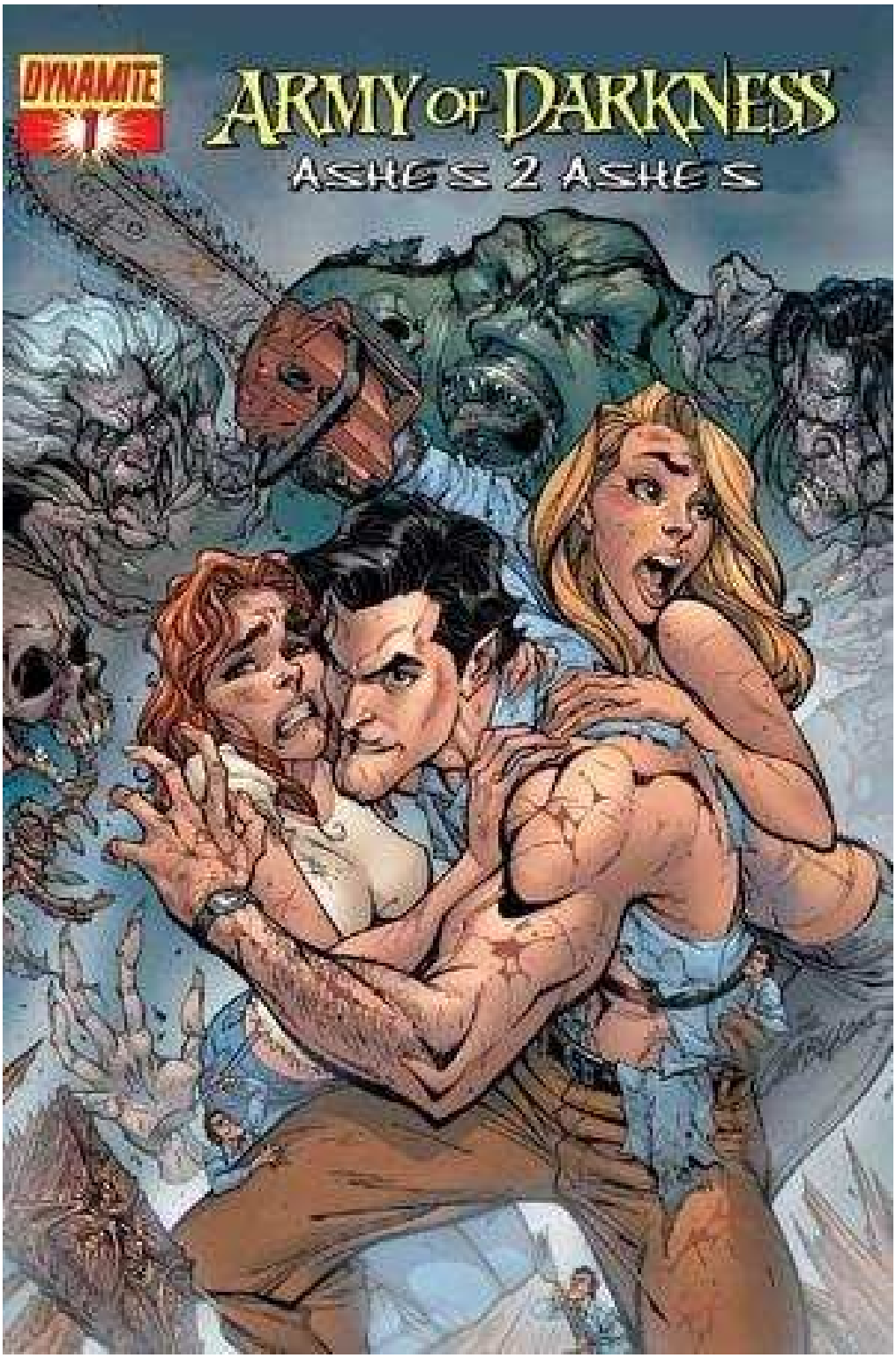
Army of Darkness (Dynamite Comics)

Version 1.0.0



Welcome to the world of Army of Darkness. This might not be the version you're most familiar with. Instead of following the movies, or Raimi's show Ash vs Evil Dead, this is the world of the Dynamite comics Army of Darkness series. This is a world where Ash never got a break, but must continually face off against the Army of Darkness and the Necronomicon.

