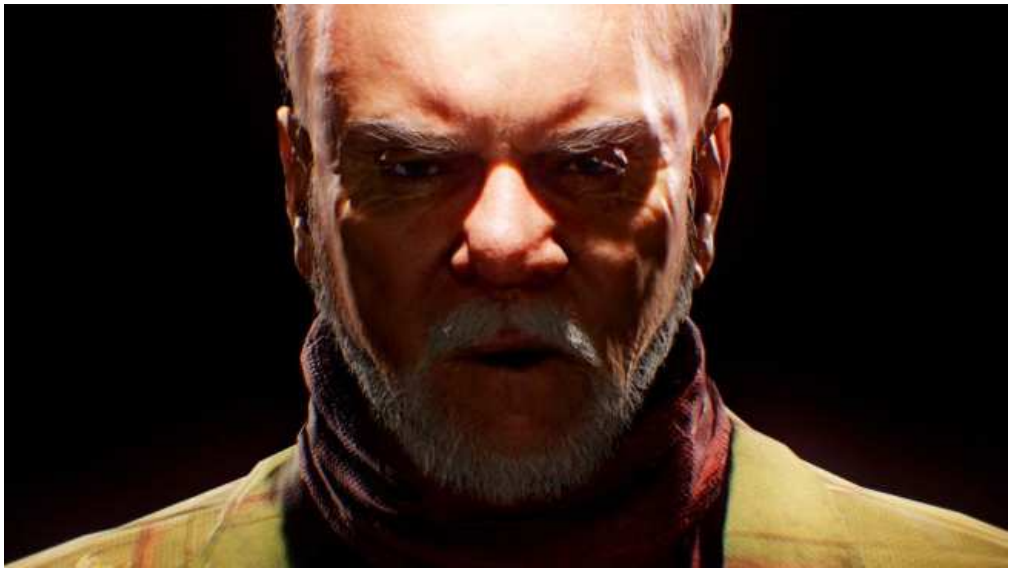
Call of Duty Zombies Jumpchain, by SprungGeoduck



Hello there, Jumper. You're probably wondering where your friend Jump-Chan is. The answer is that she's a bit busy right now. As such, she sent another interdimensional being to handle your sorry arse for a jump. That would be me, by the way. Doctor Monty.

The world you are about to enter… is my world. It's a bit of a mess right now, what with all the undead and eldritch abominations running around. I do what I can for this place, but with all my other interdimensional duties, and with how utterly fucked it is, I can only do so much. That's where you come in. You're gonna fix things! I hope. Please. It's difficult on my own.

I suppose I owe you an explanation of why things are the way they are. You see, there's this race of alien monsters called the Apothicons, with a crafty bastard and ex-friend of mine as their leader: the Shadowman. They have a nasty habit of launching meteors of the mysterious Element 115 at planets, and Earth just so happened to be one of those planets! Element 115 has many incredible powers. Unfortunately, turning ordinary humans into flesh-eating zombies is one of them. One thing to clarify before you go: you can't turn. You are, shall I say, rather extraordinary. Of course, you do have to be extraordinary enough to survive here for ten years. And no cheating! I know you want that Kronorium, but you can't have it! It's too powerful, even for you!

Well, you know the basics. Time to go! Here's a little something to get you started.

+1000 CHOICE POINTS

Good luck!

Starting Location

Roll 1d8 to determine this, or pay 50CP to choose.

