

Z Nation

When you thought about a zombie apocalypse, you pictured death, devastation, and the pervading aroma of sewage and BO - right? You imagined despair and humanity turning on itself as they scavenged the remains of civilization. You thought it would be a complete social collapse, with all the pain and suffering that would imply.

You really didn't expect the world to suddenly start running on cartoon logic. At least, that's what it looks like. Maybe it's just another symptom of humanity's collective trauma? Well, reality does like to throw in things to shock you, doesn't it?

Whether you're dealing with cannibals, crushing zombies with a giant wheel of cheese, or dodging a Zunami, I'm sure you'll handle it just fine.

Take 1000CP to help you survive the weirdness….



Backgrounds/Origins

Your first Background is free. You can pick a second origin for 100CP.

Origins get their 100CP Perks for free, with discounts on the rest of the perks under their heading. Origins receive their 50CP Items for free with discounts for the rest. There are no discounts for General perks or items unless you have a Perk that provides one.

If you do not currently possess a Warehouse, items that respawn appear in your inventory or in a property that you own.

Normie

Your average person. A teacher. A salesman. A secretary. Whatever.

Techie

You may have been employed in a tech field, or you may have been a hobbyist. You have a boost when dealing with any technical or mechanical system. You also find more components, batteries, and electrical thingamabobs when scavenging.

Medic

You were in some sort of medical field. Maybe you were an EMT or a therapist. Maybe you were an ER doctor. Your scavenging is likely to yield more medical supplies and medicines.

Survivalist

You grew up in the woods, and have all the corresponding skills of the average survival nut. You can use herbs to numb pain or treat wounds. You can build a home with your bare hands and have close approximations of, if not actual, modern amenities. You tend to be quieter than others, which puts you at a social disadvantage. But, you're more likely to find exactly what you need when scavenging, no matter what it is.

Soldier

Army, Navy, whatever…. You may or may not have other members of your unit or squad with you. Your scavenging turns up more ammunition and field rations than others do.

Criminal

Did crime pay? Does it matter? You have a silver tongue and the devil's own luck. You frequently wind up with highly valuable items that are useless to you without someone to trade them to.

Perks

General

Free To All – Weapon Specialization

Pick one weapon. This weapon is the easiest thing for you to wield, and you have a much easier time picking off zombies with it than you would with any other weapon. Moreover, anything you kill with this weapon *stays dead.* It could be a zombie. It could be a god. It will not, can not, resurrect itself.

Free To All – Disease Immunity

Yeah, yeah. It's a zombie world. Have to have a straight disease immunity perk. It's a given. Take it or don't. Your Benefactor makes no warranty as to your survival if you don't have at least one perk that prevents disease, though.

100 – Hijinks

The more your plans are inspired by cartoons, the more likely they are to succeed. It may not be how you expected them to, but you will count it as coming out on top by the time events are concluded.

200 – Ramble On

No matter how bad your health prior to the apocalypse, you're currently in excellent shape and will stay that way. What's more, you won't get tired from walking or swimming at a normal, relaxed pace.

200 – Hints and Tooltips

While not as obvious as they would be in a video game, there is always a discarded instruction manual or person that will say just the right thing to tell you what to do when it looks like things are going south.

600 – Zombie Master

For whatever reason, you're one with the zombie side of the Force. They think you're one of them when the fan gets buried and, with practice, you'll be able to control and communicate with the walking dead. Changing skin tone and hunger for brains are optional.

1000 – Head of the Pack

You know all those perks you've been collecting? Paying all that CP for yourself and your Companions, only to have new Companions join that haven't got their protections? Well, worry no more. From now on - as long as they're a Minion, Companion, or Follower and remain loyal - you can convey copies of all your perks on them. Even if you gained those perks before or after they joined. The only perks this doesn't apply to are ones that are specifically notated to not be for Companions.

This has several caveats, of course. While you keep your own copies of the perks, those that you share perks with do not gain CP from jumps and cannot, therefore, purchase their *own* perks. You get the CP they *would* have received added to yours, instead. They at least still get origins and any freebies.

Two, if they leave or become disloyal - or, if you're convinced they're disloyal, fact or not - they lose access to your perks.

Also, you can decide to start or stop sharing with one or more companions at the start of a jump. If you decide to stop sharing your perks with a particular companion, they lose access to yours and only have access to any they have personally purchased and/or that they purchase in the new jump. They do not gain the CP they lost in previous jumps, but do get CP for the jump that you're not sharing perks in.

