Shaun Of The Dead – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

Do you ever think that modern life is not for you? Do you do the same dead-end job every day? Is your love life dying on its feet? Have you ever felt that you're turning into a zombie? Maybe you're not alone.

A young man named Shaun is dumped by his girlfriend Liz because he lacks motivation and doesn't put enough effort into the relationship. Shaun decides to reform in order to win her back, which would be the basis for a typical romantic comedy.

Unfortunately for Shaun, his plans are interrupted by an unexpected zombie apocalypse. He must rise from his sofa and to the occasion. He and his even more deadbeat friend, Ed, embark on a daring journey to rescue Shaun's mother, stepfather, Liz and Liz's annoying flatmates, taking them to the safest place they can think of…

Namely their local pub, *The Winchester*.

And now it seems that this hilarious, scary, and surprisingly heart-breaking story has a new character.

Will you be getting involved and try to get rid of the shambling dead before too many people get hurt?

Will you stick around to help Shaun with his plan?

Or will you just have a nice cup of tea and wait for all this to blow over?

The choice is yours. You'll be starting shortly before zombies noticeably become a problem, around the time that Shaun is promising Liz that things will change, giving you a day or so to prepare or get out of town. Just don't panic if you see a lot of people shambling around with glazed expressions – that's just what a lot of people around here are like even before some of them develop a taste for human flesh.

Here's 1000CP to help you survive for the next 10 years you'll be spending here.

So, what's the plan?

Starting Location

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **The Winchester** – You find yourself jolting awake as Ed is having a go at the nearby slot machine, while Shaun and his girlfriend Liz and her two friends are having a conversation at a nearby table. There's going to be a Lock In tonight, and in the near future you might appreciate the heavy wooden doors and the basement of this building. You might be a regular here, know some of the locals, or just stopped by for a nap somewhere that it was warm. Either way, you'll probably be ignored unless you draw attention to yourself or already know someone here.

2. **Shaun, Pete & Ed's Flat** – You wake up on the sofa as the door slams, as someone clearly forgot to close it again and it's just been blown closed by the wind. You might be a friend of Shaun, a workmate of Pete, or perhaps one of Ed's customers. Or you might have stumbled into the wrong house while nursing a splitting headache, in which case you might want to leave before Pete gets back from work and might have an issue with an unexpected stranger.

3. **The Shed** – You are, for some inexplicable reason, starting off inside the shed at the bottom of the garden at Shaun, Pete and Ed's Flat. While it's not particularly comfortable, there is a collection of tools you could use as improvised weapons, and the door is locked from the outside at the moment. You could break out relatively easily, or just wait until Shaun breaks in, though he might be a bit surprised to see you if you're a stranger.

4. **The Shop** – You come to your senses to find yourself standing in a small shop not far from Shaun's Flat, browsing the different soft drinks that are on offer. You could always buy a newspaper or Cornetto while you're here.

5. **Liz's Place** – You've started off in Liz's tastefully decorated home that she seems to share with Dianne and David. You might live with them, or you might be a friend of Liz or Dianne that's stopping by to say hello. Or you're looking for David, for some reason. If you're not supposed to be here, you can either leave by the stairs or the window, where it looks possible to climb relatively easily.

6. **Barbara & Phillip's House** – You might be a neighbour stopping by, or perhaps a friend of Shaun that is meeting with his mother and stepfather for some reason. If you don't have a good reason to be inside the house, you can instead appear in the driveway to avoid scaring anyone with your unexpected appearance.

7. **Yvonne's Home** – Looks like you're starting off at or outside the home of Shaun's more successful cousin Yvonne. Maybe you're a friend of theirs, or another relative? If you're not supposed to be here, bear in mind there's probably a golf club within relatively easy reach.

8. **Antigua** – It seems you're not starting off in Britain at all. Unfortunately for you, the zombie situation is probably going to be happening here as well. At least the weather's a lot warmer, and you might be able to have a holiday while you're here and not dealing with shambling corpses.

9. **Free Choice** – You can appear at any of the above locations, or anywhere else in the world.

Origins

This is your background for existing in this setting, and here covers whether you are starting off amongst the living or the not-entirely-dead. Any of these can be taken as Drop In if you don't want to have a history. Maybe you could explain away your presence as just travelling through the area? If you're starting off in *The Winchester*, there's a good chance Shaun and Ed can come up with a dramatic backstory for you.

The Dumped – You could have stagnated in life despite your efforts, but there is room for improvement if you seek it out. You could keep drifting through life, safe from issues that you're not aware of, or perhaps decide to sort yourself out and move on from the past while still appreciating it. While trying to improve things, you might be able to convince others not to use certain ridiculous terms or find even ineffective efforts at defending yourself will at least stop what threatens you momentarily. You might grow enough to notice when those you care about will suffer without your actions and be fortunate enough to avoid harming your friends when you are trying to help them. Perhaps you'll manage to step up, create a plan and figure out if it will work. Or maybe you'll just stay out of the way and let someone else sort the problem out for you.

The Deadbeat – You may not possess too many aspirations to improve your life, or find anything wrong with how you are, yet others will still put up with your attitude and the world seems to still let you have some degree of financial success even in the direst of times anyway. You might be able to excuse yourself from situations you want to get out of while knowing how much time your efforts will take. While you might have never wielded a weapon, you could aid others in doing so, and you could potentially give unintentional clues of what you could encounter in the future. You might be unusually persuasive, even being able to get others to consider things that obviously aren't true or convincing them of less obvious matters. Perhaps your lack of really living much could make it difficult to argue becoming something else is really less than you were before, or your laziness is compensated by an unexpected effectiveness when it comes to improvisation.

The Driven – You've been trying to become more mature and broaden your horizons, and you might have had some success at that. While you might not be able to come up with the best plans, you are good at noticing the flaws in what others come up with, and while your career might have floundered somewhat you do have quite a talent for passing on your knowledge and skills. You might have become mature enough to support others when relationships break down or find that you have developed an air of authority that can restore reason to those who are panicking. Your determination might be enough to get you through the crush unharmed, and you might be fortunate enough to run into friendly faces more often. Perhaps you'll even be able to put some old acting experience to the test with a talent for fooling mindless creatures that you are one of them just by pretending to be, or possess an impressive ability to fake your death or make it quite ambiguous till you or your body are found.

The Dear – You've probably lived a longer life than in most other Origins here, and not only found your rhythm but have become comfortable helping others. You might keep your problems to yourself just to avoid worrying them, but it won't cause issues down the line,

and you can keep yourself calm and composed in even the direst of circumstances. Should you have children, now or in the future, they will probably know that you love them, and you might have experience in how to raise them properly and act as a suitable role model. You might even have the ability to act as a fully functional adult, and in doing so encourage others to be more mature and confident about their own efforts. It's possible that your longer life and perspective has taught you to remain positive and see the redeeming qualities of others even if they're hidden to themselves, and that you'll leave such an impression that others will continue to improve by themselves once you're gone. Perhaps you'll have picked up an unusually effective method of dealing with injuries, or you have the sort of parental glare that can get someone who lies to you to immediately admit to the falsehood and apologise for it.

The Dead – You're a Z-word. You know, a member of the living dead, a shambling corpse wanting to devour the flesh of the living? Do we really need to say the word? You have all the physical benefits of being undead, if you could call it that, and really only need your head and brain intact to survive and considering the setting you might even be considered fairly harmless as long as you're not trying to be a threat. Some might try to avoid admitting that you're a potential threat or deny it entirely unless you press the issue, and should you want to prove them wrong you might have an uncanny ability to track down prey quickly and quietly when you aren't being observed. Perhaps your bite is a bit different, letting you decide when your targets transform or what triggers the turn, and they might even retain enough of their original selves to be useful to you. You could potentially cause those that would resist the day of the dead you herald to panic and make things worse in their desperation, or perhaps you could figure out how to assume control of the hoard of mindless undead if you are one of them.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free – **General Jabs** – Just in case your immune system isn't up to it, or if you picked up something in another world or time, you are now free of any diseases you don't want to have. You are also immune to mundane diseases that you might pick up, so you don't spend a portion of your time here or in other worlds sick because you weren't resistant to something the locals are. This Perk alone doesn't extend to immunity to a zombie infection, but at least you won't get Tetanus while you're dealing with the walking dead.

100 – **Quick Cuts** – As long as it involves mundane things with no real risk, you can trigger montages of activity, allowing you to complete these tasks in what seems like a very short amount of time. It won't let you do it much faster in reality, but from your perspective it might take less than a minute to redecorate rather than the several hours it might have really taken.

100/200/300 – **Zom Rom Com** – This is a Romantic Comedy…with Zombies. A somewhat unusual combination, but an entertaining one. In future Jumps, you can add additional themes such as these to the existing Jump's setting. This won't make it any easier or safer, as even in this film some of the characters die, but it could change things up to make it a bit more interesting. For example, you could make another Zombie film also have a notable Romantic theme somewhere amidst all the gore, or perhaps add a bit of Horror to a setting more focused on Comedy. You can add one 'theme' in each Jump by spending 100CP, two for 200CP, or add up to three 'themes' per Jump for a total of 300CP.

100 – **Yes Please, Mate** – Ed is a fairly regular patron of *The Winchester*, so it's not too difficult for him to request a Lock-In so he can try to cheer up his best friend. If you happen to be a frequent patron of any particular establishment, be it a pub, café or even a shop, you can request reasonable extras as a sort of frequent customer reward and the owner will agree with it so long as it isn't anything too significant. If you frequently went to the same pub, you might be able to request a Lock-In for you and your friends. Alternatively, regular visits to a restaurant might garner you permission to claim a specific seat, and maybe if you habitually buy the same thing from a shop on a regular basis they'll let you get another one for free on occasion. It's not much, but it does mean there's something of a benefit for going to the same place regularly.

