

Highschool Of The Dead
Jumpchain by Cthulhu Fartagn

The Story Thus Far

People have always wondered how the world would end. In nuclear fire, as tempers rose to the point of irrationality and a weapon that couldn't be put away was taken out? Or would we keep trundling along until we destroyed the atmosphere or the oceans and quietly die out as the fundamental elements of life slowly slipped out from under our feet? The answer is something stranger. You see, one day, the very first day of this jump, a man who was seemingly ill would attempt to break into a school, passing his arm through the gate and desperately trying to reach further in. Teachers would approach, rebuking him. One would grab him, and the strange man would bite him, ripping a chunk out of his arm. The bitten teacher would fall, die - and then rise.

The end of the world has arrived, and it comes in the form of zombies. Many, many, many zombies. By the end of the week something like 80% of the world population will be dead - or more accurately, un-dead - and trying to kill the remaining 20%. Civil infrastructure will limp along for a while longer, perhaps another week, but a series of nuclear blasts detonating in the sky will cripple large amounts of it sooner.

Oh, and basically every hot chick in the world seems to have suddenly lost a large portion of their sense of shame, going by how most of the ladies here are dressing and acting. But I'm pretty sure that's more of a Japan thing than something the zombies are causing. Well, if you ignore that one guy trying to start a sex cult, at least.

This is the world you want to go to? The locals can't guarantee your survival for two weeks, let alone ten years. But still, if you insist. At least take these.

+1000 cp

Origins
Choose One

Drop In
Welcome. I highly suggest you turn around and leave. ...Still here? Alright then. You've chosen to come here, and you've chosen to simply arrive from nowhere. I'd bring up your lack of legal identity as a reason not to do this, but given the impending societal collapse, it isn't that much of one. However, as you are still an anomaly in the system, well, you'll likely have a minor tendency to attract other anomalies. Do try to enjoy your stay.

Civilian
They say that everyone is unique, but if that's true, then being unique makes you just like everyone else. And given that you're now a civilian of this world, that puts you in a category that consists of about 95% of the population. Roughly. It varies from country to country. And, well, all of that put together makes you fairly normal. Which probably isn't a good thing, but I suppose it has at least some potential.

Leader
Alright, we're moving up in the world. You aren't just an average everyday joe anymore, you're large and in charge! ...probably. You might just be the captain of a sports team, or heck, a gaming guild. Or there's good odds you might be a genuine politician. Don't do that by the way, most of them are going to die soon. This also makes you one of humanity's last hopes, someone who can hopefully unite the scattered masses and help them progress and take back their world, instead of turning on each other.

Military
When the going gets tough, the tough… commit suicide? That can't be right, I must have the wrong notes. Anyways, you're a fighter. A soldier. Perhaps you're a policeman, handing out speeding tickets. Or some special ops badass, sniping away at the zombies before they ever get close to you. As chaos descends upon the world, you're one of the few things standing between the hapless civilians and the hordes of the walking dead who want to eat their brains. So stand up and be strong, because you'll need all your courage to face this without flinching.

"Them"
…Or you could just sort of not do that I suppose. I suppose in the short term, this is actually the safer option. After all, you can't be eaten by zombies if you already are a zombie. However, in the interest of fairness, I should probably mention that there are several intrinsic drawbacks to being a zombie, such as having your flesh rot off your bones and everyone wanting to shoot, stab, or otherwise grievously injure you. Additionally, even though they killed/infected one sixth of Japan either within a single day or by the end of the first recorded day… you're here for ten years.

Age and Gender
Your age may be chosen freely, and your gender is the same as the last jump, or may be swapped for 100 cp.

Discounts
100 cp perks and items become free when discounted. All others are discounted to half off.
You may also take one general perk and item of each rank at a discount.

Perks

Drop In

100 cp - Just Dropping In

Having your daily life interrupted by fantastical events can be a source of wonder, but it can also be a source of danger. And most people aren't quite ready to handle that. And unfortunately, this world is very fantastical, if unkindly so. But for you… Well, you're the kind of person to land on your feet. In fact, you're absurdly lucky with that kind of thing. If you get thrown into an absurd situation, it's fairly easy for you to scavenge up something simple to use as a weapon or perhaps find a relatively defensible location to retreat to. This boon is temporary and often won't last the day, but the stranger the shift to your circumstances the stronger it will become - a zombie apocalypse might see you finding not much more than a few days supplies, but tripping through a magic door into another world would, at the very least, earn you a few allies willing to explain the new status quo to you.

200 cp - Do It For The PNG

When the world is ending and money is worthless - not that you had much of anything to your name to begin with - it can be hard to do something as simple as picking a cute outfit to wear. After all, most of the stores are closed and your washing machine doesn't work. For you, however, this just isn't an issue. If you wander into an apocalypse during your travels, the universe will go out of its way to throw you into a bunny girl outfit. Or a naked apron. Or maybe you'll stumble across an old fashioned kimono just in time for the holidays… never mind the fact there's no one left to celebrate them. In the end, you just stumble across new outfits like nobody's business. And, if that weren't enough, these outfits are actually mildly more effective than just wearing normal clothes - you might actually be a better cook when wearing a naked apron, able to whip up a decent meal from basically nothing, or slightly faster while wearing the bunny ears.

400 cp - Emergency Ninja Training

When you find yourself in a new world, vastly out of your depth and in need of aid, what's the first thing you should do? Find someone competent and do your best to convince them to defend you! And it seems that in the past that is exactly what you did, because you've been given something very nice as a result - Taimanin training. Mind you, you only got a week or two of training at best, and from a novice rather than a master, but that is still enough instruction to leave you highly competent with a weapon of your choice and with an outright supernatural - if not particularly impressive - trick of your own. Perhaps you can light your sword on fire, or run fast enough to outrun a car? Unfortunately, this world lacks the energy source most ninja use, so you're out of luck for actually using that trick unless you can find another source of energy. Even without that, the combat training should leave you very fit, potentially bustier than when you started, and able to cut down zombies by the dozen with naught but a sword so long as you don't lose your cool. And lots of other things, but right now it's mostly zombies you need to worry about. You can fight mecha another day.

600 cp - Lets Collaborate

Alright. The world is ending, zombies are everywhere, the radio says the government is talking about nuking themselves to try and clear them out - you just aren't ready for this kind of thing! Wouldn't it be great if you had more time? Well, now you do. In the event of a terrible disaster that you aren't prepared for - or one per jump if you're just bored - you can temporarily isekai yourself into a completely different disaster! Things will still be terrible, but they're either less terrible or being handled far more competently. This affords you the opportunity to learn and pick up some tricks in a… Well, calling it a safe environment would be exaggerating, but safe-ish. In any event, the important part is that it will help prepare you for the actual apocalypse back home. After one month you'll be returned home, during which time a single day will have passed. Hopefully you'll have picked up something good. Like ninja training, or some magic spells.

Civilian

100 cp - Respect My Personal Space

Let me introduce you to something amazing. It's called duck tape, and there's a good chance it will save your life sometime soon in the coming days. Why? Because a whole lot of people are going to need to do a whole lot of stuff with things that weren't designed to do that, and duck tape is designed to hold all that shit together. But, eh, maybe you don't have any. It doesn't particularly matter anyways, because you are just great at jury rigging stuff in general. Like fortifications. And turning doors into walls. And barricading yourself inside your home, or your school, or inside a shopping mall. Honestly, if you can afford to hole up somewhere, you probably should. Just, uh. Don't leave the door open after stepping out for air. Keep those fortifications intact!