His adventures will see him cross paths with many other heroes, and cross time and space as well time and time again. And now you will have the chance to join him on his adventures; or maybe oppose him.

To help you do so take these:

+1000 Chainsaw Points

Good luck, and good jumping.

Location:

You arrive at the beginning of Ashes 2 Ashes, that is Army of Darkness Vol 1 issue 1. Ashley J. Williams, the Chosen One, has just shot an evil demon-witch in the middle of the local S-Mart only to find that the Wiseman of King Arthur's court from the 13th century is in the store and that he has returned to his time a few days early and that he and his girlfriend Linda are only now heading off towards the cabin in the woods.

Age and Gender:

Unless a drawback says otherwise, your age and gender are your own to decide. I'd suggest being an adult, but if you want to be a (demonic undead) child that's your own choice.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Promised One: You are the Chosen One, your destiny irrevocably interwoven with the Necronomicon. Or maybe you're another Chosen One? That'd make one question the use of the word One, but maybe you're some sort of spare in case Ash fails, or you were the baby that was supposed to receive the Mark of Chaos at its birth only for Ash to interfere and be marked in your place and thus take up your destiny. Alternatively by taking this background you may choose to replace Ash, or insert as Ash. This will not give you anything you don't pay for - so no super cool prosthetic hand if you don't buy it - and you must take the Mark of Chaos drawback (though you do still get CP for it).

Ally: Or well maybe Ally is the wrong word. But you are someone from this world who is narratively important enough to not immediately die or be possessed off screen when the Necronomicon rears its head which means you're probably Ash's ally. You're guaranteed to cross paths with the Ash-man at least once. Hopefully you'll survive it. You may insert as or replace one of the members of the League of Light, the Wiseman, or another character who supports and aids Ash.

Evil: You're a deadite. Or maybe just a cultist serving the Necronomicon… Or possibly you could be an unrelated force of darkness and evil. Whatever you are, you're aligned with the supernatural forces of darkness with a good chance of being a demon.

Crossover: You're not really from this world. You have no background or history in it, but seem to have appeared from another setting or at least another line of stories entirely. This is in effect the Drop-In option.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Don't Fade Out (Free while here, 100 CP to keep): Let's be honest, Ash's #1 solution to the troubles caused by the Necronomicon is to undo everything with some form of reality reset or time travel. Now when the past is changed, or reality is wiped out and recreated, it won't kill you or remove you from reality unless there was an active intent to do so with the changes. These changes might alter your position and past in the world, but won't remove you entirely, or count as death, and won't affect your out of jump memories or powers at least without active intent.

Possession Resistance (Free while here/100 CP to keep): You aren't some no name generic background character. You're the protagonist of the story, maybe not the story of Army of Darkness, but your story at least. And unlike background characters you won't find yourself getting possessed off panel without some sort of fight just by being somewhere close to the Necronomicon, and like Ash, Sheila, and some others you are capable of fighting back and restoring your soul in truth when a deadite has claimed it. This won't guarantee success in such an act, merely that it is possible. Similarly while you won't be possessed just by proximity or touching a deadite, this won't stop a focused attempt from possibly possessing you. Even then you are resistant, however, being substantially harder to possess and control. For example if you got stabbed in the hand by a deadite your hand would get possessed well before the rest of your body, giving you time to cut it off. While this is not general mind-control resistance, it does work against other forms of corruption, forced undeath, and demonic influence; if you swallowed a demon you might be able to drown it in alcohol or boiling water before it sprouted a clone from possessing you, and if you're bitten by a zombie that usually causes people to transform in seconds, you might hold it off with willpower, though even the most heroic and infinite will could eventually fail to resist this so do try and find a cure or other solution.

