp): The more glamorous form of undead. You've got a choice between what kind of vampire you are; whether you want to be a technically-living vampire like Dr. Michael Morbius or a pure vampire. Though you require the blood of the living to survive, the benefits of your affliction far outweigh this cost.

Firstly, your physical prowess increases to superhuman levels. You have the strength to lift from one to four tons, cross rooms faster than people can blink, and possess senses beyond the sharpest of humans. You do not age, eternal as long as you have sufficient blood to drink, and have a healing factor that'll fix any damage short of lost limbs or organs within days or hours, if you're strong. Additionally, you have shapeshifting limited to the forms of bats, wolves, rats, and other dark creatures. You can even turn into fog. You are also capable of mentally dominating others through hypnosis, usually through eye contact or bites.

However, you and your fanged ilk have your fair share of weaknesses. It turns out, all the stuff from the myths is true. Sunlight disintegrates you, and your large list of banes and weaknesses also include religious symbols wielded by people of faith, silver, garlic, and an inability to get around without the presence of soil from your native land or enter places uninvited.

Hybridized vampires, however, lack the vast majority of vampire weaknesses, only bearing the need for blood. If you choose to be a hybrid, you are most likely akin to Michael Morbius or Eric Brooks, a "living" vampire or a dhampir, respectively. Or maybe you're a strange alien vampire never seen before...

Brood (100/200/400cp): You are of an ancient, sadistic, predatory race, purportedly the first natural predators in the universe. The Brood are a race of parasitic insectoids running off a hive mind, which you are disconnected from. All of the Brood have durable endoskeletons and exoskeletons, jaws full of very sharp fangs, and stingers that can deliver your choice of paralyzing or lethal venom.

For 100cp, you are a broodling, also known as a sleazoid. In cooler terms, one of the Warriors-Prime. While you are considered the lowest in the hierarchy, a sort of worker caste, you have wings and can fly. Other than that, you're as normal as one of the Brood can get. You have six limbs - four rear legs and two tentacles in front. Additionally, you may shift into the form of a different species - your host, so to speak - in order to blend in.

For 200cp, you are one of the more specialized members of the Brood of the warrior caste called the Firstborn, who are tasked to be the personal warriors and assassins of the Brood Empress. While you lack the wings of a broodling, you are so much stronger, faster, and tougher, with four arms and six legs. You could certainly go toe-to-toe with a good many superhumans with a fair chance of coming out on top. However, you lack an alternate form to shift to.

For 400cp, you are classified as one of the Brood Queens. Even if you are male. We're not getting into Brood Kings here. You are larger and stronger than a Warrior-Prime, but not to the degree of a Firstborn. Instead, you are capable of implanting embryos into hosts in order to create Broodlings of your own. These Broodlings are undyingly loyal to you and may be contacted and controlled through telepathy. Like the Broodlings, you also possess a host alt-form.

If you are a Broodling or Queen, this race does not count towards the hybrid limit. If you are firstborn, you cannot hybridize with anything else. By default, your host alt-form will be human.

Robot (200/400/600cp):

Robots come in many forms and are generally preeminent when fighting the dead, as they are immune to the plagues. Well, except for one case, but that's because that one was reprogrammed. You are a fully sapient intelligence within a synthetic body much better than that of a human. This body can vary, depending on the price you're willing to shell out for it. If you are a zombie, it is the result of reprogramming.

This option is very freeform - there are all sorts of robots out and about, and they've got a lot of diversity between them. This race may be chosen without counting against the hybrid section, meaning you've probably swapped out some of your original body to become a cyborg. You may also integrate any sufficiently technological items into your body - for example, perhaps you're like that sentient suit of Iron Man Armor from a while back. Most robots are immune to the various zombie viruses. If you are a zombie, you were likely reprogrammed to crave flesh.

For 200cp, you're one of those robots slightly beyond the capabilities of a human, the kind that was probably thrown at the superheroes en masse before the apocalypse. In other words, a metallic mook. Nevertheless, you have some impressive capabilities, being beyond peak humans and probably packing some built-in weapons or other gadgets. Examples of these include LMDs, the Ennows, Ultron's various drones, and Doombots. Or a weird version of Flexo.

For 400cp, you are a robot strong enough to be distinguished as a powerful being by your lonesome. While you aren't quite the Vision, you're more than enough to be a one-bot zombie slaying machine. You're roughly in the same class as Arnim Zola's robotic body, Jocasta, Danger, one of the earlier models of Sentinel, or one of the greatest zombie slayers of all, Aaron Stack, otherwise known as the Machine Man. Besides being much more physically capable than the previous tier of robot, you've got a ton of machinery up your sleeve. Enhanced sensor suites, force fields, heavy armor, extendable limbs, rocket fists, laser eyes, technopathy, limb extension, and a huge arsenal of weapons from chainsaws to machine guns to flamethrowers to rocket launchers could all be in your arsenal.

For 600cp, you're probably among the strongest robots around, able to give your average team of heroes a serious run for their money, and even come out on top if you're strong or clever about it. You're certainly on the Vision's level and might possess a copy of his body, complete with density manipulation and phasing. Perhaps you're closer to the Super-Adaptoid, with the ability to mimic up to eight sets of superpowers or super-tech. Maybe you're one of the Technarchs. Whatever you are, you're a force to be reckoned with - you've got everything the 400cp version of robot has, plus a truly extraordinary feature or two.

Majesdanian (400cp): You're a glowing alien, from a species that'd otherwise look identical to humanity. You absorb sunlight and gain what some would call superpowers from it. When using the 'powers' every member of your species has, you glow and shimmer like a rainbow, with every color in the visible spectrum. You can fly in this state, fire energy blasts, and create rudimentary constructs out of your light. You can only do these things when you've got sunlight in your system, though.

Flora Colossus (400cp): I am Groot. And now you are, too. You'd think trees wouldn't be involved in the zombie apocalypse because they're trees. But they are, to some small degree. Groot was brought into the Respawned, after all. You are a tree person. While someone snarky might call you Treebeard, you have a different set of abilities than the Ents would. Of course, there's the strength and durability common to many. In your case, it's in the 30-ton range, and you've got the woody toughness to match and are highly resistant to fire.

You also have shape-shifting capabilities. While you're not as good as a Skrull would be, you can still stretch your body to great lengths and form constructs out of it. Even if you are injured or shattered, you've still got a great healing factor. While you don't recover as fast as Wolverine would, you're guaranteed to be able to make a full recovery from being reduced to even an almost imperceptible sliver of your body. Under the right circumstances, you could probably emulate Groot and grow to massive sizes. Finally, as a party trick, you can release bioluminescent spores.

Asgardian (400/800cp): Ah. Perhaps I should take a reverent tone when addressing thee, for thou art not a mere mortal, but a god. Fancy speech aside, you are one of the gods of Norse mythology, the Aesir. You look just like humans - or, I should say, humans look just like you, as they were made in your kind's image. Now, for the lesser price, you are what passes for "ordinary" amongst the gods. Which is still godlike, with enough might to lift over thirty tons, proportional speed, and durability. While you are not truly immortal, your lifespan is measured in hundreds of thousands of years, to the point where you are seemingly eternal in lifespan.

For 800cp, you may count yourself to be one like the greatest of Asgard - one such as the Mighty Thor himself. Your physical attributes have skyrocketed to the point where you could compete with the God of Thunder - your blows thunderous enough to collapse mountains, your constitution great enough to handle the same. You possess a birthright of sorts, divine authority over a concept that you shall choose now. Perhaps you shall be a fellow god of a natural element, like Thor and his mastery over lightning. Other examples could include Hela's fatal touch (sans the afterlife), Heimdall's great senses, the empowerment the Serpent could draw from fear, and more. You could select an original power innate to you, or the power of any Asgardian seen in the comics. You may not select something that makes you more powerful than baseline Thor.

Strontian (800cp): The near-extinct, purple-skinned, humanoid inhabitants of planet Strontia are among the most powerful forms of life in the universe, and for good reason. Gladiator of the Shi'ar Imperial Guard is one of them, and wow, if you've seen what he can do, you'll know that it is tremendous. Essentially, you've got very similar powers to that Man of Steel you might find over at Distinguished Competition. But before we get into that presumably familiar lecture, it's important to note that your powers are highly dependent on confidence. While you aren't quite at the level of Kallark (Gladiator), the strongest of your kin, the power you can bring to bear is earthshaking, and you can probably catch up with time and serious effort.

Firstly, there's the question of your strength and durability. Even at a reasonable level of confidence, you'd be capable of lifting thirty-five-floor skyscrapers, breaking steel like it's cardboard, and contending with a being such as Thor. Trucks going over a hundred miles an hour won't make you move an inch, much less harm you - neither will bullets, or pretty much anything short of a punch from the Hulk - fire, energy blasts, and more. If you're having a good day, you could do much better - now you're in the realm of flying through stars, breaking planets, and potentially even taking explosions that'd otherwise wipe out entire star systems. You're capable of

flight through your own power, with speeds (whether you choose to fly or not) ranging from supersonic when you're feeling bad to around a hundred times faster than light when you're feeling at your best. You've also got quite the repertoire of ranged and sensory abilities to round your powerset out. Firstly, the senses. While taste, touch, and smell remain the same, your vision is microscopic, telescopic, and probably capable of seeing through things as well. Your hearing is just as good - you could hear things across planets, or maybe even galaxies. You've got heat vision, which can be controlled in width and temperature, and super-breath (which can have a freezing effect). Finally, there are the other powers - you have a mild healing factor, a lifespan of several millennia, and a strong innate resistance to telepathic probing. With all this power, though, comes your own Kryptonite - in this case, a certain wavelength of radiation. That was a lot of text for a Superman knockoff.

Origins, Age, and Gender

Who are you? Where do you come from? What's your origin story? Why are you here? When will you decide on one of these options?

Your age and gender are up in the air. Choose whatever you want, provided it's not something completely unfeasible. It's not like it's going to matter anyway.

Drop-In: The classic option. You're not from these parts. You're not the only one, either. If you're in the right universe, there's an abrasive fella carrying around a shotgun and a chainsaw that you might run into. Nobody knows you, for better and for worse - you are an outsider, for better or worse.

Intellectual: Science, the purveyor of enlightenment. The source of progress, and also fantastical things like the Iron Man suits or the dimensional teleporters that are a hot commodity right now. But it isn't just science, is it? Magic has been around for far longer and is just as potent a force. You're one of those people in charge of these commodities - you do science. Powers can come from technology, too, and it's a noble endeavor to strive to broaden your horizons through study.

Warrior: This is pretty self-explanatory. It's closer to the purview of the comics. You're a fighter - your job is to fight people. Maybe you're an agent of SHIELD, a warrior from an alien planet, or just a vigilante with a lot of guns. No matter. Chances are, you'll be found right in the thick of it. There's going to be a lot of need for your kind of work, though not much pay. But you get to either cave in undead skulls or be the first in line to eat that sweet, tender flesh.

Sorcerer: Yer a wizard, Jumper. You sling spells. You are one of the magically attuned, a master of dealing with the very fabric of reality! That's a bit of an exaggeration. While others would use gadgets of their own creation or physical skill and prowess to overcome their problems, you deal in myth and mysticism. Which is remarkably diverse - magic is much, much more versatile than the vast majority of superpowers out there.

Living Status

It's the big question. Heroism and villainy have largely fallen to the side here. You're either with the living or one of the dead. Which one are you? It's your choice.

The Living: You're a living, breathing person! Congrats on not being a traitor to your kind. A breather, a fleshie, and free from the hunger! Unfortunately, here, you're on the menu. What are the benefits of being alive? Well, you're not a rotting monster who's a slave to their hunger, and you generally have the moral high ground. Additionally, there are some things here that work far better in non-undead hands and are exclusive to the living.

If you are turned, you fail the chain and can only stay here after the jump ends.

The Dead: Welcome to the Dark Side. You've lost your humanity (not in the sense of being human, but in the sense of being good) in one way or another to join the flesh-eaters. By default, you are most likely a disciple of the Hunger Gospel, but you may be one of the parasitical Respawned, a cannibal infected by Survivor 118, or another kind of zombie. There's one thing that's for certain - you want living flesh.

I mean, come on, wouldn't you want to join the winning side?*

*Disclaimer: This, in some areas, is an exaggeration.

Perks

While these aren't superpowers, they'll be helpful if you take a few. They are discounted by 50% to their corresponding origin or living status, with the 100cp perk being free on the house for that origin. General perks are undiscounted to everyone.

General

Artistic License (100cp): For the low, low price of 100cp, you can bring the aesthetic of the comics to other universes. This may be taken multiple times. You get one art style per purchase. It can be anything that's appeared in a Marvel Zombies book, or any Marvel Book a zombie appears in. (and the Marvel Universe vs the Punisher/Wolverine/Avengers series). Do you have a soft spot for Arthur Suydam's parody covers? Peach Momoko's work? The animation style of What If? Whatever it is, this is your stop.

Impressed. Very Impressed (100cp): Look, I'll level with you. This is probably the single least useful thing here. Extra useless if you're one of the undead. But it'd normally be quite prevalent around these parts if people weren't turning into zombies left, right, and center. Nobody really cares about it that much anymore, except for maybe a particularly lecherous zombie or two (I'm exaggerating). You are pretty - superhero pretty, model pretty, actor/actress pretty. A solid eight or nine out of ten. A ten out of ten to some - it's subjective, after all. Maybe you're a hunk of a guy, a lady with curves in all the right places, or look entirely different. One thing's for certain - your face and body, the aesthetic and vibe you give off, it all culminates in you being pretty damn near irresistible.

It Fades (200cp): The Hunger Gospel is near irresistible - look at how heroic the world's protectors were once, how strong their wills once were. But they can't control themselves anymore. They're just monsters. Some embrace it. Some don't. But there's one thing linking them, despite the differences in mindset - they're all slaves to the hunger. But it's not just limited to the hunger, or the dead, is it? People are slaves to all sorts of compulsions. Slaves to drink, slaves to lust, slaves to greed, slaves to despair. An entire life, down the drain, all because of addiction...

But there can be a light at the end of the tunnel. Now, and always. No matter how deep you sink, that light will be there. The hope that one day, you will break free of whatever vices chaining your soul, and heal. It will always be there, waiting for the day you find the strength to free yourself. The greater the vice, the longer it will take, but you will be able to defeat these urges and recover from them given time and effort if you so choose to. This doesn't guarantee you will, but makes it so that it's never <u>impossible</u>. Reclaim your lost humanity...

Drop-In

Face Front, True Believer! (100cp): This is a comic book. An alternative universe of a very popular comic book franchise, which had a lot of influence in the medium. It's famous, and more than a few people have read it. And whether you have or not, you know a thing or two about it. You've got an almost all-encompassing wealth of knowledge of the caped community, a list of who's-who. You can identify almost every hero or villain out there, from the Avengers to Nextwave, given the briefest glimpse of their getup. You've got an idea of their powers, moves, and even weaknesses. You're a superhero nerd. Let's hope you can put that to good use. This updates to all future universes.

"Come With Me." (200cp): Being dumped into a new universe is difficult. There's a lot to learn, being cast into a foreign environment. This goes double for when that universe is full of superpowered flesh-eaters. There's a good chance that our hypothetical isekai protagonist is going to die within the first five minutes... unless they - you - had help. Fortunately, you've got that. In every new environment, you'll reach, there'll be someone along to look out for you, protect you, and show you the ropes in a few moments - they'll usually show up in time to save your hide from an imminent danger. This protector will generally be powerful enough to fight off whatever dangers are coming at you for some time at least, and you'll generally get along with them.

Hide and Seek (400cp): Maybe it'd be possible to beat out the zombified superhuman community if you were some godlike voyager traveling through realities, but what are the chances of that? For everybody else, you're better off keeping your head down and trying to keep a low profile. Even then, the odds are against you. After all, the monsters you're hiding have all sorts of ways to find you outside the mundane - freaky sixth senses, telepathy, divination, and all the fancy toys they've got access to. They'll have a real hard time with you, though. Firstly, you're immune to any supernatural means of gaining information on you - for example, the zombies can use that reconfigured version of Cerebro as many times as they want, but they won't be picking up on you. Any way to scry on you just doesn't work, unless you want it to. Secondly, you're just really, really sneaky. Were you part of the Hand or something? You can move while making nary a sound, are capable of all sorts of acrobatics, and everything you'd expect those red-clad ninja to be capable of sans the fighting skills. Or maybe you're one of those rotten robbies and think that being really sneaky is befitting of a monster.

What Has Been Done (600cp): Cannot be undone. So says the Watcher. Hence, the universes of Earth-2149 and Earth-91126 will forever be trapped in a time loop of people dying - over and over and over again. But Uatu didn't really think an interdimensional traveler would come in and start messing around with the cycle. That's where you come in. Time and fate are a bit more... malleable in your presence, though this isn't flat-out chronokinesis. You've got an excellent understanding of time and interdimensional travel, and your knowledge of the local time-space-continuum will update from universe to universe. You could be the one to bring about the final end of the Earth-2149/91126-time loop for good or manufacture one of your own if you had the power.

Additionally, you've become immune to temporal meddling - no time traveler will ever be able to erase you in the past. If you're to meet your end, they'll have to do it in the here and now. There are no "absolute points" or "canon events" or "sacred timeline" that'll stop you from changing things. You won't be causing paradoxes no matter how much you screw around with the timestream.

Intellectual

Dr. Jumper (100cp): Any super-scientist worth his or her salt is a smart cookie, and has the education to prove it. You're no exception - you have a Ph.D's worth of knowledge in any one scientific field. If you're interested, your thesis is pretty darn good. Engineering, robotics, computer science, physics, chemistry, biology, there's no shortage of variety in the ways people can strive to understand the universe. Or choose a non-scientific field - I won't stop you from branching out into the humanities or something else. Additionally, your IQ's quite respectably high, and your memory, while not eidetic, is very, very good. This may be taken multiple times and is free, once, for the Intellectual origin. Subsequent purchases are discounted for that origin only.

Six Billion Dollars, Minus Some (200cp): This is a horror comic with ravenous flesh-eaters. It stands to say that somebody's going to lose a limb or two. But it's not like that'd ever keep a bright mind down! Unfortunately, Curt Connor's formula isn't really viable anymore because the dead can't regenerate. But fear not, because the (rotting) flesh is weak! You're going to go with the strength and certainty of steel instead, and as such have become one of the world's foremost experts on cybernetics. Limbs are an old hat to you, and making something like a full body for a severed head isn't much harder to do. All of these can be attached with a 100% success rate. Other sorts of cybernetics beyond these might be a bit more difficult, but you can manage. With enough practice and study, you might even learn to transplant one person's brain into another's body.