200 – **Have A Cup Of Tea** – Whenever you drink tea, or a sufficiently similar beverage, you will find yourself calm, relaxed and unafraid of whatever might be going on no matter how terrifying or intense the situation is or what sort of emotional or psychological manipulation is going on, a feeling you can selectively spread to what's going on around you. You'll also

find it is now impossible for you to accidentally spill or choke on it, allowing you to have a nice cup of tea no matter how difficult the circumstances are.

200 – **Familiar Faces** – In the normal course of events, Shaun's group of survivors run into another group led by Yvonne that have an uncanny resemblance to their own. With this Perk active, you can find yourself running into counterparts of yourself and your Companions. They're not Jumpers and don't have anything from the Chain, but you might have run into a local version of yourselves within a setting and can expect them to have very similar personalities or appearances to you and your Companions. Nobody else will think this is odd unless you bring it up, and by default you and your counterparts will have at least a neutral attitude towards each other unless you deliberately try to worsen relations. If nothing else, this could allow an interesting option for new Companions to pick up.

200 – **These Are Rich, Interesting Characters** – Not only do you have an amusing talent for coming up with imaginative fake backstories for others, you can come up with a believable background for yourself that can be backed up by your possessions, demeanour and capabilities. If you were handy with a blade, had a gruff demeanour, and hung a rifle over your bar… you could reasonably claim to be connected to the Mafia. This doesn't give you anything you don't have, such as an actual background with the Mafia unless you had a Perk, Item or Origin that gave you one, but this could be a good way to explain away these unusual features or possessions to other people. It might be more believable than claiming to be a dimension-hopping tourist at any rate.

400 – **Plot Hole** – The presence of a dimension-hopping traveller with strange abilities might be a bit of an inconsistency in a narrative involving a zombie apocalypse crossed with a romantic comedy. To avoid issues in existing as an entity that goes against the flow of logic established within a setting, you can now make your more fantastical origins, abilities and resources ignored, overlooked or accepted by others. You can find ways to plausibly explain away things that the locals do not understand or shouldn't fit into the narrative of the setting in some way, and evidence will be generated to fill in details after you have come up with an explanation. You won't end up contradicting your earlier statements, explanations or excuses by accident either. As you can get away with doing more, this acts as a Capstone Booster for the 600CP Perks here.

The Dumped

100 – **Stumbling Through Life** – You might be wandering around, barely paying attention to the world around you, but being barely aware of the living world isn't going to get you killed anymore. If you don't notice a threat or problem, it will not notice or affect you. You could stumble through the beginning of a zombie outbreak and so long as you don't realise what's going on, the infected won't be coming after you even if you stagger right past them with a hangover. You could even get out of a burning building without being trapped in it because you thought someone left the heating on and just go out for some fresh air. Once you are no longer utterly oblivious to the problem this protection will quickly fade, but hopefully you'll have some idea of how to deal with it once you realise you need to.

100 – **Sort Your Life Out** – That's what you decided to do, after some revelation or another, and even if a zombie apocalypse tries to get in the way you won't let it disrupt your attempts to improve yourself. While you can still appreciate the past, you no longer stagnate or hold onto it in an unhealthy manner. You are ready to let go of the things that hold you back and step outside your comfort zone. Life won't be smacking you in the face, now you're reaching out and grabbing it.

200 – **The Z Word** – Tell people not to say it, and they won't. You can cause people to avoid saying a specific word or using a specific term to describe something. You could make the world refer to 'zombies' as anything except 'zombies', like 'them' or 'walkers', even when everyone knows they should be saying 'zombies'.

200 – **It's Time At The Bar** – While you might not necessarily be capable of harming an opponent, you and others can certainly keep them distracted and unable to fight back so long as you keep hitting them. This will need to be somewhat rhythmic to keep them effectively stuck in place under your barrage, so you might want some background music to use as for a beat as you batter the threat.

400 – **You've Got Red On You** – You might have realised that everyone who notes Shaun has red on him ends up as a zombie. While of course he couldn't have considered this a warning without hindsight, you have a slight advantage over them. When something bad is going to happen to someone you know personally without your actions to avert it, you will find you have red on you *somehow* and they will point this out. This will give you up to a day's warning before something terrible happens to them, like being turned into a zombie.

400 – **I Said Leave Him Alone!** – You'll always have the bravery to stick up for your friends and get the attention of those trying to hurt them… and quite good aim should you need to protect them from more than harsh words. Even if you've never used a gun before, you could grab one and shoot at someone holding your friend hostage without any risk of shooting your friend. You could do the same thing with a thrown dart or anything else you can get your hands on or use, safe in the knowledge you won't hurt your allies in your attempts to get rid of those that hurt them.

600 – **How's That For A Slice Of Fried Gold?** – You are very good at coming up with plans that have a good chance of working based on what you know. You're so good at it, in fact,

you can accurately visualise the key elements of this plan and how it will work based on this knowledge and share this mental simulation with others. You can then adjust this simulation for any additional details you learn of. Bear in mind your plan is only guaranteed to work as intended if there aren't any details you miss for the parts you have actually planned out and everybody involved sticks to their parts of it. You could be pretty sure of getting yourself and others to a place you consider to be safe if everything works out, but if you don't plan for what you do *then* you might run into serious problems. If someone acts in a way differently to what you had planned, or someone doesn't follow the plan, then you may need to improvise.

> **Capstone Boosted** – Wouldn't it be nice if you could get your plans to work without little mistakes and seemingly insignificant details causing everything to go wrong? Now you have a significantly better chance of accomplishing that. When you come up with a plan, you'll find that once everyone genuinely and willingly agrees to it they will actually stick to their parts of the plan rather than changing their mind or making a mistake that ruins the whole thing. You'll also find that your plans are less prone to failure, as the bits that are considered unimportant will work as intended without unknown issues causing the plan to fail at what you considered an inconsequential point. You could have a plan as vague as 'leave the house, drive to specific flat, grab friend, go to pub', and though you might have issues with getting into the flat because it turns out it's locked, or what to do once at the pub if it turns out it's closed, you'll find that you don't run into issues with the car or find that the road is blocked. The little parts of your plan that would be considered simple to do will always work out, it's just the bigger complex bits that could potentially act as points of failure if you don't consider everything.

600 – **Wait For All This To Blow Over** – You might not be able or willing to deal with a major problem like an impending zombie apocalypse, preferring to leave it to others to sort out while you keep yourself and a few people safe. Now that's a perfectly valid strategy. So long as you do not get involved, you can rest assured that if it is possible for anyone else to deal with the problem, they will. All you need to do is stay safe and wait for the proper authorities or some suitable heroic figure to do the job for you. You don't need to go out and risk yourself or your friends taking on a zombie apocalypse, because the authorities are well equipped to deal with slowly moving unarmed threats that can be taken out with a cricket bat, let alone armed soldiers. So long as it's something that can be reasonably dealt with within the setting by other people doing their job in a professional manner, they'll deal with the problem. Feel free to have a cup of tea or a nice cold pint in the meantime.

> **Capstone Boosted** – Admittedly, some problems solved through the uncanny luck of the right people in the right place at the right time. It's why rag-tag bunches of plucky heroes have so much success when authorities which should be much better equipped and prepared for issues can't deal with the problem themselves. It can also make for a better story. Now you'll find that the proper authorities will be able to benefit from the same luck, opportunities, and flat-out plot armour that would allow groups like yourself to solve the problem in other stories, allowing them to accomplish things that they would normally have no chance of managing. It might take some time, but they'll be able to come up with solutions to problems outside of their context and apply them whilst you focus on keeping yourself and your allies

safe from it. The more extreme the problem is in comparison to the rest of the setting and the less resources they have to apply to it, the longer this will take.

The Deadbeat

100 – **Jumper Doesn't Have Too Many Friends** – You might not be the best roommate either, but for some reason or another others find it difficult to force themselves to get rid of you or be annoyed with your antics. Those that have known you for long enough will put up with anything short of almost getting them killed. Maybe they know you have a good heart deep down, or maybe just keeping you around makes them feel better about themselves?

100 – **You Alright Noodle?** – You might not necessarily be making a lot of money, but you'll find that it can be a regular amount even when it should be disrupted. Whatever businesses you run, they'll keep working even in the worst conditions for them. You could get a call from a customer during a zombie apocalypse who genuinely wants to purchase something that won't help them during the zombie apocalypse. Just choose a good time to answer the call if you're in danger as well.

200 – **Two Seconds!** – You might need to excuse yourself, either to get out of a conversation you don't want to take part in, or to do something else. Normally others might object to this or find your sudden absence a problem. Now they will not, accepting your absence and being able to accommodate for it. You'll also be able to accurately estimate how much time it would take you to accomplish something, so you could tell others precisely how much time it will take you to do something. Or you can just tell them you'll be two seconds.

200 – **I'm On It** – You're quite a good shot… when it comes to video games, in which you have considerable skill and accuracy in. You are less of an expert when it comes to handling a real gun, or anything that doesn't involve using controls rather than aiming it manually. You would make a good spotter for someone that does know how to handle a gun, though, and they'd quickly get the hang of it if they weren't an expert with one.

