All of Us Are Dead



v1.0

By RikoIsLoveRikoIsLife

All of Us Are Dead is a Netflix live action show released on January 28th, 2022 based on the webtoon *Now at Our School* by Joo Dong-geun, published between 2009 and 2011. It focuses on a group of Korean highschool kids as they struggle to survive following the release of a zombie virus created by their science teacher to empower and later avenge his maliciously bullied son. Life is a battle for survival, and those organisms with the strongest will to live will always come out on top, a lesson the world is soon to learn. You will start in Hyosan near the highschool where this all begins, a girl has just been picked up by a rescue team after an incident in the nurse's office.

Gain **0 CP**



Drawbacks

There is no drawback limit, but you're responsible for anything you choose to take.

Gauntlet/Jump Mode – Choose One (Mandatory):

In **Gauntlet Mode** you'll use the doc as default, forfeiting any starting stipend as well as anything not purchased in the doc save for a Body Mod or equivalent for the duration of your time here, but may gain unique rewards depending on what you do in that time.

In **Jump Mode** you gain **1000 CP** and may keep anything you want from prior Jumps, but cannot receive any rewards aside from what you buy here.

Either way the Gauntlet is considered complete if you manage to survive until after the culling that follows the city being bombed, or somehow prevent that from happening. Otherwise you lose anything you bought or picked up and it's as if you never came here, though you can always try again.

Train to Busan + 0 CP: This setting is a fairly vague mundane world but with zombies, that can be said of a lot of zombie media such as the movie *Train to Busan* which is referenced in the show. If Hyosan isn't to your liking feel free to start in any zombie setting that's roughly similar instead, but your starting conditions can't be more safe than described in the intro, and you must survive at least as long to win. This of course includes the webtoon the show is based on.

Team Player + 0CP: You've replaced one of the canon characters, roughly mirroring their history aside from some personal details such as sex and gender. You've cost your group whatever skills they could provide unless you can make up for them yourself.

Tight Spot + 100 CP: Rather than just being in the general area of the school when the spread starts you're now in an enclosed and crowded space such as a cafeteria or hospital floor and at least one zombie will make it to your area before you get out. Be careful, they spread fast and panicked crowds can be just as dangerous.

Reputation + 100 CP: Whether people think you're stuck up, a delinquent, a loser, or a plain out bully yourself, you don't have many friends where you start, if any, and you probably have at least one or two people that outright dislike you. Don't expect to gather allies fast, or for any but the truly selfless to risk themselves for your benefit. Some might even go out of their way to sacrifice you to save themselves. Better prove yourself sooner than later.

Rat + 100 CP: Literally, while this might make it much easier to hide or escape from zombies, they will still go after you if they can, and you don't exactly stand a chance of fighting them. Not to mention you're not going to be saving anyone else, and even humans might try to eat you. Plus the potential rat zombies. Feel free to keep this alt form after the Gauntlet though.

Better Days + 100/200 CP: You don't start the Jump off in perfect shape, you have some kind of injury or disability, old or new, that notably impedes your chances for survival. It might be a missing eye, being effectively deaf, an injured leg, missing hand, or just weak constitution/small

size. Whatever it is will cause you to perform notably worse than what your Body Mod and purchases suggest.

For **200 CP** this is much more serious to the point you might not be able to survive on your own at all in this situation if you're not really smart. You might be blind, crippled in both legs, or a small child. Some perks may help but nothing will completely bridge this gap, don't try getting into any fights with anyone who'd otherwise be a peer.

Infected? + 200 CP: Not necessarily, but you have what appears to be a gruesome bite mark in a very obvious place, and your nose is prone to bleeding in stressful situations. This is going to be hard to talk your way out of, I suggest you offer some concessions fast, just continually denying doesn't tend to go well.

Unlucky + 200 CP: The universe seems to want to inconvenience you at every turn, you always seem to get the timing or location where things are going to get fucked. Rescues stop just before they reach you, people that do save you will probably die doing it, that door happens to be locked. None of these will be immediately deadly to you, but expect to make twice as many plans and work twice as hard to pull them off, you'll rarely manage to accomplish things much sooner than the last minute even then.