Inner Space (400cp): Biology, in other words. After all, robots can't know the glory of flesh. This is a zombie jump, and zombies are flesh (with the exception of the zombified Jim Hammond in Destroy.). Having a comprehensive understanding and mastery of the organic sciences is very useful. For starters, you're quite an accomplished doctor - you've got encyclopedic knowledge on the anatomy of various species and the conditions that might afflict them. But that's just the tip of the iceberg. You're one of those scientists that specialize in living things rather than machines - your contemporaries would be Nathaniel Essex, Miles Warren, and Herbert Wyndham, to name a few. Creating genetically-engineered beings is just the start. Curing cancer might be possible for you, and if you're disinclined towards altruistic aims, you can do things like splice mutant DNA into your own to gain superpowers or open up any number of Clone Saga shenanigans. You could clone heroes like Spider-Man, Wolverine, or Thor. Recreating the genetic experiment that created Spider-Woman is also well within your abilities. You're good with the small stuff, too, and creating nanomachines to destroy all dead flesh they touch would be possible, too. Even if you're dead, it pays to know the inner workings of your form. Don't forget - Jackal's pretty darn important to the zombies. He's single handedly keeping them fed through his expertise, after all.

Fantastic Minds (600cp): Okay, Jumper, now you can match wits with the big brains. You are a genius. The kind of brilliant mind that can keep up or perhaps surpass the resident super-geniuses - Tony Stark, Hank Pym, Bruce Banner, T'Challa, Lunella Lafayette, Victor Von Doom, and of course, Reed Richards. You're a solid contender for the title of being the smartest person in the world. Your knowledge is nearly all-encompassing , at least when it comes to the known sciences, and there are more than a few fields where you could be considered one of the world's foremost experts. <u>This perk comes with four free purchases of Dr. Jumper to represent that.</u> Your engineering capability is incredible - growing by leaps and bounds. As for your brain itself? You learn anything that's remotely comprehensible like it's nothing, taking to it like a fish to water, and your memory's truly perfect now - you'll remember everything and anything you've experienced and never run out of storage.

There are two things that you are particularly good at, however. The first is reverse-engineering. Given tech beyond yours, you can have it figured out within a short while, draw up the blueprints, and with a fair amount of effort create a newer, improved version. From Pym Particles to the Iron Man suit, you'll come to understand and surpass it all given in time. We stand on the shoulders of giants, and rise higher than them to become the next titan. Secondly, you intimately understand how the multiverse works and are likely the best person in the world at building technology relating to interdimensional travel - it wouldn't be too hard to make your own dimensional teleporter, though getting back is another matter (unless you've got one of those watches they use in Spider-Verse), but even you'd have some trouble figuring out how the Watcher's teleporter works.

Warrior

Not Very Nice (100cp): That's your trade. Maybe you're the best at what you do, or maybe not. What's plain to see is that you've been at it long enough to be pretty darn close. Your body is a dangerous weapon, and you're as close to being peak human as it's possible to be. To build off this, you've learned numerous martial arts and honed them to an advanced level, as well as acrobatics and athletics. Additionally, ou're proficient with all sorts of weapons, from antiquated weapons like swords and shields to all sorts of firearms.

Agent Jumper (200cp): At some point, though, just force won't cut it. You'll probably need to do some work in the shadows. Like that perk earlier, you're exceedingly skilled at sneaking around. Furthermore, you've been inducted into the ways of espionage and guile. Stealth, infiltration, seduction and disguise are all tools in your wheelhouse. Lying is something you are very, very good at - you've got virtually no tells, can remember exactly what you said and when you've said it to avoid self-contradiction, and you can mask your true feelings perfectly. You could even fool lie detectors or people with enhanced senses. While there isn't as much intrigue going on now that it's just living people vs dead people nowadays, there's always room to make a scheme or defuse one.

The Colonel (400cp): You'd be more familiar with calling him the Captain. But did you know that Steve Rogers was a Colonel in Earth-2149? Not only that - he was even elected president. You've got the leadership and tactical skill to lead a team into battle, or whatever fighting force you've got. Drilling them to be a well-oiled machine of a weapon in an engagement is an old, well-practiced means to you. You've got just the right amount of authority and force of personality to keep a group of green, insubordinate fighters in line and command their respect - and whip some discipline into their ranks. Writing up plans to defeat your foe, and predicting theirs comes easily. Whether you're just leading a football team to a touchdown or battling for the very fate of the world, you'll be prepared.

Last Gun on Earth (600cp): Eventually, when the chips are down, there might not be anyone left to fight by your side anymore. One way or another. But that won't stop you, won't you? You've got what it takes to keep going as the last one furthering your cause (or you could eliminate all the other zombies because you don't want to share). You've got the sheer force of will to keep going, and your effectiveness only goes up as things go worse. Maybe you'd start out as some lone shooter, but as things get worse, you'd be surprised at the things you could pull off - even as a normal human. Maybe taking down the greatest concentration of superhumans or the Hulk isn't so impossible, after all. Fate will arrange that you'll be given a fair shot at these too, as you'll find plenty of opportunities, weapons, and other means of getting to your prey.

Furthermore, your aptitude for fighting in general has skyrocketed. You could probably... say that you're the best at what you do and be arguably correct about it now. Enough muscle to do borderline superhuman feats, almost infallible skills with firearms and weapons, excellent spatial awareness, and instincts that are sharp enough to get you out of harm's way before you've even fully seen and registered a threat. You're a natural when it comes to picking up new fighting techniques. In fact, you've already got a wealth of them, having trained with many, many groups - from SHIELD to the Hand. You could keep up with some superpowers through skill alone, and if it's a fair fight, there's likely not a soul who could best you. Basically? You could duke it out with Shang-Chi or Wolverine and have a fair chance of coming out on top - and that's just if you don't have powers.

Sorcerer

Purveyor of the Occult (100cp): You can't be a sorcerer without knowing magic. By nature, mysticism is the most versatile power out there, though it's arguably not a superpower. After all, anybody with sufficient learning can pull it off. The basics are that there are three sources of magical power - the self, the mystical energies of the universe, and extradimensional energies gained from objects or beings outside of the universe. This has many uses, from astral projection to controlling natural elements - pretty much anything short of increasing your physical capabilities.

Go Thou Far (200cp): You are a trained exorcist. Expelling and expunging all sorts of incorporeal entities controlling someone's body is something you're experienced in, as it's your job to. From weak spirits to the Sorcerer Supreme of the Dark Dimension, there is very, very little that you cannot drive from a mortal vessel. You're knowledgeable in all the ways a possessing entity might try to deter you - from vomiting invertebrate -filled sludge all over to you to shapeshifting into your dead wife in an attempt to traumatize you - and you've got the strength of will to power through all of that to connect with the true owner of the body and excise whatever foul being has invaded them.

Call My Name (400cp): Making pacts with magical beings in order to borrow their powers is great. Where would Doc Strange be without the Crimson Bands of Cytorrak or the Hoary Hosts of Hoggoth? You'll find that such powers and principalities might be a little... lenient when you're dealing with them. They'll be more willing to lend out their power when it comes to you. When invoking their names, they'll be a little more forgiving if they're the sort that takes debt into account. Contracts that you make wouldn't ordinarily follow you to future jumps, but now they will.

Lastly, there's a very powerful somebody out there who's starting to get tired of his current servant. Normally he'd go for Jennifer Kale, but you're a better opportunity. The Dread Dormammu. If everything goes south, you can always invoke his name. You'll have almost-unlimited power. More than enough to blow almost anything around you out of the water. Unparalleled mystic mojo. The downside is that you're pretty much a thrall of his. But still, if you want power, you can call Dormammu. He'll make you his slave, but he'll also make you this awesome superwizard that's on fire.

Supreme (600cp): Maybe you could be the big wizard one day, Jumper. The Sorcerer Supreme. It's true that anyone can learn magic just like any other skill. But it's also true that there are some natural-born savants of the art - just like any other skill. You are one of them. If you need a comparison, you're roughly on par with Stephen Strange in terms of your sheer aptitude for magic. From summoning creatures to mystic bolts to necromancy, all of it makes sense to you. Coupled with this natural finesse of yours is a prodigious amount of power - you've got much, much more magical power within your being, and can pull far more mystic energy from the universe to fuel your spells. While the world's greatest sorcerers might have an edge in terms of knowledge, nobody can match the amount of magical force you can bring to bear. You could teleport to Antarctica and back, scry into other dimensions, project yourself into the dreams of others, invoke flame and lightning, and more - all with power beyond any sorcerer currently on the Earth (except for maybe Scarlet Witch. She's a special case). You've got the concentration to focus on your spells and not bungle them halfway through casting, too.

This level of power and talent may extend to any future systems of magic that you may encounter, provided that they are learnable and not innate.

The Living

Keep Smiling (100cp): Somebody's aunt used to say that it's important to keep smiling when others can't. Something about the alternative being gone, just like them. Well, that somebody took that to heart. And that idea has been passed on to you. You can just keep on going. This isn't what'd be called an iron will. It's more of a certain degree of resilience - you can live on, day by day, and cope with all the horrible sights you'll see. You're just able to stay as a glass-half-full kind of person, and while you might learn from your mistakes and grow wiser, you'll never become truly jaded.

Warrior of Heaven (200cp): To stay alive, you have to stick together. You could say that there's no meaning in killing the dead (or in this very specific case, murderous cannibals), but salvation lies in saving the last remaining survivors. To prove that deep down under all the suffering still beats the heart of a hero. And if not, it's still pragmatic to keep people alive... to an extent. Fate will guide you to find other survivors. While the Drop-In perk guides protectors to find you, this is the inverse. If there are living people in the area, things will contrive themselves so that you find them and have a real chance of saving their lives if they're in trouble.

The Only Power Worth Having (400cp): Is willpower. It is not innate powers, or talent, or intelligence that makes greatness, though they certainly helped. Great things are achieved through the determination to see them through. And you've got the will to match the greatest heroes and villains. No matter what happens, you'll keep going. Maybe it's hope, maybe it's a promise, or maybe it's sheer spite, but nothing will deter you from trying to accomplish your goals. You will never give up. Ever, come hell or high water.

Moreso, this force of will can push you beyond what should logically be possible in some aspects. Ordinary, mortal wounds can be ignored to some degree - while a headshot would mean the end, you could stay alive after being shot in the heart long after you should've died, and even live to see another day if you get medical attention in time. Once a jump (or every ten years), you can multiply your strength tenfold for a very brief moment, when you're really on the ropes and there's no other alternative. Your will can push you beyond your limits and all expectations - but only once. Even if you were zombified, you could hold on to the morals you once had - resisting the hunger to some degree, or eventually even reclaiming your humanity (or whatever you were) in spirit if not in body.

Live Forever (600cp): People don't stay in the world forever. They pass on. But they live on in the hearts of those whose lives they've touched. Their deeds are their monuments. But an inspiring figure, like a superhero, might live on in another way.

You've got that sort of willpower, nobility of being, and charisma that so many of this world's heroes held at their best. Your charisma and force of personality is that of a leader that Earth's Mightiest Heroes or another powerful group would follow to the bitter end through sheer admiration - in short, think Captain America. The confidence to inspire people, to earn their respect and bring out the very best in everyone. Your actions seem to have an enlarged effect on the world - whether it's through your ability to inspire the remaining masses or fate itself, they've got more effect than they should. If you dedicate yourself to a cause, like rebuilding society and destroying all zombies,

things will just go your way. You'll find enough people to repopulate, come up with plans to cure the plague (or just wipe every zombie off the face of the universe), and unite everyone who's still alive behind your goal. Maybe you'll die in the process. Maybe you won't. But your ideals will persist, and you will live on in the people you've inspired.

But it's not fair for only you to live on this way, is it? Others too have achieved much before their deaths. But as long as there's one who's willing to stand for what they stood for, they'll live on. And so will their power. In you. If a being of power falls in your presence then their power will be bequeathed to you. There are a few caveats to this. The person must approve of you, or at least, have approved of you if they'd met you. You won't be getting the Ant-Man suit if you're somebody Hank Pym would despise in every way. And this works far better with items of power than actual superpowers (unless they can be transferred). If Iron Man or Thor fell (through death or zombification), the armor or the hammer would fall into your hands by default. But you're far less likely to be hit by the same kind of cosmic rays that created the Fantastic Four if they bit it.

The Dead

Zombie Physiology (free and exclusive to the Dead): You are a zombie. That comes with its benefits and its downsides. You retain your intellect and have a choice of what kind of zombie you are. There are a lot of variants, but we're cutting it down to just the originals for brevity's sake. The classic Marvel Zombies. The disciples of the Hunger Gospel, you could say. You're a bona fide zombie, save for your intelligence. While you're necrotic and always hungry now, you're now functionally immortal. You don't even feel pain anymore (save for some very rare, very unusual cases). Being undead makes it so that you can't age anymore. Most wounds, including dismemberment and decapitation aren't lethal anymore - it'd take the destruction of your brain to do you in for real. Breathing isn't much of an issue, either. The only problem is that you're really, really hungry all the time. Also your lips have disappeared and you've got a very toothy, skull-like face now. All the better to eat with.

"I don't NEED a cure!" (200cp): Self-acceptance. Nobody's born a zombie, and seeing yourself become a shambling abomination can be a hard pill to swallow. But if a guy can learn to eventually come to terms with being an orange rock monster, how hard can it be to learn to accept being one of the hungry dead? Not hard at all, to you. You're just adaptable enough to handle any drastic changes to your body and take it in stride. You'll learn how to make your way in life far quicker and you might even develop a taste for your new needs.

One Bite (400cp): That's all it takes. To be honest, it's surprising how far the apocalypse got. How do you turn someone who's made out of sand? Someone who's literally a flaming skeleton? Someone who can turn intangible? Someone who's just too tough for your teeth to puncture? Well, that's not something you have to worry about. You can eat almost anything. Any defenses just don't work if you're attacking in a very specific way - by biting. Your teeth will shear through armor and extremely durable flesh, and they'll find their mark no matter what fancy powers your next meal might throw your way. No resistances or immunities will save them. They can turn intangible or do whatever they want - it won't stop you from making them your next meal. Of course, that doesn't stop them from hurting you, or just getting away before you can really take a chunk out of them. But if you get close enough? It's over.

The Hunger Cosmic (600cp): The death knell of the universe (that is, the Earth-2149 one) came about when the Silver Surfer came to Earth, followed by his master. Though a lot of zombies died trying to eat the surfer, he eventually became lunch for a lucky few. Those fortunate enough to get a share found that the surfer's master's hunger lived on within them, empowering them with a fraction of the power cosmic. Then it happened again after they got in a lucky shot and ate Galactus whole. Galactus was dead, and in his place were the Zombie Galacti, who proved to be far, far worse than their predecessor.

This phenomenon has extended to you as well. "You are what you eat" has taken on a whole new quality, as you now absorb the power of beings you eat and take it for yourself. In short, for every being you devour, you take their strength and permanently add it to your own. While superhuman having an ordinary joe for dinner won't get much of a boost, gobbling down somebody like an ultrapowerful alien from outer space will see your power grow by leaps and bounds. The amount of power gained depends on how much you manage to scarf down - if you eat the Silver Surfer whole, you'll gain all the Power Cosmic he'd ever been granted, but sharing with somebody else will net you a smaller share. You are what you eat.

Superpowers

You know, the good stuff. Superpowers. Don't tell me you don't want them. Or do. Either way, if you're reading this, you have a stipend of +200cp for superpowers only.

Custom (Variable): As in the racial section, if you want something that hasn't been included, you can take it here. Make up the cost yourself. It cannot cost under 100 points and cannot exceed the Silver Surfer or the Sentry in terms of power.

Six-Arms (100cp): This is exactly what you think it is. You have six fully functional arms, some of which may be robotic. You can pick up and lift much more than a normal, two-armed being can, and throw far more punches. There's not really much more to say about this. Make sure they don't make you more vulnerable than you were.

Disco (100cp): When exposed to sound, you convert it into light. Normally, this would manifest as random white flashes, but with a bit of focus, you can direct this light to achieve a variety of effects. Glowing and illuminating things seems to be the easiest, followed by lasers and other light-based attacks. With some training, you could learn how to apply the light in more complex ways, like making holograms or hard-light constructs. To use this power, you must be exposed to sounds you didn't personally make. You can't "store" any sounds.

El Conquistador (100cp, exclusive to the living): Those legends of the Fountain of Youth had truth in them after all, and a group of Spanish explorers found it in Florida. And you must've found it, too, and bathed in it. Now you're immortal. You will live forever in your physical prime, but can still be killed by violent action. As a side effect, your emotions have become somewhat dulled and all your blood has been replaced by water (which neither kills you nor grants the same immortality-granting effect). These become toggleable post-jump.

Super Soldier (100cp): You know the one. Whether it was from Dr. Erskine's Super Soldier Serum or the Heart-Shaped Herb, you are a bona-fide Super Soldier. While you aren't beyond human norms, you stand at the peak in all physical aspects - strength, speed, agility, endurance, you've got it all. You'd be the finest human athlete in every single sport. People might look down their noses at this, but it's not every day you find a guy or gal like you, capable of running the 40-yard dash in less than 4 seconds and more or less lifting a ton.

Hurricane (100cp): You have super speed, but it's situational and isn't even close to being as fast as someone like Quicksilver. It probably came from a potion a medicine man brewed back in the days of cowboys and bandits - while you might not be able to match Pietro Maximoff, you'd definitely be the fastest gun in the west. When in a perilous situation, you can outrace jackrabbits and cheetahs and move at speeds at which you'd become a blur to the human eye. Grab some guns and become a sentient machine gun. One last thing - you may pass this power to another person at the cost of losing it yourself.

Energizer (100cp): This probably came from an white, horselike alien called a Kymellian. Your power converts matter to energy, before absorbing it. It can then be fired from your chest as orbs of energy, called "power-balls." You will often be at least a little luminescent when you do this. The energy you've currently got tucked away is directly correlated with the strength of punch your power-balls pack, but you have a limit. If you absorb too much it'll be difficult to control and might even harm you.