For **an additional 300 CP** (400 total) you aren't just resistant to possession. Somehow you're actually immune. There's nothing the Necronomicon, or other forces, can do to possess you. Even parasites and symbiotic organisms which attempt to hijack your body will find that if you resist they can't control you or force out your consciousness. You are also immune to zombiefication and corruption, at least of the paranormal variety; this won't stop someone from convincing you to do bad things through the old fashioned

methods, but a zombie plague that can turn a god of thunder into a flesh hungry monster wouldn't do jack shit to you.

Extra Body Parts (100 CP): In one of the bad futures shown, this was a pretty common mutation. You've got an extra copy of a body part, appendage, or organ of your choice. If the body part normally comes in pairs you get a full extra pair. Despite the anatomical difficulties you'll be able to make full use of the extra copy: you can use four arms like they were two, somehow still run with four legs and even benefit from the extra force they can apply, the second pair of eyes in the back of your head will be fully functional and not disorienting, and that second heart will make your cardiovascular system more robust in addition to being a backup in case of heart injury.

Succubus (100 CP): You are one. Probably. You're drop dead gorgeous, with 10 out of 10 looks, and your skills in bed will be leaving even experienced partners extremely satisfied. That wouldn't make you a succubus on its own, but you are able to drain life energy from others through the act of making love, siphoning it away from them to extend your own life, normally killing individuals in a single feeding. You are able to get a feel for the life energies of others to gauge who would be suitable prey - or recognize individuals who possess superhuman life force that you could feed from repeatedly. Finally you are able to take on a demonic form, significantly heavier set albeit not taller, and somewhat stronger, looking sort of like a twisted anthropomorphic mass of flesh.

Freakishly Strong (200 CP): You are strong. You might not be able to outfight the Chosen One, but you're strong enough to give him more trouble than most. Your strength makes one have to question your humanity. You're strong enough to throw people one handed with ease, to keep a deadite leashed to each arm without budging an inch, or to choke a demon possessed bear into unconsciousness with a chain. And the muscles that come with this won't slow you down, as you're actually quite nimble and agile as well.

Firestarter (200 CP): You possess the power to create and project fire from your hands. You can throw it in - relatively - controlled balls, or unleash it in great waves. You could with a sweep of your hands light more than a dozen Nazi zombies on fire, and these flames are potent enough to start forest fires or burn the undead, though it takes a bit to kill deadites by burning them so maybe don't do it where you can start a forest fire. While your own fire will not burn you, this gives you no protection against fires that you start with it.

Hand to Hand Combat (200 CP): Through the dark powers of the Necronomicon you are able to transform one of your hands into a variety of non-mechanical weapons, and/or

into a chainsaw. You need merely say the words Klaatu Verata Nikto to change your hand into another weapon, instantly causing it to transform. This weapon is still part of your body, though will be hardened significantly, being at least as durable as steel, and more durable than your flesh, unless your 'flesh' is already metal. Also, as this transformed weapon comes from the evil powers of the Necronomicon it can be considered an unholy weapon.

Post Apocalyptic Machinist (200 CP): Or maybe medieval? Well whatever time period you find yourself in, you're an expert at such feats as turning vehicular scrap into combat vehicles, or making a functional robotic hand prosthetic from a medieval gauntlet. Beyond giving you knowledge and skill with chemistry, engineering, and metal working, this generally improves your ability to make technological weapons with inferior tools, and when working with scrap and what should be insufficient resources. You can't make something from nothing, but you seem to make more than should be possible with what you have available; though this does nothing when you have ample resources and high end tools. Well, not quite nothing. You are excellent at making makeshift combat vehicles, and when you make them they seem to function a bit better than they should, as if all those weapons were actually properly balanced and shouldn't be making your car function less well as a car.