400 – **First Thing Tomorrow** – You have a somewhat uncanny ability to predict things that will happen, though you and others might not be aware of it at the time. It's not exactly precognition, but a tendency to foreshadow the events of the next day in references and phrases that could be clearly identified with the benefit of hindsight. You could tell someone that your plans for tomorrow will involve having a Bloody Mary, grabbing a bite at the King's Head, stagger back then come back to the bar for shots, and it will turn out the next day you end up killing someone called Mary, someone called Phillip will be bitten on the neck, you'll find yourself impersonating zombies, then use a rifle in a pub. If you notice and interpret your unintentional foreshadowing, or someone else can do it for you, you may get some idea of what's going to end up happening.

400 – **Dogs Can't Look Up** – Anyone with a dog would immediately tell you that's not true, but with this Perk they will at least consider it. You can tell people things that obviously are not true, and they'll at least consider it even if they should really know better. When something is less obviously untrue, you have a good chance of convincing them until it's proven or pointed out by someone who genuinely knows the truth.

600 – **Want To Live Like An Animal?** – It's still living… well, questionably if you happen to be a zombie, but close enough. If you are infected or transformed into something that would not normally count as being 'you', it will still be 'you' enough to count as being alive and will act somewhat like you would. As an example, you wouldn't automatically Chain Fail for being turned into a zombie and thus 'dying', unless said zombie was subsequently destroyed. In that state, the 'zombie you' wouldn't be inclined to hurt anyone you wouldn't in your ordinary state, so while you might make an obviously half-hearted and somewhat joking attempt to bite someone if you had that sort of sense of humour before. It would be safe for those that you care about to keep the 'zombie you' around without risking harm to themselves.

> **Capstone Boosted** – Your body surviving is good, still being able to do things is better. Now, attempts to alter your body and mind into something else, like being turned into a zombie, assimilated into a hive-mind of cyborgs, or other transformative actions will leave your mind, soul, free will and sense of self intact. Your body, appearance and capabilities might be altered, but you are still in control. You will recognisably be 'yourself' to those who know you, even if your appearance is completely different.

600 – **Successfully Slacking** – You could be called a professional slacker if you actually got paid for doing it. It does to pay off in a peculiar way that doesn't involve monetary reward, at least not directly. When you do things in an improvised manner, or on a whim, or in such a way to use very little effort on your part, you'll find that your accomplishments are just as effective as when others put in a significant amount of work and planning. Maybe it's luck or confidence? Perhaps your expertise in doing as little as possible has taught you how to get the most done with the least effort? This makes you as good at fighting with an improvised weapon as someone might be with something that should be more effective, as an example. Feel free to use an ashtray to kill a Z-Word with one hit, while other might struggle using a proper weapon to take one down. Doing this sort of thing might need some motivation on your part, but you're far more effective than others might expect when you finally step up to a problem. Or slouch up to it.

> **Capstone Boosted** – While some effort might pay off, how about being able to invest it? By deliberately not doing things to your full potential, you can store up a reserve of effective action and luck that can be used when you finally do get yourself into gear. You might only put in half the effort to accomplish things on one day, then spend that stored effort on the next to end up being able to accomplish one and a half times what you are normally capable of doing. You could even apply this to any specific fantastical abilities you have, like only using laser vision at half your maximum output for two minutes, then being able to use it at double the maximum output for one minute. If you ever needed an excuse to be lazy, being able to truthfully claim you are saving up your effort for an emergency is a fairly good one.

The Driven

100 – **Nitpicker** – You are very good at accurately pointing out the flaws in the plans and goals of others. This doesn't make you any better at offering constructive alternatives, but you can spot everything that's wrong with what anyone else suggests.

100 – **Failed Actress** – You took a few classes at least, but while you're not necessarily good at the acting side of things to get a career out of it, you have a knack for the teaching aspect. You could turn utter amateurs into passable performers with a five-minute lesson. Even if a student insists they'll do things properly when they need to and don't take your lessons seriously, they will be as good at it as your other students when the time comes. Should you have other skillsets, you'll be able to apply the same rapid teaching method for them.

200 – **Picking Up The Pieces** – Sometimes, things just don't work out. If a relationship breaks down, you can be there to support one or both members depending on whether you actually like either of them. If the relationship that breaks down is your own, you will find somebody stepping up to support you. Incidentally, this can make you seem to be an ideal rebound partner, if you want that to be the case.

200 – **Voice Of Reason** – Getting everyone else to shut up, calm down and listen to you is an invaluable skill in dangerous and stressful situations. It's one you now have. You can get the attention of panicked and exasperated people and get them to listen to reason, and most importantly to you. This won't help a lot if you have nothing constructive to offer once everyone does pay attention, but it's a start.

400 – **Mobbed** – You are very good at getting through crowds without being caught up or trampled in them, which is a useful skill for shopping, commuting, and escaping harm through a horde of zombies. So long as you don't deliberately stop or intend to take out the crowd by yourself while you're in it, you could weave and fight your way through even the most violent mobs of people or monsters without a scratch.

400 – **Oh My God, Jumper!** – How are you doing? Surviving? You run into friends of yours with unusual frequency, particularly when there is something important going on. While it might be nice to see a friendly face and find out if they're surviving or not, more often than not they'll show up with some way to help you depending on the situation. Living a mundane life, they might show up as a much-needed comparison to your own life, the start of some encouragement to do more. In a dangerous situation, they might show up as backup, or providing a way out. You'll be able to do the same for them, if you want, conveniently able to help them out in some way. Or just for a chat.

600 – **We're Not Going To Get Out Of This By Moaning** – In most cases that would be correct. Now it's a genuine solution, at least when it comes to something like zombies. So long as you act somewhat like a particular creature that isn't too dissimilar in appearance from yourself, you can completely convince them you are one of them. You could get through a crowd of zombies by staggering through them with a vacant expression and an occasional moan. This is less effective on more intelligent enemies or ones that clearly look

extremely different from what you look like. More mindless creatures or those that act on instinct will be completely fooled, even if their senses should reveal you aren't one of them.

> **Capstone Boosted** – Acting can take you only so far. That's where the costuming department comes in. So long as you can fashion even a crude costume to try to blend in and act the part, you will blend in perfectly so long as you do not deliberately attract attention. While before you could have stumbled through a zombie apocalypse, now you could stroll through a vampire party with your poorly done Transylvanian accent if you can get a cape and fake teeth, or get around a robotic uprising by wrapping yourself in tinfoil and making the occasional beeping noise. You can go with more convincing disguises to allow you to attract more attention without getting suspicion about your true nature, but the 'obvious' ones will protect you from being mistaken as a real one by those hunting what you are pretending to be.

600 – **Schrödinger's Survivor** – Did you survive what would have been certain death? Did anyone actually see you die? That's a question that won't be getting an answer unless you provide it yourself. You are capable of convincing others that suspected but never personally witnessed your demise that you are dead or keeping your survival ambiguous to those who witnessed you going to your apparent demise. What happened to you will never be answered… unless you or your body shows up.

> **Capstone Boosted** – No amount of first aid training is going to help if you're torn into a number of pieces. You are good enough at making your escape from deadly situations that you can now guarantee it against even the most impossible odds once per Jump or every decade. You could successfully escape a zombie horde, scramble up a nearby tree, pass out, and get some idea of how much longer it would be necessary to stay up there. You'll still be good at escaping danger after you have used up this miraculously successful attempt, but further successes will rely on your own skill and luck rather than the guarantee.

The Dear

100 – **I Don't Want To Cause A Fuss** – If there's a problem affecting you personally, but not anybody else, you can save them any worry by keeping it to yourself. This won't backfire to affect them either. You could get bitten by a zombie, keep quiet about it to not cause anyone else to worry, and if you turn it won't be in a manner that leads to someone else being physically harmed.

100 – **It's A Lot Of Overblown Nonsense** – Keeping calm and carrying on… you have a knack for it. You can keep yourself calm in even the most difficult and frustrating circumstances and can downplay the situation to make others who do not yet know of its severity keep calm themselves. This doesn't fix the problem by itself, but you'll be able to respond to it in a more measured manner rather than panicking. You get an unbeatable poker face out of this as well, not giving any sort of true indications of your emotional state or internal thoughts unless you want to.

200 – **I Thought It Could Be Me** – Being a parent isn't easy. You just want them to be strong and not give up. You can show your children, biological or otherwise, that you love them. You know how to raise children and can give them motivation, someone to look up to, by trying to act as a role model. They'll do their best to live up to your example, knowing that you care about them even if you have to be a bit stern at times.

200 – **Sometimes, You Have To Be A Man** – Growing up isn't easy, but eventually for the sake of yourself and others you have to start acting more like a functional adult. You not only have the capacity to act as a fully functioning adult and know how to deal with everything from taxes to home management to sorting out a child's education, but you can get others to act in a more sensible and mature manner. You can make others more confident as well, capable of doing what they would normally never even consider they can do with your encouragement.

400 – **It's Been A Funny Sort Of Day, Hasn't It?** – Just because you're older and wiser doesn't mean you have to be cynical. If anything, your lifetime of experiences might have taught you to greatly value the happier moments and see the best in people. You are able to stay upbeat and positive regardless of how severe the situation is and are able to see the bright side to any issues you might encounter. You can see the good points in things, and even the better qualities in even the most insufferable and annoying people should they actually possess any redeeming qualities. Others tend to regard you in a more positive light as well, with even the crudest of people who care about you at all being ready to leap to your defence should others try to insult or demean you. In comparison to when you're still around, things might seem quite a bit darker.