200 cp - Ah, Young Love

So. The world ended. Zombies everywhere, people panicking and screaming and eating each other - quite possibly literally, if they were particularly unwell beforehand. But, does that matter? Is the world actually a worse place now? It's more inconvenient to be sure, but worse? …yeah, probably. Sorry. And yet, somehow you keep finding reasons to be glad to be alive. You didn't just make it out, you made it out with your wife! Your son might not visit you anymore, if he's even alive, but the group you've fallen in with are good people in their own right. In short, you have a surprising amount of life experience and a truly phenomenal ability to find the good in life, even in the middle of a zombie apocalypse. You can also share this with others, but they may not be in the mood to listen after watching someone get their face eaten off.

400 cp - Support Character

Not everyone can be a policeman or soldier, or have a hobby that can easily be turned towards violence. Some people took different pursuits, held jobs that required skill, yes, but also a safe and civilized world in which to practice them. Doctors, for example, or mechanics. You may choose one such thing and have that become what you had previously devoted your life towards. Perhaps you're a school nurse, a surgeon, or a dentist of all things. Not very useful in the apocalypse, but somehow you find yourself with just enough knowledge and skill that you can support other people fairly well. Be it keeping them intact, keeping your gear intact, or hell - you could be a therapist and talk people down from committing suicide in order to escape from this nightmare and go back to 'the real world'.

600 cp - It's Free Real Estate

The world is ending! Laws are options, and survival is king! With that in mind, feel free to go a little wild! No one will complain about you not putting your trash in the trashcan when they're dead, after all. But more seriously, money is kind of not a thing right now and as a result paying for things is also a bit questionable. So just take stuff. Go into a convenience store and take all the candy bars you want. Take all the instant ramen while you're at it! Go to the mall and take that cool shirt you had your eyes on, or stop by the jewelry store for a new watch. There's no reason not to after all. It helps that you are astoundingly lucky when it comes to looting. Stores are either untouched or lightly picked over, hold wider ranges of products than you would have expected, or hell, they may still have power. The microwave in the break room isn't much, but it means warm food for a while longer. This doesn't just apply to places either, don't be surprised if a zombie with a sword in its gut or a gun on its belt wanders past you.

Leader

100 cp - Shut Up And Listen To Me!

When things start to go wrong, there isn't always time for calm and logical debate about why people should do this or that, or why they should be listening to you in the first place. And, when the alternative is death, you might not be inclined to even try - for example, if you need a girl to shut up and listen to you right fucking now, you could always slap her. Whether that's what you go with or something else, you are in fact surprisingly good at keeping your head in stressful situations and with getting other people to follow your lead. This means, amongst other things, that when most people would freeze up in shock at watching someone commit a murder in front of them, you instead jump right into action to defend you and yours. Now all you need is a plan.

200 cp - Driving Without A License

Rules and regulations exist for a reason, but they also have their time and place. Or, if you prefer, rules are made to be broken. The zombie apocalypse is no time to be worried about traffic laws! Actually, it's a great time to be worried about a whole lot of things, but most of those aren't what one would consider reasonable. Instead of worrying, you should just do things. Don't worry about not being able to drive, just hop in and hit the gas. Don't worry about never having shot a gun before, just point and shoot. The shouted instructions from your friends as they alternate between shooting zombies and clinging on for dear life are, remarkably, very instructional. Almost like there was a correlation between how many safety violations you were causing and how quickly you learned, such as becoming an excellent shot but only when using an illegally modified gun. And using a girl as a stand to boot. But that would be very silly, wouldn't it?

400 cp - I Want To See The New World

The current state of the world is abysmal, that much should be clear to see. Perhaps this is judgement day, and the gods have come to strike down all the sinners. That would mean, of course, that all of the ones who survived were not just lucky, but blessed in some manner …Well, that's a great story, would make a lovely foundation for a cult of some kind. In more practical terms, sacrifices are going to have to be made. Whether it's time, energy, resources, or that one downer guy who doesn't want to be in your cult… Well. Up to you. Just take heart in the fact that making sacrifices tends to go remarkably well for you. Cutting that guy loose means everyone else gets away fine. Just don't cut so many people out that you're the only one left. Or do, if all you care about is surviving yourself. As an additional bonus, this also means that intentionally splitting the party, having one or two people run off on their own as a distraction, doesn't just go well, it goes fantastically so. They might even survive a situation or two they have no right surviving as long as it's for the benefit of the group.

600 cp - You Could Make A Career From This

In a normal world, in a normal life, who you know and how you know them are very important things. In a world falling apart at the seams, they're less important. You are charismatic, knowledgeable about many topics, quite possibly a competent swords- and marksman, and very likely a highly successful politician. That last thing is about to be useless, but the two before it are less so. In truth, a few hundred years ago you likely would have made an excellent samurai, but these days there isn't quite a call for that. Still, all of this offers you something invaluable - you have a large amount of skill at gathering up malcontents, dissidents, and other rabble and both earning their respect and forging them into something other than the dregs of society. Perfect for what's about to happen. In a less useful but still notable note, if politics still mattered you would also be very good at abusing any and all privileges entrusted to you for your own ends, but right now those are fairly nonexistent.

Military

100 cp - A Girl In Uniform

This may seem like a strange thing, but more often than not people enjoy being told what to do. It helps them to act under the assumption that there is a plan, that things are going according to plan, and that everything will go well as long as they play their part. Well, almost everyone. Some people hate being told what to do. But the ones who trust authority, well, they trust authority. And even in the middle of a zombie apocalypse, a police officer in uniform apparently stands out as someone you can look to for advice. Not 100 percent sure why, most likely them clinging to the way things used to be. But, well, it's something you can use to your advantage. You cut a dashing figure in a uniform, and wearing one makes people more likely to obey you. It also helps that you have an easy time of staying calm and collected, which just furthers the illusion that everything is going to be fine. Just keep in mind 'more likely' is not absolute obedience. Especially if there's a rabble rouser ranting about how the government is lying to all of us.

200 cp - Legacy of A Misspent Youth

Honestly, being a police officer just doesn't cut it these days. Neither does being a soldier if I'm being honest. There's just that inherent expectation that the world is at peace, that these guys can be reasoned with, cured. You'd need to be a cold hearted killer to get much of anywhere. And you… well, you might be. The result of some special forces program training the best of the best and sending you on impossible missions. Or, you might not. Instead you may simply have been in a gang when you were younger, leaving you comfortable with violence to a degree that most people just aren't and with enough skill at brute violence that you can hold your own. A few years of regularly beating people up with a baseball bat leading into a job with the police doesn't sound special, but it turns out to be a pretty good combination. One you have the option of having, if that wasn't clear.

400 cp - Take Whatever You Can Carry

Worlds ending, supply lines are fucked, most of the factories making weapons and ammo are offline, so for obvious reasons even something like a box of ammo is hilariously valuable. But that isn't an issue for you. See, maybe it's because they're giving up, maybe it's because you look badass, or maybe they just don't feel like doing the paperwork for you to requisition a new gun because there's no one left to read them so they just tell you to take whatever you want. The end result? You pretty much always have more than enough guns. Well, as long as you're part of the military or another armed force at least. Normally there's things like loadout limits, carry weights, or the fact that this gun costs ten thousand dollars to fire for twelve seconds. But nobody seems to care about that when it comes to you. So grab whatever you want from the armory, no need to care about reasonable load limits or specific training qualification. I'm sure you'll put them to good use.

600 cp - I'm Going Back In

By and large, the point of this world is that one might watch the struggle against the inevitable, or the many small ways that those who have survived thus far will comprise or the depths they will sink to just to stay alive. To witness those who dream of kindness become selfish. No one will be saved. They can't suffer if they're saved. …Fuck that. The ending to this story isn't written, and will never be written. No one can say that a glorious victory against all odds isn't how it was going to end. You aren't just a soldier, you're a hero. Not only can you cut your way through a swarm of zombies on your lonesome, but military operations that you participate in go better simply because you're there. As if your own competence at dealing with "them" was being mirrored back up into the organization that you are a part of, resulting in people making wise decisions or noticing potentially fatal issues before they can take a bite out of you. As long as you're still standing, there's hope.