And, yes. As long as you're taking this perk, you can have it apply for this jump document, too. But, no, this does not let you borrow your Companion's perks. Sorry.

Normie

100 – Game of Life

Somewhere out there are the remains of your life: a home, momento, vehicle, possibly a (potentially zombified) lover. You can track one down if you want and - with the exception of the lover - they will become fiat backed items that travel with you to the next jump. Any item this applies to gains self repair, endless fuel/battery, and an immunity to being hacked, traced, tracked, or controlled by unauthorized persons. Post jump, you can convey these properties to one item from each jump - purchased with CP or not.

200 – Career

You had a good career. Unlike some, yours is still useful. Maybe you taught chemistry. Maybe you were a farmer. Choose and know that your skills are in demand thanks to the diminished workforce.

400 – Super Trait

Pick one of your five senses or a physical skill. You are now at peak human performance when using that sense or practicing that skill. To be clear: this won't boost your experience or expertise, but you will perform at your physiological and psychological best when using a skill it's applied to. Can change skill or sense at the start of each jump.

600 – Super Scientist

Feels like this should be a techie thing, but it also includes the "squishy sciences" such as Biology.

It doesn't matter what field of science we're talking about, you know the basics and can perform the basic tasks associated with that field. In one field, though, you are the cream of the crop. You can do any job related to those particular fields, no matter how rudimentary the equipment. Yes, that means you can graft genes with a flint knife while wearing a bearskin if you select Geneticist. Why you'd want to…..

You may add specialization slots for 100CP each. At the start of each jump, you can select new fields of specialization to replace whatever you currently have it set to, and/or pay to add more specialization slots.

1000 – Plants Vs.

There's a Zombie on your lawn. Well, there's a Zombie on *everyone's* lawn. But, this gives you access to the menus of Plants vs Zombies to use to do battle whenever you have to do the real life equivalent of a Tower

Defense game. Works just as well for zombies and thugs of all types. Enjoy astonishing your friends with your command of the local flora!

Technie

100 – Aptitude

If it's electrical or mechanical, you can modify, repair, maintain, and use it. Even if you've never seen it before in your life, it uses an alien language that you've never encountered before for its UI, and you have no idea what it does before you lay hands on it. You do actually have to lay hands (or other appendages) on it, though. You can't do this via picture or hologram. Does not provide immunity to whatever security might be built in for unauthorized personnel touching the machine.

200 – Enduring Equipment

Any item you modify, repair, or maintain will no longer suffer from deterioration or break for any other reason.

400 – Macgyver

Need a component but only have a handful of baling wire, some duct tape, and a paperclip? Boy, are you in luck. Make whatever tech component or item you need out of the strangest things.

600 – Tinker

Wrong media property? I don't care. You can now create Tinkertech. You don't have a lockout list, shard, specialty, or any other hard limiter on it, either. If you want to make a Gundam from a garden gnome and chewing gum, have at it. A golden carriage from a pumpkin and four mice? Hallelujah! Now, you're getting it!

This is Clarketech at its finest… and weirdest. Ignore those scientists pulling their hair out over there and take your new vehicle for a spin!

Do note: there is a small, tiny, infinitesimal chance that anything you make will go horribly, comically wrong. Not in any way that harms you or your goals, but…. Your incredibly intimidating and awe-inspiring cannon that should defeat the alien horde might decide to turn itself into a giant catapult or trebuchet that flings pies. It'll still cause the same amount of damage to those ships, but it's mildly embarrassing to explain to the government entity that you accepted the contract from. At least it auto-manufactures or converts its own ammo?

Choose whatever die you have (up to d100) to roll for this. A 1 gives weirdness - so, I'd probably pick one with a lot more options than a six-sided.

Medic

100 – Some Skill

First aid and minor surgery are your jam. Set a broken arm, stitch a cut, pull a tooth, or remove a weird growth.

200 – Physician's Desk Reference

You have an encyclopedic knowledge of medication. You know what to use for what ailment, the dosage, and contraindications. For every medication ever manufactured. Updates for future worlds.

400 – Diagnostician

Now you can look at someone and tell them exactly what's wrong with them, from Aagenaes syndrome to Zygomycosis. You also know how to treat them.

600 – Healer

The people you treat never suffer from complications, secondary infections, infections from unsanitary conditions while operating, allergic reactions, or shock. Plus, they heal in half the time. Additionally, you can actually remove any diseases that have not yet begun to show symptoms. Yes, that means that you can cure the zombie plague if you get to the bite victim in time.