Walk Away from the Light (200 CP): Once per jump if you die instead of passing on, you can turn around and walk away from the afterlife being restored to life somewhere that is not immediately dangerous. Your body will be restored to its default state before the incident that led to your death, and anything terminally wrong with you will be cured.

Australian Serpent (300 CP): You possess the ability to transform yourself into a large, snake-man hybrid. In this form you're semi-aquatic, able to hold your breath longer than any human, swim with ease, and even have nostrils at the top of your snout so that you can poke just the tip of your head out of the water and breathe. Beyond being good at swimming you possess slightly increased strength, not to the level of **Freakishly Strong** but close, and similarly you're surprisingly agile and quick. This strength can be increased, however, as you also are able to cause yourself to temporarily grow in size and stature to something around five or six times your normal scale, gaining increased strength when you do so. You'll lose some agility as you grow, but you don't seem to suffer the full problems that would be expected of a creature of such size.

Dragon (300 CP; requires Deadite): It seems you're not a deadite, you're a vampire. And not just some neophyte spawn, but something closer to Dracula himself. While this does mean you can be killed by having a wooden stake driven through your heart, you're

not vulnerable to sunlight. This does grant you several increased abilities. You are able to command bats and wolves, to transform into a bat, giant bat, or a bat-man hybrid and not merely levitate but fly, briefly become fog or mist, shrug off having a shotgun blast tear a hole through your chest, the ability to regenerate from such a blast, and eventually regrow lost limbs, possess greater strength enough to easily hold back a deadite with each hand, though still a tad shy of a werewolf's, and possess the ability to drain blood with a bite which can be used to turn people into vampires who are naturally inclined to obey you.

It's Always Klaatu Verata Nikto (300 CP): Well not always, but the words do tend to be used for whatever spell or password is needed. Similarly, you can now use Klaatu Verata Nikto to fill in for any password, voice activated phrase, or magical command word, spell, or chant. If it's particularly long, you might need to repeat the words several times. This isn't just your passwords either.

Jumper Prime (300 CP): Ash encounters a lot of other versions of himself. Bad Ash, female Ash, other female Ash, past Ash, Dash (named Dashiel Hammond) the dog Ash, skeleton Ash, bug-like alien Ash… and yet at the end of the day Ash himself is always just better than these other variants. Now you have the same sort of quality. Any clones, copies, or alternate versions of you are worse than you. It's like they're lacking something that you have, though exactly what it is can be hard to say, but they are just a little less. This is especially highlighted when you find yourself facing them directly as their actions taken to directly fight you are more likely to fail, and your own against them are more likely to succeed. This won't necessarily make them a non-threat, but if they lack some other edge if you fight a clone or reflection of yourself you'd win 10 out of 10 times, and even if they are faster, stronger, and smarter than you, you'd still have a good chance of succeeding against them.

American Werewolf (400 CP): You possess the ability to transform into a larger, more muscular, wolf-man hybrid. In this form you possess superhuman strength and agility, greater than someone who is **Freakishly Strong**, as well as enhanced low light vision and a canine's sense of smell. You also possess significant regenerative capabilities, able to grow back a cut off arm in moments, though sufficient amounts of damage - such as being torn apart by deadites - can still kill you. This regenerative capability is still extent, though reduced, for wounds taken in your human form or when in human form, but silver will slow it; a shotgun to the chest with silver mixed into the buckshot would be as deadly to you if untreated as a normal human, and even a wound from a small silver tipped crossbow bolt would take more than a day to heal.

European Necromancer (400 CP): You are a necromancer, or maybe spiritualist would be the better word. You possess the ability to see and hear otherworldly spirits and those of the dead. These spirits are not guaranteed to be friendly, having their own goals and desires, but some will be, and they will likely include the spirits of your own ancestors if you have an in-jump background. These spirits do potentially possess otherworldly knowledge, but do make sure to figure out if they're demonic or angelic first. If you want to tune these spirits out you have the ability to do so as simple as toggling it off.

