

Thanks to the desires of a mad scientist by the name of Kevin Clamely, the word is beset by abominations of science, often referred to as Zeds. The Zeds were an attempt to make the perfect soldiers; Loyal, merciless and unquestioning killing machines. Trouble is, they forgot to add in the “loyal” and “unquestioning” parts, and the only thing they’re loyal to is their ‘father’, who is still at large. Entire armies have been wiped out trying to stop this madman and his infernal spawn.

Can you and/or your ragtag group finally put an end to this madman’s reign of terror? Probably not, but you’re going to have to try.

Or you’ll just join Clamely in his pursuits. That works too.

Welcome to the KILLING FLOOR.

This world is not the one you left behind, but it’s remarkably similar, barring the sudden influx of british people and the fact that most of everyone is dead.

You’ll need this;

+1000cp.

Best of luck.

Age and Gender: Roll 17+1D8 for age. Gender is the same as the last jump. If you insist, you can pay 50CP to change these two to whatever.

Starting locations: Where you go to die. Hopefully you run into that group of mercenaries and civilians...

1. **London:** Less than a month ago, the capitol was thriving at the height of the tourism season. No longer. A light breeze carries carries distant screams and the scent of gasoline fires and rotting flesh.
2. **Biotics Lab:** This is where the Zeds were developed and created. Unsurprisingly, there are a lot of dead scientists around, and for good reason. I suggest you either start running or shooting really quickly.
3. **Burning Paris:** Paris too was affected by the rise of the Zeds, and is such devoid of life in the same manner as London. Any survivors here are in hiding, so don't expect too much help.
4. **Farm:** The Zeds even spread out to the countryside. Some escaped, some were taken by surprise and killed in their beds. You find yourself on an abandoned farm in the middle of some damn where. This place is pretty big, meaning more room to run like hell!
5. **Mountain Pass:** A collection of abandoned campgrounds and highways. This place is kinda remote. Maybe you'll have a reprieve? Hah! Just kidding! You've got Zeds!
6. **Wyre:** You're in the creepy backwoods of southern England. Quiet and remote, this is the prime spot for mad science to flourish. Supposedly, there's a secret laboratory where new female soldiers were developed that the enemy wouldn't see coming...
7. **Volter Manor:** The grand home of an esteemed elderly scientist, and not a nazi scientist from World War 2 preserving himself with his own inventions, trying to use the zeds to take over the world. There's also not a horrible laboratory underneath the house, either.
8. **Free Pick**: Lucky devil. Go anywhere on earth, your pick. Don't get too excited, you've still got Zeds.

Origin.

What're you doing here?

Survivor (free): You're just someone who is in the wrong place at the wrong time. You have no connections, but also no memories to chain you down. You wake up in a "safe zone" for survivors close to where your starting location is, surrounded by corpses and the smell of death.



'Mercenary' -100cp: This sure as hell is NOT what you were ever trained for, but that doesn't matter too much. When the outbreak happened, you survived by killing every ugly blighter that tried to lay a hand (or claw) on you. Turns out, you're pretty damn good at killing things. So good, in fact, that the british government stuck you in a group of soldiers, cops, party goers, men in chicken suits, and other types of people in a last ditch effort to defend England. Later, you may come under the employment of Horzine due to events with the rest of the group, assuming they're still alive. You'll be sent almost everywhere and fight almost everything.
You'll find yourself woken up by one of your comrades, on the way to the next job at your starting location.

A part of the problem -300cp: You worked for Horzine before shit completely hit the fan, and you were one of the brightest minds working on the super soldier project. You were smart enough to see where Clamely was going with this, though. You get a choice of what you did:

- You recognized Clamely madness, snatched up as much research as you could, and legged it.
- You found a kindred spirit in Clamely, his goal becoming yours as well. Clamely might be inclined to share some of his knowledge. You might have to subject yourself to all manner of horrific mutation and/or experimental surgery to fit in.

You'll wake up in a run down underground laboratory under the area you started in. The generator is working for now but this place wasn't meant to operate after the end of the world, and most of the equipment is in a nonfunctional state.
Expect people to distrust you for obvious reasons, but it seems like the zed are willing to simply pass you by, maybe they recognize a parent.