400 – **There's A Good Boy** – You might not be around forever, either because of an unfortunate demise or an unavoidable absence. But that doesn't have to be the end of things for everyone else. When it comes to emotional support, training, passing on your experiences and helping people to develop, they can continue to improve without your direct guidance just as well as they could with it. Those you leave behind will be able to move on and continue to grow as people in your absence rather than collapsing inwards or

giving in to despair. They might not always be able to succeed as they intended, but their efforts would certainly make you proud.

600 – **I Ran It Under A Cold Tap** – Normally this would be somewhat basic medical treatment, but in your case it seems to work on almost anything that isn't somehow supernatural or out of context for anything else you would encounter. A normal cut, bruising, infections, even broken bones and damaged organs can be fixed by just running them under cold water. A fatal bite from a zombie, however, isn't so easily cured.

> **Capstone Boosted** – And now it is. So long as the person in question is still alive, even technically, you can fix whatever ails them by running the affected part of them under a cold tap or similar source of clean, cold water. Anything from a comparatively mundane zombie bite to the hand-crafted wrath of a plague deity can be fixed just as easily.

600 – **That Wasn't True. Made It Up** – And they shouldn't have done. When someone tells you a lie you know full well is false, you just need to glare at them. They will immediately admit to lying and apologise for it, audible to yourself and any others who would have overheard the lie.

> **Capstone Boosted** – You're not going to let them go around spreading horrible lies to anyone else either. You'd have raised your own children better than that. Now, whenever someone tells a lie you know is false, you don't even need to be there in person. Even if it's someone on television, you can glare at the screen, and the person lying will not only admit to the lie and apologise to anyone it would have affected. Furthermore, anyone you use this on will feel guilty about any other lies of similar magnitude they consider telling in the future and be far more likely to just stick to the truth even if lies would benefit them. Your disapproving parental glare is just that powerful.

The Dead

100 – **Deadweight** – You aren't really alive anymore, but you're not exactly dead either. This actually has a few benefits. You are effectively immune to any disease or health condition that needs a living body to affect, or conditions that would apply solely to a completely dead one. You don't need to eat, though somehow you can and face no issues with digestion despite your state, as it all seems to vanish upon consumption. Pain is no longer an issue for you. Finally, you can keep going regardless of any damage to your body so long as your head and brain are intact. You could keep stumbling along even if there was a huge hole through your torso that should mean your spine no longer works. Lost limbs won't move by themselves though, so don't rip off your arm and hope you can use it to sneak up on someone.

100 – **They're Still My Jumper** – You still look so much like yourself, so if you're not harming anyone… maybe it's not such a bad idea to keep an undead monster like you around? So long as you are not hurting anyone, you won't be deliberately eliminated just because what you are makes you a potential threat.

200 – **Denia**l – You're not the sort of problem other people want to deal with… so they'll go out of their way to try to ignore it unless you give them no other choice. Until you pose a direct threat that someone has to deal with, others will be far more likely to try to ignore you or your actions until you stop or go away, rather than deal with it themselves. They might open a door, see you as an obvious zombie… then close the door and go back to their normal routine while they try to ignore and forget what they saw. If you break down the door and go after them, or you happen to be caught in the middle of eating their neighbour, expect them to raise somewhat more of an objection.

200 – **Where The Hell Did He Come From?** – For what might be a shambling corpse, you are remarkably good at catching up with people that should be able to move much faster. It helps that you seem to have a fantastic memory for details, an uncanny tracking ability that seems to involve those you are hunting making mistakes that reveal themselves as much as it does your ability to follow a trail, and you seem to be capable of moving much faster and more quietly than you usually can when you aren't being watched. You'll be much more capable of following people and sneaking up on them than most would think.

400 – **Abrupt Infection** – Obvious and slow infections, or transformations that take some time, are going to be much easier for your prey to deal with and much more inconvenient for you. Not anymore. Now when you infect others with something that will transform of alter them, they will only 'turn' at the point you want them to, with symptoms being difficult to spot. You can decide at what point this happens or what triggers it at the point of infection, so you could cause a delay of a specific time, or decide a certain stimulus will cause the transformation to occur. Once this point is reached, they will transform fast enough that it could plausibly be used as a terrifying surprise to those around them.

400 – **Something Left Of Them** – Those you turn into more zombies, or similar beings, will retain some semblance of their former personality and abilities. This might make the remaining uninfected more reluctant to kill off people that still act somewhat like the ones

they care about or make your creations more dangerous because they can still do something they could while they were themselves. This doesn't make them less willing to act as the being they have been transformed into or cause them to resist any control you might have over them. There's enough left of them for you to use with this, but not enough to oppose you or cause you problems.

600 – **Too Dumb To Live** – You'd think that the shambling corpses would be the ones with less functional brains, but that's apparently not the case in a lot of stories involving zombies. Those opposing you and disasters that you cause are now significantly less competent and prone to making mistakes that can get themselves and others in danger. Rather than dealing with the problem in a pragmatic and effective manner, they're far more likely to panic and make things worse for themselves, argue with each other instead of accomplishing what they need to do, and even fight each other rather than unite against the threat you and your disasters present.

> **Capstone Boosted** – Are you really after brains, or just entertainment? Now, even if they would usually be composed and cunning, those you oppose are capable of getting frustrated and making incredibly stupid mistakes, even forgetting obvious things like making sure a door is properly closed or getting into a heated argument in the middle of a fight against you and your forces. They might even be doing things that actively help you out of sheer stupidity or spite towards each other. At this point, it's entirely possible they are a greater threat to their wellbeing than you are.

600 – **Who Died And Made You King Of The Zombies?** – You aren't sure, but apparently it happened. Unless there's a more powerful controlling consciousness behind such things, you can assume control of mindless or hive-minded creatures like zombies as long as you are also one. If there is a more powerful controlling consciousness, should they die… well, you take their place. Long live Jumper.

> **Capstone Boosted** – Up for a bit of regicide, but you're not anywhere near the king or queen of the particular hive mind? Maybe they don't have a body or can't be killed by usual means. If you are willing to risk it, you can open yourself up to them directly in a contest of sheer willpower. If you are able to overwhelm them, you can take their place in whatever hive-mind or collective consciousness they once controlled, and either delete them from it or lock them somewhere within it. Just bear in mind they will notice this challenge, and while failing it will not allow them to automatically penetrate any mental defences you might have, they will be aware you attempted to usurp them and likely respond accordingly with the rest of their subjects. If you come at the king, you better not miss.

Items

General Undiscounted

Free – **ID** – All the paperwork and forms of identification you'd need to fit into a society without raising eyebrows with your anomalous appearance. This updates to give you an unimportant paper trail, electronic or otherwise, to let you blend in with the locals in any setting.

Free – **A Strawberry Cornetto** – Just one Cornetto, given to you. Curiously enough, this is a good cure for a hangover. This doesn't do anything else special by itself, but perhaps in the future it could have other uses?

100 – **Maps** – It might help if you had any idea of where you are. This collection of maps includes everything from a map of the world down to maps of specific villages, and you'll always be able to find the one you need. You can have this in paper form, somehow stored within a single folder, or electronic form on any computer you might have. This updates in future settings to remain useful.

200 – **Film Of The Jump** – It seems you now have two copies of *Shaun Of The Dead,* the film this Jump is based on, though it isn't possible to get the second copy to play until this Jump is finished. Once it's over, you'll find that it's a modified version that incorporates your own presence and actions. In future Jumps, you will get a film or copy of whatever form/s of media that the Jump might be based on, as well as an additional copy available at the end of the Jump that shows the events of the Jump with your additional presence and actions. This could be useful for determining what might happen within a Jump if you are not familiar with it, and a nice reminder of what you might have changed or influenced with your presence.

400 – **A Shortcut** – What's the matter, never taken one of these before? Once per Jump, when you need to get somewhere quickly and don't have a vehicle on hand, you will be able to find a simple looking series of garden fences and discover that your destination is on the other side of them. The cost of this convenient shortcut is that you, or perhaps one of your Companions should you have them, will embarrass themselves in some way trying to get over the fences. You will never be able to anticipate exactly how this embarrassment will occur or prevent it from happening should you decide to use the shortcut. It will never cause any real harm in the process, but it will certainly be amusing for anyone else to watch.

The Dumped

100 – **Menial Job** – Not particularly rewarding, but it does pay the bills and might let you develop a few useful skills in the process. You will automatically have the training and capability to perform the job.

100 – **Shirt And Tie** – Defaulting to an outfit including a white shirt and red tie, this will change to be appropriate for whatever job you might have. It is resistant to every sort of stain except those which are red, which will clearly show up on it, though it can easily be washed or cleaned by other means.

200 – **Cricket Bat** – Works well for its intended use in sport, and when used as an improvised weapon it hits with somewhat more force than you would expect. Furthermore, it is very easy to keep up the momentum of hitting new targets so long as you keep moving.

200 – **DJ Kit** – You might have tried out a musical career at some point. Whether or not it succeeded, you still have a few things left over from it that you could use for your own entertainment or perhaps for a party. This comes with a large selection of records, which double as somewhat ineffective throwing weapons if needed.

400 – **Reservations** – Ever need to arrange somewhere for a good meal, but end up not being able to get seats in time? This will never be a problem for you again, as you now have reservations at whatever restaurant you might want to visit, and everything already paid for. If you are looking for a specific type of meal, you'll be able to find somewhere within easy travel range that has that type of meal. You won't encounter any problems like allergies or issues caused by other guests, and the food will be perfectly cooked and edible without any health issues. This comes with a handy list of all the relevant restaurants and fine-dining locations, even good spots for a picnic, and by going through the list you will be able to find details on what you are looking for. Right at the top, recommended for your stay here, is a restaurant called Fulci's, touted as *The Place That Does All The Fish*.