Survivalist

100 – Natures' Own

Animals are less likely to attack or spook on noticing you. They will treat you as if you were part of their family grouping. Also, select one animal type to have it much easier to train. The more specific this is, the better. Canids will get you all of that family, granting a mild boost for dogs, wolves, jackals, coyotes, etc. Dogs or Wolves will give a better boost to training that specific grouping than Canids. A specific sub species (golden retrievers, gray wolves, fennec foxes, etc) will give a great boost. Try not to get too specific to be useful - though "a golden retriever with one leg and one eye, named Lucky" would give you something akin to god-like power over it should you find one. May take this multiple times with different specifications each time.

Note: Taking a sub group such as Dogs does not grant the boost that Canids would grant to, as an example, foxes. In other words, each time you take this, it applies to only *one level* of specificity.

200 – Environmental Freedom

Hot? Cold? Low Oxygen? High pressure? Lava? Environmental factors are never a problem. They cannot injure or harm you. You're always at a comfortable temperature and never struggle for air. You'll never suffer the bends or have your blood boil in a vacuum. Includes every environment from the vacuum of space to the planet's core and the center of the sun. Only applies to environmental danger, enemies can still strangle you to death unless you have other protections.

400 – Concealed Weapons

You know that trope where someone has an entire armory hidden on them? Well, now that's you. Additionally, no form of detection will reveal the weapons – xray, metal detection, and patdown included.

600 – Super Sniper

If it fires a projectile, you can take a flea off a dog with it. You don't even need line of sight. You can easily ricochet bullets to hit targets around corners and behind cover. You could even hit targets beyond the horizon line due to planet curvature - without scope or other guidance system - if your weapon has sufficient range.

Soldier

100 – Combatant

You can fly, drive, shoot, fight, and wield any weapon and vehicle in your branch's inventory. Post jump, this expands to all vehicles and weapons ever made, updates for future jumps.

200 – Mentally Sound

You're immune to possession, trauma, or any other effect (barring drugs and alcohol) that would impair or override your judgment and free will. In fact, if the effect is due to becoming something like a pod person, your enemies are in for a bit of a shock as you take control of the creature/being/clone that is impersonating you.

400 – Power

You have peak human strength, able to bench press whatever the world record is. If you go to a planet with a higher world record, this limit increases. It never decreases.

600 – Battle Map

When conducting a campaign or in an encounter, you can bring up a Battle Map at will. This gives an instant bird's eye view of the area, including obstacles and enemy troops. Everything within 20 miles is displayed, though you can zoom in for a better view or even look inside buildings. There is no fog of war in the Battle Map unless the Benefactor chooses to force the issue.

Criminal

100 – Mischief in Progress

Always know when there's an opportunity to profit, and the easiest path to make it yours. Be warned: the path given disregards legality, morality, and (frequently) good taste.

200 – Allies

As a criminal, you met a lot of people with a lot of useful skills. The kind of skills that let you survive a violent social collapse. You have a 10% chance of finding an old friend in any new area you visit. Also, new people that you meet are more inclined to like you or otherwise be taken in by your charms.

400 – Flexibility

You have unheard of, nearly inhuman, flexibility. Climb into a tiny box? Sure. Slide through holes barely large enough to fit your skull through? Absolutely.

600 – Godfather

You were not just a criminal, you were a damned good criminal. The kind that climbs to the top of the heap and creates an organization - no, an Organization. Collapse of society or not, you have still got people that will obey your commands. In this and future jumps, any Companions, minions, or Followers that you don't or can't import in the normal way will still operate in the jump for you as members of your - potentially criminal, though you can go legit - empire.

They gain no CP, but do gain an origin and any freebies, plus all the needed credentials to prove their existence in the world. They keep access to all their perks (or yours, if you have Head of the Pack) and whatever version of the Warehouse or Personal Reality that you normally have access to. Yes, this applies in Gauntlets if you want it to. Additionally, you can choose their starting locations individually - e.g. A goes to this country, B goes to this city, etc.

Items

Origins get their 50CP items free and discounts on the rest of their items.

General

Free To All – Weapon

Remember that weapon from Weapon Specialization? Take one for free.

Free To All – BioFilter

Your Warehouse now cleanses any biological and radiological contaminant that doesn't belong off of anyone that enters or leaves. This includes viruses, spores, molds, fungi, prions, and every other potential threat to future worlds you visit.