1. Origins: Where it all began, so to speak. 1918, on the battlefields of Northern France. A bunch of Germans unearthed a 115 meteor and now there are zombies. Giant robots, ancient staffs, mud… this place has it all!
2. Shadows of Evil: Morg City was really asking for it with that name. Anyway, it's overrun by eldritch abominations, and overseen by an all-powerful evil entity known as the Shadowman. Bit tricky, this one.
3. The Giant: Oh, this one's easy. It's just an old factory in Nazi Germany. It's a pretty simple set-up, not many bells and whistles. Pretty easy to survive here. If you just want to kick back with your friends, this is the place.
4. Der Eisendrache: I'm a sucker for medieval castles, so that's where you're going. This mountain fortress has been converted into a base of operations by Group 935, but many secrets still lie beneath the surface.
5. Zetsubou no Shima: It means "Island of Despair", and it's quite an accurate moniker. This swampy hellhole is smack bang in the middle of the ocean, filled with biological experiments let loose by Division 9.
6. Gorod Krovi: Clearly someone (not me, to clarify) thought that the Battle of Stalingrad wasn't awful enough, so they decided to add zombies, robots and fire-breathing dragons to the mix! I don't even know any more, honestly.
7. Revelations: This was supposed to be a safe place, you know. For the kids! Look how well that worked out. Now we're in space, bouncing between a mishmash of other locations at the mercy of the Apothicons. Lovely.
8. Free Choice: Lucky you! You get to pick. I wonder what your favourite map is.

Background

Roll 1d8+24 for your age. Gender stays the same as your previous jump. Pay 50CP to pick both.

Drop-In (Free)
You wake up in the location of your choice. No memories, no obligations, nothing.

Soldier (50CP)
You are an elite soldier from whatever military you choose, picked for your unique set of skills to combat the zombie scourge.

Scientist (50CP)
You are one of the world's finest minds, with understanding of numerous fields of study. You might not be much of a fighter, but you don't need to be.

Adventurer (50CP)
Adventure has called to you, and you have answered it. You fight the undead not for duty, or for science, but for thrills, fortune and glory.

Perks

Perks are associated with specific backgrounds. Any perk associated with your background is 50% off, or free if it's a 100-pointer. The only exception is for the 100CP Drop-In perk, which is only discounted.

Universal

Points! (Free for this jump, 200CP to keep)

You won't get far in any of these starting locations without some funds. With this perk, whenever you damage an enemy, you'll get a little bit of money for it, which can be spent on many things! Bonuses are awarded for kills, headshot kills and melee kills.

Drop-In

Easter Egg Hunter (100CP)

This world is filled with little Easter eggs and secrets. Some of them would make absolutely no sense to any normal person. But not you! With this perk, you'll have an eagle eye for any weird little buttons to press, switches to flip and things to shoot.

Powered Up (200CP)

Sometimes, you need just that little extra push to turn the tide. With this perk, any enemy you kill will have a chance to drop a glowing power-up, which can give you one of many bonuses. Instant kills, ammo refills, double points! It's all good! Please note that Insta-Kill will only work on basic enemies like zombies. No one-shotting bosses.

Door Buys (400CP)

In this world, doors usually don't open by traditional means. They want money, and you're prepared to give it to them. Any door you come across will open for you, as long as you have the necessary funds. Doors leading to more beneficial places will be more expensive.

Chalk Artist (600CP)

In this universe, weapons can be bought from chalk outlines on walls. With this perk, if you can draw a chalk outline on a surface that looks sufficiently like a certain weapon, you'll be able to buy that weapon, as well as buy ammunition for it should you run dry. You can draw any weapon that appears in this universe.

Soldier

Stupid Undead Flesh-Monkey! (100CP)

You are very, very good at insulting people. You'll always have just the right snarky quip for any situation, and you'll be able to demoralise anyone with your verbal vitriol.

Camping Spot (200CP)

Every location has one of these: a certain place where you can sit in one spot and let the zombies come to you, round after round, with ease. Now you'll be able to easily suss out these spots and use them to their fullest potential.

Stock Option (400CP)

You know what's awesome when you're fighting hordes of the undead? Never having to reload, that's what. With this modified gumball effect, your weapons' magazines will always be topped up, drawing ammo from your reserves until those run dry. You don't have infinite ammo, but as long as you have some, you can keep on shooting.

Regenerator (600CP)

In the heat of combat, you're going to take a few hits. With this perk, any non-critical damage you take will heal itself within about five seconds as long as you don't take any further damage during that time period. Even critical wounds can be fixed up fairly quickly with help.