Fearless (100cp): An accident got some special radioisotopes in your eyes. While this would ordinarily blind you, it didn't. That's something you have on the other. Your four other senses have sharpened to superhuman levels. You can hear individual heartbeats across city blocks, act as a lie detector, track scents like a bloodhound, read books by feeling the ink on paper, and distinguish every ingredient in a meal. That's just the start of it, and you've got . You're even capable of echolocation and Daredevil's radar sense.

Photographic Reflexes (100cp): You can seamlessly copy the physical movements of others simply by watching them being performed. There's no need to train and practice, when you can perfectly replicate someone's move immediately after seeing it. You can do this for anything, as long as you can see it. Whether it's gymnastics, throwing a football, or the many fighting techniques used by the heroes and villains of this world, you can do it too - as long as you have the anatomy for it.

Winged Justice (100/200cp): You have wings! Two great pinions coming out of your back. Just like Angel or Beak. Or Red Raven. They're very flexible, so you can comfortably fold them into a harness so you won't have trouble putting on a shirt. The sky is now your domain - you can swoop and dive and fly for hours, though flying too much will tire you. When you're really putting your nose to the grindstone, you can fly at supersonic speeds! Plus, your physiology has adapted for the rigors of flight. Your body is nearly at the peak of human capability, you've got excellent eyesight, and breathe unaided at extremely high altitudes for a short while.

For an additional 100cp, you have the fancy-schmancy techno-organic wings that Archangel had. Your wings are covered with metal, which won't poison you and counts as a part of your body. They're quite durable, able to take high-caliber bullets with nary a scratch, and you can fire razor-sharp feathers back at attackers in return. Your wings will regenerate within a few days if damaged.

Beastly (200cp): You have the abilities of one Hank McCoy, also known as Beast. This starts with enhanced physical abilities across the board - strength, agility, durability, senses, all of it's been upped to superhuman levels. If we were to compare you to others, you'd be (physically) stronger than Captain America but weaker than Spider-Man, with a lifting strength of approximately 10 tons. Your dexterity is of particular note, as you can now manipulate your feet as well as your hands. Optionally, this power may give you blue fur, fangs, a snout, and an apelike appearance.

Saurian (200cp): Or perhaps you'd like to trade that fur for scales? Very well. Through splicing your own genetic material with that of various reptiles, you have become a lizard-person. You are slightly stronger and tougher than the above option - able to carry 12 tons. Besides your potent tissue, your scaly skin also acts as armor, able to turn aside small arms fire. You aren't as agile as the beast, but you can stick to walls and have a powerful tail. Finally, there's your healing factor - while yours isn't quite Wolverine's, it's not far off, and you can regenerate from almost anything in seconds, though ice will freeze it down. Zombies lose the healing factor.

Werewolf by Night (200cp): Another animalistic power. A bestial curse in the view of some. You are a werewolf, but your lycanthropy is such that you can turn into the wolf and back whenever you want without any difficulty or loss in faculties, with one exception. That's the full moon. When it shows up, you'll turn involuntarily and suffer a loss in intelligence, but that'll go away with the full moon. You'll have similar physical capabilities as the last two powers, plus the healing factor (which zombies

lose). You've also got enhanced senses. Your canine sense of smell is particularly powerful, and your teeth and claws work as natural weapons. You do have the weakness to silver in werewolf form, though. The different biochemistry of each form can stave off zombification to some extent. This is unique. You won't find it in any other power listed here. One form can be zombified and it will have no effect on the other.

Boom Boom (200cp): You can make balls of plasma and detonate them at will. The power of these can range from harmless to blowing through concrete, so be careful. It depends on the size of the bomb you make. You will have to throw these, so I suggest you work on your pitcher's arm. You can also reabsorb your creations. In time, you could learn how to direct the plasma into a forward stream as an energy blast, which means that you won't have to chuck your bombs like baseballs anymore.

Lunar (200cp): Khonshu, Egyptian God of the Moon, has seen fit to choose another avatar. While he will not vest all his power in you, you will still receive a not-insubstantial amount. You have physical abilities well beyond the ken of normal people, though their potency is controlled by the phases of the moon - a new moon will see you lifting 1,000 pounds while you could quadruple that during a full moon. Your mind is extremely resistant to telepathic intrusion, and you seem to have occasional visions and prophetic dreams. Finally, if you die, your patron will resurrect you once per jump.

Phasing (200cp): Through concentrating, you can turn intangible, becoming completely untouchable. You simply go through things. Attacks, barriers, and anything else that might be a danger to you will pass harmlessly through you, as long as you're phasing. Getting around is a lot easier now. Nothing can really block your path when you can walk right through it. It isn't without its offensive applications, either, as you could easily access someone's internal organs. You can extend your intangibility to anything and anyone you're in direct contact with. Any electronics you pass through will short out. Don't let this get to your head, as you're not invincible. You're still vulnerable to magic and some forms of energy.

Cannonball (200cp): You're a flying brick, but your powers are a little different from the common set of strength, durability, and flight. You instead achieve your flight through a sort of energy that your body makes and emits, allowing you to rocket through air and space. You're tough, too, as this energy will naturally surround you in a protective force field. The combination of these two applications makes the name - like a cannonball, you'll probably destroy most things you hit. With further practice, you could learn how to manipulate this force field for other purposes.

Speedball (200cp): I wanted to group the balls together. You were caught in a laboratory accident, and in true comic book fashion, got superpowers. You're surrounded by a force field, of sorts. Anything that hits it won't really do damage to you. The force is redirected, causing you to be sent in the opposite direction. This is completely harmless, and you can do multiple bounces without losing any momentum. In effect, things bounce off when your field is activated. Most physical attacks just won't have any effect on you.

Tress (200cp): A luxurious mane of hair is what you have, and your power is that you have more control over it than most. You can control your hair via psionic power, using it in any manner you can imagine. Applications of this range from the precise, like threading needles or using chopsticks, to forceful actions like using it to lash out at your foes at great speeds. Every strand can be controlled with great finesse. Don't mistake your hair for mundane, weak hair, either. It is strong, elastic, very

damage-resistant, and can be hardened when you need it to be. You can sense anything touching your hair, though "pain" won't do anything.

Taxi (200cp): This power's pretty handy, if situational. You can teleport. Not in the sense that Nightcrawler does, but between universes. You're a living dimensional teleporter. The catch is that you have to be encased in some sort of container. Anything can do - you can hide out in a fridge and travel the multiverse, or you can use a vehicle like a jet or a spaceship. You'll be a hot commodity.

Zero G (200cp): The fundamental force of gravity is at your fingertips. Before you get all uppity, though, this isn't Graviton's powerset. It's the powerset of Alex Power, the leader of Power Pack. You can strengthen or weaken the attraction an object has to the Earth, or whatever mass is currently drawing everything towards it. This allows for flight, pseudo-telekinesis via distortion of gravity, and pulling things down to the ground, among other things.

Burstein (400cp): You've undergone a process that has made you superhumanly strong and durable. Your strength is enough to lift around 25 tons, bend telephone poles like taffy, and throw down with most superhumans, provided they're not as strong as Thor or the Hulk. You're similarly sturdy, with skin and muscles as damage-resistant as titanium. Bullets won't phase you. Being shot point-blank by a .50 cal won't even puncture your skin. You're immune to electrical attacks and highly resistant to extreme temperatures as well, highly resistant to explosives, and simply very, very difficult to hurt.

Psychic (400/600/800cp): Most of this sort of power is found among mutantkind. You have the trademark psionic powers usually found - either telepathy or telekinesis, or both for some more points. For 400cp, you have one or the other, and it's not really the peak of what psychic powers can achieve. Psylocke (Kwannon, I guess) would be a good benchmark for this in terms of psionic strength, though you'd only have one half of the deal. Either the mind reading, empathy, and modification of other minds (we'll get into that) or throwing around a couple of tons.

For 600cp, we're in the big leagues now. Omega Level. Your peers are the likes of Charles Xavier, Emma Frost, and Jean Grey, and you're capable of potentially everything they can do. Your range starts off at Xavier's level, 250 miles, and will grow in time to encompass the entire planet. You can simultaneously read every facet of thousands of minds and mold each one like clay, adding, taking, or altering thoughts, memories, personalities. That's if you don't want to simply take control of a person or possess them. Astral projection is easy to you, as is effectively turning invisible or creating illusions. Almost anything can be instantly learned or taught through a quick scan, and you can mess around with the body to force the body to react in certain ways - like inducing paralysis. Alternatively, you can go for telekinesis, and it can go far beyond lifting and throwing objects - though you can do that, raising around fifty tons into the air. You can also fly, create force fields and concussive blasts, create constructs, and much more. Super strength and speed can be simulated, and you might be able to create some short-lived constructs out of telekinetic energy... force... something. If you care enough to learn how to use your powers on a molecular scale, you may even learn how to control and alter matter to an extent. That'll allow you to transmute, disintegrate, or even seemingly create it out of thin air - though that's a long, long way off for you.

For 800cp, you can have both at Omega Level.

Demolition Man (400cp): By making skin contact with a physical, inorganic object, you can begin "charging" it with energy, essentially turning it into a bomb. It's very destructive. This happens by turning the potential energy of the object's molecules into kinetic energy. The larger the object, the longer it takes to charge. It's usually quick. You instantly could turn something the size of a playing card into a grenade, but something the size of a skyscraper would take a few minutes. If you don't like seeing things detonate, you can instead have them dissolve into their constituent molecules.

Optic Blast (400cp): Through a connection to an extradimensional plane of infinite energy, you have gained the ability to fire blasts of energy from your eyes. These aren't lasers. Rather, they're heatless beams of force that can blow straight through industrial steel. They could even blow through entire buildings if you're pushing it to its utmost limit. This comes with an extremely good sense of spatial awareness and a natural knack for trigonometry, to the point where you might be able to bounce your beams off surfaces to hit targets. You can also bend your beam and adjust their width. Unlike Cyclops, you don't need a visor to control your power.

Bamf (400cp): Not the acronym. It's the sound commonly associated with Nightcrawler when he teleports. You can guess where we're going with this. You can teleport too, through the same method of very briefly (so fast that you won't be aware of it) entering the brimstone dimension before reappearing. You can teleport great distances if you're really pushing it, but then again, pushing it means that you'll be exhausted and won't be able to do it again soon. Stick to two or three miles at most if you want to do it sustainably. Which you will, as you can rapidly teleport immediately after materializing once again. You can bring passengers or things along with you, provided they're human-sized or smaller.

Weapon X (400cp): You can dish out and take it back in spades. You know who this is based on. He's the best there is, so he says. You can make extremely sharp bone claws come out of your limbs. You can pick where they're situated and how many you have, up to a maximum of six. These claws are coated in Adamantium, an ultra-strong metal that can cut pretty much anything that can be cut. It won't poison you. What's more is that you can heal from just about anything at exceptional speeds. Almost nothing's truly fatal for you. It doesn't matter what happens. You can be ripped in half, thrown from Mt. Everest, and be caught in a nuclear explosion - you'll still recover. You can heal any wound in seconds, or minutes if it's particularly bad. This will extend your longevity by centuries, at least. You'll stick around much, much longer than others of your species. Finally, you possess heightened, beastlike senses.

If you are a zombie, you have the claws, metal-coated skeleton, and senses, but not the healing factor.

Shapeshifting (400cp): Your body is mutable in its shape, and your appearance and physique both are free from the constraints of just one form. At any time, you may rearrange your body's cellular composition to take any form you can think of, though you can't gain or lose mass. This is excellent for disguising yourself as any person or creature you could think of (provided they're close enough in mass), though it grants no special ability to copy any superpowered gifts they might possess. Besides that, you could also leverage your ability into producing appendages like wings, tentacles, scales, and such. On top of that, your control over your cells slows down aging and gives you a minor healing factor. Of course, zombies don't heal.

Iron Fist (400cp): 你是铁拳. 你已经学会何使用气. You plunged your fist into the molten, burning heart of the dragon Shou-Lao and emerged, reborn. You have awakened your power of Chi, your spiritual life force, and can use it to enhance your body and mind to superhuman levels. Surpassing the world records would be easy, but don't think the power of chi is limited to just physical feats. With practice, meditation, growth, and training, you could learn techniques for connecting with the minds of others, healing yourself and others, creating illusions, blasts like you'd see in Dragon Ball Z, and more. And of course, there's the technique this is known for. By concentrating your Qi into a limb, you can unleash a truly powerful strike. The Iron Fist.

Mass Master (400cp): Intangibility, but arguably a step up in versatility than Kitty Pryde's powers. Maybe you got yours from some horselike aliens called Kymellians instead, or you could be taking a page from the Vision's book. Whatever the case, you can't truly go intangible now, but you have what's functionally the next best thing. The molecular density of your body is under your control, and it's a two-way street. Not only can you phase through things, either as a cloudlike mass or retaining your own shape, but you can also condense to increase strength and durability, though you may shrink in the process.

Pym's Particular Power (400/600cp): Hank Pym, the first Ant-Man, invented these particles that allowed him to shunt mass to another dimension or to do the opposite, drawing them out into his. He named them after himself. In short, he could grow and shrink things. Pym Particles have been fused with your body, allowing you to grow to tremendous heights or shrink to minuscule sizes. You could be bigger than the Empire State Building or as tiny as an ant, and in time you'll surpass these limits. Your strength and durability scale proportionately to your size when enlarged. If you've shrunken, they'll remain at the same levels they'd be if you were normal-sized. You can even enter other, size-based dimensions if you change size enough.

For 200 extra points, you'll gain some extra abilities. You have some extra organs on top of the stuff you'd normally have; namely a pair of insect-like wings and a pair of antennae that are used to communicate with and command insect life. Besides that, you can also fire bioelectric blasts from your hands.

The Voice (400/500/800cp): Tremendous sonic power is at your beck and call. Your control over sound waves can be used for a lot of things, not the least of which is a sonic scream capable of shattering glass, metal, bone, and much more. Besides that, you can fly by riding these waves, echolocate, and protect yourself by making some sort of force field. You yourself are immune to all sound-based attacks. Your vocal cords, lungs, and throat have been strengthened to take all this strain. Try not to lose your voice. For an extra 100cp, you gain the additional ability to form energy constructs out of solid sound. You can make forcefields, simple weapons, wings, whatever you can think of - but you have to be making that sound to create the constructs. Additionally, you now possess perfect pitch. Each different musical note can induce various negative effects in those who hear it.

For a full 800cp, your power goes beyond sonic screams. Yours is the power of the Inhuman King, Black Bolt. Your brain can now harness surrounding electrons, through the creation of an unknown particle. It's fuzzy. What is known is that this makes your voice very, very powerful. A whisper can bring down a city or an aircraft carrier. Talking at a regular volume might shatter a continent. A scream will blow through a planet. You can channel these electrons into your own body as well, granting physical abilities comparable to the Thing, concentrate it into specific body parts for throwing

extremely powerful blows or firing concussive blasts, or create an anti-gravity field with which you'll be able to fly.

However, any use of your vocal cords will activate the voice, so you won't be able to speak regularly anymore. However, you've undergone training to never use your vocal cords unless needed, even when unconscious. Post-jump, this becomes toggleable. Zombies have decayed vocal cords, allowing them to speak normally and use their power.

Spidey (400/500/600cp): Stop me if you've heard this one before. You were bitten by a radioactive spider (or maybe something else happened), which gave you its proportionate abilities! You have enhanced physical attributes. Your strength's something in the neighborhood of lifting 10 tons, but by no means is that your maximum. You're similarly durable, though not bulletproof. If you're injured, you can recover from wounds at an accelerated rate, though you won't regenerate things that a normal person can't. You can keep up with cars at freeway speeds on foot, and even without training, you can beat olympic gymnasts in terms of agility. Your body is selectively adhesive, meaning that you can stick to any surface you like and crawl around on it, and of course, you've got the Spider-Sense, which'll warn you about impending dangers shortly ahead of time.

For an extra 100cp, you have a few extra things on top. You have the ability to camouflage yourself to blend into your surroundings, effectively turning invisible, and you can produce a form of bioelectricity that you can imbue your strikes with, called a "venom-blast." Alternatively, you can trade the previous in for the ability to emit various emotion-controlling pheromones, the ability to glide, and venom blasts that are specialized for long-distance combat. For an extra 200cp, you have all the powers described here and extra-powerful venom blasts.

If you are a zombie, you have organic webbing, but not the conventional kind. Instead, you can use your veins and arteries as webbing. It's very painful. Your Spider-Sense has also gained the ability to sense any living flesh in your vicinity. However, you lose the healing factor.

Blazing Skull (400/600cp): Believe it or not, the Ghost Rider wasn't actually the first guy to have a flaming skull for a face in the comics. That was the namesake of this power, the Blazing Skull, and he was around in the 1940s. Now, he didn't have any connection to the place downstairs, but that didn't stop him from being strong enough to lift a truck. He was pretty much indestructible, too, though he did end up as zombie food at the end of the day. Don't forget the blazing part, either. Aside from being immune to fire, the Blazing Skull could create and control it. Best of all, he could regenerate, even from injuries such as decapitation, and no longer aged. All of that is yours now as well. This transformation is toggleable.

For an extra 200cp, you're a bona fide Ghost Rider. Your Spirit of Vengeance was You're much stronger than you were before, and you have substantially greater control and power over the flames you generate. That fire is now sourced from Hell itself, and aside from just throwing it at foes, you can also use it to make constructs or infuse items with it. Lastly, there's the Penance Stare, that which every Ghost Rider is known for. You've got a sense for the sins committed by those around you, and by looking into their eyes, you can force them to experience the pain of all the wrongs they've done.

Forge (500cp): There's no denying that this is a world of superhuman beings, but that's not where the strength of humanity and the other intelligent peoples of the universe comes from. It lies in tools and teamwork. While you're on your own for teamwork, tools

are your forte. Instinctively on sight, you understand every way you might be able to use a machine, and can use what you know to invent pretty much anything you can think of. You just have to decide you want to invent something that does what you want it to do, and you can get to work. Weaponry, drones, force fields, vehicles, and more are all within your grasp. However, this is all subconscious. While others might be able to teach a class on what they make, you can't. You won't understand the inner workings of a creation without studying it.