You are also able to serve as a conduit for spirits, able to allow spirits out from hell to possess people, or banish demonic spirits back to hell. Alternatively you can do the same for spirits of the dead, either helping them to possess individuals, helping them to pass on to the afterlife, or even banishing them there. Some demons, or ghosts may be too powerful for you to banish; such as the Hell's Prophet or higher end demonic spirits he might direct into important individuals. You can even help spirits with a strong connection to you - such as your ancestors - to take a solid form that can interact with the world for brief periods. You can also allow ghosts to attach themselves to you, helping them to travel alongside you instead of haunting somewhere.

Even in future jumps you'll still be able to find the spirits of the dead, though this won't create demonic spirits in settings without them. A spirit that has fully passed on to the other side is of course much harder to find and reach, and will probably require outside magical aid, but the recently deceased or those who have some strong reason for lingering will be easier to find.

Faceless One (400/500 CP): You are a powerful creature, twice the height of a man and similarly proportioned to your height. You are stronger than a werewolf, strong enough to casually break a boomstick, or rend steel, and to effortlessly throw around Ash. Similarly you are durable, with flesh durable enough to take a shot from a boomstick without difficulty and to backhand Ash's chainsaw - which cuts through people or fells trees larger around than his shoulders with a casual swipe - out of his hand without getting cut. Something like a shotgun shell being detonated directly in your eye socket could still kill you, but taking you out would be a big fight due to your sheer, brutal physical prowess. Post-jump this becomes an alt-form.

For the higher price you're instead like the Great Winged One. Your strength and durability are similar, but, due to inconsistency with your size compared to Ash's you can choose to be up to twice your normal scale. Regardless of your size you are capable of flight faster than you could run, and get claws and fangs to help you maximize your strength in combat. Unlike Faceless One this immediately becomes an alt-form.

Sorcerer (500 CP): You have a certain amount of magical knowledge, training, and talent. This gives you the skills needed to use the Necronomicon with relative safety. It also gives you some other magical tricks, such as Sugarbaby's elemental evocations capable of blasting a room with ice, the ability to read the skeins of fate to make prophecies about strongly destined events like the Seer, various magical tricks especially related to following temporal portals like Wiseman, spells to enchant weapons with black magic to kill common deadites in a single blow like the witch from Furious Road, or maybe spells to cause people to be possessed by deadites and control them. You'll start off with a level of proficiency in magic similar to one of the sorcerers shown in the series without the Necronomicon, though with time and study you could duplicate any feats of magic that sorcerers in the (non-crossover) comics could perform with their own power, and potentially abilities of a similar scale and nature. This only lets you perform similar spells; you won't be able to see and command spirits like Cybil Makris, for example, as that was a natural gift and not sorcery.

Dazzle (600 CP): You are a mutant, a member of Homo Superior. You possess the mutant power to convert sound into light. You can actually store the energy from sound for later use, though you have a limited capacity, and it's better to have some form of noise - even just static - when you want to use your powers. Music, due to its structure and rhythm, works better than other sounds for this conversion.

You can project this converted sonic energy as light either in dazzling displays and light shows, or as focused lasers, though they drain your energy a good bit quicker. Your control over these displays is fine enough to create hypnotically strobing lights, or strobing flashes intended to induce epilepsy, and you can increase the intensity of the light to enough to create blinding flash bangs. As lasers a simple conversation can fuel cutting through iron bars, and you can blow up boulders, or cut the arms off of giant robots with a bit more racket. With enough sound like blaring music filling an auditorium from a concert playing destroying entire buildings would be possible, and you can get higher, such as channeling the noise of a massive storm into producing enough destructive force to be compared by narration to kilotons of tnt.