400 – **Television** – While this can act as an ordinary television for your use, albeit one that can get a wide selection of channels from your current and previous worlds and doesn't have problems with power or reception regardless of your location, it has one particularly useful property. By rapidly flicking through the channels and paying attention, you will find that the combined dialogue and images can give you important and accurate information on your current situation, even if there should be no way anybody would know about it. It's not that anybody actually knows, but this complete coincidence could be very useful if you are trying to find something out and don't usually trust everything you see on television. It comes with a remote control that you will never lose and always has enough battery power.

600 – **The Winchester** – Want somewhere familiar, where you know where the exits are? You now own this pub, though you can decide to have somebody else run it, and it can act as a popular public meeting location and turn a reasonable profit. You can also determine its smoking policy, and perhaps make use of the rifle above the bar. It still works and comes with a replenishing supply of ammunition, and more importantly you won't have any legal issues due to its presence. If you'd prefer not to have a pub, this Item can manifest as a café

or similar non-alcoholic alternative. You can have it placed somewhere that it will generate a steady flow of business, attracting interesting characters from the Jump in the process, or have it accessible via a door in your Warehouse if you'd prefer to keep it private. However you decide to place it, you know everything that is going on inside it at all times, so you're always aware of where you are in relation to the exits and nothing will be able to sneak up on you while you're in it.

600 – **The Shed** – You may not find it particularly comfortable to live in this, but you probably could. Despite appearing fairly old and fragile, this Shed is perfectly protected from the elements, so you don't need to worry about tools degrading, and could even store sensitive electronic equipment in it without worrying about the rain or cold. Curiously enough it seems to have heavy metal chains attached to the interior, and if you were able to subdue or trick something and get it into the Shed, you would find it is rendered harmless and you are able to contain it without any issues. Even if you wandered in later on, you could keep a zombie chained up in here without worrying about it trying to take a bite out of you. You can have this Shed placed in the garden of any property you own, appearing in its own allotment that you own with it, or just being accessible via the Warehouse.

The Deadbeat

100 – **Drug Supply** – Whether you're using this questionably legal replenishing supply for yourself or to make a profit, you'll find a variety of less damaging drugs in this stash. Curiously enough it doesn't cause addiction or long-term health issues unless you want it to.

100 – **Shirt With Slogan** – You have a shirt with an amusing slogan or phrase on it. Wearing this makes you more amusing to others, somehow. The slogan will change to remain at least mildly amusing to whoever sees it.

200 – **Shovel** – Useful for digging, and a surprisingly effective improvised weapon. The edges are quite sharp, and it has the unusual property of transferring a lot of the impact behind a swing into the target, allowing a sharp tap to a skull to cause significant damage to the brain inside it without needing to penetrate the skull itself.

200 – **The Shop** – Need anything from it? You'll be able to find a lot of mundane goods here, from Diet Coke to Cornetto's. Even in the middle of a zombie apocalypse you'll be able to find this within easy walking distance, fully stocked. In those circumstances you could probably acquire the goods within it for free, but in safer times you'll have to pay up. At least the owner is nice enough to let you have a tab and keep track of how much you owe them if you can't quite afford what you need.

400 – **Video Games Collection** – You have a somewhat extensive collection of video games, large enough that you wouldn't get bored even if playing them is the only thing you can really do. Every time you finish a game, or get bored of one in particular, you receive a new one to replace it.

400 – **Mobile Phone** – Keeping in contact with others can be difficult at the best of times, but when zombies are messing things up it could be nearly impossible. Fortunately, this Item lets you get around that problem, allowing you to call anyone anywhere within the current Jump. If they don't have their own mobile phone or equivalent, one will manifest for them to use which they will believe is their own. They can ignore the call if they want, but it will get to them even if there is interference or something actively trying to block it.

600 – **Juke Box** – It's on random, but somehow it will always have an appropriate song that while playing significantly aids a particular task or provides some sort of advantage. It might play something suitable for the mood, it might play something to make you seem more impressive or intimidating, it might play something loud enough to drown out a noise you are trying to conceal, it might come on at a time to distract someone, or it could give you a rhythm to hit an enemy with that has a more effective impact. It doesn't run out of power and collects any music present within each Jump to add to its collection.

600 – **Slot Machine** – You might not find winning the Jackpot on this one is a good idea. When it goes off, it will cause every threat in the general area to move towards it. For example, it could cause every zombie within a few miles to immediately move towards it at full speed if set off during a zombie uprising or attract an enemy faction to the location in a more mundane conflict. You are the only one who can set it off normally, which it will do

the moment you try it, but can specify others that will trigger it should they use the machine. If those nearby the Slot Machine are also applicable targets of what the threat is, they will be targeted, such as being targeted to be devoured by a zombie hoard.

The Driven

100 – **Wardrobe** – A full wardrobe's worth of clean and comfortable clothes suitable for the setting you are in and any societies you might be part of. At the back of it, you'll find a variety of costumes that could be holdovers from a former acting career, which could come in useful.

100 – **Swingball** – You could use this for it's intended purpose of entertainment, as it comes with two rackets… or use it as an improvised spear. It's surprisingly good for the purposes of the latter, and curiously enough anything you manage to pin in place with it won't be able to break free till you remove it. Once you've impaled a zombie with it and pinned them against a tree, the zombie won't be able to break free even if it could normally tear its way out.

200 – **First Aid Kit & Instructions** – Not a lot, and certainly not enough to put someone back together after they've been ripped in half, but enough to deal with most relatively simple mundane injuries. Curiously enough, this green box never seems to run out of supplies, those treated don't have any adverse reactions to it, and the instructions seem to be in the native language of whoever is reading them.

200 – **Date Tickets** – You can use these to get seats to watch any film or performance available within any setting you end up in. When these are used with the intention of a date, those involved will have a good time without anything seriously going wrong.

400 – **Jumper's Car** – You have a reliable, surprisingly agile, quite durable, and easily ignored car that would fit in with your Origin in-Jump. It has unlimited fuel, all the taxes and registration for it is already paid, and if you leave it alone for a moment it will clean and repair itself. It's very easy to drive too, to the point of noticeably improving the driver's skill.

400 – **Conveniently Placed Tree** – Need an escape route, or somewhere to hide for a while? You'll be able to find this Item close enough to use, with enough handholds that you can easily climb it but your enemies seem entirely incapable of following you up. If you are in this tree, you won't attract the attention of anyone not in the tree unless you deliberately try, and anything that chased you enough to force you to use this Item will quickly forget what they were doing and wander off if you stay quiet.

600 – **Home Improvement** – Something to apply to any residences you own, fixes and cleans them, makes them comfortable and habitable for you, feel safe and content here while still being able to apply yourself. It will remain in this well-maintained and comfortable state, even if it has to repair any damage or clean itself to do so. Curiously enough, it can also share the benefits of any other properties you own without any issues. You can toggle or dial up or down these benefits at will.

600 – **Jumper's Place** – While some might prefer to hide from a zombie uprising in a pub, this place might be a better option. This small block of flats is somehow completely zombie-proof. No matter how many there are or what they can do, zombies, undead, and similar creatures are completely incapable of breaching the safety of this place. Even if you opened

the door on the ground floor, which you can do by buzzing someone in with the intercom system, the zombies wouldn't be able to get in unless you specifically and deliberately allowed them to. They won't even be able to make an attempt to climb the walls. This doesn't stop ordinary people trying to do such things, but at least the zombies won't be a problem.

The Dear

100 – **Cup Of Tea** – You have as many cups of tea as you need, at any time, in a variety of mugs. Comes with a varied supply of biscuits as well as plates and saucers should you need them.

100 – **Cardigan** – This simple piece of clothing will always keep you warm and comfortable despite your age and the local environmental conditions. It's not good as any sort of armour, but you won't have to be worried about getting to hot or too cold.

200 – **Useful Supplies** – What sort of things do you keep in your pockets? Now, you seem to have an unlimited supply of cheap and mundane things that are somewhat useful. This includes things like tissues, sweets or spare change, but nothing like ammunition or weapons.

200 – **Pension** – You've probably worked hard for a long time, so it's probably fair to be get something out of it. This supplies enough money for a comfortable but not extravagant lifestyle, though if you purchase it twice it will be supplemented from dividends on investments that allow a more extravagant lifestyle to be maintained.

400 – **Bus Pass** – Need to get somewhere, but not entirely sure where it is or don't have a suitable vehicle? Maybe you can't afford or aren't allowed to travel? Just walk to a bus stop or similar method of public transportation with this, and something will show up that will take you where you need to go. Curiously enough, this will keep working even in situations where public transportation is disrupted or unavailable. If you can't find a bus stop or comparative means of public transportation, just wander around for a while and one will show up and offer you a lift, its driver being sympathetic to your plight. This Pass doesn't necessarily allow you the fastest or most comfortable means of transportation, but it is reliable.

400 – **Mementos** – You've probably lived a long and eventful life, and picked up a few things to remind you and others of your experiences. This collection includes a variety of things like old toys, photographs, and other things that bring back memories but aren't really useful for anything else. It updates itself over time, adding things that would bring up fond memories or would be interesting to talk about with others. It comes with its own storage space attached to your Warehouse if that storage is more convenient for you, and you can easily select a few of your favourite mementos in whatever residences you have.