Sandman (500cp): It's all in the name. You are primarily composed of sand now, and you can control every grain that makes your body. This has a large variety of benefits, the first being that attacks harmlessly pass through you. After all, hitting you would literally amount to pounding sand. Incidentally, it means that zombies are going to have a very hard time turning you. While you'll always be made of sand, your control over it allows you to shapeshift to a great extent - you can stretch, flatten, shape yourself into constructs, disperse, reform, and more. You could even mimic the form of another person, though you'll still be sand. Controlling your density is also within your purview, allowing you to be untouchable one moment and solid the next. There's much more that you're capable of, but watch out for water. It'll render you vulnerable.

Electrokinesis (500cp): You can generate and control great quantities of electricity, definitely enough to give you superpowers. For starters, you can shoot lightning bolts and zap things you touch. Shocking. They can be anything from a small jolt to lethal bolts that'd turn people into little more than ashes. But there's a lot more to it than just that. You're capable of flying or otherwise getting around by riding around on electrical currents, including ones you create yourself, and you're not limited to the electricity you create, being able to manipulate nearby sources of electricity as well as you could your own. You might even learn how to influence anything that runs on the stuff.

Silver Streak (500cp): You can move really, really fast. You have super speed. If we're quantifying it, you'd be initially capable of running at velocities around Mach 5, and there's plenty of room to grow. With time and effort, you could double your maximum speed and more. Besides the obvious benefits of such celerity, you can also run on water, up vertical surfaces, and even on air for brief periods of time. Your physiology has adjusted to account for constant, high-speed movement, meaning that you've also got the reflexes you need, thoughts accelerated to match your movements, immunity to friction, stronger joints and tendons, a reduced need for oxygen, etc. With some work, you can also learn how to vibrate your molecular structure, allowing you to blow apart most objects you come into contact with. I should warn you - this specific power can cause much, much more problems than most in a zombie apocalypse. Try to use it wisely.

Stepping (500cp): A step up from teleportation. You create "stepping discs." That's just a really fancy term for portals. While Magik has a connection to the demonic dimension of Limbo, that's optional to you. You can choose whether or not you enter through that place or not, though you hold no special power over it. You can go much further than somebody with Nightcrawler's powerset, crossing countries and continents instead of short hops of a mile or two. With some work, you can even make these portals connect planets and other celestial bodies. The real kicker's that these things can be used for time travel as well. It's wildly inaccurate compared to moving through space, but it's doable. You might be off by weeks if you're aiming for a specific date, and it only gets harder to pinpoint times from there.

Stretcho (500cp): You are elastic! You can stretch your body to great lengths and contort yourself into impossible shapes. Suddenly, far fewer things are out of reach to you. You can elongate your limbs to reach things, and turn yourself into virtually any shape - balls, parachutes, tarps, you name it. This comes with a great deal of resistance to damage, as you'll simply bend back before returning to your original state. Really, there's a lot you could do with this. Contain explosions by wrapping yourself around them. Inflate yourself into a ball. Stretch your finger into a key. Make a living net. Stretch your neck and make yourself a long-necked-giraffe-snake. Reenact that scene where No-Face eats too much in Spirited Away. Be creative.

The Real Thing (500cp): That's Ben Grimm, but you've got the same set of powers. You're a being of stone. Or at least, you've got a similar enough body. You're very strong and very durable. The classic brick powerset. In fact, you kind of look like one, too, as you've got a thick, orange rocklike hide that's the source of much of your toughness, being able to turn aside bullets, speeding cars, and even blows from the Hulk! Your muscles, bones, and internal organs have become denser and received a proportional increase in durability. Your other power is superhuman strength. You'll start out being able to lift about 50 tons, but you've got enough potential to improve exponentially if you work on it. However, you are stuck in this form for the duration of the jump. That's not so bad, since you're immortal this way. You'll learn to revert to your original form post-jump. Alternatively, you can choose to have a metal form instead of a stone form.

Torch (500cp): Behold, the burning power of fire, held by both Johnny Storm and Jim Hammond, Marvel's first superhero! Zombies will have a hard time getting to you. If you're one yourself, I hope you like barbeque. You are a being of fire. While you're not made of it, you can wreath yourself in it whenever you want - whether that's part of your body or the whole thing. Pyrokinesis is your thing - you can blast things with jets of flame, throw fireballs, create constructs out of fire, and fly at up to supersonic speeds. You're pretty much immune to flame, too, and hot enough to melt bullets before they hit you. If you're really pushing it, you can reach 1000, 000 degrees Fahrenheit. Be warned, you can't stay alight forever. You'll eventually run out of energy and need to recharge for a while. When not on fire, you passively accumulate energy.

Invisible (500cp): You have two powers. You can turn invisible at will and generate force fields (which are also invisible). At first, you'll be limited to simply turning yourself invisible (you can still see) and making simple shapes, but your powers are far more versatile than simple walls, domes, and turning yourself invisible. With a bit of effort, you can learn how to make more things than yourself imperceptible. People and objects around you. Even people's optic nerves, making them temporarily blind. As long as you can see something, you can turn it invisible (with the exception of the nerves). And you can move your force fields, expand or shrink them, and place them almost wherever you want. You could even put them inside someone and expand it, with gruesome results. Again, get creative. That's how you achieve the fantastic.

Cryokinesis (500cp): Where the Human Torch is hot, you're opposite. You're cold, with a power that allows you to make and control ice and snow. Though your powers mostly revolve around creating and controlling glacial mass, it wouldn't be accurate to say that it's the full extent of it. You do it by lowering the ambient temperature of water molecules, or at least, something along those lines. You can flash-freeze things, and make all sorts of unnaturally durable constructs out of the materials you work with. This can be pretty much anything. Walls, slides, and almost any simple object you need can be made at a moment's notice, and you might even make moving constructs like clones in time. You're aware of these like you would be of a body part, without the pain if

they're broken. Your body falls under your power's purview, as you can turn yourself into living ice whenever you want or need to and reform when damaged.

Jumper-Thing (600cp, Living Only): Less Ben Grimm, more Ted Sallis. You are no longer a being made out of flesh, if you were one before. You are made of plants, a sentient collection of algae, mud, moss, and weeds wrapped around a frame of roots. You've got the standard set of super strength and durability, but you're a lot more than that. Even if something does manage to pierce your body, it might just pass through or lodge in your body without harm, and failing that, you'll regenerate. Add the fact that your nervous system has become decentralized and spread out through your body, and you're near-impossible to put down for good. And you're immortal. Your plant-based body has become somewhat mutable, allowing you to shapeshift. You can elongate limbs, have your body act in a liquid like fashion to ooze through barriers, create wings and blades, and more. Plants respond to your will, allowing you to manipulate both your body and surrounding flora.

Finally, you've got some empathetic capabilities. While you're not Professor X or Jean Grey, you have a potent sense for emotions, and can quickly zero in on their source - especially if they're strong, negative emotions such as anger, hate, or fear. Speaking of which, one last thing. In the presence of fear, your body produces a sort of chemical that ignites when you're in contact with anyone who's feeling the emotion.

Cyttorak (600cp): That's the name of your new patron. Cyttorak the Destroyer, an immensely powerful entity from a dimension called the Crimson Cosmos. In his infinite magnanimity, he has deigned to grant you a gem... which makes you really strong and tough. You can lift hundreds of thousands of tons, cause earthquakes with your blows, and generally throw down with the likes of Thor, at least in terms of strength. You're just as tough. On top of that, your body is surrounded by a magically-generated force field, further adding to your formidable defense. When you really get moving, you become nigh-unstoppable. Virtually nothing will halt your course, though you can still be slowed. You are immortal and unaging. Even when injured, you can regenerate almost instantly - and to match this vitality, you have an infinite reservoir of stamina, and no longer require sustenance or air to breathe. However, you do have weaknesses. You have no special protection against psychic or mental attacks, and are just as susceptible to them as a regular person would be.

Master of Magnetism (600cp): Let's give credit where it's due. Magneto was one of the last survivors of Earth-2149. Before the zombies got him, he set up what was to become the last human settlement, sent three survivors and an alternate-universe Reed Richards out of the universe, and held off the superhuman undead. And now, you share his power. As you might expect from the name, you manipulate magnetism. You can manipulate almost every metal out there, fly and create force fields, and much more. Honestly, this is probably the most versatile thing offered so far. You have incredible adroitness and range with this, able to manipulate hundreds of things at once. At your best, you might be able to reach across a star system to affect something, though, again, those showings are less expected in a Marvel Zombies book and more in an X-Men book. and you can expand the breadth of your power into controlling electromagnetism in general.

Nova (600cp): The Nova Corps is an intergalactic police force hailing from the faraway world of Xandar, dedicated to protecting the galaxy. Each member is empowered by the Nova Force, a source of energy bestowed in varying amounts to each member. For starters, this has given you great strength and durability, flight that's supersonic in an atmosphere and relativistic in a vacuum. The Annihilation War won't happen until 2006, so you don't hold the entirety of the Nova Force, nor are you host to the Xandarian

Worldmind. That being said, you're no slouch. You could physically throw down with the likes of the Hulk and Thor, put out energy easily capable of blasting through buildings, and fly across a galaxy in hours. But you don't necessarily need to fly. As you gain mastery over the Nova Force, you might learn to create space gates (portals) and influence gravity to an extent.

Tempest (600cp): Even if organic life disappears from the planet, the atmosphere will remain, and it is from this where you draw your power. The sky and the very heavens above are at your command. If you're not a fan of limiting yourself to electricity or ice, this is the catchall power for you, as you're capable of much more than just generating and calling down massive bolts of lightning or blanketing entire areas in ice and snow. You can control air, too, and make winds blow however you like, whether that's creating great hurricanes or just cooling yourself off, and fly via this method. Like Magneto's power, this can affect things with precision from far, far away, allowing you to modulate temperature right down to the degree, and the same goes for pressure. Play your cards right, and you might even be mistaken for some sort of deity.

Absorption (800cp): At first glance, it might seem like you're a regular member of your species without any special abilities or powers. That'll be disproven the moment you make physical contact with someone else, what makes them <u>them</u> is <u>yours.</u> Memories, expertise, psyche, powers, the whole shebang is now yours, temporarily. You hold the powers of whoever you touch for a duration of sixty times how long you were in contact. This will weaken them, potentially to lethal levels - you could render somebody comatose, or worse, if you used your power too much. In these prolonged cases, the power will rise above the sixtyfold limit, potentially making what you took yours, permanently, at the cost of permanently putting the original owner out of commission. Unlike Rogue, you can activate and deactivate this effect at will. There is no limit to the amount of powers you can drain, though too much will lead to repercussions.

For all the benefits this brings, it's a double-edged sword. Absorbing someone's psyche and memories has its consequences, namely that each time, you're sharing your mind with a whole load of new experiences. The minds of stronger people could potentially overwhelm yours, potentially making you a prisoner in your own body. Beings that dwarf you in power are resistant or immune to contact.

Gamma Brute (800cp): You know it. I know it. Everybody knows it. The power of the Hulk. Through massive, almost-catastrophic exposure to Gamma Rays, you have become a Hulk. What does that mean? Well, upon anger, you transform into a Hulk, gaining hundreds of pounds of muscle and effectively infinite strength, limited only by your anger. The angrier you're feeling at the moment, the stronger you are. And by default, you are very, VERY strong. In fact, if you're looking for muscle, this is the power for you. Others may come close at times, but you're pretty much the strongest there is. You could reduce cities to rubble in very little time, throw something to the other side of the planet, crack tectonic plates, and withstand the detonation and subsequent radiation of nuclear weapons - and that's on a day when you're relatively calm. There's no telling how far you can push yourself, if you really give yourself to the rage. You've got a healing factor to match it, too, and it's very much the match of Wolverine's, and your body will adapt to a degree when faced with hostile environments.

If you are a zombie, your powers have changed somewhat. Your strength is no longer controlled by your anger - rather, it's hunger that drives you forward. Perhaps this might make it a little easier to draw out more and more strength. If you're hungry, you're the Hulk. If you're full, you can choose what form you take. You've lost your healing factor and ability to adapt - though you might not need the second.

Chaos Magic (800cp): You possess the powers of the Scarlet Witch, but the expertise comes separately. The Demonic Elder God Chthon came to you at birth and imbued your infant form with vast amounts of mystical energy. You are a bona fide reality warper. The easiest way to use your powers is to create probability-manipulating "Hex Bolts" that'll cause strange, unfortunate events to happen to whoever or whatever you direct them towards. This could be anything. A bucket could fall onto the heads of your foes, superpowers could fizzle out, or a chasm could spontaneously swallow them up. But you are capable of much, much more. Or at least, something like that. Control over virtually all types of energy, elemental powers, future sight, invisibility, telekinesis, limited time manipulation, and so, so much more. You can do pretty much whatever you want, though you won't be able to reenact M-Day on a whim, nor can you wish away the zombie apocalypse. You might be able to pull it off in time, but during this jump? No. Nor can you give yourself superpowers. And while your powers are extremely versatile, they have their weaknesses. You're no more durable than you were before, so if you're a regular person, a punch might still lay you out. And don't forget about the mental health problems Wanda suffered. While you aren't the equal of the Scarlet Witch, but if you put in the hours, you will be.

The Star (800cp): The Kree are a powerful race, and you may be the pinnacle of their achievements, whether you're Kree or not. Chances are, though, you've got at least a <u>little</u> Kree stock in your ancestry. Whatever the case, you have powers. You can fly at amazing speeds, and have enough strength and durability to compete in the Thor-Hulk weight class, though it might be difficult to overcome either one using pure muscle power and brute force. No, where you shine is energy. You can absorb virtually all types of energy at prodigious rates - right from the get-go, you could probably drain all the energy from a detonating nuclear bomb. It doesn't matter if it's heat, electricity, light, sound, direct application of kinetic energy, or something else - it all empowers you. Once you've absorbed this, you've got no shortage of ways to put it to use. The most famous of these are firing it off as powerful energy blasts, which are typically radiant energy. Energy constructs can be made as well. Of course they can. You've got a healing factor, which isn't as potent as Wolverines... unless you put some energy into it, in which case you could recover near-instantaneously from all sorts of injuries. Your energy accounts for your physical needs. As long as you have some of it, you no longer need food, drink, air, or rest. When you've absorbed extreme amounts of energy, you can undergo a transformation known as "binary mode," where your skin turns red, your hair looks like it's on fire, and all your powers are supercharged.

The Power Cosmic (1200cp): <u>The</u> power. You're so powerful that it's starting to get very vague, and you could reasonably claim the most powerful being on Earth. You have been chosen as a Herald of Galactus, imbued with the Power Cosmic, a godlike, unlimited source of energy granted to Galan of Taa at the end of the sixth multiverse. What does that mean? What are you capable of now? The answer is, well, pretty much everything. The expected stuff is tremendous. Your body is among the strongest in the universe. You are immortal and regenerate instantly. You're a rung up from the Hulk-Thor weight class, and you could throw down with the Hulk at his strongest. You can withstand black holes, supernovas, and cosmic phenomena in the deep reaches of space, and fire off energy blasts powerful enough to core out planets. You could cross hundreds of thousands of lightyears in a mere instant. You do all this through the Power Cosmic, and you have mastery over it - you have absolute control over it. For instance, you could pet a dog as effortlessly as you could punch through a mountain of pure adamantium. Both are trivial. But you're not restricted to such... simple ways of using the Power Cosmic. Not when you can atomize all before you with a glance, or reconstruct it with the same ease. Not when you can sense a being on the opposite side of the universe. Not when you can

destroy galaxies. If you were so inclined, you could emulate every single prior power on this list, and more.

Contrary to the name, this doesn't necessarily have to be the Power Cosmic. Alternatively, you can choose to have your body be enhanced by the Golden Sentry Serum, granting you the power of a million exploding suns, to the same effect.

Either of these are pretty much vast, infinite, limitless. Save for one thing. Keep in mind: This is a Marvel Zombies Jump, from the Marvel Zombies series. Remember what happened to the Silver Surfer.

Items

Superpowers are cool, but as I said, the strength of people lies in teamwork and tools. And here's your chance to stock on that stuff. Iron Man suits, web-shooters, pretty much everything is up for grabs here. A lot of the original owners aren't going to be needing their stuff anymore.

Like in the perks section, all items are discounted by 50% to their corresponding origin and living status. However, the items under Living Status are exclusive to that living status. The living cannot purchase anything from the item section of the dead, and the dead cannot purchase anything from the item section of the living. If you wish to, you may choose something you own to gain the qualities of the described items instead of getting the item itself, effectively merging them.

General

Marvel Zombies (freebie): The comic book itself. It's got everything. The original series, the sequels, resurrection, the spin-offs, and most of the essential, non-zombie issues to boot. You even have the Marvel Zombies: Zombicide board game, with all of the expansion sets and the kickstarter-exclusive figures. At the end of your time here, you will receive some books portraying your time here.

Money (100cp): The single most useless thing here! Nobody cares about it. But it's still here. You have a hundred billion dollars in USD per purchase. That amount should tell you that it's really not that useful here. Maybe you could use it as kindling, or make a golem out of bills and credit cards. Or go on a shopping spree to prepare. This may be taken as many times as you wish.

NECRO Bomb (200cp): NECRO stands for Neutron Emitting Cellular Retrogression Outburst. It's a bomb specialized for destroying rotting organic tissue. It can destroy everything in a three-block radius, provided it has a radioactive element to set it off. Or you can attach it to a human body. That's all there is to it. You have the blueprints to create more.

Catharxis (200cp): Remember how I mentioned that the Jocasta of Earth-8140 put the zombie virus on a TV show? It's AI-made (in more ways than one). For what it's worth, it's a good show, but that's in part because the mainframe that produced it was programmed to come up with effective narrative devices and plot twists, but to never deliver a satisfying, closure-giving ending. You can optionally have that world's zombie virus loaded on, too, though it only works on robots, cyborgs, or other technological beings. The zombies are called EATRs - Energetically Autonomous Tactical Robots. The virus needs a host server to work. If that server is destroyed, every EATR goes back to normal.

Corpse Weapon (200cp): There are regular weapons, there are weapons that seem like they'd come from a sci-fi flick, and there are these. These are pretty much sci-fi guns, but with a gruesome twist - they come from dead superhumans. If you've read the 2020 run of Marvel Zombies: Resurrection, they're the weapons the survivors are packing then. There was a gun that had the skull of Cyclops attached and shot his eyebeams, guns made from the Human Torch's hands, and a gauntlet made from Gambit's hand. This could be anything, provided it's not something too powerful. Think about it this way. For each purchase of this, you can have a specialized item that can emulate any power costing

400cp or less from the power section. It's not as good as having the power itself, but it's something.