“Them”

100 cp - Embalmed Illusion

Nobody knows what caused it. Some say it was a mystical plague, others an engineered virus. Some think it’s because the government put some unknown chemical in the water. The truth is probably out there, but I don’t expect you to find it. What I expect you to do is take advantage of this lack of clarity. See, some people argue about what caused it, and some refuse to acknowledge “them” at all. In other words, until you’re already lunging to bite them, they’ll refuse to believe that you are, in fact, a zombie. Call it stupidity or just a massive perception failure, but people now have a tendency to underestimate you, to fail to notice you, or to straight up be confident that you aren’t planning to attack them… right up until you do.

200 cp - Rigor Mortis

There is a story that is commonly told about how humans are only using a fraction of our true power. In some ways, this is nonsense. Our brain can’t operate at the level described. Our body, however… well. Hysteric strength is a well recorded phenomenon. Of people pushing their body past the limit to the point their muscles shift, snap, or outright melt from the pressure being put upon them. And wouldn’t you know it, as one of the walking dead, you’re already falling apart. To be clear, you don’t have superstrength or anything like that. In most cases, this won’t even double your deadlift. But you don’t die when you fall apart, and can turn off your sense of pain for specific parts of your body if you wish. So you can push yourself to the point you ought to be falling apart, and then continue to move anyways. Might lose some flesh or tear some holes in yourself, but it won’t kill you. Not unless someone shoots you in the head, or just cuts it off.

400 cp - God Have Mercy

During this time period, the title of president changed hands at least five times. The president was bit, killed, and replaced - but not before biting his replacement, who swore up and down that he was uninfected. As should be expected from a politician, I suppose. Anything to save their own skin. In the end, however, a number of nuclear warheads were launched. Why? I have no idea. But amazingly, it fucked over a ton of survivors because the EMP blast turned their gear off. In other words, whatever they were trying to accomplish, it only aided the zombies. This is something of a running trend for you from now on. More often than not, any action that isn’t aimed directly at harming you, and more than a few that are, will end up aiding you instead.

600 cp - It Was Yet To Be Decided

Let me tell you an interesting bit of trivia about this world - much like the survivors living day by day with only a vague plan for their lives, the gods (read as, authors) who created this world also didn’t have much of a plan. This means that things like ‘the source of the zombies’, ‘who is best girl’, or even ‘will the survivors actually survive’ are all… ephemeral. Liable to change at the slightest whim. As you are one of those things, this makes fighting against you to be exceptionally painful. The survivors and military will gear up for an assault that is fundamentally counting on one specific weakness of yours to exploit, only for that weakness to vanish. Once per year, you may choose any number of powers you possess and effectively shuffle them around, giving yourself a multiple choice backstory. What was once a zombie plague made from genetic engineering becomes a divine curse meant to cleanse the world of infidels. The end result is rarely affected, but changing the source, or the exact expression, makes fighting you exceptionally painful.

General

100 - List of Weapons

Being in constant danger is a very stressful thing. But can also encourage you to fix your fucking shit, because if you try to procrastinate this stuff, you'll die. To that end, you are now a VERY quick study when it comes to weapons, able to maintain and clean just about anything to an acceptable level of skill after fiddling around with it for all of five minutes. Additionally, your memory when dealing with them is now equally improved - if someone spits a line of technical specifications at you such as who made it, how many rounds it holds, what kinds of rounds it uses, or even how much the dang thing weighs, you're unlikely to forget it. You decide how useful this is.

100 - Well Read

And here's something a bit more lighthearted. Before all of this nonsense went down, you were an avid enjoyer of zombie themed media. Movies, games, anime, you name it, you probably watched it at least once. In other words, you know all the tropes that go into a zombie themed storyline, as well as a few of the more common strategies to fight them and why they may or may not work on a specific kind of zombie. Is this useful right now? Eh, maybe. All of that was fiction after all. Also, your old tastes are probably in poor taste right about now though, so maybe don't run around shouting things like "this is exactly like in the movies!" or anything like that.

100 - The Fanservice Distracts From The Crushing Dread

Look. I've spent a lot of the jump so far talking about how things are different now and that you can't rely on the way things used to be. That, here, now, in this desperate struggle for survival, doing things the old way just doesn't work. So I have to ask, with everything you could be buying, do you really want to be spending your points on having a dump truck ass and or a pair of watermelons on your chest? …I'm not sure why I expected anything else. So! Yes, you are now hot. You are now damn fine, as a matter of fact, and the universe will seemingly go out of its way to showcase this even if it makes no sense. This also mildly increases your ability to do fanservice-y things with those of the same gender as you. It's not anime until the girls start groping each other in the bath after all.

200 cp - Anger Issues

Hold it in. Don't let it out. Don't stand out. Repeat this mantra to yourself. You may seem ordinary, perhaps even lackluster, but the truth is that at your core you are a very angry individual. For the most part it hasn't been a problem - you have plenty of willpower to keep your anger in check, so all you really do is fantasize about taking revenge for all those petty insults. However... civilization is collapsing. The rules no longer apply. What was once a weird choice of hobby is now a tactical advantage, and those fantasies about lashing out are fuel. Over the years you've dreamt of a thousand ways to murder people - now let's go find out how many of them are actually practical.

200 - Head in the Clouds

So. Societal collapse, being eaten by your boyfriend, all sorts of nasty people trying to take advantage of you - those are all big and scary things. And no matter how much you may want them to, they won't exactly go away if you ignore them. But here's the thing - you don't actually have to be scared of them. In fact, you probably aren't. Maybe you're religious and this is all part of god's plan, maybe you're an airhead, or maybe you're just really zen. At first glance, people might think you're stupid or maybe holding them back by not taking things seriously, but instead you seem to serve as a sort of comic relief. Even when you're going out of your way to not take things seriously, people can't help but laugh and relax, which is sure to help them survive longer if they're not so high strung. They might yell at you for a bit first, but it will all end well.

200 - Childhood Friends
There’s a common trend in fiction - first girl wins. Now, this isn’t always true. Sometimes first girl dies violently as part of the backstory! Which, interestingly, is somewhat similar to what happened to you, if backwards in two different ways. See, a long time ago, there was a girl. You were friends as children, and likely promised to marry her when you grew up. Unfortunately, time took its toll, you drifted apart, and the promise was forgotten until you met back up one day in highschool. And also her boyfriend was there. Who wasn’t you. Sad, right? Normally that would probably be the end of things, but as it turns out, there was a swarm of flesh eating zombies a few weeks later who ate him. And suddenly your childhood friend was once again single. Now, this isn’t precisely what’s going to happen to you. But the general rule from here on out is that people who make a move on your girl are going to suffer immense bouts of bad luck.

400 - Convoluted Backstory
Most ordinary people are ordinary. A bit of a redundant statement, but a true one nonetheless. You on the other hand, you come from a long line of fucking weirdos. Your grandfather was the captain of a cruise ship and his wife was in the orchestra. Your dad is a top class jeweler, and your mom spends time in Paris on account of being a fashion designer. You've inherited that same potential to be a top of the line member of your field, which, in practical terms, means you have a great deal of untapped potential. So, go ahead and choose something. Music, art, guns, you name it. You could probably join the workforce today and be reasonably skilled at it, because you went to some kind of training camp for it in years gone by. In short, you're scarily competent with only basic training, and actually getting field experience will only make this better.

400 - Sadist
When you were younger, there was a man who said nice things but put his hands in inappropriate places. Or rather, tried to. As a member of the Kendo club, you handed his ass to him. And that woke up something inside of you, something dark and faintly unnerving. You liked hurting him. For years, this was both a dirty little secret and a driving force for you to compete with others - winning was nice, but harming them in some manner was better. The end result is a surprising level of skill with the blade and a near iron will from restraining yourself for so long. Thankfully, with "them" wandering around killing people, you have something you've never had before - acceptable targets. Your perverse desires, channeled into your abundant skill with the blade, leaves you capable of cutting down a dozen of them in under a minute. All you need now is a sword that isn't likely to break on you.