Grudge + 200/300 CP: You've really pissed someone off in your starting area, or more accurately, they completely hate you and want you dead if they can get away with it. You're not going to reason with them, and no tactics are too evil if it means they can get their vengeance against you, though they still value their life. You won't have trouble figuring out who it is at least, even if they don't reveal their true intentions they can't hide their hatred.

For **300 CP** it's not just any normal person, they're a vicious fighter and sometime soon after the Jump starts they'll become an intelligent evolved **Zombie**. They'll still settle for having you dead, but they'll probably try hard for something more personal, I suspect eating you alive to be part of it. You can take this at either tier up to two times, but consider what they could do working together.

Crush + 200/300 CP: There's someone whose life you value at least as highly as your own, and while they don't need to be a romantic interest, if they die you'll fail the Gauntlet the same as if you did yourself.

For **300 CP** they're not really capable of seriously defending themselves, whether they've seen **Better Days** or are just too scared or broken to do it. You're going to have to babysit them a bit, physically and likely emotionally as well so they don't lose their will to survive.

Hunger + 300 CP: You have excessive cravings, missing even a single meal will feel like you're starving to death, and if it goes on too long you'll do just about anything to take care of it. As a normal human you really will die if you go more than a day without food, maybe you were

already starving or something? If you're a **Zombie**, well you better have phenomenal willpower or figure something out because your friends are going to look tasty sooner than later.

Patient Zero-ish + 300 CP (Requires Zombie): You instead start the Jump being transported to the hospital after accidentally biting your school nurse. It seems you've become the source of the infection's spread in this Gauntlet, and most people will be keenly aware of it once things start going to shit. Good luck convincing anyone to trust you even if you're still intelligent, or even deal with any potential revenge they might feel is warranted unless you give them a good distraction. At least the government themselves aren't too concerned with you yet, but that could easily change, which would make you a…

Mission Target + 400 CP: The local government and related forces have decided they need to capture you for some reason, and are willing to settle for death if they can't. Either one is a failure condition of this Gauntlet, and while they won't necessarily roll out their whole army for you alone, they're not above sending choppers with armed squads after you until they get what they want.

Choose any sex, gender, age or occupation that makes sense with your purchases in this document.



Perks

One of each price tier discounted, with the **100 CP** choice free.

Name-Tag Magnet - 100 CP: You look good enough to get more than your fair share of confessions, enough that at least one person in your starting area of your preferred gender/s will have a crush strong enough to risk their life for yours, assuming you don't mistreat them.

Heart and Soul - 100 CP: You're the part of the group most people might not even realize they need, a genuinely likeable and funny person who can create a fun atmosphere in even the most dire situations. You're also naturally talented in an entertaining skill like singing, telling jokes, dancing, or art.

Burn It All Down – 100 CP: A person can only take so much, for some once they snap you could easily mistake them for fearless, the truth is that fight or flight has become just fight. Panic, morals, exhaustion, pain, all can be ignored in the face of revenge, against those who've hurt you, against the world that ignored it. Or were you just bad from the beginning?

Legs – 200 CP: You're fast, not necessarily supernaturally so, but you've probably never lost a footrace in your life and you've encountered few problems you couldn't outrun. You also have the balance, reflexes, and instincts that make things like escaping zombies, parkour and climbing come quickly and easily.

Muscle – 200 CP: You're strong, not necessarily supernaturally so, but you've always been the strongest person you know, and you've probably never lost a fight in your life. You have the experience or instincts to use this well, and when the time comes you won't have any trouble tossing zombies off of you or your friends.

Techie – 200 CP: You have a solid understanding of robotics, programming, and other technical skills you'd expect of someone getting into a tech course on a scholarship. Building and operating drones, remote camera setups, VR headsets and more is within your experience and you can easily apply these skills to other improvised crafting ideas.

Survivor – 400 CP: Whether you're a rescue worker, or trained by one, you have extensive knowledge on the topic. Marking your path, treating injuries, finding food and water, making improvised bathrooms, you know these things and many others like them. You're an invaluable part of any group that hopes to survive long in a situation like this.