Scientist

Trust Me, I'm A Doctor (100CP)

Something about your intelligence makes people more inclined to trust you. You don't know what it is. Perhaps, in this universe where nothing makes sense, people rally behind someone who might be able to make sense of it all.

Stop It. Breathe (200CP)

You have the ability to remain impossibly cool under pressure. No matter what kind of crazy shenanigans this world throws at you, you can handle it. You just have to relax, breathe, and remind yourself that it'll all be okay.

Let Me Build That, It'll Be Stronger (400CP)

You have a knack for making things of all shapes and sizes. Your techniques are efficient and they produce results. Anything you build or make will be significantly more durable and effective than if anyone else did it. Of course, this is relative. You can't make a bulletproof gumball.

Unrivaled Mind (600CP)

Ever wanted to be a genius? Perhaps it's rapid learning you desire, or a perfect memory? You want to be up there with the greats, like Richtofen and Maxis, and have the power to construct wondrous weapons or create near-limitless energy sources. Well, your wish is my command! Your brilliance will be unparalleled in all cognitive regards.

Adventurer

Dead Silence (100CP)

Zombies, as you know, are attracted to noise. Sometimes even footsteps will set the buggers off! Not any more, becasuenow you'll be able to move almost silently. Any lingering undead won't be alerted to your presence.

The Trap Is Set (200CP)

You are a master of snares, tripwires, and all other manner of traps. Direct attacks might not be your thing, but when the zombies die without you even having to get close, who really cares?

Master Crafter (400CP)

There's all sorts of rubbish lying around this place, just waiting for someone like you to pick it up and do something with it! With this perk, you'll be able to find various useful btis and bobs and, with some time and some basic tools, turn them into useful zombie-slaying implements.

Pop Shocks (600CP)

Are you a fan of punching things in the face, stabbing them with knives or perhaps slashing them with swords? If so, then I have just the perk for you! This perk will significantly boost your melee damage, and cause your melee strikes to produce chain lightning! Perfect for clearing out enemies in close quarters.

Perk-a-Colas

These things are different from the perks up there. They're a bit more physical. In fact, they're drinks, developed by Group 935. Take a swig, and the power of Element 115 will flow through your veins, imbuing you with absurd abilities that might just help you survive. Take note that you may only purchase four of these, and you may not purchase the same perk multiple times.

Electric Cherry (50CP)

Sick of getting caught out while reloading? With Electric Cherry, all your problems will be solved, as every time you reload your weapon, a shocking electrical pulse will surround you, stunning any nearby enemies.

Widow's Wine (50CP)

Your enemies won't dare to hit you after you've downed this concoction! Every strike you receive will blast webs out of you in all directions, stopping your assailants in their tracks!

Quick Revive (50CP)

If you're the helpful sort, you'll love this one. When your allies are down but not out, you'll be able to revive them to fighting strength in no time!

Speed Cola (100CP)

This one'll speed up your life! In combat, its most obvious effect is rapid reloads, but lightning-fast movements and reflexes might help you out in other situations too.

Deadshot Daquiri (100CP)

Maximise your marksmanship! Tighter bullet spread and reduced recoil will make sure your shots find their mark, and if that wasn't enough, it comes with a little bit of aim assist that'll nudge your sights towards the enemy's weak point.

PHD Flopper (100CP)

This one's a fan-favourite! Falls and explosions getting you down? This perk will render you completely immune to them, allowing overzealous ledge-jumping and use of explosives.

Stamin-Up (200CP)

Just like it sounds, this one will boost your stamina significantly. You'll be able to run faster and farther than ever before.

Mule Kick (200CP)

Do you like carrying lots of things? Of course you do! With this perk, your carrying capacity will increase by 50%. More guns, more ammo, the possibilities are endless!

Double Tap Root Beer (300CP)

Turn your weapons into bullet hoses with this cowboy-approved beverage! Any firearm you wield will have an increased rate of fire, and the damage of bullets you fire will be doubled.