Perk Specializations:
First ones free. -100cp for each after that
Everyone has a knack for something. What's yours?
You can buy multiples to make yourself more versatile or none and learn it all on the fly

Field Medic: You're a healer, but don't be mistaken, you're fully capable of putting holes in things as well as heal them. You know some important medical techniques and tricks, and you are an essential part of the team. Everyone would probably spend more time bleeding than shooting, if not for you.
Support: You're good at two things; welding doors and shooting things with shotguns. Your job is to take on the bigger Zeds, as even the Scrake and the Fleshpound have a hard time dealing with your barrage of buckshot.
Sharpshooter: You're a great shot, and as a result, you gravitate towards high powered rifles. Your job is to pick off threats from a distance with headshots. Your team expects you to do plenty of damage to the Scrakes and Fleshpounds, as well as the slightly smaller stuff, like Husks and the Siren.
Commando: You LOVE assault rifles. That's not all, though. You've always been rather observant, and can easily see Stalkers where others are completely oblivious to them. You specialize in taking out the trash, killing the smaller, weaker zeds in droves.
Berserker: All these people bring their lead throwers to a fight with mutants, but there is only one proper way to deal with these monsters. With a warcry on your lips, and a melee weapon in your hands. Due to your propensity for going in balls deep with nothing but a shovel and a prayer you can take a good deal of punishment, but you're quick too. Able to engage and disengage at will. You lack for ranged options but what you can figure out how to operate is an oddly esoteric selection of improvised weapons like nail guns and saw crossbows as well as a selection of various interesting melee weapons. And an EMP grenade that seems to disrupt the Zed's powers. Dunno where you got it, but you got it.
Firebug: You absolutely LOVE fire! The way the Zeds struggle in flames before they quit their life fills you with glee. You're great at massacring smaller zeds, who don't stand a chance against your flames.
Demolitions: Laugh and grow fat! The masses of clots and the Fleshpound both fear your mighty detonations! You've got a lot of experience with both improvised explosives and traditional ones. You're dangerous, but it's hard to defend yourself up close with bombs... Not that this ever stopped you from trying.
Gunslinger: The west never died. You're proof of that. Some people would think bringing nothing but as many pistols as you can carry to a fight against super powered mutants would be suicide, but they've obviously never held a pair of deagle brand deagles. You're light on your feet and a good shot on the move. Somehow your wrists can survive repeated impulses from the likes of a .500 S&W magnum without issue. Big punch in a little package is your MO and your unorthodox approach gets results when the bigger boys get on the field. Some people think dual wielding is stupid. Prove them wrong.

Perks:

Undiscounted:

The Soundtrack (Free for all!): Anytime you get into combat, you'll find that both you and any allies will hear songs from various musical artists such as Demon Hunter, Living Sacrifice, and zYnthetic, among others. You can adjust the volume of your music to whatever you want, including turning it off, if you're not a fan. Others that hear this music can also change the volume to whatever they want. The music changes depending on the situation. You also get a choice of instrumental tracks or tracks with vocals.
OI, GUV! (Free for all!): For the duration of the jump, you can't help but use English terminology for everything. You also gain the accent you'd expect. You are also very educated on british culture. If someone didn't know better, they'd think you were a limey all your life. Not obligatory, but if you want a REALLY genuine experience, here you are.
Zedtime (-100CP): Every now and again, when you kill a foe, time slows down to a crawl. You will find that your aim in Zedtime is superb, and that the Zedtime can be extended by killing another foe in its duration. Your friends will also feel the benefits of your Zedtime, though they cannot extend the Zedtime with kills.
I like the Big Ones, Don't You? (-100CP): No matter where you go, there always seems to be some individual willing to sell you firearms, bombs, or what the hell ever you need for a combat situation. They tend to be females who make innuendoes regarding their wares. You never get anything for free, ever.
Magical pockets into the Ass Dimension (-100CP): You find that you can store all kinds of weapons on your person without any visible means of carrying them, especially not at the ready. While you'll still feel encumbered by them the effect is lessened substantially.