Athlete – 400 CP: This isn't another specific physical talent like **Legs** or **Muscle**, though even without them you're definitely in good shape with this. You're well trained in an athletic field with a combat angle to it, such as archery, fencing, martial arts, or straight up combat experience from military training. You might not be the best in the world, but you're at least in the top 100 and might make the national team if you worked at it. You can easily count yourself among the few that have nothing to fear from one or two common zombies when you've got your equipment.

Political Figure – 400 CP: You're someone of importance, either something like an Assemblywoman or the child of one who's also class president at their school, or maybe a military officer. You're highly educated, easily top of your class with a spotless record and great speaking and organizational skills. These and your position lend you a deal of sway with most people as long as they don't hate you, you could easily lead your group if you had the mind to and you'll be afforded some deference compared to the average person. Though this only goes so far, don't expect people to prioritize this in a life or death situation.

Virology – 600 CP: You're a highly accredited scientist, or at least you used to be or studied like one. You have an incredible understanding of biology and especially cellular and viral

genetics that in some ways borders on magical. Specifically, you possess the necessary skills to create the Jonas virus and similar forms of supernatural infections. You might even be able to oversee controlled mutations of it or even vaccines for them with the right time and resources, but could a mind deranged enough to make such a thing maintain the dedication to their principles necessary to follow through on that?

Immune-ish – 600 CP: In any viral outbreak facing a large population there are those rare few who resist it. You may count yourself among them, you're unlikely to contract the Jonas virus from mere exposure to fluids or similar, though you still can from a bite. However as long as you don't die in the process of contracting it and resist your urges while turning you'll become an evolved **Zombie** instead of the more common ones.



Zombie – 0/600 CP (Mandatory Hungry drawback for 0 CP):
You've been infected, one of those victim to the Jonas virus, for **0 CP** you're a common zombie. Your mind won't be truly lost like the others but you're trapped within your own body and clouded with feelings of fear, rage, confusion, and most importantly hunger. You don't have to worry about truly starving or dying from lack of water or bleeding, infection, almost anything short of having your brain destroyed, including other zombies. But is it really worth the time spent like this? You could be here for easily a week or more, not to mention your low chances of surviving the culling that's on the way. Flesh will smell and taste incredible to you now, regardless of who or what it's from and what state it's in, and your body won't have any trouble handling it unless you stuff yourself to bursting.

For **600 CP** this starts to actually look like a good option, you're one of those who've adapted, hosting an evolved infection that grants you all the benefits and more, with only some of the downsides. Your body isn't cold and dead, but neither is it fully living with the infection lying dormant in you, and still transforming you greatly in subtle ways. You're unnaturally tough with a largely unchanging body that can, as mentioned before, shrug off anything short of serious brain damage, and even blows to the head that would guarantee a concussion if not risk killing the average person can be largely ignored much of the time. You don't possess true regeneration of notable speed, but you do heal much faster than a normal human and even things like shattered limbs or spines can completely right themselves within minutes or hours at most depending on the severity.

The next most impressive thing is your strength, your evolved constitution allows you to comfortably call upon much greater power than your body seems it should be capable of, even an ordinary teenage girl would be strong enough to effortlessly tear a normal person apart with her bare hands, or with one hand do things like throw them as ragdolls and rip the handle and lock out of a door. You can call upon this strength safely, or push it even further to damage your own body to accomplish your goals, smashing your hand to dent thick steel or breaking your back to bend backwards, they'll quickly right themselves anyways and your relationship with pain has grown distant.

Lastly your senses are enhanced greatly beyond a human's, mostly smell and hearing. Your sense of smell will grow to identify people by scent, as well as details like whether or not they're infected and even exactly how many of them there are, you could even track people over distance. Your hearing as well when focused is good enough to clearly measure a person's heartbeat from the other side of a room, hear someone quietly puking on the other side and several floors away in a large building, and identify and track the number and movements of people across a large area. These incredible abilities will serve you well, and aside from obviously using them it'll be almost impossible to tell you're infected at all, at most showing minor physical signs when heavily using your abilities and suffering from extended **Hunger**, which is now your greatest enemy. At least your mindless peers will never try to harm you no matter what you do.