Jugger-Nog (300CP)

Need some extra defences? With this perk, your resistance to physical damage is boosted significantly! The zombies are gonna need a fair few more hits to take you down.

Companions

Co-Op Survival (50CP per companion, or 200CP for eight)

Well, it wouldn't be Zombies without a few friends, would it? Import a few of your buddies to help you battle the undead horde. Each of them will get 500CP to spend on whatever they desire.

Russian Bear (200CP, discount Drop-In)

Red Army sergeant and Russian exile Nikolai Belinski is no stranger to the terrors of this world. He has loved and lost, and he bears many scars. If there were ever a man who could understand your plight, it might just be him.

Ooh-Rah! (200CP, discount Soldier)

Tank Dempsey. The soldier who knows no fear. This US Marine killing machine has been doing this whole zombie-slaying thing for longer than you can imagine. He's battle-worn, but battle-ready nonetheless. This is the kind of badass you want on your side.

Ze Doctah (200CP, discount Scientist)

Doctor Edward Richtofen is a lot like you, come to think of it. He hops across dimensions, collecting supernatural artifacts and immense knowledge as he goes. He believes that he holds the key to this world's salvation, but is he right?

For The Emperor (200CP, discount Adventurer)

Takeo Masaki, the last of the samurai. He values honour and loyalty above all else. Skilled in the way of the blade, he will defend you with his life if need be. Besides, who doesn't want a samurai as their friend?

Items

Like any proper zombie apocalypse, you're going to need some gear to survive this one. Allow me to provide you with my finest selection.

Starting Kit (Free)

A Colt M1911 pistol with forty rounds, a combat knife, and four fragmentation grenades. Enough to get you through the first few waves of the undead, but you might want to get some better gear quickly.

Mustang and Sally (100CP, discount Soldier)

A pair of M1911 pistols, upgraded by the Pack-a-Punch machine. They now shoot miniature grenades, capable of blowing zombies to bits! Be wary of the potential for self-harm.

The Reaper (100CP, discount Adventurer)

The PPSh-41 is widely considered to be one of the best weapons in this universe. The Pack-a-Punch machine just makes it better. Even with the absurd fire rate, the 115-round drum magazine means you can just keep shooting.

Ray Gun (100CP, discount Scientist)

The classic Group 935 Wonder Weapon. Obliterate zombies with plasma blasts, but beware of using it at close range. You might hurt yourself too!

Ray Gun Mark 2 (150CP)

The Ray Gun is back, better than ever before. This burst-fire plasma SMG is incredibly lethal when aimed at the head, capable of quickly dropping zombies round after round.

Wunderwaffe DG-2 (200CP, discount Scientist)

Shock the zombies with this Wonder Weapon! Its chain-lightning shots can kill up to ten enemies with a single trigger pull, and on human-sized foes, it'll never not be a one-shot kill.

Thundergun (250CP)

Bring the thunder! This Wonder Weapon fires a devastating blast of wind, which will instantly kill every zombie in a cone in front of you. More distant foes may only be knocked over, but if you can get in close, this weapon is devastating.

Monkey Bombs (50CP)

Whoever decided to tie some dynamite to this children's toy was most certainly the saviour of many a zombie slayer. These explosive implements, when thrown, will draw in zombies before blowing them to bits. You start with three, and they regenerate once a week, or when you receive a Max Ammo.

Element 115 (600CP)

A metal container, containing an assortment of various forms of Element 115. This stuff can do all sorts of things, but it's dangerous, so use it wisely. The contents of the container will regenerate once a month.

Summoning Key (1000CP)

The Summoning Key is one of the oldest artifacts in all creation. It was used by the Keeprs to mix all the dimensions with life, giving each one its unique balance. Under certain circumstances, it has the ability to form bridges between dimensions allowing the transfer of life forces back and forth. It is also capable of preserving a being's soul eternally. In layman's terms, it's a crazy ancient artifact capable of manipulating life force.