Discounted/Background Perks

Perks are half off for their background unless otherwise stated

Survivor

Wave X/10 -100cp: You have the ability to easily judge just how many enemies need to die before you can catch a break. You also know how long that break you earn will last. Better use that time to hit up the trader, no?
Situational awareness -200cp: You always know how many shots you've fired and how many are left in the mag/s. You also easily keep count of how many grenades you have on you, and what weapons you have on hand and how long your armor will hold up.
Weight System -400: Most people will find themselves encumbered after too many hefty purchases, while you aren't superhuman (or any moreso at least) you'll find yourself having no problems with lugging around 8 pistols, a rifle, crossbow, bandolier of grenades and combat vest no problem. The only tradeoff is that you find you don't move as quickly with all that junk, and there IS a cap on how much you can carry. It's just...rather high. (increases possible active weapon cap when combined with situational awareness)

Respawning -600: It takes a lot to kill you doesn't it? When you die, you'll get another faint chance at life through your friends. Should they emerge victorious in the fight that you died in, you get back up, no worse for wear. This only works once a jump, though, and if your friends all die or run away, it's game over for you.

Mercenary

'TAUNT ZEDS' -100 (free to mercenaries): You always have a sharp comeback or taunt for any given situation or enemy, they will find you to be irresistible and irritating in equal measure. Hearing your quips will motivate your allies, and improve their morale. Depending on their personality, they may even join in.

Dosh! Get it while you can lads! -200: Anytime you would receive some sort of monetary payment for an item or service you'll find the funds immediately wind up in some pocket dimension, where only you have access. You can spend this money instantly, or just WOP IT OUT and throw it to your teammates. Or on the ground in great big piles of dosh.

Where's me bloody benefits check? -400: People will be unusually inclined to offer you help or aid should you request it. If your interests are immediately aligned this effect is nigh irresistible. You'll find it easier to secure aid weather it be in the form of assistance, money, or ammo.

I need drugs, now! -600cp: You understand innately just how much your body clings to life. You can pinpoint the exact femtosecond that you will succumb to your wounds. Additionally any healing items, mundane or otherwise have an immediate and more profound effect on you.

A part of the problem

Let me test my new nerve gas!/One in the pipe! -100 (free for a part of the problem): You have an iconic and immediately recognizable laugh or catchphrase, it will strike fear into the hearts of those who would oppose your efforts and rally those behind you. Will immediately announce your intentions to anyone around.

Daddy needs you! -200: When you cry for help, allies are much more likely to rush to your aid. You tend to instill a sense of urgency when your back is against the wall.

Superior Genetics! -600: You were probably into piercings and tattoos as a kid, but nowadays you take it a step further. Radical experimental surgeries and procedures have a greater chance of succeeding when applied to/by you and the building blocks of life to be mere playthings, to be altered and warped as you see fit.

Enhancements (variable): Pick as many as you like. The stated price is, however, what you must pay as these are exclusive to A Part of the Problem. You may take bigger **or** faster for free. You must take the other for a price.

Bigger (free or -25): your size, muscle mass and physical toughness have been enhanced beyond what was thought humanly possible.	**Faster (free or -25):** your speed, agility and dexterity have been increased beyond what was thought humanly possible. you're harder to hit on the move.
Bile thrower -25: your gut can produce and expel a stream of blinding acidic bile. You are immune to your own acid.	**bile mine -25:** your gut can expel a proximity triggered biological mine, it will deal some damage as well as create a cloud of acid blinding all nearby
Berzerk -50: when damaged you can enter a rage state, increasing your damage output and	**Enrage -50:** you can trigger a rage mode in all nearby zed causing them to sprint and attack wildly. Wind em

resistance to harm momentarily.	up and watch em go, works **great** with fleshpounds.
Pointy bits -75: your bones have grown spurs that act as natural armoring and they never seem to get in the way	**Sirens call -75:** you can release a banshees cry, unexploded explosives will be destroyed harmlessly and enemies will be disoriented. Ignores armor.
Vortex -100: you'll huff and you'll puff and you inhale their very soul. Targets are held in place and transfer some life to you for its duration.	**Stealth field -100:** you can put on a stealth field that makes you hard to track by sight and equipment. It's not perfect and it flashes with a hard impact

Artificial enhancements

Your body has been enhanced and modified to accept removable experimental weapons and armor.