This does come with some secondary powers. You are no longer blinded - even temporarily - by bright or flashing lights, able to stare at the sun without difficulty. You also have very sensitive hearing, and the ability to differentiate sounds on a level that goes beyond a normal human's.

Fallen Angel (600 CP): Like Aron of the League of Light, you are a fallen angel. No longer allowed in heaven, you still possess substantial powers. You have wings capable of flight and speeds sufficient to carry someone intercontinentally, superhuman strength approximately like that of a werewolf, and vaguely defined supernatural senses. You are able to feel evil forces, sense mystical forces, feel places where death has taken place getting a sense for where, how long ago, and how much, and possibly more. Perhaps most importantly you are immune to mortal weapons. It takes a holy or unholy weapon to harm you, and while they may leave you with wounds that leave permanent scars it requires a being of great good or great evil to truly kill you; someone like the Chosen One whose evil side has been cast out, or the Hell's Prophet who is a high level demon spawned to usher in the apocalypse.

Promised One Perks

One Liners (100 CP): It'd not be Army of Darkness without witty one-liners. Snark and one liners come naturally to you, always seeming to be there at the tip of your tongue if you want to crack a joke about a situation. Almost as if you were being written by a professional who had time to think about what you should say in the situation, at least when it comes to cracking badass one liners.

Seen Enough of Your Deadite Tricks (200 CP): Many of the characters in these comics seem to have almost developed a sixth sense for Deadites. Sometimes it's easy: they're possessed, you get the upper hand, they turn back to 'normal' and start talking about how important you are to them. Sometimes, though, there's no real way to tell other than they're just that good at it. Like Ash on a particularly good day, you are able to identify impostures. This won't tell you who they really are, but you can tell when someone is pretending to be someone else, including if a possessing entity is actually in control and pretending to be the original individual. This won't tell you how they're impersonating them, unless it's demonic possession you can recognize that one, but that they are someone else. Do be careful as you do need to be alert and paying attention to discern this, and if you aren't someone might slip past your guard.

The Right to Bear Arms (200 CP): People are surprisingly willing to let you carry around weapons. Work in a megastore with a pair of shoulder holstered pistols, or carry about a shotgun and a chainsaw and while it might get looks, it won't amount to more than that. If you went into a discotheque and started dancing with a chainsaw in the place of your hand most people would just assume you're there to dance. If your chainsaw was visibly stained with blood you might get some looks and make people uncomfortable, but they are oddly willing to accept that you have a good reason for it and even then you won't get cops called on you just for that, and even if you walked past some cops you'd not be stopped. Even if caught in other (minor) crimes, the fact that you have a bloodstained chainsaw alone won't be enough to stop them from just holding you in the drunk tank for an hour or two and giving you a stern warning against risking forest fires. Just don't start spouting off in ways that make them think you're crazy, because they'll still arrest you for other things. Even using weapons won't get you in as much trouble as it should if the target was in the process of attempting to hurt others unprovoked, even if that can't be proven. This is based on how justifiable it is; kill a bunch of murderous demons and the cops won't even notice, and if they do they'll not pursue the investigation, but bait someone into attacking you just to shoot them and it won't do anything.

Could Have Been a King (400 CP): You are weirdly well adjusted. I mean sure you might have developed an asshole facade after having to cut up your girlfriend, but you don't really seem to be suffering from post traumatic stress disorder, or well anything actually serious. Your psychological resilience is impressive. Demons could warp reality time and time again to put you through the worst torture they can imagine, and drag you into your very own personal hell and… you'd not break. Oh you might decide to distance yourself from others to protect them, or if you finally found yourself overwhelmed, incapable of turning back the tide of darkness on your own, you might retreat to where you could deny your enemy final victory and stop going out and risking everything without a plan, but you do not break. Oh, you can still feel things like guilt, either survivor's or otherwise, but it won't render you non-functional. You are in effect immune to PTSD and psychological trauma, able to pass through it all healthy and functional.