Doomstones (200cp): Even when the world as we know it comes to an end, there are still power grabs. These magitech necklaces, heavily resembling collars, are the work of Earth-11080's Doctor Doom. If you need a reminder, that's the Earth with the crazy cannibals. Well, long story short, Doctor Doom had a plan. He came to the remaining Avengers with what seemed to be a cure, a plan to create a sanctuary in New York by exterminating all the cannibals. These stones, a blend of alchemy and science, were meant to stabilize the infected and keep them from turning. Spoiler alert: Doom was lying. He was already infected, and the stones allowed the cannibals to keep their memories and intelligence. Doom could also remotely turn anyone wearing one into a cannibal and control them as his thralls. Go figure. You have a shipment of ten thousand Doomstones and the means to create more.

Sample Material (200/400cp): The later series have people go looking for body samples, which means that they'll have to risk their lives by entering dimensions inhabited by hostile zombies. You don't need to do that. You have a supply of as many body samples from zombies as you'd like, plus a few from living people as well. You can even arrange to have an entire zombie delivered to you. These ones can't infect anyone and are completely vegetative, so there's no need to worry about one trying to grab you while you operate. There's more than enough to study. By default, you get samples from one particular strain in one universe, but for an extra 200 points, you can get samples from different strains all over the multiverse.

Cloning Vats (400cp): I mentioned the Jackal earlier. After things had simmered down after the apocalypse in Earth-2149, a society of zombie supervillains was created by the Kingpin. The zombified Miles Warren still had access to labs. He started mass-producing living bodies for the undead to feast upon. And you've got your own set of this. As long it's working properly, it can create as many clones as you like, though it is limited to creating normal humans for now. That's what it's got in its database. If you got a sample from a superhuman, you might be able to make a clone from it, but it won't be quick. I would ask that you use this more... humanely. Like, perhaps, repopulating a decimated world.

Transmode Virus (400cp): Machines are immune to the virus, and some would consider one method of transformation to be better than the other. Here's where this comes in. This virus turns those infected by it into a phalanx. A robotic being. While it may result in the individual acting more... robotic, it is arguably much better than zombification. It spreads via physical contact, and it takes little more than a few seconds for the conversion to be complete. You have also been given a chamber that can convert any organic beings within it in the same amount of time. It comes with a force field, if your recipients aren't as cooperative as you thought they'd be. This can be a warehouse attachment, if needed.

Cerebro (400cp): The brain. That's what the name translates to, and what this machine works with. In fact, that's what its name is in Spanish. This is Professor X's famous helmet, an extremely advanced computer made to amplify the brainwaves of whoever wears it, allowing the user to detect the presence of mutants worldwide. Mind you, this isn't the portable version of cerebro. It's big enough to require a room of its own, and comes as a warehouse attachment by default. If there is a mutant on Earth, you will know. That's the intended use, at least. You'll find yours to be very simplistic to modify. You could configure it to detect whatever you want to, provided it has to do with organic bodies. You could use it to track down survivors, zombies, mutants,

dinosaurs - if it's on the planet, Cerebro will find it. This version of Cerebro can be used by non-telepaths, though those with those gifts will find the range of Cerebro increasing enough to detect things in space.

Asteroid M (400cp): One of Magneto's orbital space bases. There's usually only one up at a time, but there have been multiple times where the station has been destroyed and a new one has been rebuilt. Now you've got a space base of your own. It has the resources and technology to remain in orbit indefinitely, and can support twelve people. Restocking supplies of food, life support, you name it. It also has a small shuttle to get people to Earth and back. Of special note are the stealth systems. While the Earth-2149 Asteroid M was attacked by zombies (surprisingly, they were driven away and didn't come back), they'll have a very, very hard time finding yours. It's undetectable to the vast majority of detection methods. It won't be found unless somebody spills your secret or you're followed back.

Tablet of Life and Time (400cp): Behold, the secret to eternal youth! This is what the Kingpin's after, and it's a good deal you're getting here. This ancient slate has the instructions to create a serum that will make its drinker younger. It's surprisingly easy to read, though the inscribed hieroglyphics translate to chemical formulae instead of any words. Just remember that it deaged Silvermane into oblivion when he drank it (though he came back afterwards because it's a comic book series. He showed up again in Daredevil #122.). If you make a zombie drink it, who knows what might happen?

The Quantum Bands (600cp): These are the vestments of those appointed to be the Protector of the Universe. They'd ordinarily fuse to the wrists, but you can take them off whenever you want. The bands draw energy from the Quantum Zone, a dimension where all the universe's potential energy is housed, and grant the wielder great powers over energy. First and foremost, you control existing energy, so long as it's linked to the electromagnetic spectrum in some way. You could cause a solar flare, create illusions, and more. If you don't have energy to work with, you can draw out nigh-unlimited amounts of energy from the Quantum Zone, enabling feats such as firing blasts well over the greatest nuclear weapons, and making energy constructs powerful enough to withstand these blasts. These constructs are able to affect that which would be normally intangible. However, the connection can be cut off, though the bands have a "battery" of sorts you can work with. Even if you're almost out, you can drain energy better than Captain Marvel could (unlike her, you don't have to come into contact with the energy). You could siphon away all the energy in one of those energy-based superhumans, weaken the infinity gems to an extent, and energy blasts are laughable to you. Some sources may resist your attempts to take energy from them, however. Aside from energy, you can also use the bands to fly at relativistic speeds, to create wormholes, and augment your physical attributes.

The Brass Frogs of King Solomon (600cp): At first glance, they appear to be a pair of golden sculptures of frogs, small enough to fit in the palm of somebody's hand. However, they belonged to Solomon way back in the biblical times. You'd think that'd mean something, and you'd be correct. One has power over time, and can jump (pun intended) back and forth into the past and future, taking you and a few nearby passengers along for the ride. The other does the same, for space. It teleports you. When you hold both frogs, they synergize. Together, the frogs can accomplish what they can't alone. You can travel through both space and time, or summon things to you. Their reach extends to other universes, allowing you to go there as well. The frogs look identical. I suggest you stick labels on them so you can tell them apart.

I hope you've been paying attention. I've been referring to the frogs as they, and not just because of plurals. The Frogs may not appear like it, but they are sentient and have minds of their own. However, they are inclined to look upon you favorably. I wonder why?

Drop-In

The Ash Williams Special (100cp): Are you a fan of Evil Dead? Well, regardless of whether you are or not, you get the paraphernalia of the Hero from the Sky. A chainsaw and a sawn-off shotgun. Neither will run out of fuel/ammunition, so you can be the horror movie hero forever. If you lose a hand, you'll find it very, very easy to replace that hand with the chainsaw. If lost or damaged, both will repair themselves within a day. Maybe they're enchanted.

Ape X Mask (200cp): This magic red luchador mask originates from Earth-8101, one of those universes where everyone's a simian. It belonged to Ape X - a hero that wouldn't be found on the vast majority of Earths inhabited primarily by humans. When somebody dons the mask, they will transform into a 500-pound gorilla with more than proportional strength and the power to fire energy blasts out of their hands.

Zvilpogghua (400cp): The Feaster from the Stars, of Cthulhu Mythos fame. This is an alien parasite from another dimension, the N-Zone. This parasite is not sapient in any way. It will naturally gravitate towards the most powerful being it can find and uses them as a host, consuming them from the inside. It will take one week to complete this process. When it does, the host will perish and Zvilpogghua will become an immensely powerful being, said to be a threat to every being on a given planet. It's certainly capable of consuming every being on the planet, given something more powerful doesn't stop it. We never see that actually happen in the comics, so be prepared for when it does happen. The parasite has now come into your possession, and will listen to your orders. The creature can be summoned and banished from whence it came through some obscure Atlantean ritual that you have down pat - you <u>won't</u> mess it up.

The Necronomicon (600cp): And we're going back to Evil Dead. This is the Necronomicon Ex-Mortis, the Naturom Demonto. The big evil book of the dead. Or at least, a copy of that book, made of skin and written in blood. It's up to you whether your edition of the book is sentient or not. It's got various spells and incantations written down, namely on the summoning of various hellish creatures. The book will add more pages about necromancy, summoning, and dark magic as you travel to new universes. There's no Kandarian demon involved in the process, but the book does have the power to raise an army of the dead. At your command, it can raise thousands of deadites - and <u>these</u> zombies are completely subservient to you. It can also be used to travel between dimensions, but once and only once. The book has a limited amount of magical energy, so you can either raise the deadite horde or get out while the going's still good - you can't do both. Lastly, the book has the gift of prophecy. It can tell you the future to an extent. If there are any prophecies in a universe you're currently in, the book will have it. It'll also warn you a few days ahead of time if a cataclysmic event is due to happen.

Intellectual

Lab (100cp): What self-respecting scientist doesn't have a lab? Not you, that's for sure. You have a state-of-the-art complex to work in. It's got whatever you need, provided it can be found in a mundane, 21st-century lab. It also has specific tools and materials for whatever you specialize in. Erlenmeyer flasks and Bunsen burners if you're a chemist, a workshop if you're a mechanic, advanced computer systems if you're a software engineer, etcetera.

Metal Limbs (200cp): The Flesh is Weak, now more so than ever. You'll see living and dead people alike replace themselves with metal. Why not get in on the action yourself> You might need to amputate a body part, too. Not everyone can regenerate, and those who can won't be able to if they're zombified. Now, these aren't anything special. The most powerful of these are about as strong as Misty Knight's cybernetic arm. That being said, you have a huge, replenishing stockpile of cybernetic body parts. All of them can be installed and modified with ease, and they work just as well, if not better, than the original body part. They won't be able to replicate anything a normal human can't do, though.

Power Armor (400/600cp): Hermetically sealed environments are a great way to protect yourself from the dead, and most hazards in general. So why not get a humanoid one that you can wear? This is a genuine suit of Iron Man armor circa 2005, so no Bleeding Edge or Model Prime armor for you. The Extremis suit's fair game, though. You can also have a copy of Rhodey's Iron Man suit at the end of Marvel Zombies Return. You can have any suit made during or before 2005. It's got all the trappings of a Stark Suit - toughness enough for a normal joe to shrug off 125mm tank shells and even a few hits from the Hulk without a bruise, fly at Mach 10, concussive repulsor beam weapons in the gauntlets and center of the hauberk, an onboard AI and other advanced computer, sensor, and communication systems, a heads-up-display, and in the case of Rhodey's suit, lots and lots of munitions. Missile launchers, chainguns, flamethrowers, you name it.

For an extra 200 points, the year limit is extended to 2019, under the stipulation that you don't try to game this by choosing something like the Godbuster or a suit of similar power.

Interdimensional Teleporter (600cp): The thing everyone wants. It'd ordinarily belong to the Watcher. Some want it to find a safe place to stay, and others want it to get more food. The interdimensional teleporter. This one has been programmed to self-destruct if it gets into the wrong hands, so there's no need to leave somebody behind to destroy it. The teleporter can get you anywhere in the local multiverse, and anywhere, period, post-spark. It might normally need a lot of energy to properly work, but that's all spoken for (since you bought it with points). The teleporter incorporates everything the various teleporters made by Iron Man and Doctor Doom do. It has the capacity to enlarge the field to move an entire Helicarrier's worth of people and material. It's got a computer that can scan for parallel worlds. This is a lengthy process, and finding a world suitable for your purposes will take a day on average. Alternatively, you can have the teleporter reset at set intervals, switching your passageway to random universes. Try not to dally too long while encroaching danger destroys the portal, ok? Don't repeat Ash William's mistake.

Warrior

Frank's Firepower (100cp): Frank being Frank Castle, the punisher. You have more than a few literal truckloads of modern, 20th and 21st-century man-portable weaponry. Pistols, rifles, machine and submachine guns, grenade launchers, rocket launchers, it's all here. This stockpile will replenish if you find yourself running out.

Iconic Gear (200cp): Not all masked marvels rely on guns. The majority of them don't. If they do have a weapon or tool, it's something memorable. Something gimmicky. That's yours, too. There's something that sets this apart from the rest. Maybe it's Cap's famous unbreakable shield, Hawkeye's bow and assorted variety of trick arrows, Daredevil's billy clubs, Spidey's web-shooters, Black Widow's bracers, Breeze Barton's jetpack, or something else. You can also get another gun, though it'll be something like a Skrull pulse pistol or that oversized grenade launcher Dum Dum Dugan had in Marvel Zombies: Destroy. Special note - if you choose a bow, you'll get a single bonus arrow depending on your living status. The Living get an arrow tipped with a broken shard of one of Wolverine's adamantium-coated claws. The Dead get one tipped with zombie teeth, which can transmit the virus.

Hero Jet (400cp): Not every superhero can fly. To get around that, they fly around on jets, and this one is yours. It can fly as fast as the Iron Man suit item, Mach 10, and is stuffed to the brim with weaponry and futuristic technology, some of which may be sourced from outside of Earth. It has a cloaking system, lasers, missiles, and doesn't just function as an aerial vehicle; as it's also capable of operating perfectly underwater or in the void of space. It handles like a fighter jet, yet has seats for ten passengers, as well as two in the cockpit for a pilot and copilot. The jet also has VTOL, can hover, and is remote-controllable. It's got the standard self-repairing effect, and needs no fuel. Wherever you go, this beauty will get you there.

Skuttlebutt II (600cp): The Korbinites are situated far away from ground zero of the outbreak, yet one of their greatest technological achievements has made its (their?) way to you. This is a copy of Skuttlebutt, the sentient space battleship commonly associated with Beta Ray Bill. Whether this ship has a sapient AI onboard is up to you, but I highly recommend it. The ship can fly faster than light, and is armed to the teeth. It stands to say that no Earthen craft can defeat it in a fair battle, though you'll want to avoid something like Thor flying straight at the bridge of your ship. Your ship is even more heavily armed than the Hero Jet. It's bristling with turreted energy cannons, each powerful enough to blow a hole through a mountain, and has a few gauss cannons to boot. Besides that, it can lay mines of incredible power, and of course, it has missiles. Skuttlebutt II has living quarters, a replenishing supply of food, a workshop, automatic repair systems, a medical bay, and pretty much all the amenities you could think of. The ship would ordinarily need fuel, and it'd be procured by taking energy from a star, but yours needs none.

If you don't want something as cool as a space battleship, you can have a SHIELD Helicarrier instead. Though it is incapable of interplanetary flight, it can still remain in the air indefinitely, and is very well armed, if not to the same degree as Skuttlebutt II. It's mostly missiles and point defense weapons. The main point of the Helicarrier, besides being a mobile command center, is that it fulfills its intended role as an aircraft carrier, housing hangars and enough space for over 60 aircraft. While they are excellent fighters and bombers, none of them will match up to the Hero Jet. The Helicarrier also comes with a cloaking system. Like Skuttlebutt, it has a replenishing supply of food, self-repairs, and needs no fuel.

Sorcerer

Cloak of Levitation (100cp): Doctor Strange's cape. The wearer can do more than levitate when they've got it on. They can fly at speeds just under Mach 1. It'll need a little bit of your own magic to propel itself, and you along with it, through the air. The cloak's surprisingly durable, and can move under its own volition to trip up foes or scoop you out of the air when needed. The cloak is self-repairing. It will never snag on anything and looks spectacular on you.

Magical Stone (200cp): This isn't one thing. It's a choice between two. You can have one of two options - either the Amulets of Damballah or the Bloodstone. The former are a pair of golden pendants with a snake design. Steeped in voodoo lore, they're involved with the creation of zombies. Not the flesh-eating kind we've been talking about, but the sort bokors used to reanimate. You wear one amulet. The other can be worn by a zombie, who will become your thrall as long as they wear it. They're incapable of taking it off. If you are capable of necromancy, the amulet will amplify such arts.

Alternatively, you can have the Bloodstone (sometimes called the Bloodgem). It's a heirloom of the monster-hunting family of the same name. Bloodstone, that is. That family used the stone to boost their already-redoubtable prowess to superhuman levels. The stone boosts your physical strength, durability, reflexes and speed to a level where you might give Spidey some difficulty, gives you a regenerative healing factor and immortality. You can also fire energy blasts, but only from one hand. The stone makes you immune to vampire bites - rather, any vampire that dares sink their fangs into you won't exist for much longer. That doesn't mean anything to zombies, though. The caveat to this is that you have to keep the stone on your person.

By taking this twice, you can have both the Amulets of Damballah and the Bloodstone.

Soulsword (400cp): Like Magik, you've grasped the entirety of your being and created a weapon out of your soul. Traditionally, it's a sword, but it doesn't have to be. Just something that can be held in your hands, preferably a melee weapon. This weapon isn't to be used against foes in the material world; swinging your sword at a physical thing or a person will see it pass through harmlessly. The most it'll do to somebody is knock them out. it's made for the immaterial. The soulsword is the bane of whatever midnight beasts may come your way, a reminder that humanity (or whatever you are) is not without its fangs. Spells, spellcasters, creatures of the night, and normally intangible creatures will fall before this sword like grain before the harvest. The blade, being part of you, can be dismissed and summoned whenever you like. Lastly, we're going to make an exception about the point about the weapon not being able to harm physical matter, because we saw Franklin Richards use it to cut the zombified Silver Surfer's board in twain in the last issue of Resurrection. The weapon, should you wish it, is fantastically sharp.

Blackspring (600cp): A Limbo of your own. It's nice being the Monarch and keeper of your own demesne, isn't it? This dimension is yours. You are the Sorcerer (ess?) Supreme in it, and while in it, you are effectively a god. You can reshape it to your liking, and draw an immense amount of power from it. Most other magicians, sans those of divine heritage, generally tap into the mystical energies of the dimension they're currently inhabiting. You can do that, but you can also channel all the energy of your dimension into your spells. You may have this dimension merge with others you have or gain (except for the Cosmic Warehouse or its equivalents). To speak about your realm itself, you have a one-time opportunity to determine what it'll be, starting with the terrain.

It could be pretty much anything. A land of high mountains? A giant mesa above endless fog? Endless, verdant plains blooming with life? A roiling sea?