Items

Some may be discounted based on other purchases with **100 CP** free in that case, otherwise none.

Uniform – Free/100 CP (Discount Athlete/Survivor): You don't need to start this naked, you have some form of uniform appropriate to your position in this Gauntlet, maybe a school uniform, a business suit, or something else work related. It can look pretty much however you want as long as it's suitable for the public and your position here.

For **100 CP** you have armor to go with it, decent coverage and highly resistant to bites and scratches at least. It might be something formal like riot gear, or improvised from sports equipment or household supplies. Don't expect it to help if you get dogpiled by zombies though.

Samples – 100 CP (Discount Virology): Of the Jonas virus to be specific, independent, in blood packs, and in a well contained infected rat.

Cellphone – 100 CP: Pretty straightforward, but absent from the hands of most people where you might start. New and fully configured and charged, comes with some high end earbuds.

Improvised Weapon – 100/200 CP (Discount Athlete/Survivor): You won't be facing the hordes empty handed, you have a simple improvised melee weapon of some sort such as a kitchen knife, baseball bat, or even just a sharp stick or metal pipe.

For **200 CP** this is less improvised, but rather something that can more properly be considered a weapon. A bow with a full quiver, a fire axe, even an actual firearm with a full magazine, though be careful of the noise.

Drone – 200 CP (Discount Techie): A fully operational remote controlled flying drone with a camera and both VR headset and handheld viewing device.

Transportation – 200/400 CP (Discount Political Figure): A nice ground based civilian vehicle in good shape and fully fueled/powered if it needs it. Anything from a bike or moped up to a truck or bus. You legally own it and obviously have the keys, it's near where you start.

For **400 CP** this is something a bit more fancy, an armored transport, a boat, even a helicopter. You're at least barely proficient in operating it.

Lab – 400 CP (Discount Virology): Everything the amateur Virologist needs to do their work and more. Also includes restraints for subjects, sedatives, and other basic medical supplies. Has power and utilities and is located at a place of your choosing.

Supply Closet – 400 CP: Simply a closet full of basic supplies, mostly food and drinks. You have the keys to it and it's located in a place of your choosing.



Companions

Feel free to donate CP to them, individually. Prior companions/followers can be freely imported here but are reduced to Body Mod equivalent and don't gain any stipend. No companion can purchase their own companions.

Childhood Friends – Free: If you want you can freely import any companions or followers you may already have, but they're still in Body Mod equivalent and have no default stipend, they still have their discounts if you want to donate some **CP** though.

Admirer – 100 CP (Free Name-Tag Magnet): You're their **Crush** and though they might not be willing to admit it yet, they'd go pretty far to make sure you both stay together, possibly even hurting others, and likely throwing their life away if the situation gets too dire. They're quite the **Name-Tag Magnet**, with you assumed to be their own **Admirer**, and have a good set of **Legs**. They have **100 CP** to flesh out their background and may start in a bit of a **Tight Spot** for an extra **100 CP**, if you're willing to gamble their life.

Best Friend – 100 CP (Free Heart and Soul): They've known you most of this life, and while they might not be romantically interested they still want to get out of this together. You're their emotional support pillar, and they're yours, they know they'd be lost without you so they'll try their best to keep you both in good spirits and safe. They have a lot of **Heart and soul** and some impressive **Muscle** for free. They have **100 CP** to flesh out their background and might have a bit of a **Reputation** for an extra **100 CP**, are you all they have?

Lackey – 100 CP (Free Burn It All Down): I'm not sure whether or not you can call it true loyalty, but they tend to do whatever you tell them, even if you treat them like shit. You might have already gotten up to some messed up stuff together, or maybe you just have shared misery, either way they'd be willing to **Burn It All Down** with you if you asked, and depending on what you used them for they're either a bit of a **Techie** or some decent backup **Muscle**.

They have **100 CP** to flesh out their background and may have seen **Better Days** for an extra **100 CP**. Is that why they listen to you?