400 - Exposition-Onee-Chan
The things that are happening to the world right now, they're inconceivable. And yes, that word means what I think it means. Sure, people made books and movies, but I doubt anyone actually put 'zombie apocalypse' on their End Of The World bingo sheet. Luckily for you, once you acknowledged that, yes, this is happening, you were in a decent position to start adapting to it. Why? Because you're smart. Really, really smart. Possibly even a genius. You can intuit the likely outcomes and consequences from almost any chain of events with barely a minute to think it through, have at least a basic knowledge of how just about everything works, and can gather in depth information about things just by glancing over them once. You might not have a chosen field like some people, but you do know a whole lot about a whole lot.

600 - We're Just Highschoolers
Not quite children, but not quite adults either. A strange place in your life where you're expected to know what you want to do with your life and to work towards it, but often don't have the faintest clue. Isn't high school wonderful? Well for you, this is actually a good thing. See, you aren't just a random highschooler. You're a teenager with attitude. If I didn't already know who this worlds 'main character' was, I'd say it was you. You're afforded every opportunity in the world to make something of yourself. Yes, this means you can get into good colleges easier, or that places are more likely to hire you. But it also means that you subconsciously surround yourself with competent people, and simply get lucky break after lucky break when it really matters. Is your childhood friend being perfectly capable of eviscerating a guy with a spear normal? Probably not, but considering the zombie she just cut down, do you really feel like complaining?

600 - Mister President
And on the opposite end of the scale, you could already be grown. You could have already reached the end of your road and be fairly close to the best version of yourself that you dreamed of as a child. Or more likely, your parents dreamed of. See, you went into politics. This may or may not be a good thing, but it leaves you in a great position to avert the collapse of civilization. Part of the reason that things are going so terribly is because a politician got bit before being shuffled off to a secure area for medical care... and promptly died, rose, and killed his guards. And possibly bit another politician, who then lied about having been bitten. And thus everyone competent became a zombie, and the lackluster options were left in charge. Except that's not how it happens if you take this perk, because you've somehow ended up in the hot seat, either for Japan or for America. Do your best to not only not die yourself, but to keep everyone else alive, alright? In future jumps, this will only get you a minor position, but with an odd tendency to end up in the hot seat when things go wrong and those above you get taken out of action.

600 - What Ails You
…Are you some kind of asshole, jumper? Because if you are, and you specifically wanted to ruin things for a great deal of people and get even more killed, then, uh. This might be for you. So, as a bit of backstory, the source of the zombies is completely unknown to those currently fighting against it. But I can tell you that it isn't an ordinary zombie virus, and is in fact supernatural in nature. In other words, we can conclude that magic, in some form, is very much real in this world. I simply haven't offered you any because it isn't relevant. Well, let's change that. You know… something. A kind of curse, or perhaps a ritualized murder. You know how to make a zombie. Right now, this is useless, those things are everywhere. In future jumps, however… well, like I said. You'd have to be a massive asshole to specifically want to set off another zombie apocalypse in the future. But if you want to, you can.

Items

Drop In

100 cp - Ninja Armor

Well this is strange. Is it some advanced military body armor that fell off the back of a truck? Nah, it's too skimpy for that. Maybe a passing ninja gave it to you? Still ridiculous, but slightly less so. In any event, you've gotten your hands on what is technically a suit of armor. Well, calling it a suit is a bit excessive. In your case, it probably looks a bit like a school uniform, complete with short skirt. With a few holes in it, like a boob window, a few vents on the side, maybe an entirely exposed back, you get the idea. Not exactly the most covering. Miraculously however, it has some sort of built in forcefield empowered by a battery with a small reserve of Taima Particles. Enough to render you effectively immune to zombie bites for… a few hours a day. Not the best, but nothing to sneeze at either. Oh, and the armor can be shrunken down to something the size of a handkerchief and can be deployed via an almost magical girl-like transformation sequence. It is also very stylish, and self repairing.

200 cp - Signature Weapon

Look, you may be in the middle of a zombie apocalypse, but that's no excuse for you to not be stylish about things! So, go ahead, pick a weapon. A melee weapon. Sword, baseball bat, spear, electric drill, you get the idea. For starters, you now have one. Not the best one in the world, but not the worst either. What's important is that this weapon is uniquely yours in a way that this universe will recognize, and as such you'll basically never need to fear not having it. If you stab your sword into a zombie and it breaks in half, you'll probably find a new one the next day. If your bat gets lost, maybe you'll stumble across a sporting goods store with a better one in stock. If your drill runs out of battery… Well it's a toss up between finding a charger and finding a replacement.

400 cp - Let Me Do You A Favor

Oh no! You fell into another world thanks to some kind of multiversal event, and you accidentally dragged one of "them" with you! Now there's a whole new world for "them" to infect! Just kidding, it wasn't actually your fault. I mean it could be, but right now it isn't. In any event, this is less of a physical item and more of an opportunity. See, within a day or two of your entrance into the new world - be it the one you meant to go to or wherever you've ended up via Let's Collaborate - you'll find yourself in a position to save someone else's life. Possibly from the "them" you totally didn't intentionally drag with you, or maybe just from some local threat. If you don't, well, it sucks to be them. If you do, then you'll have a guide to the new world who is willing and able to help you out. Who knows, maybe they'll teach you magic or some cool ninja tricks?

600 cp - This Is Legally Gambling

How mysterious! While wandering around looking for shelter, you've stumbled across a small distortion in space. It's no larger than a basketball, and floats slightly above the nearest surface - which in this case means you hand, because you picked it up. The distortion consumes materials, money, even the corpses of re-killed zombies. Anything you consider to be remotely valuable, and quite a few things you probably don't. As it eats, it begins to glow softly, first with a gentle silver light, then with gold. Once that happens, the distortion can be given a sharp smack and it will begin to disgorge materials - just, not the same materials that you fed it. Clothes, food, weapons, ammunition, other supplies and odds and ends. Useful things. The problem with them is quality. Most things it spits back out will be fairly poor - the food is only a single meal's worth, and not a particularly tasty one. A phone might only have a fraction of a charge. But, rarely, you can find some really good stuff, like a heavily modified weapon with some serious stopping power or an entire crate of ammunition. Rarely. But hey, just keep throwing stuff in until something good comes out.

Civilian

100 cp - DIY Weaponry

Alright, before we get started, let me get something out of the way. This is not, technically, a weapon. This is a pile of arts and crafts supplies, or the contents of a gym's storage room. Or hell, maybe it's a bunch of stuff you took from the janitors closet. Of course, just because it's Do-It-Yourself doesn't mean that it's useless. Those cleaning supplies? The handful of mops can be partially disassembled into a makeshift spear. The sports equipment? A baseball bat is a classic! Or maybe you'd prefer a wooden sword from the Kendo club? In short, everything here can either be turned into a weapon with a minimal amount of effort, or perhaps be used to spice up a weapon that you already have, be it driving some nails through a bat for extra damage, or constructing a handmade scope and stock for your gun to help you aim better.

200 cp - Special Supplies

While your ability to scavenge supplies from your surroundings are important, some things just can't be scavenged, are too unique to be found, or rely on basic electricity to stay usable. If you have a hankering for sushi, you're probably out of luck simply because almost all of it will have rotted away. Or most medicine, if you happen to have a lingering illness of some kind. Except, that doesn't need to be true. You have a small canvas bag that is filled with materials of your choice that qualify as 'hard to find', such as the medicine you need to stay healthy or perhaps the fresh fish you need to make sushi. Unfortunately, once you're out, it will be most of a month before you stumble across more.