100 – Human (or Animal) Powered Vehicle

A bicycle? A skateboard? Horse drawn carriage? Something that lets you move faster than normal but has no motor or electrical components. Reappears in Warehouse within one hour of destruction, but can also auto repair. Accepts all modifications and reappears with them. Yes, if you want, you can buy a bicycle and then put a motor on it and have it keep that modification. Modifications can be removed, individually or as a whole, with a thought. They cannot be restored without physically reapplying them, however.

Animals come with the vehicle when appropriate and are immortal. To be clear, they cannot be killed and they are immune to aging, disease, etc. They also never tire out or need food.

200 – Normal Powered Vehicle

A vehicle that normally runs on electricity, diesel, or gas (leaded or unleaded). Nothing to write home about. Self repairs, never actually needs fuel or charging, keeps modifications, automatically registers with the local motor vehicle authority (if relevant), and can incorporate any traits of any other vehicle you have that is purchased with CP and/or backed by fiat - e.g. via the Game of Life perk or the Generic First Jump's Stamp of Fiat Approval. Additionally, the vehicle can become an El Camino at will, in your choice of year and color.

400 – Call Button

Having a vehicle is good and all, but what if you've left yours three cities away? Or on the other side of the planet? Press this small button and whatever vehicle you envision that was bought for CP will be parked nearby, with the keys or similar required item in your pocket. This includes all land, sea, air, and space vehicles that you own.

600 – Island Base

This is your home base. It starts out with no zombies on it. You can add whatever security precautions you desire, and it will auto repair them within 24 hours of damage. There is a source of fresh, uncontaminated water and room enough to plant crops or found a city, if desired. Post-jump, it follows you from world to world or attaches as a door to its own tiny pocket dimension in your Warehouse.

Normie

50 – Canteen

This canteen is a never ending source of cool, fresh water. If lost, stolen, or destroyed, it will appear in the Warehouse in 24 hours. Cannot be sold.

100 – Memento Mori

The world ended, which means that you probably lost someone you loved. Whether you really did or not, you have this cute necklace, bracelet, or other jewelry item that they gave you as a remembrance. When fiddling with it, you are filled with renewed determination and hope. Additionally, falling asleep while wearing it will allow you to have a vision of the solution to whatever problem or emotional issue that you're wrestling with.

200 – SCA Kit

You were a member of the SCA or whatever local equivalent. The members of your branch were really concerned with accuracy. As a result, you have a full set of self-repairing armor in your choice of color finish and pattern. It can be leather, chainmail, scalemail, brigandine, or plate, and is strong enough to deflect small arms fire and zombie bites. (Yes, leather will block a bullet - it's fiat, get over it…. Don't forget to laugh at your enemy's confusion!) Color finish and pattern can be changed with two hours of meditation - no paint, dye, or powder coating materials needed. Cannot be sold. If lost, stolen, or destroyed, it reappears in your Warehouse within an hour.

400 – Book of Books

This book can incorporate any book or other physical or digital text that you've come in contact with. Yes, this includes files and written notes. It has infinite pages and displays one text item at a time. Available information can be searched by topic, keyword, or title. Searched topics and keywords are marked for easy locating in the displayed text. Appears as a leather bound tome. Has a journal function, and can add blank books to record your research at will. Insert any connector cable between the cover and the spine of the text block and the contents can be uploaded to your AI. Cannot be lost, stolen, sold, or destroyed. Appears in the Warehouse in 24 hours if you lose track of it.

600 – Gym

This full service Gym attaches to your Warehouse or can be placed in the world. It includes all needed equipment to train any and all skills you possess, personal trainers to help you get the most out of your time, and a free smoothie bar with infinite smoothies.

It can, if desired, incorporate any other physical training attachments or properties you have - such as other Gyms and Arenas - to add to its capabilities if any are lacking. All equipment and areas are self cleaning and repairing. If you choose to place it in the world, you can change its location at will. No one will notice as it shoulders aside other businesses, roads, and even natural landmarks to settle wherever you want.

Techie

50 - Magnifier

This magnifier has a stand and a pair of prehensile clips that can hold wires or other small parts in place while you work with them. It goes up to 20x magnification across the entirety of the lens, and you can change the factor with a thought. Can be added to the Toolkit, though it works best on a desk. Cannot be sold. If lost, stolen, or destroyed, it reappears either in the Warehouse or Toolkit in 24 hours.