Scrake Saw -50: A melee weapon consisting of a highly modified chainsaw mounted to the upper arm
Husk Cannon -75: A unique canon that can fire an AOE explosive shell or act as a flamethrower
Combi-Weapon -100: A combo vulcan M61 and variable setting rocket launcher, has built in holographic display for weapon information and fire settings
Horzine experimental exoskeleton -150: A suit like the one utilized by Hans Volter, but not grafted to your flesh, only fits and recognizes you. Comes with any modern day assault rifles instead of STG44's
Shield generator -150: On your person, or perhaps even within it, there is a shield generator. When activated it'll grant you a moment's reprieve from even the worst physical trauma, bullets deflect wildly, explosives do nothing and you'll have an opportunity to utilize this boon. When deactivate takes about a half hour to recharge
Original Design -200: well... you *were* a scientist after all. Chances are you drew something up a while ago, now you get to put it into effect, can also import items into this spot.

Perk Specialization exclusive abilities.

Each Perk Specialization comes with a free native ability that cannot be bought and one that can only be bought if you have purchased the aligning specialization.

Field Medic:

Combatant (Free!): Your armor is rarely in need of repairs, and protects substantially more.
Regeneration (-100): Thanks to Horzine nanobots, you are naturally healed much more quickly.

Sharpshooter:

Eagle Eye (Free): You easily line up the perfect shot, Allowing you to pick off heads at will.
High Caliber (-100): All shots fired at the legs will stumble and trip the target, even the big ones.

Commando

Professional (Free!): Due to enhanced muscle memory, you reload weapons quicker!
Perception (-100): You can easily see things that would otherwise be invisible to you!

Berserker

Furious Defender (free): Get hit hard and hit harder. You take and deal out more punishment.
Vampire (-100): You find that you get healed a bit by dealing damage.

Firebug

Fuse (Free!): Your fires last for much longer, causing more afterburn damage.
Heat Wave (-100CP): Your fires are not only more painful, but a gust that tends to knock stuff down.

Demolitions

On Perk (Free!): Explosives in your hands are much more explody. Blast away!
Explosive Resistance (-100CP): You take less damage from explosions, yours or otherwise.

Gunslinger

Wrists of the Gods (free): Recoil impulses from anything considered a handgun, no matter the size, will never hurt.
Shoot n' Scoot (-100): Your aim on the move is impeccable. You can always find your mark even with no reference point for your aiming.

Support

Bombard (free): Put some power into it! Shotguns you use have a lot more staggering power against larger foes! Fuck you, Fleshpound!
Ammo supply (-100): A real johnny on the spot. You get a backpack that allows both you and all your friends to reach in and get a magazine for all their guns once every so often. You can't use this to stockpile infinite ammo though. It only works when you're engaged in some sort of battle.

Items

Perk items are discounted for those with the respective specialization purchased.
All firearms purchased come with some ammunition to get you started.
All off perk and gunslinger pistols can be bought twice to dual wield and all weapons can be bought multiple times. Post jump they'll all be found on a rack with regenerating supplies of ammo in your Warehouse.

Undiscounted

Medical Syringe (Free for merc and survivor!) -100: A small handheld device that, upon injection, immediately begins healing the user/the used on. Wounds close by themselves, organs pull themselves back in, bones un-break, and concussions cease to be. The liquid in the syringe that does this miracle of medicine, however, cannot be removed from the device. It does, however, regenerate by itself. This means that the Syringe cannot be used directly after the last use, but once the liquid regenerates, you're in business. Tends to be rather pleasurable to use when injured.
A knife (Free for all!): You get a knife appropriate for your class. Only really useful as a last resort option.
9mm Pistol (Free for all!): You get a Beretta M9A1. Usable for the basic Zeds, but trying to use it on anything else is asking to die. Has an attached flashlight.
LODSEMONE!-50 per unit, A Part of the Problem gets 5 free: 1500 pounds, enough for some supplies and a full stock of grenades and ammunition.