400 cp - This Is A Warning

During the start of the epidemic, the government tried to keep control of the situation. They told the news to call it the Killers Disease, and broadcasted tidings of safety and comfort and how they were handling the situation. Those were obviously lies. Shortly after as people began to lose power, they lost contact with those broadcasts - but they kept going. You have a simple radio device of some kind, somewhat old fashioned and likely battery powered. Amazingly, it is capable of surviving an EMP blast, as long as it isn't aimed directly at you. They built things to last back in those days! When you turn it on, said radio will begin to broadcast the government's warnings, giving you info on the worst places to be and things to do, and what plans they may have to try and save you. It isn't much on its own, but it can be a source of hope, and information is worth its weight in gold right about now. If you prefer, rather than a single item, this can instead be a series of them - one radio that has ten minutes of power, a phone at 12% charge, a laptop inside a police station running on backups, and so on and so forth.

600 cp - Emergency Evac

As a civilian, your ability to fend for yourself in emergency situations has always been assumed to be poor. Some people may have unusual skills or hobbies, but as a whole the average citizen is just that - average. And thus, they need to be saved. As such, the military will try to save you and extract you from your current location and try to move you somewhere safer. It's debatable if such a place exists, but they'll try. All you need to do is find somewhere to hole up and stay there for seven days. Once you pass that threshold, a rescue party from the local military will be sent out to grab you. Easy right? All you have to do is stay in a single location for seven days, not die during that time period, and hopefully blunt the worst impulses of anyone you happen to have with you. Like a thug who wants to get some and isn't picky about taking advantage of others, or a kid who thinks you suck and that he can make it on his own and leaves the fucking door open on his way out. And hopefully once you're safe you'll stay that way, because this takes another three weeks to recharge.

Leader

100 cp - Deathday Best

What makes a leader? Nobody is quite certain, besides being able to get stuff done, and knowing what to actually do. What everyone agrees on however, is that a leader MUST look the part. 'Clothes maketh the man' is sadly a very valid point, but fortunately these threads right here would allow even the most untrustworthy individual look like someone you can, and will, die for. Maybe you prefer to play the part of the slick businessman in a sharp suit, flattering all your best qualities, and looking neat enough to swindle the devil himself. Or maybe you prefer to be more old school, wearing a military uniform such as pristine and glorious as that of generals long gone, yet seemingly constantly on the verge of bursting due to your steel cord like muscles. Whatever your preference,you radiate authority, competence, and most important of all? You look like you actually know what to do now that the dead walk amongst the living, even if you don't actually have the skills. Face the apocalypse with your head held high, all while wearing the highest of fashion.

200 cp - Sacrificial Lamb

Hard times require hard decisions. And right now the worst one you can make is whether or not to abandon someone. There aren't enough resources to go around, not enough weapons or ammo, and some people are just stupid - if they think they can handle things on their own, let them. Ignore the fact that they're screaming their lungs out and begging for help. That's where this person comes in. Guy, girl, tall, short, helpful, useless, all irrelevant details. They're simply someone who wandered in one day and asked to join. A new guy. Not a real part of your group, not yet. They're also a lighting rod of sorts. All the worst situations you could have ended up in happen to them, instead of the actually valuable members of your team. Even if they die, it will be at most a week or two before some other fool thinks that joining you is a good idea. Or you could not sacrifice them, and train them up instead. Might be a good way to get a small army that's loyal to you.

400 cp - Highschool of the Living

Unfortunate though it may be, there's something of a trend that's been displayed. People aren't the most respectful of kids these days. After all, what do they know? They're just kids. Probably not even useful. This is deeply ironic, seeing how a random group of teenagers have had more luck fighting zombies than half the military. All it takes is the right kind of hobby and suddenly the weirdo loner is an immensely valuable ally. This school, which you may be a teacher at or a student of, is filled to the brim with interesting people. The children of politicians and police officers, sports clubs that can compete on a national level, and so forth. Even the most useless of people can carry their weight thanks to who they know and how they know them. In the event of something going horribly wrong - like a zombie apocalypse - assembling a team to help you survive it will be no problem at all.

600 cp - Defensible Location

Fujimi Academy is not a sustainable defensive location. While sturdy and possessing a fenced perimeter, it was never designed to be a habitable location. No food, barely any supplies beyond far too many desks and chairs. Technically armed, if you count sports equipment, but those kinds of things shouldn't be relied upon. By comparison, the Takagi Estate was much better off, on the grounds of being the home of a totally-not-a-yakuza organization. Many weapons, very defensible. You may now have one such location, be it a school that is oddly well defended, perhaps a military academy, or merely your own personal mansion. Alternatively, you may treat this as an item import for any property you happen to own and it will become a much… sturdier isn't the right word, but a much more defensible place, suitable for trying to wait out a zombie apocalypse. For at least a week or two.

Military

100 cp - Iron On The Tongue

According to a certain gun nerd, the iconic gun of the Japanese police force is a Smith & Wesson Model 37 Airweight. Seeing one of these in the hands of law enforcement is somehow a sign that all is right in the world. …That said, a gun that only holds six bullets isn't actually the most effective thing in the world. Doubly so because that's all you get - six bullets. You don't have more ammo unless you scrounge it up. But then again, I'm not giving you this gun so you can shoot zombies with it. If you reach a point where you can't see a way forward and just want out, this gun will do the trick. Let's hope things don't get that bad.

200 cp - Military Lodgings

Congratulations, as a member of the government and or military, your job entitles you to a handful of benefits. Currently, these benefits include a small apartment, a simple weapon of your choice, and a vehicle. Nothing special all around, but nice things to have and probably pretty useful in the upcoming battles. Eh? What's that? You expected more? Sorry, this is about as standard issue as things get. If you want more, you'll either have to have a way higher rank than you currently do or know who to blackmail/bribe to get better stuff. More on that later.

400 cp - Suspicious Connections

Hey, guess what? It's later, so we can talk about getting you better accommodations now. Specifically, you're… well, you're kinda weird. Maybe you're a mafia heir, the child of a very high ranking politician, or otherwise have friends in all the wrong places. Doesn't matter, especially not now. What does matter is that you can use this to take another item and sort of… upgrade it. That apartment you presumably bought? It's now a small house. Your car? Isn't just some van or suv, it's a proper military vehicle that will roll right over just about anything and can go for a swim without too much issue. Your gun? You've got several, along with some very questionable modifications. Use your best judgement for what this might do when applied to something else.

600 cp - Fallback Point

Tell me, do you know if zombies can swim? I don't. It seems unlikely, but then again they have an unfortunate tendency to get into all sorts of places they otherwise shouldn't have access to. Like islands. Or space. With that in mind, you now have a place that should be safe. Should. It can be a relatively isolated military base if you wish, or perhaps an airport on an island. Or hell, it can be a battleship. The important thing is that this place comes with enough common soldiers to fortify it to hell and back, and more than a few 'hero units' if you want to call them that. Grade A badasses. In addition to that, you'll find that anyone who isn't supposed to be here either has an abnormally hard time reaching you or is simply drawn away to other places for various reasons, and that those who are supposed to be there or that you want to arrive - such as civilian refugees - have a much easier time of making their way here.

General

100 cp - Mans Best Friend

As we go bravely into the night in this uncertain world, nobody ever said we had to do it alone. There's strength in numbers and in having faith in your fellow man - and when you can't rely on them, you should get a dog. Interestingly enough, even though the zombies are attracted to noise, they don't seem to care about animals - a dog would bark its head off and they would ignore it. As a result, beyond simply being a veritable font of warm fuzzy feelings due to being incredibly nice to hug and pleasant to be around - something that is at a major deficit right about now - that means your dog can also function as a surprisingly good warning system - after all, they can bark at intruders and not make the situation worse.