100 – Toolkit

Need a tool? This small satchel has literally every tool you need. Ever. Drills, saws, soldering irons, toothpicks, MIG or TIG welding rigs? Yes. If you need it, you can reach in and pull it out. Obviously bigger on the inside. Cannot be lost, stolen, sold, or destroyed. Tools never need power, fuel, gasses, or similar and come with everything they need to work - such as welding rods and bits.

200 – Laptop

This computer comes with all the bells and whistles of the best available laptop before the world ended. You can use it to do just about anything. It still connects to what's left of the internet via Jump-chan's WiFi. It self repairs, cannot be hacked or tracked, immune to viruses of all types, never needs charging. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours with whatever programs you may have added already installed.

400 – Arm Computer

Well, this isn't Mass Effect. However, this computer does sit on your arm. It has a small screen and keyboard, with a tiny joystick for a mouse. It's just as powerful as the Laptop. Like the Laptop, it connects to what's left of the internet or the local equivalent via Jump-chan's WiFi. It self repairs, cannot be hacked or tracked, immune to viruses of all types, never needs charging. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours with whatever programs you may have added already installed.

Unlike the Laptop, it also auto-updates to match its equivalent in local tech if it would be an upgrade - for instance, gaining a holographic emitter instead of a screen if you go to Mass Effect. It never downgrades. You can also set it to be invisible and intangible to anyone but you, anyone but your companions, or any other grouping you choose. (Yes, you can prank someone by making them the only one that can't see or feel it.)

600 – Drone Swarm

Not one drone. Not six drones. No. This is a swarm that can blanket a planet in surveillance, several times over. Drone sizes and configurations range from the freely available civilian models to AI-controlled versions that are shaped to look like insects and birds. All of them store neatly in the 1 cubic-foot box that this comes with, as it's bigger on the inside. Drones self repair and never need charging. They send their information to your computer or HUD via Jump-chan's WiFi and the signal cannot be hacked or intercepted. (It can be noticed, however.) They are replaced in 24 hours if lost or destroyed.

Medic

50 – Medical License

The sad thing about getting a medical qualification while on one world is that it doesn't translate over to the next world. With this, it does. All your medical qualifications are automatically filed with the relevant authorities when you enter the world and the requisite identification appears in your billfold. Your license automatically updates when it expires, whether you meet the local qualifications for practice time or not. As a bonus, your medical perks are automatically updated for the knowledge on any world you visit and your skills in the field never degrade. Oh, and this also updates and creates records for your *nonmedical* educational credentials, too.

100 – Medical Kit

Need a surgical tool? Maybe a scalpel or sutures? How about medication? This traditional medical bag has not only all the medical tools you need, but also accepts any medication added to it and replicates it for an infinite supply. Comes with aspirin and over the counter allergy medication to start, all other medications must be sourced and added individually. Cannot be permanently lost, stolen, or destroyed. Cannot be sold. If you lose track of it, it appears in the Warehouse - with all added medications - within 24 hours.

100 – Medication Mixer

A box that contains one of every medication produced in the jump, be it legal or not. These medications can be fed into the Medical Kit in order to start its refilling option. Box fills at the start of each jump with medications that you haven't added to the Kit.

400 – Ambulance

This ain't your grandpa's ambulance. This one is heavily armored, including bullet proof glass and inch thick metal plates on the exterior. The armoring does not increase the weight of the ambulance and doesn't impact fuel efficiency. Not that you have to worry about the gas, since it never needs refueling. Triage supplies in the ambulance top off each morning at dawn. Cannot be sold. If lost, stolen, or destroyed, the Ambulance appears in your Warehouse or the nearest available parking space within 24 hours, your choice.

600 – Hospital

Your own personal hospital. This one comes clean of zombies and with adequate defenses to keep the mindless out. Has a complete staff and a fully stocked pharmacy. You and any of your companions that have medical qualifications automatically have privileges at this hospital. There are on-site dormitories where staff can reside if circumstances require.

All connections such as cable and WiFi are functional. May connect to Warehouse or be placed in the current jump. Exterior alters to match the aesthetic of the world it's placed in. Staff killed by local hazards - be they natural or not - are replaced at the start of the next jump. Pharmacy contents are automatically refilled (the records state this is done by local suppliers and their paperwork backs it) by local suppliers and also automatically tops off at the start of a new jump.