Hero - 200 CP (Discount Survivor): At least that's who they are to you, they fight to save you like you're their own kid, maybe you are. They're an experienced **Survivor** with a nice **Uniform (100 CP)** and picked some stuff up from a **Supply Closet** on their way to you. They have **100 CP** to flesh out their background, but I hear they might be **Infected?** With an extra **200 CP** will they be willing to risk staying with you? Would the group let them anyways?

Unnie - 200 CP (Discount Athlete): Your sibling, literal or just by familiarity, they obviously care about you a great deal and want to protect you if they can, though your relationship might be a bit complicated, I'll let you decide how. They're a star **Athlete** and are rarely too far from their proper **Uniform (100 CP)** and an **Improvised Weapon (200 CP)**. They have **100 CP** to flesh out their background, but might be a bit **Unlucky** for an extra **200 CP**, will they make it to you and get out in time?

President - 200 CP (Discount Political Figure): Of a company? A class? I couldn't tell you but they're a skilled **Political Figure** and though they don't know it yet, they're **Immune-ish**. They'll do their best to hold their group together, and that includes keeping their new friends, like you, safe and healthy. They have **100 CP** to flesh out their background, but you might not be their only priority, I think they could have a **Crush**. **200 CP** would definitely help in finding them, if it's true.

Hunting Party - 200/400 CP: Every war needs soldiers, every mission needs a team. These three loyal fighters will follow your orders with few if any questions. They might not be anything impressive individually, but they're all at least decent **Athletes**, with a proper **Uniform (100 CP)** and a firearm with a full magazine.

For **400 CP** they're a full squad with rescue training, and they have proper **Transportation (400 CP)**.

Subjects - 200/400 CP (Discount Virology/Zombie): A few fully infected **Zombies** safely restrained in a location of your choosing. You've managed to keep them docile for now. What use you could have for them I can't say, I'm sure you could think of something.

For **400 CP** there's one of them that's seemingly evolved, intelligent and strangely not holding it against you, though I guess they could just be hiding their **Grudge** for an extra **300 CP** to flesh out their background**.** At either tier you might want to beware their **Hunger**.

Rewards

If you completed this in **Gauntlet Mode** and fulfilled these requirements, you'll receive these benefits.

Principal: If you started in Hyosan high school and it has more than one other surviving normal human at the end of the Jump then you can take it with you as a property from now on, in whatever shape you wish. You can have any position within the school you want in future Jumps, from staff to student or just benefactor.

Martial Law: If you're both an **Athlete** and a **Political Figure**, and the infection doesn't manage to make it out of Hyosan, you'll be considered a pivotal part of it and promoted, now in charge of the operation after the untimely death of the previous commander. You're free to take Hyosan with you, if you'd want it like this, and either way have a full platoon filled with **400 CP Hunting Parties** and the supplies to upkeep them. A bit of a skeleton crew for a city like this, but it should be pretty empty now.

Nationals: If you finish the Gauntlet as an **Athlete** with a **Crush** then the work you've put in to protect them has paid off. Forget top 100, you're easily at least top 10 after an experience like this, about as good as a normal human could be. You won't let them down.

Inner Circle: If you're a **Political Figure** and finished the Jump alongside a group of surviving people, then as far as they're concerned you've proven yourself a true leader and they'll follow you anywhere, even beyond this Gauntlet regardless of whether or not you paid for them as companions while here.

Final Form: If you went the duration of the Gauntlet as a **Zombie** without biting a single normal living human or being permanently captured then you've mastered the infection within you, and conquered your **Hunger**, though the taste and smell of all flesh still appeals to you the same. You can completely suppress all signs and side effects of the infection at will, even to the scrutiny of genetic testing much as it sometimes went fully dormant on its own before, but you still retain the full benefits and can call on its powers at will. You may even be able to choose which strain to pass on with a bite with practice, when you choose to be infectious at all.

Final Choices

1. Get me the hell out of here
2. This isn't actually too bad
3. I've got places to be

Notes:

Changelog:
v1.0
- v1.0 Initial version done.