100 cp - Silly Outfits

Fighting zombies is dirty work. Not only do you work up a sweat, but there's good odds that they'll bleed all over you and leave all other sorts of nastiness behind. And you without a washing machine. You might be tempted to hang onto your outfit for as long as you can, wear your school uniform for three or four days in a row, but eventually it'll get gross and you'll want to toss it. Luckily you have... well, I hesitate to call these outfits, but you have options. Closer to the accessory side than actual clothing. Things like aprons, swimsuits, the odd pair of short shorts, bunny girl outfits, fake ninja armor, and a few other extremely skimpy things that you might or might not recognize from certain games. I'm not sure I'd want to run around fighting zombies while wearing any of this, but if you lack all other options I suppose you might as well.

100 cp - Nasty Habits

So, you know how they say that smoking will kill you? This is still true, but. The zombies will kill you first, so as of right now there's absolutely no problem with you smoking your body mass in cigarettes every day. That's why you now have quite the collection of quite frankly disgusting things. Alcohol, cigars, perhaps even a not insignificant supply of various 'recreational' drugs. Being high probably won't help your ability to fight off zombies, but given how most people are faring against them it's kind of hard to say that you'll do worse. At the very least, you'll be able to enjoy some fine brandy or the pretty colors during your last days.

100 cp - Fanservice Quota

No matter where you go, there will be celebrities. People who are famous for one reason or another. Whether it's an entire nation knowing the name of their leader, the youth all obsessing over a new idol, or even just a bunch of lonely guys talking about the prettiest girl in school. And of course, there will always be people trying to take inappropriate pictures of them. Which is exactly what you've gotten your hands on. This folder (both physical and digital) has a number of risque but not actually illegal photos of a variety of women in a variety of positions and states of undress. From simpler photos like Saeko training with the sword, to her not wearing a shirt and putting her hair up, to many many photos of other students and even some teachers in swimsuits. How did you get them? Well there's this guy who plans to make it big and have at least some of these girls as his groupies. Don't worry about that, just enjoy the visual feast, yeah? This collection will refresh in future jumps to have a new collection of beautiful ladies on display.

200 cp - How It Ended
The future is a big blank spot, thanks to the untimely demise of a certain author. Will our intrepid gang reach the evacuation point and make it to safety? Will that asshole teacher get even more people killed? Will anyone ever get to fondle a certain badass sniper's tits? These questions and many more are destined to lack an answer. …is what I would say if this wasn't a power fantasy game. So instead, I've got a set of books - specifically, of Highschool of the Dead. High quality, in color, every interview, authors note, and side chapter. And extends past chapter 30, and has an actual ending to the series. How does it end? Who knows, read it and find out.

400 cp - Beach Episode
The world ended, and you ran from zombies. And you fought. And ran. And fought and ran and fought and ran and the girls molested each other naked in the bath and fought and ran. What was that about a bath? Nothing important, I swear. Anyways, being serious all the time is kind of a bummer, so I'll let you have this - a vacation. Once per year you can just sort of stumble across a place that's perfect for kicking back and relaxing, such as somehow ending up on a mostly abandoned island that used to be a tourist destination. There might be a few zombies here, but for the sake of simplicity the only bad things that can happen here are funny ones. You won't get food poisoning from eating unknown fruit, you'll just hallucinate a bit and probably molest your companions. Or maybe you'll dream of getting lots of love only to wake up and discover that you've been fending off a half dozen zombies in your sleep. Still, even with some wacky hijinks it should still be fairly relaxing.

600 cp - Sword of Anime
An ordinary wooden katana, even in the hands of a master, is not a viable weapon to fight against "them" with. Even with degrading bodies, the bones in the human body make the amount of damage needed to put "them" down more than the sword can safely put out over long periods of time. Or, in other words, humans are tough bastards, even when dead, and the sword will break. Even actual blades aren't immune to this for various reasons. Luckily, I'm not giving you an ordinary sword. This is a masterwork. Highest quality steel, made by an expert smith. Probably. Or maybe it's just machine forged. Either way, the sword is impressive. That's not what makes it special, however. It, and by extension anyone holding it, has an interesting relationship with physics. Simply put, it just works. While fighting with it, physics will start to get a little loose, you'll do some sweet flips or maybe try to use a technique you saw in a movie once, and before you know it you'll be cutting down "Them" by the dozens. Simply put, this sword runs on the rule of cool. So what if a sword isn't the best weapon to fight zombies with? This sword IS.

Variable - Take What You Can
A somewhat unfortunate trend for the way things are going is that almost everything is temporary. Without industry to maintain things, without law and order to keep them functioning, a great many people are simply taking whatever they can from whoever they can, and damn the consequences. This is less of a specific item and more a guarantee that you'll get your own chance to do some taking of your own. However, as a single chance is barely worth anything, this is something that will occur multiple times. At the weakest level, you'll stumble across it perhaps once or twice a week. At the highest level, once or twice a year is more likely, though it might keep you going for months. In worlds where simply looting random stores isn't acceptable, this will simply see you coming into the possession of seemingly random supplies every so often.

For 200 cp, this represents something useful but either not terribly long lasting or high quality. You might stumble across a convenience store with a good chunk of tasty if not particularly healthy food, as well as a few simple supplies like cigarette lighters or perhaps tiny flashlights. Not much in the grand scheme of things, but enough to be worth sorting through the garbage and damaged goods to get at the good stuff.

For 400 cp, there is either a surplus of material or simply a wider range of it. Instead of a convenience store, perhaps you stumble across an entire grocery store, and discover that the cold rooms in the back are still sealed and the food in them still good. Combine with a tank of propane, and you could have steak for dinner. Or perhaps the weather is about to turn foul, so you'll run across a clothing store - fashion isn't something one tends to think of in the middle of a zombie apocalypse, but when you can't wash anything you have for lack of power and soap, simply taking an entirely new outfit isn't a bad idea.

For 600 cp, we are reaching the point where you could settle down instead of simply resupplying and moving on like a plague of locusts. An entire shopping mall, or perhaps some kind of everything store. There's enough here to outfit dozens of people, assuming they could all agree on who got what and not fight over it. Sadly, this probably isn't taking place in America, so there isn't a gun section. More to the point, it's also a defensible location. There are only so many entrances, and there's more than enough material inside to block them off - hell, maybe there's a furniture store. Throwing a desk or bookshelf in front of a door is a time honored classic!

Variable - Gun Laws Are Optional

It's the end of the world as we know it, and I feel like giving you some guns. They're dubiously useful on account of the sheer noise they make attracting more zombies than they kill more often than not, but at the end of the day there isn't anything more effective at putting them down than a bullet to the head. So even if you don't know a damn thing about them, you're probably still better off with them than without them. With that in mind, let me walk you through pricing.

For 200 cp, you've got some simple stuff. A handgun, a pistol, anything designed to be fired with one hand that isn't hiding a few thousand rounds inside its magazine. The kind of gun a policeman would carry while on patrol, or a lady might hide inside of her purse in case of emergency. You get the idea, right? In addition to the gun itself, you have at least a small collection of ammo, likely scavenged from the same place you got the gun from. As an item meant to be disposable and replaceable, a similar gun of a different type - and ammunition for it - will make its way into your hands a few days after you lose this one or run out of ammo for it.

For 400 cp, let's give you power. That is to say, stopping power. Rifles, shotgun - hell, you want a submachine gun? I can get you one of those. Barely legal to own in Japan but hey, who cares? Law and order is kinda on the fritz these days. These weapons can also come kitted out to the nines with whatever kind of accessories you want, such as scopes and silencers and whatnot. And, as before, they're meant to be disposable and replaceable, so don't worry too much about keeping them in running order. A few days after it becomes useless, you'll find another.