Field Medic

HMTECH-101 Pistol (Free for Field Medic, 50CP): A handgun similar to the 9mm, with one big difference. The weapon can fire a homing healing dart, containing the same liquid used in the syringe. It heals the same amount as the syringe, and the pistol itself can be surprisingly effective against trash Zeds.
HMTECH-201 SMG (100CP): The HMTECH-101, beefed up! Suitable for clearing out trash and self-defense, and still has the same healing capabilities of the pistol.
HMTECH-301 Shotgun (200CP): Want to start contributing to REALLY putting out the hurting? Use this! Still has the healing darts, but these ones charge up even quicker than the others, making them a bit more spammable!
HMTECH-401 Assault Rifle (400CP): Trash zeds beware! The Doctor is in! The dart recharge is even QUICKER than before! You can now heal several people in succession, and still put out plenty of hurt! Spam those needles!

Support

SG 500 Pump-Action (Free for Support, 50 CP): A 20 gauge shotgun that's suitable for taking out weaker Zeds as well as the more mid-tier Zeds with headshots. Has an attached flashlight.
Double Barrel Boomstick (100CP): Shoot one Zed with two shells! Shoot two Zeds with one shell! The possibilities are endless! Is a 12 gauge, and does pretty good damage against the larger Zeds.
M4 Combat Shotgun (200CP): A semi-automatic 12 guage that does suitable damage against both larger Zeds and smaller ones. Comes with an attached flashlight.
AA12 Auto Shotgun (400CP): A 12 gauge killing machine. Eats ammunition pretty quickly, but eats Zeds even quicker. Magdump into large zeds for maximum profit.

Sharpshooter

Lever-Action Rifle (Free for Sharpshooter, 50CP): Relive the old west with this rifle. Delivers a surprisingly large amount of damage on a headshot, making it suitable for killing Husks and Sirens.
Crossbow (100CP): A hunting crossbow that does a massive amount of damage on a headshot. Hits even the Fleshpound pretty hard, but you'll have a hard time finding ammunition affordably.
M14 EBR (200CP): A semi-automatic battle rifle that does mediocre damage if it hits the body of a large zed, but successive headshots will absolutely ruin a Fleshpounds day. Comes with a laser module.
M99 AMR (600CP): This is a big, big damn gun. Chambered in .50 BMG, this will easily one-shot even the largest Zeds if you hit them in the head. The tradeoff? You've got one round at a time, but that's a small price to pay for this much power.
Railgun (800CP) Man oh man, where did you pick this one up? This little jobbie right here is about the most advanced weapons system on this side of the planet if not the most advanced. It fires a high caliber metal dart at terrifying speed via magnetic induction. Said steel dart is suspended, floating in the open chamber until you fire it This dart possesses sheer power only just shy of the .50, though like it you only have the one shot at a time. It may not one shot a scrake, but it'll sure daze him. The real power comes from the aim assist lock on scope. Get your reticle near the bad guy and it'll automatically target a vulnerable spot making those snap headshots easy as pie.

Commando

AR-15 'Varmint Rifle' (Free for Commando, 50CP): An AR-15 chambered in 9mm, this gun is right at home taking potshots at weak Zeds. Acquiring ammunition is rarely an issue, if ever.
SA80 L85A2 Bullpup (100CP): The British Army's standard weapon before that army got, you know, eaten. Exceptional at mowing down garbage Zeds, and emptying the magazine into mid-tier Zeds will kill them, too. Falls short against larger foes, however.
Kalashnikov AK 12 (200CP): Kills both trash Zeds and mid-tier Zeds easily enough, but also does good enough damage to contribute towards killing the big Zeds, too.
MKb42 (200CP): Used by the Germans in World War 2. Now, it's used by people like you to kill Zeds! Another middle of the road weapon, but with added swag factor.
Scar-H Assault Rifle (400CP): Does exceptional damage on all but the biggest Zeds. Even dumping the magazine into a Fleshpound might very well result in a dead one. Don't get too many ideas, though. You're still the trash man, baby.

Berserker

Crovel Tool (Free for Berserker, 50CP): The original intention was that you'd have a crowbar AND a shovel at the same time. Your intention? Double the killy.
Katana (100CP): Just like my japanese animes! Do good damage against mid-tier zeds with this blade folded over ten gorillion times.
Claymore (200CP): A scottish greatsword that excels at beheading zeds. Somewhat lacking against the big stuff, but any other Zeds that get within reach are as good as dead.
Vlad-1000 Nailgun -200cp: A jury rigged yet surprisingly effective nail gun that fires in semi auto or a shotgun like blast, respectable damage and your ammo can be found in a hardware store.
Pulverizer (400CP): Originally a sledgehammer. Now outfitted with a contraption that loads explosive shells that detonate on a particularly hard impact, resulting in EXPLODING KNEES (and heads, and bodies). Staggers even the biggest Zeds.
Eviscerator -400: the berserkers only other ranged option, excellent damage and recoverable ammo, will travel through hoards like nobodies business. But it's **very** heavy. Doubles as a power saw melee weapon.