600 – **Retirement Home** – Somewhere to relax and enjoy your retirement, safe in the knowledge that you've done all the big things that you set out to do. As it would be quite a shame for your peaceful retirement to get interrupted, this house has a very useful conditional property: So long as you have retired and do not intend to change anything else within a Jump, and to the best of your knowledge dealt with any problems that would specifically target you, you will not be bothered by any problems within the Jump so long as you stay retired. You could live a violent life, officially retire, then live here for the rest of your time in a Jump without issues like old vendetta's coming after you or randomly being robbed and forced back into danger. You're done with the world, and it's done with you.

This protection evaporates if you start actively participating in the events of whatever Jump you are in and will remain absent till it is triggered during the next Jump, so once you come out of retirement there's no going back till the Jump is over. You can still do things like go to the pub at the weekends without worrying about accidentally running into major characters and your protection vanishing, but if you actively sought them out in any way or tried to deliberately help or hinder them, then your retirement comes to and end and you'll have to deal with the problems of the world as you did before you retired. The protection itself includes everything from deliberate harm to natural disasters, and as long as you stay retired, nothing is going to bother you. As one final feature, this property seems to soothe any aches and pains that could result from old age, which a physically older Jumper might appreciate.

600 – **The Jag** – You might have always wanted to drive one of these. It seems that you now own a very well maintained 1986 XJ12 Jaguar Sovereign. It has unlimited fuel and cleans itself, so you don't need to worry about someone putting half a Mars Bar in the glovebox. This powerful vehicle can easily ram through any obstacles smaller or lighter than it without any issues, so feel free to smash through a few zombies without worrying about losing control of it in the process. If you're still worried about damaging this gorgeous car, rest assured that this one is completely indestructible. Incidentally, an unusual but viable application of this vehicle's nature is to lock something inside it with the child locks on, which will cause any occupants of the back seats to be completely unable to escape unless you unlock the car from the outside.

The Dead

100 – **Dead Meat** – A suitably large supply of flesh, brains, blood, and anything else that would usually need to be sourced from living humans that you or others need to feed upon.

100 – **Ruined Clothes** – They're still perfectly functional and surprisingly comfortable, but they certainly look the part for a murder victim or a shambling zombie. If damaged beyond what you prefer, you'll find them restored when nobody else is looking, and this won't be noticed by anyone else.

200 – **Zombie Survival Guide** – This might not seem too useful, except when you read it you'll find this is not just a handbook to survive against zombies, but a guide to allow zombies to survive. It contains a large amount of useful information for a new zombie to survive and thrive, with lessons and detailed diagrams of hunting patterns, routes humans will use to flee, places they will try to hide and weapons that they might use against you. In other settings, you will find this is supplemented with additional survival guides for other non-human species that you could potentially find useful, everything from vampires to particular types of alien. It will always be useful and accurate.

200 – **Reinforced Skull** – If your main weakness is having your head removed or brain destroyed, it might help to protect that somewhat. Human skulls are usually very durable bones, and while they might be easily damaged in the case of zombies, yours is an exception. Your skull will never rot or deteriorate with age, and the additional protection is now equivalent to wearing a particularly tough helmet. You are no longer capable of suffering from a concussion and similar conditions, and any would-be zombie hunters will find it significantly more difficult to keep you down should they be relying on getting to your brain. Even the weak points such as the inside of your eye sockets are protected. You could still be decapitated, however, as this defence does not extend to your neck.

400 – **Pocket Zombie** – Not a zombie that is very small, but a token with a cartoonish zombie face on it that you can easily put in a pocket. To use it, all you need to do is place it somewhere out of sight where a human-sized figure could potentially fit, such as inside a cupboard or behind a counter, and mentally arm it. When someone else enters the area it will transform into a full-sized generic zombie when they aren't looking at it, and subsequently ambush them. This would certainly explain how zombies tend to be able to show up out of nowhere or in peculiar places. It'll certainly cause surprise, even if it's not necessarily a significant danger to whoever triggers it. You can render yourself and others capable of interacting with the token without triggering it, to ensure it does not go after the wrong person.

400 – **Lure** – Not a physical object per-say, but instead a state you can assign to a particular location with a specific type of target in mind, such as humans or zombies. Once assigned, this location will somehow seem attractive to the assigned target, and unless they have a specific location in mind or something else is actively making them do otherwise, they will gravitate towards it and form justifications to go there. Mindless zombies might gravitate towards it due to some faded memory of the location or instinctual drive for prey, while humans might consider it a good place to rest or search for supplies. Unless the location is

obviously dangerous, such as a burning building or marked minefield, the target type within a wide area will gravitate towards your lure. What you do once they are at the location is up to you.

600 – **Disguise** – Despite not being a normal human, you might want to blend in. This kit will allow you to appear to be, for all intents and purposes, a perfectly ordinary human. You will still retain your unusual abilities, should you possess any, but so long as you are not too obvious with them you'll find that they are easily overlooked. This adapts for whatever non-human form you might have and seems to be remarkably convincing even if the disguise seems crude. It might range from makeup to alter your complexion, to a heavy coat to conceal an unusual body. So long as you still try to act like a human it will work perfectly, even if it would usually strain belief. You could pass yourself off as an ordinary human regardless of what you actually are or look like beyond the disguise.

600 – **The Cause** – Is this Deep Space Probe Omega Six, that re-entered orbit over a populated area? Is it some new genetically modified crop? Is it a counter for the number of people in hell that is about to run out of space? Could it even be an animal infected with an almost impossibly contagious and fast acting virus? Whatever it is, this is capable of causing a widespread zombie apocalypse that the locals will find difficult to deal with. You can decide what form this unknown cause takes and exactly what type of zombies are created upon the activation of this item, anything from crazed sprinters to shambling idiots to mutated monstrosities to brain-craving sociopaths retaining their intelligence, so long as they are still recognisable as zombies. Just be aware this doesn't come with an equivalent off switch, even if you can render yourself and your allies immune to whatever the effect is.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – ***Local*** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Friendly Face** (Free for The Dumped) – Could this be a relative of yours? Whether or not that's the case, they're quite interested in the idea of travelling with you, seeing it as a much-needed change in their life. They've got something of a knack with understanding and working with electrical systems, and they've also offered to get you free Cable wherever you end up. Do you need much more convincing to take them along with you?

200 – **Sofa Sitter** (Free for The Deadbeat) – They might not do much, or contribute a lot, but for some reason they're a person you like having around. Even if they're not the most useful person in the world, they do genuinely like you and will try to cheer you up if sad or remind you of things that you need to do. When you do have time, they're fun to play video games and do other recreational things with, and generally relaxing to be around. Even if you're not particularly driven to do much, they won't judge you for not wanting to do something. They're lazy, not a hypocrite.

200 – **Accountable Acquaintance** (Free for The Driven) – They might be an actor, a lecturer, even a chartered accountant, but they have some sort of viable job and seem to have their life relatively sorted out. They'd be willing to use their skills to help you out and think travelling with you would broaden their horizons and be an interesting new experience. They're equally willing to do some of the boring but necessary things, and while they might not be the best at coming up with plans themselves, they will help by pointing out things you might be overlooking.

200 – **Parental Partner** (Free for The Dear) – This might be a friend that has known you for a long time, or perhaps your spouse? The years have given them a large amount of life experience, an unusual amount of wisdom, and perhaps most interesting of all a deep sense of empathy for others. They're good at understanding people, including you, and are good at making the people around them feel better about themselves.

200 – **Bloody Buddy** (Free for The Dead) – One of the Z-Words seems to have become fond of you, and even if you're not undead like them they don't want to try to take a bite out of you or your still living friends against your will. If you deliberately try to train them to do anything they're a surprisingly fast learner. Perhaps the metal plates in their head from some old injury protected more of their brain? Incidentally, this makes them much harder to put down using the classic methods of dealing with Z-Words.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **The Trilogy** – Does Shaun perhaps have two relatives that look quite similar to him, in the form of an overachieving Police Officer and a man that longs for the highlights of their youth? This is a Continuity Toggle, allowing you to decide whether the events of *Hot Fuzz* and *World's End* occur in this Jump or not.

0 – **Jumps Of The Dead** – There are a few films that have been considered similar to this one, and were perhaps either based on or inspired by *Shaun Of The Dead***.** These include *Juan Of The Dead* (2011)*, Hsien Of The Dead* (2012)*,* and *Shed Of The Dead* (2019)*.* You can choose whether or not the events of any or all of these take place within this Jump or choose to go to any of these settings rather than *Shaun Of The Dead* if you'd prefer. Bear in mind the tone might be a bit different from this one and this Jump Document wasn't designed specifically to deal with problems you might encounter in those settings.

0 – **How Long's That Been Now?** – If you don't want to stay here for a full decade and don't have any Drawbacks you could avoid by leaving early, you can leave once the events of the film have finished. Or you can stay for longer than 10 years, if you prefer. Just make sure you don't accidentally die of old age.

100 – **Can't Live Like This** – Look at the state of it. Any sort of automatic maintenance, cleaning, repairing and constant mess removal are now disabled, as well as quick ways to achieve all of it. You'll need to break out a vacuum cleaner and duster, rather than let things clean themselves or just snap your fingers and have it done immediately without any effort. If you don't keep things clean and tidy yourself, you're going to have to be the one to deal with the mess.