For 600 cp, we've reached the point of impracticality. Want a gatling gun? Or a fucking rocket launcher? Sure, you can have that. You probably don't have a vehicle to mount them too so I question the actual usability of those options, but they are there. However, we can make this worse. In exchange for forfeiting the weekly replacement clause, we can scale this way up. You can have a football. Not THE football, that's an American thing and you're in Japan, but you get the idea. Unlike the other options, this version will not respawn - or rather, it only respawns once per jump. If you need more than one nuclear warhead per jump, you're doing something wrong.

Vehicle - Road Rage

Humanity has lots of options when it comes to getting from point a to point b. For starters, we're an endurance based species whose major claim to fame in the animal kingdom used to be that we just don't fucking quit. But we're also tool users, and that leads into the other method - vehicles. From bicycles to motorcycles, from sports cars to eighteen wheelers, we've gotten pretty good at getting around. And while they might not be the most useful thing in the world when the gas won't pump, as long as they still have fuel they represent a fairly useful tool.

For 200 cp, you may have a single person vehicle. A motorcycle or a positively tiny car are more or less your only options here. Perhaps an atv? You can fit a passenger on this if you squeeze, three if you just blatantly flout all notions of safety. Then again, this is the end of the world, so maybe doing just that isn't the most ridiculous thing to do. As you may expect by now, a vehicle with only one tank of gas is not the most useful thing in the world, and as such once this one becomes useless, you will find another one within a week, and another once that one becomes useless, and so on and so forth.

For 400 cp, we can upgrade your ride. Or rather, we can make it bigger. A school bus, an actual car, hell, maybe something designed for offroading. Enough to carry four people with ease, and probably twice that with a bit of squeezing. Or more, in the case of that bus. The point is, with this option, you have, well, options. Honestly, right about now you should be less worried about being able to carry everything you need to and more worried about the roads being in a drivable condition instead of covered in crashes and wrecked cars. And zombies, of course. That's probably the one benefit to being small, being more maneuverable. And, as before, within a week of this thing crashing and burning (or just running out of gas), you'll find another one.

For 600 cp, we don't need roads where we're going. If you want, you can just outright have a plane. Or a helicopter, that's more likely to be useful. Less space requirements on landing. Or, if aerial superiority isn't your thing, you can have a decently sized boat instead. Zombies can't swim - probably - so that's a great way to get away from them, assuming you don't run out of supplies. As before, those won't quite respawn so much as they will be replaced by other, similar, things. But if you want to forsake that particular mechanic, we can soup things up even further. You can take an entire battleship if you want it. Not just a means of escape, but an outright floating base of operations with which to potentially launch a rescue operation.

Companions

You may take two companions for free

100 cp / 300 cp - Companion Import
If you want to bring some of your companions into the jump with you, you can. You may import two of them for 100 cp, or eight of them for 300 cp. Regardless of how many you import, each companion gains 600 cp to play with and all the same choices you get, with the exclusion of them taking companions of their own or any drawbacks.

100 cp - Companion Export
If you're more interested in making new friends, I can also arrange that. With each purchase of this I'll arrange for you to have a meeting that leaves a good first impression with a canon character of your choice.

100 cp - Double Layer Strawberry and Blueberry Shortcake
You know these bratty girls well, they're the twin daughters of your landlord. Always teasing you yet being as helpful as possible, a bizarre pair that will call you useless for not being able to fix the plumbing just for them to do it themselves and cook you some food afterwards. From waiving off your unpaid rent to buying groceries but never before mocking you as useless for a good few minutes first. You somehow managed to save them from the zombies tearing down their home, so now they stick by your side, want it or not. While a bit too clingy at times, they're incredibly adaptable and possess a vast array of practical knowledge and skills perfect for this situation. The older one has a very good aim and can ensure a bullet hits way past the expected range for her weapon, while the younger one is a prodigy at driving any kind of vehicle, even helicopters and such, despite her being barely tall enough to see beyond the wheel.

100 cp - Vanilla Glazed Angel Food Cake
The poster girl off the local meat-focused restaurant with a butcher shop on the side. Coming from a family with quite the long history in the business she grew up to be very cheerful and kind, with some rather conservative values and a hobby of playing TCGs on the side. After the outbreak, her hidden talent as a commander came to light, somehow taking a mob of hopeless japanese dumbasses and turning them into a zombie-massacring militia in the span of 10 days, while also tardwrangling them enough to keep the human conflict to minimum levels that won't escalate. Her current goal is to wait out this zombie apocalypse to end so she can marry a nice guy (You) and inherit the shop. Yes, you're just her type and she doesn't take a 'no' for an answer. At least her army is at your beck and call.

100 cp - Chocolate Ice Cream Brownie
The proud and beautiful daughter of a mountain shrine that used to be a big tourist spot until some city projects made it difficult to reach it. An avid fan of the horror genre, she's also a dexterous hand at manual repairs and survivalism after adapting to her family's shrine being cut off, something that most wouldn't imagine given her elegant and dainty looks. But while she can easily fix any plumbing issues, skin a deer, or forage a mountain with no issues; she can't solve basic math problems nor name any historical figures to save her life. Aside from that she has a very gentle and kind personality, which contrasts a bit with her ruthless and extremely practical approach to issues. Now that modern civilization has ended and humanity has declined, she has been following you around, citing that she feels she can't leave you alone.

100 cp - Chocolate Chip Cookie Style Pie
An office lady that has spent the last seven years of her life being systematically destroyed mentally by the full power of the Japanese workforce culture. Once, she was a regional kendo champion, a toku show otaku, and an idealistic romantic. Now, she's only a shell of a person, her refusal to sleep with higher ups (or anyone for that matter) and her lack of contacts in the industry, left her to rot as part of the lowest salarymen in the company. With barely enough money to survive, a schedule full of unpaid overtime that destroyed all her interpersonal relationships and several bosses that destroyed her self image over and over again - the zombie apocalypse came as a miracle for her. Now, free of all her responsibilities and company pressures, she can finally live out her dream fantasy of being a hero, saving civilians for clout, killing en masse zombies to vent out all her frustrations over the years and having chosen you as her teammate and romantic interest for this weird toku play she made in her head.

100 cp - Mango & Papaya Cream Fruit Sponge Cake
You might think these two are sisters, but that isn't the case. They're actually mother and daughter. The daughter is a minor idol working for a group and trying to break into becoming a proper star, while the mother moonlights as a vtuber in her free time. A secret she would preferably take to the tomb with her, mostly because she pretends to be a young girl and spends quite a bit of the time shouting racist insults, playing degenerate eroge on stream, and acting all horny about everything. She did have her child when young and the father quickly disappeared somewhere to never be seen or heard of again, just a couple days after the news, although he does send more than enough money each month. They started this because of their own reasons, with the daughter ignored by everyone in school, mostly out of envy or fear out of her gargantuan assets; while the mother had grown a bit tired of being a housewife without a husband or even friends. They met you shortly before the outbreak and see you as a reliable and sturdy figure in your own right, making them feel safe and cared for in your presence. I'd warn you about dehydration, but I fear it will fall on deaf ears

100 cp - Linzer Cookie
The famous gaijin at school, a half-american, half-german girl that everyone in the district fears, either because of her cold and calculating attitude, or because of her power as the heiress to a company that has some distinct heavy connections despite its seemingly small size. She came to japan to expand the business of her family and has done so leaps and bounds at the expense of basically no life outside of work. She's quite sweet to you, which is probably the one she treats as more than just a tool or dirt, giving you a part time job that pays thousands by the hour of just seeing her try new outfits (her body fill nicely even the baggiest of hoodies) or keeping her company while drinking coffee. Seems to think that there's some special talent in you and is weirdly invested in helping you reach it. A natural born harem manager, while she's a somewhat innocent maiden now, after a few goes at it, you will see that her libido is quite able to match yours.