Firebug

Caulk N Burn (Free for Firebug, 50CP): A homemade flamethrower. Effective against trash zeds, but not much else. Things you burn with this die much more slowly (and painfully) than with the Flamethrower! There's a silver lining to everything!
Incendiary Trench Gun (100CP): An old shotgun, loaded with Incendiary shells that will light foes alight when they're hit, in addition to the typical face melting close quarters damage a shotgun usually does.
The Flamethrower (200CP): A firebug's favorite toy. Scares the hell out of Zeds, and even the biggest Zeds are in serious pain when you hose them down with this.
Like watering screaming flowers.
Husk Fireball Launcher (400CP): An irresistible toy for a Firebug, looted from a fallen Zed. Even a Fleshpound gets out of the way when a fireball from one of these things comes through.
Microwave Gun -500cp : A high tech piece of kit, cooks Zeds in seconds over a fair distance. By the way, when I say it cooks them, I mean on the *inside*. Cool, huh?

Demolitions

HX25 Grenade Pistol (Free for Demolitions, 50CP): A handheld grenade launcher that fires an explosive round that breaks into fragments in the air. Use it like a single shot explosive shotgun.
C4 (100CP): A set of remotely detonated sticky charges. Expensive to restock, but is probably one of the the biggest booms you'll get from any trader.
M70 Grenade Launcher (200CP): A classic. Fires a single grenade that does exceptional explosive damage in a small radius. Rounds will not detonate if fired at short range, as a safety measure so you don't blow off your own face.

RPG-7 (400CP): The biggest explosion making thing you'll find here. The radius of the explosions caused by the rockets are massive, and the backblast might catch opponents trying to sneak up on you off-guard.

Gunslinger

Remington Model 1858 Revolver (2 free for Gunslinger, 25CP): An old, **old** handgun that's still useful for killing Zeds. Can be reloaded by literally exchanging the whole cylinder. Has cool engravings. Aim for the head with these, they're not powerful, but they're accurate as all hell.
M1911 Pistol (50CP): Another old design, but a bit more modern. This .45 handgun decapitates trash Zeds with ease. Also has cool engravings.
.50 Desert Eagle (100CP): Deagle brand deagle. Easily decapitates mid-tier zeds, and pretty much MELTS trash. Ammo is a tad on the heavy side, though.
.500 Magnum Revolver (200CP): What do ya need that for? Hunting an elephant? This revolver is hell on both the Fleshpound's face, and your wrists. Your wrists will be in horrible pain when all is said and done, but the Zeds will be dead. A worthy tradeoff, no?

A Part of the Problem

Surgical Implements -100: An impressive set of surgical implements ranging from state of the art auto injectors to things that look like the were outdated a thousand years ago, good for surgery, experimentation, and *interrogation*.
Medical Refrigerator -200: A big walk in refrigerator with wracks for all manner of tissue and fluid samples, comes with samples from all existing specimens with room for plenty more, will appear in your warehouse post jump. Who knows what you'll store in here. Diseases, parasites, maybe even a few viruses.
MY NEW NERVE GAS -300: A crate of grenades containing Hans' Own™ brand nerve gas and all the equipment and recipes needed to reproduce it as well as come up with your own insidious creations, be they toxic, bio-hazardous or just foul smelling.
Laboratory -400cp : It needs some TLC right now, but this lab comes will all the amenities a budding mad scientist could ever need, tanks and cages for your specimens, an operating theatre, obligatory tesla coils, a safe fluoride nuclear generator that could go on for the next thousand years and a supercomputer for all your simulation and calculatory needs. Post jump it will attach itself to your warehouse.