The hospital does not have expenses of any type, and can generate revenue if placed in the world. Location in the world is set at the start of the jump, and cannot be changed during the jump as it's part of the emergency

infrastructure when placed. Medical technology purchased with CP automatically duplicates in this hospital and is available in every jump once purchased - e.g. bacta tanks, Dr. Cho's Cradle from the MCU, etc.

Survivalist

50 – Smokes

An infinitely-refilling pack of smokes, your chosen type, flavor, and strength. (e.g. Tobacco or *other* substances.) Does not cause second hand smoke issues, and does not cause issues with your own lungs. Will be ignored by everyone, even police, no matter where you are. Will not ignite volatile substances unless you wish them to. Comes with a lighter that never needs refueling and works in all wind conditions.

Cannot be sold. If lost, stolen, or destroyed, they will appear in the Warehouse in 24 hours.

100 – Goggles

These goggles are good at keeping things out of your eyes. Additionally, they have a heads up display built in that will give you range, wind speed, and other needed statistics. Focusing on a target provides information on its level of friendliness/enmity and - if not a living being - whatever effects that shooting the target may have.

HUD can be toggled on or off. Goggles can integrate whatever HUD(s) you may currently have or their effects can be integrated directly into your current HUD(s). Cannot be sold. If lost, stolen, or destroyed, will appear in the Warehouse in 24 hours.

200 – Militia Kit

You were a member of a militia group or whatever local equivalent. The members of your group were really concerned with safety. As a result, you have a full set of self-repairing military-grade armor in your choice of color finish. It is strong enough to deflect small to medium arms fire and zombie bites. Includes a vest that has all the pockets you'll ever need, as they're all bigger on the inside. Color finish can be changed with two hours of meditation - no materials needed. Cannot be sold. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours.

300 – Map Book

These maps are self-updating and can show all areas on the current planet or, if space ships are available to you, in your current galaxy. Additionally, if you wish, they will show all enemies and friendlies, plus anticipated movements. You can toggle this on or off at will. Maps can flip between satellite views, casualty, disease concentration and projected spread, topographical, civilian street maps, transit, biking, ship's navigational, and weather. Cannot be sold. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours. For an extra 100CP, coverage can include the nearest neighboring galaxies in any direction.

600 – Cabin in the Woods

A rustic but easily fortified cabin in the woods. Comes with two rooms, a rocket mass heater, a composting toilet, herb patch, and small armory for storing unused weapons. Sits in the middle of seventy acres of temperate forested land, which you own. Land and cabin accept your modifications. The cabin cannot be located by law enforcement and you cannot be tracked when going to or from the cabin.

Post jump, it attaches to Warehouse or can be placed in the world near your starting location.

Soldier

50 - Dog Tags

These tags identify you in the event of your death. In the meantime, they act to give you a sense of community with your military branch. When visibly worn, they emit a strong suggestion field that lets them act as identification that gives you unquestioning access to any military location. They automatically grant you a social boost with any current or former member of the military that you meet. Cannot be sold. If lost, stolen, or destroyed, they reappear in the Warehouse in 24 hours.

100 – Box of Explosives

Sometimes, you need a weapon that can do more damage to an area than an individual. This provides that option. Packaged in a military footlocker, you can find an excellent selection of grenades, mines, claymores, C4, det cord, detonators, and other non-nuclear explosives - even rocket launchers. Box refills weekly, and the contents update to include equivalent devices from the current jump. Also includes a bandolier for the grenades.

Cannot be sold. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours.

200 – Helicopter

This helicopter comes with all the bells and whistles, including miniguns and rockets. It never needs fuel, is self repairing, and comes with a pilot that possesses the skill to fly it in combat if needed. Can opt for the medical version, which is also armed and armored… or take twice to get both.

Cannot be sold. If lost, stolen, or destroyed, it reappears in the Warehouse in 24 hours.

400 – Armory

This armory attaches to your Warehouse and does strange things that no one would expect. For starters, it has a 5x5 footprint but the inside expands infinitely to hold all your weaponry without taking up extra space in the Warehouse. Second, it creates an inventory that you can access at any time, just by thinking about it. Third, it automatically sorts and retrieves the weapons stored within for you at will. Fourth, it has security that is always one tech level *above* your current jump's tech level - even if your jump lasts from the Stone Age to the Space Age. Fifth, registering your weapons in the inventory grants them infinite ammunition, self repair, and a 24 hour respawn if they're destroyed. However, this comes at a cost. Registered weapons can only be used by you or your Companions, Followers, and other minions. The ammunition cannot be lost, stolen, or sold.