100 cp - Red Velvet Cake
A southern belle from the land of the free, USA, stranded in Japan while accompanying her father for some sort of arms deal with the JSDF before the whole country went down thanks to the zombie apocalypse. Something she didn't mind as much as one would expect thanks to her large cache of weapons and ammunition, plus the knowledge that this is the perfect, once in a lifetime, occasion to find the love of her life and get hitched. A freckled redhead with a heavy accent and leaned towards traditional american christian values such as owning guns and hating the chinese. Joined your group (started following you around) after you helped her out while fighting zombies. Seems to like you a lot, but how much she's willing to bend over her beliefs for you depends on how assertive and dominant you act towards her.

Drawback

+100 cp - I Always Hated Him
Nobody can deny that the zombie apocalypse is a time when emotions can run wild, and very much out of control. That in such trying times you'd find peace either in the arms of your lover, or the support of those stuck in hell with you. Now that prospect is very much shot in the foot. Maybe it's due to trying to reignite the flame with an ex, only for your eyes to drop on the crazy sword chick who's very much into you by the looks of it, or the ditzy nurse that isn't bothered by the age difference. That or amongst the survivors in the group there is that one dude that bullied you for years, or the teacher that blackmailed you enough to consider violence. Whatever the case may be, there is tension within the group, that if not addressed could spell your doom, either losing precious comrades in the race for survival, or later becoming the sucker they throw as zombie bait.

+100 cp - Youth And The Elderly
Too young to be of much help, too old to accomplish much of anything. There are many of us that wish to return to simpler times. When the greatest concerns on the mind were what cereal to have, what console to beg your parents for, or grumbling about chores rather than your taxes. In that case being a kid rocked. Not so much now. You are too small and weak to handle the guns that the grown ups use, except maybe a pistol if they even let you touch one, and a bit too prone to emotion to be able to withstand the tragedy of these trying times nonstop. Even if you have skills? The adults are still holding onto the belief children shouldn't get involved, out of a misplaced desire to defend your innocence. At least look on the bright side! You can grow up eventually! ….If you survive. Alternatively you can join the senior's club. Plenty of experience, and hard earned skills. Unfortunately you can barely move or do much, and not many seem to be willing to put their neck on the line to get you out of wherever you start, thinking you'll only slow em down, or worse get them killed. The youth these days!

+100 cp - Boom Boom Zombie Zombie
Have you ever gone duck hunting? Weird question, I know, but bear with me for a second. See, to hunt ducks people made these nifty whistles that sound like ducks, tricking the poor fowls into the range of their guns. Your situation is a bit reversed though and you're not the hunter anymore. Zombies were already drawn to noises of all kinds, especially those like gunfire. Now, though? Your guns might as well act as sonic flashbangs, alerting all zombies in a wide area about your presence and stirring the revenants into a genuine tide of rotten flesh. Be careful out there, it's Human Season.

+200 cp - Mountain of Bodies
Even more Them. Nobody really knows how the whole apocalypse started. Was it the Americans playing God in a lab? The wrath of God? Magic, Aliens? Not that it matters anymore. If things were bad before, now they are worse. See, before more people might have survived. Either running the moment they saw what was up, or being lucky enough to either drive away just before shit hit the fan. Now though? Not so much. From the local hospitals to all the people on the street, and those in offices, many were caught unaware, or unwilling to accept their loved ones turned into shambling undead. As such now the streets are haunted by many more zombies than before. That, and while you and your close friends might still survive, for those less capable, you might find at the finish line of your goal the corpse of a loved one lounging to rip your artery.

+200 cp - Clearance Sale
You wouldn't believe it, but Black Friday and the Apocalypse are pretty similar, if not the same if you ask those poor sods working retail. Imagine a human tide descending upon off brand sneakers like locusts. Ok, retail nightmares done. Point is? Somehow, someway, someone or multiple somebodies were much faster than you in grabbing anything not nailed down, and even then. As a result you've been left with slim pickings for your looting. What might've once been an abandoned mall filled to bursting with so much stuff you couldn't carry, has been left with barely enough supplies to last you comfortably a week or two. The gas station you frequented to fill your bike? One fill up is all that remains, so make it count. A local Sevensons? Maybe you'd find some energy bars, a few cans, a lone piece of fried chicken, and two bottles of water. At least the suck relents once you make it out of the city, but even then you might have bad runs. Now then, the Dairy aisle…..empty. Canned goods…..empty. DIY shop…..raided. Appliances and home stuff…..did these guys just nab the damned kitchen sinks?

+200 cp - The Mall Arc Sucked
Don't you hate when you finally land yourself a cute girlfriend and by the end of the day she tells you to shoot her? What? It's undeniable that the world has fallen, and before things get better they will get worse. That is what should normally happen, yet it seems that you are plagued by the most rotten luck. It seems that the world has it out for you, and your friends. Allies you could've made die in order to save people that don't really deserve it, relations that could've blossomed into more are either cut short, or don't really go anywhere or take a tall toll on your willpower. That or maybe some jackass decides you have something they want, and they are not taking no for an answer. The next 10 years are going to be miserable, but it's not going to be all tragedy. Good things can happen to you, but more often than not it feels like you are getting set up as the punchline for a mean joke. You aren't going to die, probably. But you are going to be pissed off at life.

+300 cp - Lets Not Collaborate Please And Thank You
Depending on which precise version of the universe you've fallen into, there's a not insignificant chance that a few minor dimensional rifts would open up on the same day as the zombie outbreak would occur, resulting in a few specific people briefly having an adventure in another world before returning. This is no longer true. Instead, the woes and ailments of those worlds will be coming here and will be staying. An invasion of psychic squids from the future will try to take over the world. Demons will kidnap the few people who haven't been turned and likely rape them to death. Ninja zombies will become walking catastrophes, killing entire groups of soldiers on their own. A whole bunch of witches will march their way out of a nearby swamp and use their powers to possess people, tame some zombies, and try to take over Japan. Do try not to let this new state of affairs do you in.

+300 cp - Give The Order, Mister President
So. Do you want the good news first, or the bad? The good news is that the civilian survivors are in a slightly better position, because the president didn't manage to order the launch of the nukes before succumbing to his injuries and becoming a zombie. Neither did anyone else for that matter. So that means no EMP burst to take out large chunks of the survivors gear. The bad news? They didn't give the order because the governments got hit extra hard by the zombies, and are functionally gone. The highest ranking person is probably whoever is in charge of that battleship off the coast, or the nearby submarine. Everything and everyone above them are KIA at best. So don't go hoping for pretty much any kind of organized response, because it isn't coming.

+400 cp - The Gates Of Heaven Are Closed
On the first night of the jump, there was a radio broadcast that mentioned that the pope had declared that this was not the prophesied end of the world… and, of course, that the muslims disagreed and this was totally the end of days. As of right now, the muslims are correct. Or at least, partially. This is the end of the world, just not their end of the world, if that makes any sense. See, with this it's not just zombies anymore. An acidic rain carrying flesh eating insects will appear over africa, and miniature volcanos will spread rivers of lava everywhere. The sun's rays will slowly intensify until they reach seven times their normal output, quite literally baking the world. Poison mists will blot out the sky in Europe, permanently hiding the sun and the moon and strange creatures with power over fire and ice will roam the lands. There will be many meteor strikes in America and Jerusalem, and the rivers will turn to blood from all the dead. In essence? This is every apocalypse.

The End

Go Home
Stay Here
Move On

Notes
Q - Does the effects of I'm Going Back In only apply to zombies, or everything in general?
A - Everything, but based on your level of skill at fighting that specific thing.

Q - Why the hell is the drop in origin making you a Taimanin?
A - Because Hotd had collabs with the Taimanin and Queens Blade Gachas. For some reason

Q - Does 'two companions for free' mean I get four imports, two canon, or two ocs?
A - Yes

Thanks to Ricroc for the OC's