Give Me Some Sugar Baby (400 CP): You're groovy… at least the chicks seem to think so. You can act like an abrasive ass, boorish brute, or a desperate horn dog ready to hit on anyone or anything that moves, all while working a minimum wage job in retail and yet people of your preferred gender(s) seem to find you nearly irresistible. This is at its best when you play the hero and save them, but it still works even without sharing such dangers. It doesn't even seem to care about people's sexual preferences; they'll make an exception for you.

Besides this immense sexual magnetism this provides a few required secondary superpowers. The first is you're very good in bed, enough to impress a succubus. Relatedly your life energy is exceptionally strong, and delicious to succubi and other creatures which feed on life essence through sex, such that you could sleep with one nightly which would normally kill a partner each time, and merely suffer increasing lethargy and exhaustion.

Come Get Some (600 CP): You possess insane pain resistance, ability to survive wounds, and don't seem to be in nearly as much danger due to blood loss as you should be. You can shrug off a stun gun to the face, though enough of them will take you out, or cut off your own hand with a chainsaw and then attach the chainsaw to your stump, or shove a piece of metal in and go fight with the chainsaw and fresh wound. You don't seem to enter shock from injuries, and could walk off being thrown into a wall by a superstrong demon. You're not immortal or invincible, but you are one tough individual, capable of taking punishment which would kill most individuals.

It's not just pain resistance and toughness. You are a natural born warrior. You could fight individuals such as Xena Warrior Princess or Jason Vorhees on an equal footing more on

natural talent, fighting reflexes, and instinct than any superhuman physique or masterfully skill. You are especially good at attacking people who are behind you, whether it's a gauntleted backhand, or an over the shoulder shot with a rifle or shotgun. This is against important individuals, as you seem to become even better against the narratively unimportant. Even unarmed you could hold your own against an entire group of lower end deadites and with a proper weapon you could fight scores of them, cutting your way through the undead; you could probably take out a trio of no-name vampires by throwing wooden forks into their hearts. This boost is based on narrative unimportance, so the more homogenous of a group they are the easier it will be to fight them, with people who manage to be distinct - such as wearing a more unique costume - being less affected by it, and anyone who becomes a major character in your story or in the world's being unaffected, and a significant enough individual suppressing this for minions that they personally lead. It'd give you a boon against C and D list superheroes and villains who exist as supporting characters in other people's stories, but a headliner you'd have to rely on your own talent for fighting. So you'd merely be a badass, and not a one man army.

As a final benefit you can shoot holes through people without harming individuals directly behind them. Almost like the projectiles stop existing the moment they pass through your target, or at least lose their penetrative power.

Hero Who Walks Through Time (600 CP): You are the Chosen One. Or a Chosen One, though that seems to miss the point of the word one. This provides you with a number of benefits.

First you may keep both **Don't Fade Out** and **Possession Resistance** for free, and only need to pay 200 CP to upgrade Possession Resistance. This actually goes a bit beyond **Don't Fade Out**, however. Even active attempts to erase you from reality will fail, and a reality warper cannot directly remove you from existence, though they could twist your place in it. Similarly attempts to meddle with your history are difficult. While your timeline can still be altered, you can't be killed in the past. Of course these efforts still might prove futile, as reality will try and get you back into your position as Chosen One, causing events to happen to push you back onto the proper track to your destiny. It's even possible for you to recover memories from altered timelines or realities.

And you are a Chosen One. Even if what you're chosen for can be a bit unclear. At the start of each jump you have the option to appear in a slew of prophecies all across time and realities. Choosing to will sort of lock you into getting involved in a variety of events and adventures, potentially across multiple worlds and time periods. Even if you don't

choose to appear in prophecy you seem to be a magnet for the supernatural, and will find yourself being drawn into a variety of adventures and situations, and seem to be an acceptable replacement hero for any sort of hero summoning attempts, able to be summoned by sorcerers and shamans from across time and space. Unlike Ash, you can turn this off if you want to live a real life for a time.