600 – Base of Operations

A well-fortified military base of your desired branch. Comes with a promotion to the branch's equivalent of a 3-star general's rank with a full complement of troops under your command. Also includes all expected hardware and munitions. Munitions are infinite, though ships, jets, and other vehicles are not. Vehicles do, however, restock at the start of each jump. Note: If you're too young in the jump setting, you're probably going to have a lot of comments behind your back about child soldiers and nepotism…. They're not going to guess Jump Chain and those are really the only other possibilities.

Criminal

50 - Lock Picks

These lock picks never break and provide a boost to their use. They cannot be detected on your person using any mechanical, electronic, or physical means - including an old fashioned pat down. Oh, and if the lock is electronic? They morph into whatever is needed to bypass it - data spikes for Star Wars, etc. Cannot be sold. If lost, stolen, or destroyed, they reappear in the Warehouse in 24 hours.

100 – Stash

The smart criminal always has a secret stash. In those worlds that use money, it contains the equivalent of $1M US dollars. In those worlds where cash isn't a factor or isn't desirable, this stash contains gems, gold, or other negotiable items that can be traded for equivalent goods. Refills at the start of each jump with cash or goods as appropriate.

200 – Stealth Suit

This suit looks damned fine, has all the accessories, and is always perfectly tailored to your body. It can take on any color or become any form of suit that you desire - pants, skirt, etc. Additionally, when wearing it, you can have as much or as little attention as you want - holding the focus of a crowd or disappearing into it. When you want absolute stealth, it will darken the shadows within a mile so that you can more easily disappear into them, too. Self repairing and cleaning. Cannot be sold. If lost, stolen, or destroyed, it appears in the Warehouse in 24 hours.

400 – Vault

This vault stores your valuables. It cannot be broken into, always having a security system that is at least three tech levels beyond whatever is prevalent in the world. On the downside, it does take time to get into. But, everything placed into it is completely contained and isolated. There are no sensors or scrying spells that can determine the contents, and malevolent artifacts cannot reach through the walls to summon aid or otherwise escape. Has infinite space and facilities for safely storing *anything* you want to put inside it. Layers its own stasis system in *addition* to the one provided by the Warehouse, so that things inside stay in stasis whether the door is open or not. Your Benefactor *might* be able to see inside this thing. Depends on their power level.

600 – Lair

You have a lair of your chosen configuration that is either underground or hidden in plain sight. The lair cannot be located by law enforcement and you cannot be tracked when going to or from the lair. Inside the lair are amenities for you to comfortably live and to house any minions you might recruit, plus a state of the art server room, lab, and storage facility. In case of disaster, it also has a hydroponic garden for food, storage with infinite MREs and dry goods, and a basic armory.

Companions

Imported companions receive an origin/background, the freebies for said origin/background, and 600CP to buy perks and items with. Companions cannot pay to import other companions.

If you toggle the Head of the Pack perk from this document, you get all their CP to play with when you import them. Yes, you can use their CP to import more companions - CP you spend is spent based on your rules, not theirs.

0 – Pet Zombie

Congratulations. You have a pet zombie. It can be any species - human, animal, even species that don't appear in this jump. Which means yes to asari, xenomorph, and even Vulcans. The zombie can have any one quirk that appeared in the tv series - radioactive, *ahem* viagra, exploding into anthrax when killed, fungus, plant, etc - or be completely normal. If killed in a jump this pet zombie respawns at the start of the next one. Counts as a minion or follower. Name it whatever you want and don't forget to feed it. It won't eat you, but it is contagious and the neighbors are tasty…. Control the contagion with an on/off toggle for 25CP.

50 – Individuals

You can import individual companions for 50CP a piece.

100 – Local Companion

You can meet and attempt to persuade a local to come with you when you leave. Some will, obviously, be easier to persuade than others - and be more so at different points of the story. Thankfully, they only have to agree once. They get the appropriate background/origin and *all* the perks associated with that background or origin, plus 200CP to spend on items or general perks. Yes, they can take drawbacks to increase their CP.

300 – Squads

You can import companions in multiples of 8 for 300CP for each set of 8.

To be clear: You don't have to import a full 8, and each companion gets their own origin and individual grant of 600CP for purchases. This is applied by companion, not by slot. If you have the option to put more than one companion in a slot, each companion in each slot gets the same - origin/background, freebies, 600CP.