Companions/Imports

The band of merry fellows -200 discount Mercenary: Import all companions into the world with the Mercenary background and 600cp to spend on Specializations, perks, and items

Research Assistants -300 discount A Part of the Problem: when you left the lab you didn't leave alone. Import all companions with the A Part of the problem background and 600cp to spend. They don't receive any freebies but may buy them.

Canon Companion (200CP): You will meet any Killing Floor character soon after your arrival in this world. How it will happen depends on the character in question and your Background, but regardless of your Background, you will find that you get along pretty well with them. You will still have to convince them to come with you, but should you do so, they will become an official Companion. Gains all Mercenary freebies, and gains 600CP to spend on abilities, and gets a free Perk Specialization.

Mutators

Holiday Events (+0): Whenever any major holiday arrives, such as Halloween or Christmas, you find yourself winding up in areas appropriate for the occasion. The Zeds also get dressed up for the occasion, somehow. I hope you like fighting Clot Elves in Santa's Workshop.

Aged Movement Mechanics (+100CP): You find that you're incapable of actively sprinting. You still can run at a pretty decent speed, though, but you'll find where there are moments where you REALLY wish you could have gotten some kind of burst of speed...

Inspect Animations (+100CP): You find yourself playing with your weapons ALL of the time. Constantly pulling out the magazine and putting it back in, checking your ammo, and spinning your knife around. Do this at the wrong time and you might get a chainsaw to the face.

Can someone lend me a tenner? (+200): You find that you are broke virtually all of the time, and you get paid absolute shit by anyone that hires you here. You'll have to piggyback off of the funds of others, which may not sit well with them.

Pub matches (+200): No matter how well you do, how many kills you rack up, how much healing you're responsible for, nobody will ever recognize your achievements. You'll always be second fiddle to your obvious inferiors. Should you try to claim otherwise they'll just call you an idiot and swear that they all did better. Including that guy that did almost nothing to help. In fact, ESPECIALLY that guy.

Grimderp (+300): Despite the end of the world this place has always been surprisingly fun and light toned. Not anymore though, all color and vibrancy has gone out the window. People no longer dress in zany costumes or let out funny quips and the stink of pure grim determination hangs over everything. Humans are now incapable of smiling or speaking in any way other than shouting. Your stay here is going to be substantially less awesome.

Revenge of the zeds (+400): Until now the enemies have kinda been pushovers, with predictable attacks and behaviors, but with the appearance of these new Zeds everything is changed. Alpha clots can enrage a hoard, crawlers will get close and then explode, sirens can steal your health, and fleshpounds aren't weak to explosives.

Solo (+400): All of your companions are gone! Not only that, no one ever seems inclined to give you any help in shooting the Zeds. You can buy stuff from traders and such, but that's

about the maximum amount of aid you can expect. Are you a bad enough dude save the world from the Zeds all by yourself?

Suicidal (+400, incompatible with Hell on Earth): The warehouse is gone! You have only what you brought with you and bought here, no items from other jumps, that means no weapons, armor or vehicles. The warehouse is completely closed off to you for ten years. The zeds are also hyper aggressive now.

Hell on Earth (+800): You might have come here with an entire host of otherworldly abilities and items, but they won't do you any good now. For your ten years you've got nothing but what you buy here, barring mental perks like intelligence. In addition, the Zeds that you face are pissed the fuck off, and move quicker, deal more damage, and are much more numerous. Much more so than suicidal. You're statistically likely to die a horrible, **horrible** death. Just saying.

The end: stay, go home, keep going. you know the drill.

Brought to you by: *Dick* and **HEAD**

Notes:

1. Killing Floor's story isn't exactly at the top of Tripwire's list of things to do, so fill in the blanks however you want. I don't bloody well know, fanwank something.
2. For the purpose of the jump, as hinted, the characters available for play are all in a group that's going around and beating the shit out of Zeds, collecting people as they go along. Your chosen companion may be with them, or maybe not.
3. Obviously taking A part of the Problem is going to get you put on their shit list pretty fast if you modify yourself to high hell and further Clamleys cause
4. Zeds tend to pass up A Part of the Problem. Hanging around with people shooting at them or taking a drawback that says otherwise will change this. You're just resistant, not immune.
5. AH, OIH AHM WELDING THIS DOAH
6. You can buy both non canon import options to mix n match your companions

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