If you look, you'll discover that your plane has no shortage of beings that live in it. If you are a zombie, so are they - you're not going to get food <u>that</u> easily.There are various inhabitants of your territory, and all of them are magical beings of some sort. Maybe they're demons, maybe they're fae, or maybe you're a degenerate and have chosen to populate your dimension with catgirls and kitsune that look like they came out of a gacha game. Whatever the case, these denizens have varying levels of power, but they're all capable of beating several average people in a fight. The strongest could even give a hero some trouble, provided it's a street-level hero and not someone like Thor. They're all loyal to you, though it depends on the climate and type of creature. Demons will be much less loyal than magitech automata, for example. You may automatically teleport or generate gates to and from your realm.

The Living

So You Want To... (100cp): There's no proper survival guide to the zombie apocalypse, because they're so varied in fiction. That's not going to stop people from trying, though. This is a mockumentary where someone goes through common steps on how to survive a zombie apocalypse. If one happens in the universe you're inhabiting, you'll get a new video with surprisingly good advice. The person in front of the camera is always going to be Spider-Man, or at least, someone dressed like him.

Blood Sample (200cp): But not just any blood sample. This is a small vial containing the blood of none other than Wolverine! If you don't know who that is, for some reason, that's the hairy guy with the claws on his fists and the healing factor. This won't be everything you need to create a vaccine, but it's a start. Plus, if you're good with science, there's a lot more you can do with it. If you get to someone still alive and inject them with a vaccine made from this blood, they'll become immune. Every month, your vial will refill itself with more blood.

Stark's Nanomachines (400cp): These, in time, will come to be the things that wipe out all of the Earth-91126 zombies, save for the Sentry. They were originally meant to cure cancer. They don't. What they do instead is disassemble any organic tissue that is diseased or necrotic, and self-replicate. In short, if a zombie comes into contact with this, they're the one who's going to be eaten. To the naked eye, it looks almost like the zombie's disintegrating. The problem with this is that it only works if a zombie ingests it, so you'll need some way of getting it in their mouths. These things can't get airborne, so you'll need to find some other plan to effectively exterminate the dead with them. You have one flask of the stuff, laced into your preference of alcoholic beverage.

Mjölnir (600cp): "Whosoever holds this hammer, if he be worthy, shall possess the power of Thor." Thor himself won't be needing it anymore. He's not worthy anymore. And as such, the Hammer of the Gods has passed from his hands to yours. And Thor's powers are mighty indeed. The Hammer is forged from Uru, the strongest metal in the Nine Realms, and is almost indestructible. It was forged in the heart of a star, and it can be thrown straight through black holes and the cores of planets without a scratch. The hammer itself, as stated, gives you the power of Thor. In effect, it makes you the Asgardian god of Thunder, for that's who it belonged to. Thor is not just the god of Thunder - he is also the god of strength, and the power gives you the same might - enough to level mountains and cities, the toughness to match, and can be used to fly at incredible speeds by holding onto the strap. Let's say it caps at Mach 32. Moreover, the Hammer gives its wielder the same great control over the skies themselves that Thor would wield, empowering you to call forth thunderstorms, bolts of lighting, gale-force winds, blizzards, and more, or gentler, more benign versions of those. In accepting you as its new wielder, the Hammer has bonded to you on some level. After it leaves your hand, it may be summoned back. All in all, this is a mighty weapon. What better way is there to cave undead skulls in? You would do well to remember, though, that the wielder's strength of character must be as mighty as the Hammer itself if they wish to be worthy.

The Dead

Spidey-Skin (100cp): You know that famous Spider-Man No More panel? The one where Spidey leaves his suit in a garbage can? Well, Marvel Zombies has its own version of that, but it's literally the remains of his skin. Well, we picked it out of the trash for you. It's yours. Peter Parker's necrotic skin. Weird thing to give you, but maybe you can get some use out of it.

Dining Hall (200cp): "Will you walk into my parlor? Said a spider to a fly." This isn't so grand, but it'll do. It's a little Cliché. Welcome to your own secret lair. It's not special, save for how secluded it is. The smell of dead parts stays within this area. Nobody's going to sniff it out. Furthermore, said body parts rot much slower than they should. The isolation your little hideaway has makes it remarkably difficult to find, with one exception. Every now and then, a hapless person might wander into your parlor...

Neural Connecter (400cp): For all the intelligence of the zombified Hank Pym, he couldn't figure out how to operate the Watcher's interdimensional teleporter... on his own. Zombie Giant-Man was a tool and probably the most villainous zombie in the original series. So, he invented this evil, gruesome, cross-shaped device to increase his intelligence. You can attach up to five heads to the machine. You'll need to expose the brain and hook it up with wires next. Doing so will effectively kill the victim's mind and add their brain power to your own, making you that much more intelligent. You should probably do this with decapitated zombies instead of living people. It makes it easier. Expand your mind.

The Galactus Hive (600cp): Alright, let's get this out of the way. This is the corpse of the one who was once known as Galactus, devourer of worlds. It's yours. You can eat it, if you want, though it does not contain the Power Cosmic. That's left the body entirely, so if you decide to chow down on the corpse with the Dead capstone, you're not getting it. It's basically a giant, dead, hollowed-out spaceship at this point, loaded with technology that Iron Man would call "game-changing." There's really not that much else to say about this. You can make the body fly at faster-than-light speeds and navigate the spaceways just as well as any other spaceship. The body's big enough to have plenty of hiding places should you need to ambush any unwary parties that decide to investigate it. Finally, the corpse comes with thousands of zombies already. Space zombies. Some of them have superpowers, but the amount of undead in here is far from the amount that ambushed the boarding party in the first issue of Resurrection. These zombies consider you their 'monarch' of sorts, and share a hive mind with you. They count as followers.

Companions

If you're living, it's a good idea not to go it alone. If you're not, the same still applies... or you might just want emergency food. This is your chance to bring some friends along, or make some new ones. One thing you'll find about the zombie apocalypse is that it's disrupted the lives of a lot of people. There are lots of survivors who'd be willing to join up with you, and zombies would be too, once told that you can take them to a new dimension. I've taken the liberty of recommending a few you can read about. These guys are exclusive to your living status - the living may only recruit from their section, and the same applies to the dead. There are two exceptions to this. Simon Garth and Wendell Stuart may be taken by either the living or the dead.

Import (free): Look, you'll probably need the help. You can import up to eight people who have traveled with you previously at no cost. Each companion of yours will be granted 800 corpse points, and may take up to 600 in drawbacks.

Canon Companion (100/400cp): For a small fee, you can recruit anyone who inhabits these universes, provided you can convince them. It's their choice, and you can't influence it in any way. It shouldn't be hard. The 400-point cost is for the more powerful beings out there - namely, the Zombie Galacti. You can't bring anyone more powerful than that along, and it's 400 points to bring along one apiece. In other words, if you want the whole set... look to the scenarios section or pony up 2400 points. If you fail to convince them, you can look to someone else or get your points back.

The Living

Iron Man (200cp): James Rhodes, not Tony Stark. More specifically, the James Rhodes of Earth-91126. He became Iron Man after the zombie Giant-Man of Earth-2149 attacked Stark International, leading to Tony's death in the chaos. Years later, when the zombie apocalypse finally happened, Rhodey survived through it all by removing bitten body parts before he could turn and replacing them with cybernetic parts. In the end, Rhodey would team up with the dead versions of Spider-Man, Wolverine, and the Hulk to try to put an end to zombies once and for all. They wiped Earth-91126 clean of the revenant scourge, leaving Rhodey as one of the two last survivors on an empty world. He'll be glad to come with you. There's nothing left for him. He'll bring his Iron Man suit, too.

Sandman (200cp): The other last survivor of Earth-91126. He witnessed the zombie Spider-Man of Earth-2149 kill the rest of the Sinister Six and killed the native Spidey in a case of mistaken identity. Years later, he was the means by which the New Avengers - the anti-zombie coalition, made mostly of zombies - ended the Hunger on Earth-91126. The zombified Spider-Man tracked him down, injected him with a dose of Wolverine's blood and Tony Stark's nanomachines, giving him immunity to the plague and transforming his sandy body into a swarm of zombie-killing nanomachines. If you want somebody to go through zombies like a knife through hot butter, he's your man. Flint's seen enough of them for a single lifetime, though, but he'll be just as glad as Rhodey to join you.

The Venom Symbiote (200cp): Venom was left without a host after Eddie Brock was turned. Zombies aren't suitable hosts, and as such, Venom is desperate for one, and has decided that you'll do nicely. By becoming the new host, you'll gain all the abilities Venom can provide. By bonding with the symbiote, you'll have the power to do everything Spider-Man can, and then some. You're a good deal stronger and tougher, just as agile, and can wall-crawl. Your new friend can reshape themselves to fulfill various needs,

creating tendrils, blades, claws, and replicating Spider-Man's webbing to swing around. Venom does need to eat and subsists on a diet of either brains or chocolate, but other than that, you shouldn't have any issues with the Symbiote. You've got yourself a partner. If you really want, you can have Carnage instead.

Swift Cloud (200cp): Her real name's Jacali, but she goes by Jackie. She's the daughter of the outlaw known as Hurricane (Harold Kane) and the Apache woman Little Cloud, and she's seen her fair share of zombies, too. She's from Earth-483. She's got the power of the Hurricane, having inherited it from her father when the dead rose in Rango. Afterwards, she joined with Howard the Duck and Machine Man, visiting ARMOR agents, to go collect samples from various zombies and kill a whole lot in the process. Jackie's a good friend to have around, good with a gun, and her power makes her what would be the fastest gun in the west.

Ashley D. Williams (200cp): This isn't Ashley J. Williams from the Evil Dead comics. Nor is he the Earth-2149 version, Ashley G. Williams, who died in the outbreak. This Ash's middle name is Daniel. Nonetheless, this is an Ash who's squared up with many, many deadites and knows what he's doing. Now, Ash might be loud, boorish, and he might constantly look out for pretty faces, he knows what he's doing. He's got his trusty chainsaw and boomstick and while he might not be able to beat a super zombie in a fair fight, he knows when to get out while the going's good.

Gramps (200cp): This is your very own Sentinel, the same brand of robot once used to hunt mutants in an effort to exterminate them. It turns out that hunting undead superhumans, mutant or not, isn't that different. Plus, it's far more justified. This sentinel has been reprogrammed to such aims, and is incredibly well armed. Conventional weapons, energy blasts, rocket fists, and the proportionate strength of a battle robot that's three stories tall can do a lot to wipe out the dead. Don't expect Gramps here to beat the Hulk or the Sentry, but anyone below that weight class is short work. Gramps has been programmed to have the personality of a fond grandfather (shocking!), with the prime directive of protecting you and yours. The Sentinel also comes with an upgrade that allows it to heal like an organic being and adapt to most situations, and advanced scanners that can be used to detect zombies.

The Dead

Wendell Stuart (free): Wendell is the least dangerous person in this section. He's just a shut-in and a diehard marvel fan. If you go inside his apartment, you'll see what I mean. Everything from his bathroom to his interior decorations will tell you so, though he constantly goes online to complain about comic books. Sound familiar? Eventually, he'd mutate into a zombie overnight. Maybe it has to do with the fact that he consistently went to bed at 2 in the morning. Well, either way, what would normally happen to Wendell would be a realization of his new undead status, followed by rigor mortis and incineration. We feel sorry for him, so here he is. While Wendell isn't good at that much, he's read oodles of comic books and knows all about the canon plot.

Headpool (200cp): *Or, should I say... <u>Un</u>Deadpool? The writer of the doc was kind enough to let me narrate my own section and make my case on why you should totally bring me, the sexiest and most handsomest zombie head you'll ever lay eyes upon, with you! I turned into what I am now in the early days of the outbreak, and I lasted a loooong time. The space guys left, and the big cheese thought I was man enough to invade another reality. Unfortunately, this hot witch babe totally <u>eviscerated</u> my hot bod*

with a boat propeller, though I got a mouthful of the long-haired space hippie who threw me into it. He's fine. No, really. Wundarr showed up for the Thing's bachelor party in 2018. He got better. I'm good in a fight... or at least, I was. Nowadays I just try to nibble on people. Or at least, I once did. I've put that behind me now. Bring me along, please? I'll be your best friend. I'll be your super best friend if you bring along my man Si below.

Simon Garth (200cp): The original Marvel Zombie, who turned into one way before the apocalypse. Simon's no flesh-eater. Rather, he was a very successful businessman in life, until his former gardener kidnapped and murdered him, before giving his body to a voodoo sect to resurrect as a zombie. He's not the same person he was in life, but there's still some vestige of humanity in Simon, and he'll do his best to look out for you. He comes with one Amulet of Damballah and is strong enough to overpower professional bodybuilders and strongmen, but don't expect him to win wrestling matches with superhumans.

The Willow Spirit (200cp): Unlike everybody else mentioned in this section, this one's no zombie. This spirit is what you'd call one of the Yōkai. The one behind the story of the Jyuurokunin Dani, the Valley of Sixteen. The tale goes that there were once sixteen woodsmen who planned to cut down a willow tree. The night before, a young woman came to their dreams and warned them not to do it. They didn't listen. Soon, fifteen were dead. Their tongues had disappeared. They were cursed by the wrathful spirit of the young woman. Recently, it happened again, and the spirit raised the tongueless corpses of the lumberjacks as vengeful revenants. The instruments of the Onryō's wrath. The Mononoke has, for whatever reason, decided to join you. It might have something to do with something you'll get every jump - a strange seed. It's called an insect bead. If you plant it, it'll grow into a wonderfully twisted willow tree.

The Respawned Queen (400cp): Carol Danvers, or at least, what used to be Carol Danvers. It's actually some zombie brood parasite inhabiting her dead body, with access to all of her powers and memories. This is the zombie Captain Marvel of Earth-19121. She was the one who lured the joint team of Avengers, X-Men, and the Fantastic Four to Galactus' dead body, at which point they were swarmed and turned by a multitude of extraterrestrial zombies. She(?) still has all the powers that Captain Marvel had in life, though we don't really see that much of her in the comics.

The Sentry (600cp): One half of the time loop. This is the zombified Robert Reynolds, otherwise known as the Sentry. One of the most powerful zombies, ever. Though he was responsible for starting the zombie apocalypse on Earth-2149, he didn't show up in any of the original Marvel Zombies issues. Maybe that's because he joined you, here. The Sentry is one of the most powerful superhumans ever, and that carries over to his undead state. He's not that trustworthy, though. If he thinks you're his primary source of competition for food, he might try to get rid of you. Though seeing as you'll be traveling through many dimensions, he might see sense. Might, because zombies are notorious for being awful at long-term planning. All that aside, if you want biggatons, he's your man.

Drawbacks

Things are bad enough as it is. Despite that, you can still worsen the situation, and not just because of your actions. If you agree to take one of these complications, you'll be rewarded with a variable amount of points. You can take as many as you want, but be careful what you wish for. All drawbacks will be waived when your time here reaches its end, as in the vast majority of jumps.

Awful Art (+100cp): For the duration of the Jump, you'll perceive everyone and everything around you in the art style of a specific comic book artist. You won't like their work at all. It just looks terrible. You will be fully aware of how that artist's work ticks you off, but nobody else will be. If you know, you know.

The Hunger (+0cp, Mandatory and Exclusive to Zombies): The force driving everything. You are a zombie, and you feel it. You're a hideous, flesh-eating monster now. You won't be able to control yourself. You'll slaughter and gorge yourself on the innocent and guilty alike, fully aware of the horror you're helpless to stop. After every meal, true lucidity will sink in, leaving you with the weight of what you've just done. You'll still feel the urge, even dismembered and without a digestive system. You are the virus' thrall, and will be used for nothing more than the ideal of 'spreading the gospel.' This is who you are now.

"Blasted Necrosis." (+100cp): A side effect of zombification is bodily decay, and with that comes senility. That's shown itself in you in the form of short-term memory loss. You might not remember the name of that person you met yesterday, or forget a password. It'll be the little things you'll forget. Nothing big. This drawback isn't just restricted to zombies - if you're living, you just have a naturally bad memory.

I Totally Just... (+100cp): ...JUMPSCARED YOU. Well, probably not. You're awfully skittish, and things will align themselves just so things startle you at inopportune moments. These will always elicit some fear in you, even if they wouldn't otherwise. Sometimes, they'll be actual threats, sometimes not. It's not healthy to be surprised so much, and you might react in an unintended way...

Return (+100cp): Tacky name. It took the Zombie Galacti about forty years to come back to Earth after their murderous space trip. There'll still be zombies on Earth-2149, just the relatively less nasty ones. If you're willing, you may decide to stay an additional ten years for each time this drawback is taken. This may be taken only four times for a total of fifty years.

"Can We <u>Help</u> You?" (+100cp): You have all the social grace of one Ash Williams as he appears in Marvel Zombies. Which is to say, a complete lack of it. If you'll excuse me using some fancy words, you're boorish, raucous, and completely unsophisticated. You'll piss off most of the people you meet, and you're a terrible judge of character. Need to talk to the Avengers? Blast their intercom with a shotgun! You'll make crude jokes with the worst people, it's easy to pick you apart from the vulgar way you speak, and you're a sucker for a pretty face and very easy to fool.

Weight Loss (+100cp): You're missing a limb. An arm or a leg. You can choose which limb to lose, but the loss of it will seriously debilitate you for your time here. If you are some sort of creature that has way more limbs than is expected, it will still debilitate you as much as taking an arm or a leg from a normal person would. You cannot regenerate

from it, but it can be replaced with cybernetics. There are several sub-drawbacks that may be taken on top of this, detailed below. You may take this up to four times.

> **Faulty Parts (+100cp):** You can't replace your limb with cybernetics anymore. It's lost for good, and nothing will remediate this loss in any way. No forming energy constructs of limbs, no possessing other bodies, no way out. You'll just have to live with your loss like most people do.
>
> **Direct Amputation (+200cp):** The good news is that you still have your limb, for now. The bad news is that you'll lose it in a very distressing way very early into your time here. There's no telling how it'll happen; only that it will. Your limb could be irrecoverably injured, forcing you to amputate it, or someone might just take a saw to it in your sleep. You will have to deal with the immediate physical and mental trauma that comes with the loss of a limb and stop yourself from dying from such a deep injury.
>
> **An Almost-Full Meal (+600cp):** Scratch just one limb. You're losing your entire body. The only thing that'll be left of you is your head. If you need your body to survive, you'll be fitted with a life support apparatus, which, in other words, means that you'll be reduced to a head in a jar. This replaces **Weight Loss,** meaning that the points gained from that are lost in favor of this. It may still be taken with the other sub-drawbacks.