100 – **Funk Yeah!** – Due to contractual obligations, namely accepting the CP from this Drawback, you, your Companions and any Followers are now unable to swear, finding it filtered into something similar sounding but not quite as rude. This doesn't stop any inclinations you might normally have towards swearing, but what you are saying is very clearly being filtered, which might amuse or confuse others.

100 – **Oh God, Jumper's Got An Arm Off** – You are missing an arm. Optionally, you can lose one of your limbs during your stay here.

100 – **Look, I Don't Know What Jumper's Talking About** – Probably best you don't do the inspirational speeches, as you tend to go off on a tangent when you're talking. You might start with something about there being no "I" in team, but an "I" is in pie, and there's an "I" in meat pie, while meat is the anagram of team…

100 – **It's Saturday** – No, it's not. You are tired and have a headache, as if somebody had been playing music late at night, and this will be a frequent feeling while you are here. You'll be much more likely to lose your temper as a result whenever you are suffering from this.

100 – **Have You Any Idea Where We're Actually Going?** – You don't, as you lack a good sense of direction and don't have access to any maps. The ones you do manage to find, you'll either misunderstand or quickly forget the details of. Might be best to let someone else navigate.

200 – **They're In Antigua** – And fortunately for them, none of what happens here will be affecting them. Your Companions and Followers are not allowed into this Jump with you, but at least they're getting a nice holiday somewhere else.

200 – **I Thought You Said It Was Locked?** – You won't be able to crash through the door of your Warehouse, as you don't have access to it while you're here. Maybe it's because you kept leaving it open? You don't have any of your other resources from outside this Jump either.

200 – **They're Not My Perks** – So you won't mind not having access to them, surely? You don't have any Perks or abilities from outside this Jump.

200 – **Did You See Their Head Go?** – Your head is now very vulnerable to injury, no more likely to be hit but no longer as durable as it used to be. A sharp tap on your head might knock you out, and anything more than that will damage your skull and perhaps even your brain. Removing your head or destroying your brain is fairly easy to do now, so be careful.

200 – **We're Coming To Get You, Jumper** – Zombies and similar creatures seem to gravitate towards you, which is going to cause problems during a time when the recently dead are reviving as ravenous, flesh eating monsters. Even if it's easier for them to get to someone else, if they know you are there they will prioritise going after you. If your Origin here is **The Dead**, you will find the humans will try to target you even if there are other zombies that could be a more immediate danger, somehow considering you a greater threat.

200 – **Have You Still Got The Child-Locks On?** – That seems to be the case, as you keep finding yourself getting locked in whenever you go somewhere with locks and will either need to break out yourself or get help from others to disable them. This could be anything from the back seat of a car to a house. Though this might not seem a problem, there's a very good chance this will happen when there's a danger trapped in there with you. Safety first, Jumper.

400 – **It's A Jumping Buffet!** – While you might be able to lead zombies away from others by acting as a distraction, don't expect getting away again to be easy. Not only are they much more observant than usual, when one zombie spots something it now seems that a large number of them perceive the same thing. If one spots you, you can expect a hoard to be on its way shortly. If your Origin here is **The Dead**, you can instead expect survivors to be much more coordinated and keeping in contact with each other, which will help them in their attempts to avoid the undead or hunt them down.

400 – **Basically, I'd Say Your Nine Lives Are Up** – You are, to put it mildly, an unpleasant person at the best of times, and there's a good chance that the zombie situation brings out the worst in you. You'll have a tendency to criticize or insult others, even if you aren't

actively helping the situation yourself, and are quite pompous and obnoxious with any redeeming qualities hard for anyone else to find. You're the sort of person that would cause the audience to cheer if you got ripped apart by zombies. If your Origin here is **The Dead**, it seems the other zombies retain enough of their previous selves and memory of how you act that they will try to rip you apart as well.

400 – **Why Is Queen Still On?!** – For some reason, loud music and flashing lights keep being triggered around you. This is going to be slightly annoying at the best of times, but in the middle of a situation with zombies they're going to keep being drawn to the disturbance, making it much harder to hide from them. If you aren't in a situation where zombies are a possible threat, the noise is probably going to bother you and other people. If your Origin here is **The Dead**, you'll instead find yourself far more distracted by loud noises and lights than you used to be, gravitating towards such things even if you suspect nobody is there.

400 – **Feel Free To Step In At Any Time!** – No, you seem to have it handled… right? You seem to be left to fend for yourself in fights or arguments, and others won't back you up even if you're good friends or they're supposed to be protecting you. They might still fight the zombie hoard with you, but if a single zombie pins you to the ground then they'll be letting you deal with that one by yourself and won't step in to help. If your Origin here is **The Dead**, the other zombies will be leaving you to your specific targets, rather than aiding you in swarming specific individuals and acting as a distraction or extra muscle.

400 – **It's Been A Funny Sort Of Day, Hasn't It?** – Normally it might not be too odd for you to have expected zombies, but with this Drawback you probably won't. Mainly because you lose all knowledge of the details of this Jump, and any evidence or notes that you have that would reveal what goes on in this Jump have been displaced or altered just enough that it isn't obvious until the zombies show up and surprise you. You might think you had picked a generic romantic comedy, only to hear news reports of the unexpected threat. You might not even believe it's real at first. If your Origin here is **The Dead**, you also won't initially be aware that you're a zombie, which could cause problems if anyone else realises you are one.

400 – **I'm Not Laughing** – If you didn't like the humour present in this Jump, this might be a good choice. Not necessarily for anyone else though, as it drains away all the humour you might have otherwise found and makes the whole story a lot darker and more miserable. If you try doing anything to lighten the mood, everybody else will just be frustrated with you for not taking the situation seriously. Anything that worked in the film relying on comedy will no longer work, which could make everything considerably more tragic. Someone crashing through a fence is going to end up hurting themselves, rather than just tripping over in an amusing manner, and comedic injuries are going to face issues like pain and infections. If your Origin here is **The Dead**, you can expect to deal with problems like your own smell, trying not to slip on spilled blood, and other practical issues that zombies in a film might usually not need to deal with.

600 – **All Jumper Ever Does Is Hold You Back!** – That's not an inaccurate comment anymore, as you now have the same competence, attitude, work ethic and general personality as Ed, with the same sense of self preservation and ability to take a situation seriously. Hopefully there are other people who like you enough despite all of this to try to keep you alive, but

you'll be unintentionally alienating everyone around you and could very easily get yourselves and others killed. Even in a less dangerous situation, you won't be contributing much to anything. If your Origin here is **The Dead**, you will just lose the majority of your intelligence and sense of self-preservation, being a particularly stupid zombie that could potentially be mistaken for someone who's incredibly drunk.

600 – **I Don't See Any** – Maybe it's not as bad as all that… oh, no, wait, there they are. Either you're somehow overlooking the huge number of zombies around you, or the hoard has an uncanny ability to show up out of nowhere. They won't automatically know your location with this Drawback alone, but you'll keep finding them in your general vicinity and could be taken by surprise if you're not careful. If your Origin here is **The Dead**, you will somehow keep losing the rest of your zombie hoard and ending up on your own, which could make you a much easier target for plucky human survivors.

600 – **Hey Jumper, Look Who It Is!** – Familiar faces have shown up, but they're not exactly friendly. Old friends, family or even enemies from previous Jumps or your life before Jumpchain have returned, revived as zombies that will be coming after you. They will find you at least once, as if you had told them where you were going beforehand. While they might seem to retain some semblance of the person they once were, much like the other zombies here, they will be trying to kill and devour you and cannot be persuaded or trained to do otherwise. While they are mostly mindless, they will possess traces of capabilities or skills they had when they were alive. If your Origin here is **The Dead**, these ones will still be coming after you even if they're zombies like you are.

600 – **Not Trying To Cause A Fuss** – Maybe they didn't want to say anything because they thought you'd be upset, but it's certainly going to cause you problems. Other people will now almost never admit to any issues they might be having, and while this might mean some might be miserable when you could fix the problem if they just told you, in a situation with zombies it could be quite dangerous. Nobody will admit if they get bitten, or if they're in danger, or if they noticed something that would be a problem. They might even go out of their way to deny the problem exists, which will almost always backfire horribly. For example, someone in your group might get infected but not tell anyone, and subsequently become an unexpected threat when they abruptly turn into a zombie. You're going to have to keep an eye out for these issues, because nobody else is going to tell you about them before it's too late. If your Origin here is **The Dead**, you will find yourself and other zombies far less observant, to the point where you could potentially be fooled by someone pretending to be a zombie or not notice a survivor sneaking around behind you when you would notice them normally.

600 – **Breaking And Eviscerating** – You can say goodbye to any guarantees of safe places or zombie-proof locations. No matter what defences you set up or barriers you create, zombies will still somehow be able to get in and cause problems. They might break through your defences, you could accidentally leave a way in, or someone on the inside could cause problems and create a weakness that the zombies exploit. Hunkering down and waiting for all of the problems to blow over isn't going to be a safe option anymore. If your Origin here is **The Dead**, you will find the survivors have managed to barricade themselves in safety

much more effectively, and those who are hunting the zombies will be willing to try to break through whatever defences you might have set up to get at you and other zombies.