Cosmic Warehouse Upgrades

Bring a souvenir from the Zombies universe into your warehouse, so you can use it wherever you go!

Perk Machine (100CP per perk, base Perk-a-Cola must already be owned)

If you already own a Perk-a-Cola, why not spread the love? Stick a machine in your warehouse so that anyone can use it!

Mystery Box (250CP)

Your very own personal magic box of weapons. Wherever you are, it'll summon up weapons from past, present and future to aid you in combat, for a reasonable price. It'll mostly be ordinary stuff, but there is a small chance that you'll get something wonderful. Don't come crying to me if you don't get anything good.

Pack-a-Punch Machine (400CP)

Using the power of Element 115, this machine can upgrade any weapon (and I mean any!), giving it increased damage, ammo capacity, and often a special feature or two (e.g. advanced optical attachment, underbarrel grenade launcher, rapid fire mod). It'll cost you, though.

Drawbacks

You may pick up to three of these, for a maximum of 600 bonus CP. Or do whatever you want. I'm a strange god-being, not a cop.

Where Is My Vodka? (+100CP)

You're a fan of the bottle. Maybe a little too much of a fan. Whatever it is, you need alcohol on a regular basis, and will be rather unhappy if you're not drunk.

Fog Rolling In (+100CP)

Wherever you go, there will be fog. Thick, blinding fog that will obscure everything more than about twenty metres in front of you. I hope you like close-quarters combat.

Takeo 1.0 Syndrome (+100CP)

You don't know what it is. Maybe it's your accent, or your hair, or some flaw in your character, but nobody can seem to take you seriously at all. A few people might even hate you. Good luck dealing with the few survivors that remain in this world!

A Willard Wyler Production (+200CP)

So… your whole life is a film? A terribly-written, plotless, boring film masterminded by some grumpy old Satanist director? And what are… clowns? Aliens? Disco dancing? You've got to be fucking kidding me with this shit.

Plain Old Bad Luck (+200CP)

Do you like getting windmilled and downed by zombies on Round 1? Do you like getting nothing but snipers and grenade launchers from the box? Of course you don't! Well, too bad. With this drawback, this is going to be the unluckiest ten years of your life.

Sledgehammered (+300CP)

Okay, what's this all about? What are all these different zombie types? Exploding ones? Ones with jetpacks? Electric ones? This is just ridiculous! And what do you mean they changed how weapon upgrades work? This system sucks! You're going to have a much harder time surviving this one.

Boss Rush (+300CP)

Welcome to hard mode. You know those bosses like the Margwa and Panzersoldat that come every so often to mess up your day? Prepare to see a lot more of them. They'll come almost every round, often in multiples.

Mark of the Beast (+400CP)

You bear the mark! You are cursed! You must place your hand upon the stone. You don't think this is a dream, and that's because it isn't. You are now under the thrall of the Shadowman, the original harbinger of doom. Unless you can defeat him (unlikely), you will be doing his bidding for the next ten years.

BRAAAAAAINS (+400CP)

You asked for it. You are now a zombie. A member of the mindless hordes, mere cannon fodder for any survivors. You may have supernatural powers from previous jumps, but they are toned down somewhat by your undead nature. To sweeten the deal, if you can survive for ten years in this body, I'll let you keep it as an alternate form.

Ending

Well, you made it! You survived in this bloody realm for ten whole years! What do you want to do now?

Stay Here

If you really love slaying the undead, then sure, stay. I won't stop you.

Go Home

Take all your supernatural powers and mystical prizes and leave. Wake up.

Keep Going

You are the Jumper, after all. Keep on jumping!

v1.2 Changelog

- Added “BRAAAAAAINS” drawback

v1.11 Changelog

- Slightly nerfed Chalk Artist

v1.1 Changelog

- Nerfed Powered Up
- Buffed Regenerator
- Changed Sword Flay to Pop Shocks/overall buff
- Increased clarification for many perks and items