Stretched Thin (+200cp): Those who live through the initial onslaught will find another foe rising up to face them. The mighty, the cunning, the wise, none can evade such a foe. No matter how strong somebody is, this foe can still lay them low. The name of that foe? Grief. And now, you feel it. You've lost everyone you loved, and it shows. While you're physically fine, the weight of loss is crushing you. You haven't lost the will to live yet, but you're very, very close. By taking this, you're all alone, and may not import or take companions.

Ain't Our Strong Suit (+200cp): Long-term planning is how people succeed. Too bad you're terrible at it. When it's time to step up to the plate and make a stand, your plan of attack is to... attack. Yeah, I stole a line from the Avengers. But anyways, think Speedball during the Stamford incident and you'll have a good picture of how you'll act in danger. You're not calm under pressure at all, rush in recklessly, and in general, are a rash, impulsive person. You're absolutely that sort of person who'd eat the one marshmallow instead of waiting fifteen minutes for two. If you're a zombie, that'd apply to... less appropriate meals, meaning that you won't be careful and will eventually run out, the way things are going.

Delicious (+200cp): This one's straightforward. You taste, or smell delicious to zombies and those of an otherwise flesh-eating persuasion. If they're around, you're always going to be the first person on the menu, and even those who have overcome and renounced their ways might backslide in your presence. Something about you just attracts them like moths to a flame, and you can forget about hiding. The quality that makes you such an attractive meal will also allow them to zero in on your position. Being a zombie won't save you. While zombies taste awful to other zombies, that won't stop them from eating each other when they're desperate. And they will be. They'll be desperate to eat your flesh.

Haywire (+200cp): The constant danger around you has forced you to be on edge 24/7. Always being in fight/flight mode has never been good for someone's health. Your powers

haven't taken this well, and are reacting adversely. It's taking its physical toll on you, though this can happen in different ways. Someone with a danger sense might experience it going off continually, causing debilitating and eventually lethal migraines. If you took Wolverine's powerset in this jump, the adamantium poisoning might just come back, or your healing factor might fizzle out. Someone with energy-absorbing powers would have great difficulty controlling the energy, having it act up during the worst possible times. All in all, your powers are still usable, it's just that they're much more unreliable than they were before and are harmful to you in day-to-day life.

The Superhero Rule (+200cp): It's that they will not kill. Some find it outdated, and it has its place. I find it admirable, but I'll have to admit that it has its time and place. This isn't it. You cannot kill. Not living people, not zombies, not anyone. In a safe world, this would be perfectly acceptable, but it'll only get in your way here. The Ultimate Reed Richards tried to spare his zombie counterpart, and it didn't work. If a man as smart as he tried, what are your chances? You're in no way barred from doing the deed. If you do, though, you'll be staying here, permanently. You'll fail the chain.

Forty Years of Solitude (+400cp): Hey, beats a hundred, doesn't it? You're trapped in some forgotten place. Left to rot. Your prison doesn't even allow you to move. You're buried under hundreds of tons of rubble, after all. It's pitch-black, and there's nobody to talk to. You'll lose all sense of time and meaning, stuck in some inescapable hell for what'll seem to be an eternity. If you want an estimate of how long you'll be there, it's about forty years. As such this cannot be taken with **Return.**

RICHARDS! (+400cp): It can be argued that the doom of Earth-2149's last hope was brought about by none other than Mr. Fantastic. After the initial outbreak, he escaped to the Helicarrier and took to studying the zombies and came to the conclusion that they were a superior life form, and subsequently infected the rest of the Fantastic Four, who bit him in turn. Together, they converted the last infected superheroes. This may have had to do with the loss of Reed's children, but still, it's a betrayal and it's Reed's fault that Earth-2149 is what it is. Somebody you know, someone close to you will come to the same conclusion - that the other side has it better. Somebody close to you will either become a zombie worshiper, or decide that the dead are better off gone and act on their beliefs. You'll forget you took this drawback, meaning that their betrayal will most likely blindside you. Best hope you figure out what's going on before it's too late.

If you do not have companions, or took **Stretched Thin,** there will instead be a version of Mr. Fantastic who really has it out for you. If you're alive, he'll probably be a zombie. Regardless, you won't know that the world's foremost mind is plotting your downfall, and you'll have no knowledge of this drawback. This variant of Reed Richards will appear to you in the guise of a friend, and you <u>will</u> take his words as face value, when they're really anything but.

Spare Meal (+400cp): You begin this jump in captivity. The point of capturing you was to keep you alive, for a time, at least. Your captor is a zombie, but a very intelligent, very calculated one. They've taken the necessary precautions to restrain you, and your perks and powers will be nullified as long as you are their captive. Make no mistake, they're going to eat you. They're just not so impulsive as to gorge themselves all at once, leaving nothing for later. No, they'll slowly and methodically cut, sever, and consume your body, making sure to keep you as alive as long as humanly possible, until there's nothing left. The silver lining is that they're not so cruel as to make you suffer through it, though that's cold comfort. They're keeping you sedated, more out of a desire to keep you from struggling than out of any sense of compassion.

If you are a zombie, you are still in captivity, and your captor will still pull you apart, piece by piece. The difference is, your captor is alive, and they're dissecting you for scientific purposes.

Quantum (+400cp, Zombies Only): You are not one of the Hunger Gospel. You're an inferior zombie. A shambling, mindless husk that comes to mind when the word is mentioned. The stereotypical zombie. You're probably one of the Quantum Zombies from that episode of What If, but any sort will do. We'll let you choose the kind of zombie you'll become, so long as it is unintelligent. You've lost all of your capacity for thought, higher reason, and intelligence. Your humanity. Your consciousness has left you, and there's one thing on your mind - food. You can't think of anything else. You're well and truly a slave to your hunger.

Hallow's Eve (+400cp, Living Only): The night before Halloween can be referred to as Devil's Night. Early on in your jump, on that very night, you'll meet a stranger. A decrepit, wrinkled, unctuous, sinister man. If you're perceptive, you might sense something otherworldly about him. You might not think much of the encounter, but you'll see him again. In fact, he's been keeping an eye on you. If you should ever find yourself in mortal danger, he may even preserve your life, though this can only happen so many times until you begin to bore him. If you're good enough at avoiding the dead, fate will see to it that you live happily for a time. Eventually, inevitably, this will end, and you'll find yourself in grave danger. At death's door. When that day comes, the stranger will appear before you once again, and he will make you a mutually beneficial offer. Whether you take it is up to you...

Round Two (+600cp): I understand a Jumper might get into a lot of conflict as they travel through worlds. Well, because of that, we're going to bring back all of your old foes. They've been infected with the local zombie virus, but are just as intelligent and capable as they were before. Every single foe, from all of your previous travels, will have a chance at this - and they'll all be working together. At least one of them will scale to your capabilities, and if they manage to take a bite out of you, it <u>will</u> harm you no matter what defenses you have. In fact, they've got a version of **The Hunger Cosmic** specifically for targeting your perks and powers. They're going to relish tearing you apart once and for all. If they manage to achieve this goal, they will absorb your nascent spark. The fragments of your spark will all evolve into a complete one, and they will unleash their brand of undead scourge on their native worlds, and keep going from there. If they eat you, you die, permanently. That's what would happen to anyone else, and there are no special rules protecting you. End them, or die.

If this is your first jump, you instead face a zombified variant of yourself.

The Jumper Galacti (+600cp, must have taken at least 10 previous jumps): Your out-of-Jump perks, powers, and items have been lost, Jumper. But they haven't disappeared. No, they've been divided into six or seven portions, and given to various zombies. They know you're the source of these, and like the previous drawback, they will be gunning to eat you. This is out of a desire to consolidate their newfound power, and a desire to eat you. Each will have either a sixth or a seventh of your perks, powers, and out-of-context strength, and superpowers of their own on top of that. While these guys may not be the original Zombie Galacti, they've already eaten both Galactus and his Herald, meaning that each carries about one sixth or seventh of the Power Cosmic. In other words - on top of their original powers, they're all stronger than the Silver Surfer, and have a sixth/seventh of your power. It wouldn't be off to call them the most powerful beings in the universe. They all have a preternatural sense of your exact

location at all times, and they're willing to share you with each other. They've worked together in a team before, and they'll work together again, better than ever, since they've got such a common goal motivating them. If you defeat one, you don't get that portion of power back. The silver lining is that all of this is new to them, and it'll take them a while to figure out everything you can do. You'll have to make do with mundane skills you've picked up the proper way, and your purchases here.

Scenarios

Now, there's enough happening for you to be busy without taking these quests, but if you're feeling up to it, you can take on one of these undertakings. Make no mistake about it. Achieving each will take a monumental effort, but each will offer a great boon should you succeed. However, if you fail, the consequences will be that you lose everything you got here.

Life As We Know It

Living Only.

It's time to end the time loop. Honestly, there may not be much that can be saved, but you're going to try your best. You'll have to save at least 50% of the world's population. Normally, this kind of event would end when someone would undo everything and bring back the status quo, but unfortunately, these Earths don't have the privilege of being the main ones in the comics. That's why it's that low. The situation itself will be dire. You can try to head things off at the start. We'll detail the original worlds below.

Earth-2149 and **Earth-91126** are the two in the time loop. On Earth-2149, it started with a flash in the sky and a ripple in the clouds, bringing the Sentry, patient zero, into the heart of Manhattan. The Avengers, first on the scene, were the first disciples of the Hunger Gospel - the first native zombies. The plague spread rapidly from there. The Avengers retreated to the mansion in an attempt to figure out what had happened, only to eat Jarvis and call the reserve avengers, infecting the majority of the roster. Quicksilver made it worldwide after he was fooled and bitten by a zombified Mystique. Mr. Fantastic lost his mind and infected the last living superheroes. After that, it was curtains for the world. Magneto helped a couple of survivors and the Ultimate Reed Richards escape before being eaten himself. The next victims were the Silver Surfer and Galactus, whose powers were absorbed and then used to consume all organic life in the universe. It took 40 years. Then the zombies came back to Earth to find a way to reach another dimension, only to find the last remaining human settlement. After much infighting between those who'd beat the hunger and those who hadn't, the remaining undead were sent to Earth-91126.

Upon reaching that world, they were scattered. Some appeared on planets far from Earth, while others showed up at various locations on the planet, though they all seemed to relapse to a hungering state and lose the Power Cosmic. Earth-91126 actually continued on for a few years. The local Spider-Man and Iron Man died from zombie-related encounters, but the apocalypse wouldn't happen until the native Hulk brought it to Earth. This Hulk, fresh from Sakaar, landed on the moon, intent on delivering vengeance to Black Bolt, only to discover that the Earth-2149 Giant-Man had turned all the Inhumans. He was subsequently bitten and attacked Manhattan. The Sentry was sent to stop him, and you can see where it went from there. Hulk bit Sentry, and the apocalypse began. Fast forward a few years ahead, and you'll see the world picked clean of life. What'll be left will be a group of seven zombies in New York, a group of three that want

to eradicate their kind once and for all, the zombified Giant-Man from 2149, and the last two humans on Earth - James Rhodes and Flint Marko. The zombie-hating faction wins out and almost all of the zombies are killed, except for the Sentry. Giant-Man trapped him in an interdimensional teleportation machine to use him as a power source.

After this, the Watcher would come into play. Having witnessed the carnage on both worlds, his plan was to contain it by sending the Sentry back to Earth-2149... thus starting the loop.

Your job here is to end that loop and kill every zombie on those two worlds. As long as there's a flesh-eater out there, your job isn't finished. Whether you nip it in the bud with the first zombie to enter a dimension or finish off the last few zombies after everything's gone is up to you. Just make sure the Hunger Gospel will never have anyone in its clutches again. In addition to this, you must stop any attempts to cross dimensions by anyone dead in their tracks, preferably before the first zombie sets foot into another universe. This includes the Kingpin's plot to use the Superhuman Registration Act to zombify all of Earth-616's heroes, and Mr. Fantastic's plot to bring over his alternate universe counterpart. An exception can be made for zombies who have beaten the hunger. You can destroy them like the rest, bringing a permanent end to the plague, though it will be unjust in the eyes of some. Or you may spare their (un)lives, allowing them to (un)live in peace, though the hunger could return under specific circumstances.

If you succeed in this endeavor, you will meet the Watcher at the end of it. Uatu will thank you for doing what he could not, and he will grant you some of his power in turn. Firstly, you get the perk **What Has Been Done...** for free. If you already have it, you get your points back. On top of this, you get the following perk and item.

Cannot Be Undone: The power the Watcher bequeathed you is very, very specialized. You can create time loops. You have an innate, intuitive understanding of the effects of any time travel, and you can create time loops at will... or, should we say, keep them going. Everything you will do already happened, of course, when we're talking about these. If there's something that causes a loop, you will <u>know</u> the instant you become aware of it. The power itself allows you to send things back in time to achieve some goal, and things will arrange themselves so that even without your presence, that goal will be achieved.

The Cure: You get all the albums the band ever made. On top of that, you get the <u>cure</u>. The thing that'll put an end to all of it. It'll spread just as fast, if not faster than the virus itself, and it'll work on any zombie you'll come across. Any you can find in the Marvel multiverse, at least. There are a lot of different zombies out there, and it'd be foolish to say that this can bring all of them to normal. But the Hunger Gospel, the Respawned, the cannibals from Earth-11080, the Quantum Zombies, and even magically-controlled beings such as zombi (no E here) or draugr will revert to whoever they were before. It's all a bit of a moot point now that you're done with the zombies, after all.

The Vaccine

<u>Living Only.</u>

ARMOR, the Alternate Reality Monitoring and Operational Response Agency, is responsible for protecting Earth-616 from extradimensional threats, just as SHIELD deals with global security and SWORD is tasked with protecting Earth from outer space threats. The agency has become aware of you. They've offered you a job, in fact. See,

zombies are actually quite the threat. The sentient ones often look to other dimensions once there's no more food on theirs. Your job is to strike first and invade their reality before they can get to yours. You'll most likely be working as a field agent for this, unless you've got the requisite know-how on making a vaccine.

See, the first thing you'll have to deal with is Earth-2149. That's where it all starts and ends, it'd seem. You need to acquire a sample. It's been deemed unsafe for organic beings, so you'll only be sent there if you're a robot or have some way to keep the Hunger at bay. If you're sent there, you'll be accompanying Machine Man and Jocasta. You'll need to track down the last living human on Earth and take a sample of their blood. It'll be no small task. Fortunately, the Zombie Galacti left for space a year ago, so you won't need to deal with them. I'll do you a favor by telling you who and where she is. The last human is Vanessa Fisk, the Kingpin's wife. The Kingpin has built an empire of the undead, being New York City's undisputed crime lord even in death. His will is strong enough to control himself around his wife, and he's keeping all his subordinates away from her, too. He's even forged an alliance with the also-zombified Inhumans, and they're gorging themselves on clones produced by the Jackal. The Kingpin also has a plan, you see. He's got the brain-dead Dr. Strange to scry into other dimensions, and has sent two of his underlings to carry out a scheme. He wants to infect the superhumans of Earth-616. At this time, the Superhuman Registration Act and the 50-State Initiative are in full effect. One zombie is Wade Wilson, Deadpool, and he's been sent to Florida to scare the authorities. The other zombie is Dr. Micheal Morbius. He's undercover at ARMOR. He's kidnapped the real Morbius and is posing as him. He's currently one of ARMOR's chief scientists. After Deadpool causes a panic, Morbius will propose a 'zombie virus vaccine' to inoculate all registered superhumans with. This vaccine will, in fact, be the virus. That's the plan. You need to foil this, kill or drive away any invading zombies, and make sure that the Kingpin's plot fails.

For succeeding, you get a perk and an item.

Vaccine Sense: Niche, I know. Whenever you encounter a vaccine, you'll have a sense of what it was made to do and the effects it causes. You'll know how effective the intended effects are, and there won't be any unfortunate side effects that get by you. If the zombie Morbius got his vaccine made, you'd be able to see what he was really doing and take action to stop it before it really got going.

The Hollow: This is ARMOR's main base, or at least, a very good replica of it. This is a gigantic bunker hidden miles underground in an undisclosed location. The bunker is very well-fortified against outside attacks, and it'll work very well as a fallout shelter. It is completely self-sufficient, with sustainable sources of food, water, and power. You have the entire base all to yourself, and it's got everything you'd expect a global paramilitary organization like SHIELD to have. Enough space to house thousands, an armory, hangars, a laboratory and medical ward, holding cells, and more. The bunker may only be entered and exited via teleportation, so naturally, you've got teleporters to do that for you. It's all yours.

Spreading The Gospel

Dead Only.

If you take this scenario, you're the villain. You're the monster. Just so you know.

The one will start the zombie apocalypse on whatever world you're on is no longer who it originally was. It's you. You are Patient Zero. Wherever you appear, your goal is to

spread what you have to all corners to the Earth. Contrary to what you'd see if you read the comics, it will be far, far harder than you'd expect.

Firstly, resistance. The world knows you're coming, and has taken measures to prepare. There will be a team specialized to take you down. They know exactly how what you're carrying works, and they'll send in people who have powers designed to resist that. Robots, intangible people, long-range attacks - they'll be pulling out all the stops. For once, everyone alive has agreed that you're a threat to them all, and they'll be cooperating and coordinating to stop you. While a cure hasn't been developed yet, the world's foremost minds have collected samples of various undead tissue across the multiverse and have been studying them for months. They're likely to develop one soon, or at least, a vaccine. For the purposes of this scenario, you have to stop them. These scientists and magicians are undoubtedly the smartest on the planet, and nobody will lose it at the worst possible time. They will also be coordinating, and everyone has put aside their grudges to work on a cure. Mr. Fantastic and Dr. Doom won't be having any arguments here. These scientists have a hidden, heavily fortified complex somewhere that you'll need to find and destroy. Then, there is the issue of the world - there's a macabre balance you'll need to find. Too few people turned, and you'll lose. Too much, and there won't be any food left over for you. You must devour or turn the majority of the world's population.