600 – **Glad Somebody Made It** – You're going to be the sole survivor here… at best. Everybody else you meet here, every ally you make, every minion you have, every Follower or Companion you bring into this Jump with you, anyone that counts as a person that you interact with, will somehow end up getting killed over the course of this Jump. Those that would usually respawn, regenerate or otherwise return from the dead will remain deceased and inaccessible until the Jump ends. It might be accidents, or infighting, or more likely the zombie threat, but everyone around you will somehow be killed and most likely in a gruesome or dramatic manner. This doesn't guarantee that you'll survive just to allow everyone else to die first, not making your own death any more or less likely, but if you're alone you won't exactly have anyone else to depend on to help you. If your Origin is **The Dead**, you'll find that rather than putting zombies to work or including them in game shows, the various governments of the world have instead opted to eliminate every zombie, and as they suspect that you might be patient zero they'll be putting in significant effort to get rid of you specifically.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Night Of The Living Ed

In the normal course of events, most of the main characters in *Shaun Of The Dead* die. As the name of this Scenario might suggest, your goal is to keep them alive and not allow them to be turned into zombies. That means Shaun, both his mother Barbara and stepfather Philip, Liz, Diane, and even Ed. David as well, as he is technically a main character, as tempting as it might be to let him get eaten by zombies. Optionally, you can choose to add Pete, Yvonne and her own group into this collection of survivors. All you need to do is have them survive the main events of *Shaun Of The Dead* and not get turned into zombies.

Reward = First off, if you happened to become friends with them over this ordeal, and they're up for the offer, you can take all the people that you saved in this Scenario as Companions with you for free if you want. Additionally, it seems your actions here have earned you a bit of good karma that could pay off in future Jumps, and including this one while you're still here with the Perk **Why Do We Have To Go To Jumper's?** When you are trying to help any of the main characters in future Jumps, once per Jump they'll return the favour by helping you with something. It might not be on the same sort of scale or significance that you're aiding them with, but it will be useful. They may or may not be helping you deliberately, and they might not even know that their actions did help you if they aren't the sort of people that would willingly help others. They don't even necessarily need to know that you helped them, you just need the fact you were genuinely trying to in order to get this Perk to work with them. If you had this Perk active while you're here, since you clearly helped them survive in this Scenario, you might find Shaun manages to get you free cable, Ed sends you a list of cheat codes for a video game you're stuck on, and even David might step in to help prepare for a lecture you're having trouble with… and though the latter might be doing this mainly to impress Liz or snub Shaun, the action will actually help you regardless of their main intentions.

From Dusk Till Shaun

It seems you're no longer in a rom-zom-com. At least it's not limited to that, as the creatures causing havoc seems to be rather more bloodthirsty. Instead of ordinary zombies, the biggest threat you'll be facing is a mass uprising of vampires of the more classic variety. Fortunately, this means the type that is somewhat stronger and faster than humans, can turn into mist or animals, and can hypnotise humans with direct eye contact. Fortunately, they don't possess things like bulletproof skin or powerful psychic abilities, but these ones can turn victims into more vampires within a few minutes. They also have the perceived classic weaknesses of garlic, being stabbed through the heart, daylight, not being over to move over large bodies of running water, exposure to holy water and holy symbols, as well as having their head cut off. They also need to be invited into any permanent dwellings, which for the purposes of this Jump is clarified as not including rented accommodation as it's technically a temporary dwelling and not directly owned by those that inhabit it. You're going to need to exploit these weaknesses, as despite the limitations they have compared to zombies, their other abilities make them a much greater risk. If you get cornered, bashing these ones on the head won't be enough to put them down for good. All you need to do in this Scenario is survive, though of course you are free to try to deal with the discount Dracula hoard yourself if you have that capability.

Reward = As you chose to deal with vampires in a romantic comedy that would usually have zombies, you might either already see them as a bit of a joke at times or perhaps very much want them to be a less serious threat after this ordeal. You gain the Perk **Undead And Loving It**. With this Perk active, you will find vampires, zombies and other undead creatures much more of a comedic threat than a serious one. At most, they will be about as dangerous as the normal zombies in the earlier part of *Shaun Of The Dead*. Exactly how they become less dangerous and more amusing depends on the existing qualities of the target, perhaps sentient undead becoming more prone to amusing themselves and more easily distracted, or powerful non-sentient undead lacking the direction they would normally possess. They will still be dangerous to some extent, but you'd have to be fairly careless to put yourself in a serious danger.

Keep Calm And Kill Zombies

In the normal course of events here, the zombie uprising is only really a brief problem before it gets sorted out. In this Scenario, perhaps distracted by other issues or running into management and administrative problems, the UK Government in particular requires a bit of help and decided to outsource the problem. Fortunately, you've opted to step in. To succeed at this Scenario, you'll need to ensure that the zombie situation remains a relatively minor issue that doesn't cause too many long-term issues and help with the clean-up operations. The zombies might not be that difficult to deal with individually, but there's a lot of them. You can of course help out the rest of the world, should they need it, but for this Scenario you only need to specifically help out the UK. Eliminate the zombie threat by whatever means you like, either containing, destroying, or even curing the zombies of the condition. As long as you get the job done, and everything can calm down afterwards, you'll succeed at the Scenario.

Reward = In helping everybody to avoid the panic and general disaster this could have been, you have earned the Perk **Keep Calm And X**. When this Perk is active, societies can quickly adapt to out-of-context problems with little fuss once the initial problem has been dealt with. British society would quickly adapt to the existence of zombies, with the service sector using them as cheap labour since most of them retain enough mobility for basic physical labour, people on talk shows would explain how they still consider themselves married to zombie spouses, and news anchors who gave initial warnings would be interviewed about the experience. There's no panic over the existence of zombies, existential dilemma's, wars or resource shortages from disruptions, and everyone can just have a nice cup of tea and carry on with their lives.

Panic On The Streets Of London

In the normal course of the events, the zombie situation is dealt with relatively quickly. There's certainly no clear indication it was a major disaster, or that entire countries have been lost to the undead plague. In this Scenario, your aim is to change that somewhat. You need to ensure that the zombie uprising successfully kills off or zombifies everybody in at least one major population centre during your time here. You can do this however you like, such as being a zombie yourself, finding a way to direct the hoard, sabotaging efforts to deal with the zombie menace, or perhaps making the existing zombies more dangerous in some way. However you might decide to do it, at least one major city somewhere in the world must become populated entirely by the living dead during your time here to succeed at this Scenario.

Reward = You've managed to make a minor problem in the grand scheme of things much worse with your efforts. Should you want to do something similar in the future, you might appreciate having the Perk **Do Panic**. With this Perk active, the locals in the Jump you are in will now be unable to adapt to out-of-context problems, even if they should theoretically be capable of doing so. Optionally, you can choose to have them far more prone to panicking due to out-of-context problems, even if they would normally dismiss such things with a shrug despite the fact they know they can't deal with them.

A Zombie Named Jumper

Well, if you actually wanted to be stuck as a zombie for your entire time here, this is certainly the Scenario for you. Unfortunately, you lack certain benefits which undead forms might usually overlook, and as a result you'll have to deal with the fact you are now a corpse that is quite capable of rotting. As it's going to be quite obvious that you're a zombie to most people, you can expect at least one attempt to kill you off for good while you're here. Any alt-forms are disabled, as are abilities that could trivially deal with any problems you might face as a walking corpse such as automatic cleaning or regenerating yourself.

Reward = As this probably wasn't a pleasant time for you, it might cheer you up to learn that you've gained something to make being undead somewhat easier to deal with in the form of the Perk **Return Of The Living Jumper**. Not only can your mental status not be altered against your will so long as you exist, even using physical means like a lobotomy, your desire to cling to existence even as a shambling corpse now allows you to remain alive and functional regardless of your physical condition, so long as there is something left of it. Simply removing your head or destroying your brain simply don't work anymore, and while you may have to deal with a lack of sensory input if certain bits are missing, even if your head is disintegrated the rest of you can keep moving. If bits of you are broken off they can still move under your control, like causing your severed arm to drag itself along the floor, and even reduced to a skeleton with no muscles you could still somehow move around. You won't die until no trace of your body remains intact or remotely viable, leaving the only real ways to deal with you as extremely high voltage electricity or being turned to ashes by fire or a sufficiently powerful bomb. Even these fates are not entirely the end for you, as once per Jump if your body is destroyed, smoke from your remains can infect another corpse and allow you to possess a new physical body. This infection and revival could be caused by direct exposure to the smoke from your remains, or more indirectly such as via a cloud that eventually drops rain onto a convenient cemetery and lets you dig yourself out of someone else's grave. This particular source of undead resilience is only potent enough for this to occur once per Jump, and if you are disintegrated or electrocuted again, you'll be gone for good if relying on this Perk alone.

Ending:

The Jump is finished. Your time here is over, and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with friends and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Shaun Of The Dead* franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the film *Shaun Of The Dead*, the 2004 horror comedy film directed by Edgar Wright and written by Wright and Simon Pegg. The film is the first instalment in the *Three Flavours Cornetto* trilogy, followed by *Hot Fuzz* (2007) and *The World's End* (2013), though they don't appear to take place in the same setting and by default won't unless the Trilogy Toggle is used. There was also a one-off tie-in comic strip made for the British comic magazine *2000AD* titled "There's Something About Mary" that is set the day before the zombie outbreak, which was later made available on the DVD release of *Shaun Of The Dead* along with two other strips that wrapped up "plot holes" in the film. Additionally, IDW released a four-issue adaptation in 2005 written by Chris Ryyall with input from the original creators and drawn by Zack Howard, which contains scenes that were left out of the film.

-While this author might get around to making the rest of the trilogy at some point, they cannot promise it will be any time soon. This author has no complaints if anyone wants to make their own Jump Documents for *Hot Fuzz* or *The World's End*, or even a single Jump Document for the entire trilogy.

-Regarding staff or other followers for properties or vessels you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.