Drawbacks

You can take as many drawbacks as you feel you can handle.
Friendly reminder: Drawbacks trump Perks, Powers, etc.

0 – Boringly Normal

Half the fun of Z Nation is the zany. But, for whatever reason you don't want that. This toggle removes the zany antics and turns it into just another zombie apocalypse, albeit with cooler characters. That said, this also permanently removes any zany notes that might be helpful (or weird) from perks and locks out the Hijinks perk completely.

50 – Long Timer

You get to spend as many years here as you want, beyond your normal ten years in the jump. Every purchase adds ten years to your time. Keep in mind that dying is still a chain fail, even if you have finished your initial ten years.

50 – Splatter

Well, this is… messy. It doesn't matter what the liquid or goo is. If it's flying, it's going to find a way to hit you. Blood, soda, soup, snot. Do you know where your towel is?

100 – In Sickness…

Well, you're not getting married. You are, however, susceptible to every disease that comes near you. Cold, flu, chicken pox… Hell, get exposed to an infected fish and you'll get Ichthyophthirius multifiliis (Ich)! The only thing this doesn't increase your likelihood of getting is whatever caused the zombies. That's some small comfort, I guess, in a world where dysentery is increasingly likely.

100 – Escorting the Spoiled Royal

In the series, they're escorting Murphy to a lab in hopes of saving the world. You, however, don't get that joy. The person you're escorting is about a thousand times more annoying, no matter what their gender is. It doesn't matter why you're escorting them - life debt, dying man's last wish, duty to your monarch, etc - you are responsible for them and you will fail your chain if they die or become a zombie.

They will make demands, whine, cry, and cause noises at the most inconvenient times. Oh, they'll also insist on going miles out of your way to see landmarks that no one cared about before the apocalypse but that are somehow important to them. Once there, they'll spend maybe ten minutes admiring them and want to leave.

100 – At Least You Sometimes Have A Towel?

It's bad enough that you have to deal with zombies and other monsters. Periodically, no matter what you might otherwise be doing, you wind up running around in nothing more than a slightly too small bath towel, naked, wearing clothing you normally wouldn't be caught (un)dead in, or something similar. This never actually threatens your life, but it seems to happen at least once a month and more than one person will have seen you in your birthday suit by the end of this jump. Some of which you really wish hadn't.

200 – Jumpy

Nerves of steel? No. More like that cheap fake spider webbing that breaks when you sneeze. When entering combat or anticipating it, you get jumpy. You squeak or make other noises that will alert the world to your presence when it matters most that you don't. You snap at people that don't deserve it. You bounce in your seat, realize your pencil lead is broken, you're naked, and there's a pop quiz…. Oh, wait. Wrong genre. Anyway, this drawback is survivable but it's a pain in the ass and will make things more difficult.

300 – Zombie-nip

Is it your cologne or perfume? Zombies will gravitate toward you, trying to have a bite for dinner. Even if they can't see or smell you, they'll slowly gravitate to your position if you're within twenty miles. You're going to need to build one hell of a fortified structure or never stop moving.

400 – The Plague

Well, on the bright side, you're immune to the zombie virus. On the downside, that immunity only lasts for this world and doesn't stop you from being an extremely contagious carrier and there is no cure that can change that. And I do mean you are insanely contagious. One drop of blood, saliva, or other bodily fluid on (or in) anyone else will have them turning in moments. Unless you want to have some very bad morning afters, it's a good idea to limit your romantic liaisons to holding hands… if that.

600 – Mirror Match

Ever play Mortal Kombat? Yeah, this is that pain. There is a zombie out there that looks just like you. It has your powers and can sense where you are. It also wants your brains and can't be permanently killed, no matter what perks you have. Anti-scrying perks are no defense. Oh, did I mention that it's as intelligent as you are with whatever applicable perks to that intelligence? Good luck….. Oh, that is lucky. If you take Long Timer, this drops off after your first ten years and the zombie drops dead. (Again.)

600 – True Normal

Guess what? You have no perks and powers. Neither do your Companions, Followers, and other minions. Your warehouse is sealed and your future uncertain. If you take the time extension drawback, this lasts until the end of your first ten years here and you have access the rest of the time. Do try to survive that long.

The End

As always, you can continue on, go home, or stay here.
All drawbacks drop off and all perks stay with you. Items backed by fiat and/or bought with CP are automatically returned to your Warehouse in this jump, so don't worry if you forgot your favorite electronic pet or something…. You did remember to make it fiat backed with Game of Life, right?