Once the world has by and large fallen, you should consider whether you want to go to space. This is optional. If so, you'll obviously need a way off the planet, and a way to reach the many worlds in the universe. You'll have to commit an unspeakable crime - something the original Zombie Galacti did. If you've gotten this far, you probably won't care. You need to destroy, devour or turn every being in the universe. This includes the cosmic entities - Galactus, Ego, the Phoenix Force (yes, I know Jean was infected and still held the Phoenix Force . That was dumb.), and the Watcher - you'll need to consume them. Personally.

Your goal, should you have ended the world, is to spread the sickness to another universe. If you have the **Interdimensional Teleporter, The Brass Frogs of King Solomon,** or other means of interdimensional travel, they will not work. You'll need to procure the means to get to the next dimension yourself, and it will be hard. It will be difficult - these things aren't exactly common, and they are extremely well-hidden and well-defended. It will take you a long time to find it, and when you do, you'll discover it to be beyond your comprehension. That doesn't mean that you'll never be able to get it to work - it means that you're just not smart enough to do so. You'll have to figure out a way to transcend the limits of your intelligence to get to another universe. At the end of the scenario, the last good people of both universes will come for you. They'll be a mix of the living and the dead, and they'll have some weapon that can destroy you permanently. They are your final obstacle. End them, and your goal is complete.

Committing these unspeakable crimes has resulted in the following perk. If you chose to go cosmic, you also get **The Power Cosmic** for free, or the points back if you got it already.

Jumpchain Zombies: Should you so wish it, you may alter the 'tone' of any universe. If you're trying to spread the hunger to another world or some equally heinous act, fate will see things go your way. All the right opportunities happen, you'll find some medium to spread the plague with incredible speed, and hope will be quashed. If I were to borrow a word from somewhere else, I'd use 'grimdark.' The universe will take a cruel, cynical outlook. All the better for you. And you'll always be able to find food somewhere out there.

New Wakandan State Affairs

The last human settlement on Earth-2149 is New Wakanda. It was founded by Magneto's Acolytes and the Black Panther. They returned to Earth (specifically, New York) after the Zombie Galacti left for space and the Kingpin's stronghold was wiped out by a visitor from Earth-616. Forge also lived through the apocalypse, and was an integral part of the birth of the world's last city. The city is currently ruled by an aged T'Challa, the man formerly known as the Black Panther, but all is not well. There are threats from both the inside and the outside, and humanity will die out in a few generations if they're left unchecked.

Firstly, the Zombie Galacti are going to come back. They'll show up looking for a way to get to another dimension and discover New Wakanda. After a brief scuffle where the settlement comes away intact, thanks to a force field and the help of the zombified Spider-Man and Luke Cage, the remaining zombies head over to the Baxter Building to find the teleporter. There, it's discovered that the teleporter is hidden in New Wakanda. After much struggle, the zombies overcome their hunger, reclaim their morality, and all seems to be well. You just need to hold out until then. The zombies include the six Galacti, wielders of the Power Cosmic, and have since added Phoenix, Firelord, and Gladiator to their ranks. Surviving the threat will not be easy, but the settlement wasn't destroyed in canon.

The second threat to New Wakanda is internal dissent. The settlement was founded by Magneto's acolytes, led by the late Fabian Cortez and the Black Panther. Politically, it is divided into two factions. The first is those who believe in T'Challa, and includes Forge, the zombified Wasp (who has long since overcome the Hunger), and Reynolds, the other resident scientist - not to be confused with the Sentry. T'Challa also had a son, T'Channa, who married Forge's daughter. They're both dead, but their son persists - T'Challa's grandson, K'Shamba. The other is led by Fabian Cortez's son, Malcolm, and is largely made of the younger generation, born after the apocalypse. Cortez's faction is in the wrong. If they take control of the community, they'll run it into the ground. Cortez secretly assassinated K'Shamba's parents and has been secretly sabotaging the interdimensional teleporter. If he takes control, New Wakanda will die out due to a lack of genetic diversity. He'll try to assassinate the king, resulting in T'Challa's zombification. Once the threat of the Galacti subsides, he'll stop sabotaging the teleporter and use it to send all the zombies to Earth-91126, continuing the loop.

You need to survive the threat of the Galacti and make sure New Wakanda is ruled by somebody reasonable. It can be T'Challa, it can be someone else, or if push comes to shove, it can be you. Malcom Cortez cannot be put in charge. If any of the zombies have survived the fighting (they devolved into infighting again and Hulk crushed a good amount of them) and overcome the Hunger, you'll have their aid as well. You'll need to make sure the living and the dead get along. No one will backslide, but it'll be a difficult task. You then must activate the interdimensional portal to diversify the gene pool and gather needed resources. You don't need to rebuild society to complete this scenario, but you do need to set up New Wakanda so it can eventually expand and do that on its own.

For the completion of this scenario, you may take **New Wakanda** with you on the chain. In fact, we'll throw in the entire planet, since yours is the only settlement on it. You can take anyone from the place as companions. Black Panther, Wasp, Forge, Hawkeye, the various Galacti, and even Cortez if you wish.

Midnight Over Taino

Think of this scenario as a sequel to **The Vaccine.** ARMOR will eventually figure out the Kingpin's plot, and the zombies will be foiled, with or without your help. The sole problem with that is two they've captured will escape using the base's teleporter in the chaos. The fugitives are Simon Garth and Deadpool, who you've seen in the companions section. In response to this, Morbius - the real Morbius, that is - will reform the Midnight Sons. The blood sample from Vanessa Fisk was brought back, and Morbius made a vaccine out of it. It protects them from infection, but there's a slight chance that it'll end up turning them. He's also created some genetically engineered bacteria that will make zombies explode upon exposure, and he's firing tubes of them out of pneumatic guns.

Garth and Deadpool set the teleportation coordinates to the Caribbean. They wound up underwater and Deadpool bit some underwater fish-men, who'd then attack a Swedish cruise liner off the coast of San Juan. The Midnight Sons will exterminate the creatures (from the Black Lagoon) and blow up the ship, before resuming their search. Garth and Deadpool will resurface at the island nation of Taino, where they'll meet up with Black Talon - supervillain, bokor, and plantation owner. Black Talon will capture the two and decide to sell Deadpool to another supervillain, the Hood. The Hood's powers come from his hood (what a surprise!), which is mystically connected to the Dread Dormammu. As a result of this, the Hood is going to be influenced into buying Deadpool in order to try and hold the world ransom. This isn't going to go well. Deadpool bites somebody, causing another outbreak, and Morbius shoots the zombies with his bacteria gun. The plague mutates into an airborne strain, a green fog that zombifies anyone it touches. Dormammu abandons the Hood for a chance to lay waste to the world by taking control of the fog through the Atlantean sorceress Jennifer Kale, one of Morbius' teammates. Morbius and Co. need to find a way to contain the cloud before ARMOR deploys nuclear weapons on the island. You must either help the Midnight Sons contain the cloud or take control of it yourself.

Your reward for success depends on the path you took. If you helped the Midnight Sons contain the cloud, you get **Jumper-Thing** for free, with points back if you had it already, and the following item:

The Vaccine: This is the vaccine Morbius made. It has been improving upon, somehow conferring total immunity to the Hunger Gospel with zero chance of zombification. You also get a replenishing supply of the bacteria Morbius made, the vials needed to store them, and the pneumatic rifles he made to deliver them. When introduced to zombie bone marrow, the marrow explodes, taking the body with it in a shower of gore.

Additionally, you may take the Midnight Sons as companions if you want, free of charge. If you've convinced them, that is. Anyone who comes with you will share a slot. If you catch up to Simon or Deadpool, they may be convinced as well.

If you took **Control of the Cloud,** that's its own reward. You've merged with the collective consciousness of the virus and bent it to your will. You're no longer one person. You are the zombie virus. You may take your original form whenever you want, but your true form is that of a green cloud. In this form, you will zombify anyone you come into contact with, and you can spread via airborne routes. You've also got your own version of the water cycle. You can absorb the blood and organs of whatever creatures you infect and release it as rain, which'll drain the life right out of whatever it comes into contact with - or, again, infect anyone it touches. Any zombies you create can be taken apart and rearranged into other, different zombies, which you control as your

thralls. For example, you could take three people with superpowers and make one big zombie, combining all their powers.

Supreme Creations

You're going to Earth-616 again. There's this laboratory and bunker somewhere in Kansas. Something's gone wrong with Project PEGASUS. That stands for Potential Energy Group/Alternate Sources/United States. These guys sure love their acronyms. Four hours ago, an alarm was activated and all communications ceased. Guardsman Squad Alpha, a team of soldiers who respond to superhuman threats, has been sent to investigate.

Here's what happened. The Squadron Supreme, a team of superheroes resembling the Justice League, was stuck on Earth-616. They eventually got back to their home reality, but they stayed at the bunker for a good while, and the scientists there studied them. One of the scientists had a "terminal illness." His name was Dr. Mortimer Dauoi. He convinced the Squadron that their DNA could be used to advance medical science. Dr. Spectrum, the resident Green Lantern expy, made energy constructs of the genomes of each member of the squadron. Dauoi grafted the genetic material into dead bodies and exposed them to zeta rays. The dead bodies became zombified clones of the Squadron. Things went wrong from there. The staff of the complex were massacred. The alarm was raised. The bunker ceased communications and sealed itself off. Dauoi himself wasn't sick with anything, unless you ask the man himself. He'll tell you that he was sick with life - or at least, eventually growing old and passing away.

The clones of the Squadron are listed as follows - Hyperion, Nighthawk, Power Princess, Whizzer, Blue Eagle, Lady Lark, Golden Archer, the Shape, Amphibian, and Tom Thumb. In other words, they're respective expies of Superman, Batman, Wonder Woman, the Flash, Hawkman, Black Canary, Green Arrow, Plastic Man, and the Atom. The good thing is that they're nowhere as powerful as the people they're based on, but there's no denying that they'll be a threat to everyone, dead or alive. There's also a tenth zombie called Nuke, but he ate the nuclear disposal team and escaped through an air duct. He'll show up in Vermont, zombify the town, and die when the last survivors call down an airstrike. The operatives will eventually clear the bunker of zombies with heavy casualties. The zombified Hyperion will get free, too, and wreak havoc in Kansas... before dying of Mad Cow disease. Four out of six die, one loses his legs, and their leader, Captain Jill Harper, is briefly swallowed whole and zombified before someone turns her back. That someone is the Jack of Hearts, the hero . Dauoi's zombies will all die, but he's turned himself into one and will escape. Ultimately, the clones of the Squadron Supreme are irrelevant to your mission. Your goal is to either eradicate all the zombies in the bunker (plus Nuke), save as many people as you can, and stop Dauoi, or help him escape. Your secondary goal is to stop Nuke and Hyperion.

If you **clear the bunker of zombies,** you'll end up exposed to the rays and gain the same powers the Jack of Hearts has, to a lesser extent. You can't restart a dying star, but you have all of his powers. They all stem from 'zero energy' and are based around that - giving you energy blasts, flight, and enhanced physical attributes. There's no computer brain included, but you don't need to wear a special containment suit or stay in a special room for most of a day to siphon off your energy, and you look completely normal. Incidentally, zero energy, whatever it is, is the energy that animates the zombies you just fought. Your control over it can reduce them to the cadavers they once were or return a freshly-converted zombie to a human state. They only work on this specific type of zombie, though. You can also get a free chance to bring any surviving members of the team, plus Battlestar and Jack, along as companions. Provided you can convince them.

If you **help Dauoi escape,** he will give you the hard light genomes of the Squadron Supreme. These are the fully mapped genomes of all members of the Squadron Supreme except for Doctor Spectrum. You might be able to create clones from these. Try not to mess up the same way Dauoi did. Additionally, you've become a sort of zombie just like him. You're immortal, though you don't heal anymore, and if you create more zeta ray-based zombies, you'll be able to exert some level of control over them.

Besides that, you get a sweet car. It's stolen, but it's yours now. The car is a 1970 Chevrolet Chevelle SS.

Ending

Your time here is over. It's time to make a choice.

Go Home

Stay Here

Move On

Notes

EYouchen Jump #21. Mada Mada Plus Ultra.

If I ever make a build for this myself, I'm taking the living origin. I'll have the Jumper save the world.

I apologize for any stupid, unscientific oversights I have made in the course of this document.

How did zombie Giant-Man get his forehead back after being teleported?

Don't treat the strength descriptions in the powers section as absolute limits. You can get stronger with training. They're just a general approximation of how strong you are when initially taking the power. I don't like all that "class 100" crap Marvel used to come up with. Does that mean there are 99 classes before it, for people who can lift varying amounts of weight? Is a class 1 character able to lift a total of one ton? The rating system shouldn't be literal. Lifting 85 tons sounds impressive, but considering a modern tank's about 70, it's not really an impressive feat. Back in the old days, lifting 100 tons would've been impressive. But with all the power creep, it really isn't anymore. If the strongest superhero could only lift 100 tons, he, she, or they wouldn't be able to lift a blue whale.

I write in a pretentious manner. I'm cringing at one of my not-so-old jumps now - The Amazing Spider-Man. But it was serviceable. Maybe I'll look back at this one day and laugh at it.

Last Gun on Earth is based on the Punisher in Marvel Universe vs. The Punisher. The one written by Jonathan Maberry.

Take the original Hunger Gospel. It's way better than the Survivor 118 strain. It's the original strain and the superior one. On the hunger fading, it does happen. It's just that it takes a lot of willpower. As in, if Spider-Man or Captain America can't beat the hunger with willpower, chances are neither can you. From the Official Handbook of the Marvel Universe (2008): "Without feeding, the hunger eventually fades, though this can take anywhere from days to decades depending on the willpower of the infected."

- **Custom Species/Power Sections:** This is intended for things you'd feasibly find in Marvel. It is <u>not</u> meant for things like Path to Victory, being a Kryptonian, or anything from outside the Marvel Universe.
- **Live Forever:** No, you cannot kill somebody to take their stuff or power. If they die or are zombified due to causes that you were not involved in, and they'd approve of you being their successor, you are that successor. If they were zombified, it's the non-zombified version of that person that must have once approved of you. The zombie version's priorities have radically changed, so approval from the living dead is not required.
- **Nova:** This was a pain to write. I have a soft spot for Nova. He's pretty much just a flying brick in his early issues, and the same goes for his limited appearances in Marvel Zombies and Marvel Zombies: Dead Days. However, I threw in the energy blasts and buffed up his powers to a more 'modern' interpretation. I even added the spacegates. The Worldmind would be overpowered, though.
- **Power Pack:** Yes, I left out Julie's powers. It'd be difficult to fit it between the two 100cp and 200cp flight powers, those of Angel and Cannonball. I'd price it at 150cp, but I don't like 50cp purchases.

- **Other Superpowers:** I didn't include the powers of the Super-Skrull or the Phoenix Force. The Super-Skrull just would've been too problematic in a jumpchain power section. Yes, I know Aehriman made one in the Marvel Comics: Kid Heroes jump. As for the Phoenix, I think it's ridiculous that it'd stay bonded to Jean Grey even after she was zombified.
- **The Brass Frogs of King Solomon:** They appear in the Black Panther books. More specifically, the part I'm looking at is Black Panther (2005) #27-30. The pun is that they jump, because they're frogs.
- **Mjölnir:** It's pedantry time. Anyone can wield the hammer if they're worthy. ~~Also, I'm going to say that if you put the Hammer to the test against the Soulsword, the Soulsword is going to shatter like glass.~~ Don't take my word for it, though. That's probably not what'd actually happen. I'd like to see it happen.
- **Hallow's Eve:** If you fight the Stranger, you'll lose.
- **Scenarios:** If you solved the problem on 2149/91126, you'll be sent to another universe where the same thing has happened for the purposes of the next scenario involving that world.

This was one of the companion options in 0.8, but I scrapped it.

- **The Hybrid (200cp):** This blonde teenager isn't entirely human, but there's no trace of zombification in him, either. It might not even be possible to turn him. What's peculiar about him is that he's got something that looks like a cord ending in a triangle where his heart would be. When he pulls it, he becomes a monster with the head of a specific power tool. He also has the same parts of those power tools on his arms (they're retractable) and can manifest them on his legs if needed. He can regenerate from anything if exposed to blood, and is physically strong enough to pose a threat to Spider-Man. He's a little rough around the edges, definitely hormonal, and will fall head over heels for any girl with a pulse, but he's good to have around during a zombie apocalypse. He seems to have a soft spot for dogs and cats...

Changelog

- First made on July 19th, 2023.
- 0.1 was released on July 26th, 2023.
- 0.2 was released on November 19th, 2023.
- 0.8 was released on February 23rd, 2024.
- 1.0 was released on March 1st, 2024.

Location Categories

Total: 21

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Global: 5 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom, Marvel Zombies
- Earth, Specific: 4

- Canada: 1 - The Troop
- UK: 1 - Rise from Ashes
- Japan: 1 - My Dress-Up Darling
- USA: 3 - The Amazing Spider-Man, Raw Deal, Die Hard
- Italy: 1 - Porco Rosso
- Norway: 1 - Troll Hunter

Credits

- EYouchen/MadaMada/Eli, the Jumpmaker
- The Jump-Elector Counts, my sounding board. QafianSage and Poscidion. They are my friends.

Sources

In alphabetical order, here is everything I saw or read for this Jump:

- Age of Ultron vs Marvel Zombies
- Black Panther (2005) #27-30
- Deadpool: Merc With A Mouth #1-13
- Marvel Apes: Prime Eight
- Marvel Universe vs. The Avengers
- Marvel Universe vs. The Punisher
- Marvel Universe vs. Wolverine
- Marvel Zombie
- Marvel Zombies
- Marvel Zombies (2015 - the one with Elsa Bloodstone)
- Marvel Zombies 2
- Marvel Zombies 3
- Marvel Zombies 4
- Marvel Zombies 5
- Marvel Zombies/Army of Darkness
- Marvel Zombies: Black, White, and Blood
- Marvel Zombies Destroy
- Marvel Zombies: Dead Days
- Marvel Zombies: Evil Evolution
- Marvel Zombies Halloween
- Marvel Zombies Return
- Marvel Zombies Resurrection
- Marvel Zombies Supreme
- Official Handbook of the Marvel Universe A-Z (2008)
- The Amazing Spider-Man Vol. 1 #68-75

- Ultimate Fantastic Four #21-32 (Zombies enter at #21, you have an arc about Namor and another about the Fantastic Four traveling back in time to stop themselves from getting powers, and then we're back to the zombies being evicted from Earth-1610.)
- What If? Episode 5 - What if... Zombies?