Your time traveling experience gives you an instinct for what sort of time travel rules you are operating under at any given moment - whether you're in a grandfather paradox or a multiple worlds situation, or if there's only one timeline but you can change it, and other aspects of the rules. You won't automatically know all the details and exact parameters, but you'll have a general idea. This same time travel experience has given you a knack for languages and you always seem to be able to speak the language wherever you go.

Finally you find that you're pretty resistant to attempts to kill you before you get a chance to react. You'll always have some chance to notice a lethal attack coming, or some sort of warning before the enemy makes a lethal strike. A lot of times that might end up being nothing more than a nonlethal first attack, but even that's better than a lethal one.

Ally Perks

Worked in Retail (100 CP): And you've seen the worst that S-Mart shoppers can bring, the horrors and terrors that humanity can descend to and which even the demons of hell have difficulty topping. Or maybe it's something else. Still to hang with the King you've got to be made of some pretty stern stuff. You're able to suppress fear and terror and bring yourself to act. You don't freeze up with fear. You might not always pick the right response, but you won't simply act like a deer in the headlights.

Antarctic Watchman (200 CP): Humans are social animals, unable to exist in isolation. Except you seem to do just fine. You are able to handle long stretches of total isolation without noticeable strain. Similarly you are able to handle the mind number boredom, and stress, of being kept on constant duty. You could watch a wormhole to alien worlds, all alone, for more than a year on end without breaking down, or going mad from boredom while stuck in a station in Antarctica without anything to do other than watch the portal. This doesn't protect you from feelings of guilt from opening a wormhole to a hostile world which ends up stranding your family on an alien world.

War Makes Strange Bedfellows (200 CP): Sometimes things get bad. Real bad. Like the deadites have come forth from their mirror dimension, invading the Earth, and turning it into a living Hell bad. When things get that bad sometimes you've got to make some odd allies. You excel at bringing together disparate groups in the face of existential threats; things like getting werewolves, and vampires, both of whom normally feed on humans to work with them against demonic invasion, without any element plotting betrayal. In the face of death you can get normally antagonistic groups to put aside their hatred and work for everyone's mutual continued existence. The greater the existential threat the better this works, but when things get serious you could get nuns, witches, and werewolf bikers as well as vampire slayers and vampires all working together.

Love Conquered Evil in the End (400 CP): There are those who people will go to Hell and back for, rather close to literally in this case. Those who give people the strength needed to push free of the bonds of demonic possession, and even as cursed, undead reanimated by evil break free to show their true personalities, and hold back soul swallowing demonic forces for their sake. You are one of those people. Bonds of love and fellowship towards you are strengthened, those who love you or see you as friends will do so more, the bonds possessing a greater force to motivate and drive them forward, and making them more loyal towards you. This strengthened affection towards you can even overcome mind control and possession, allowing those who care for you to fight off

supernatural control over them for your sake; refusing even under mental influence to harm you, and potentially helping you if they try and make them do so.

Protector's Bloodline (400 CP): Whether you belong to one of the 7 bloodlines of the protectors, each one carrying their special powers down the generations, or not you are likely a special individual. And now you can start your own supernaturally potent blood line, as your supernatural powers and abilities are now inheritable. They might sometimes skip a generation, but the powers will stay strong in your bloodline. Alternatively you may choose to only have one branch of your descendants inherit your powers or to split them up between bloodlines. These powers will share the same potential as your own.

While your descendants won't inherit your skills, they will have a talent to help them reach it and come into their powers gradually so that they can learn to control them.

Holy Roller (600 CP): Whether it's Christian, Buddhist, or something else you are able to combat the forces of darkness through faith and religious iconography. Your prayers can hurt demonic forces, the cross or Bible in your hands will burn supernatural evil, you can sanctify locations and know how to keep them sacred so that they actually weaken dark powers, and can perform exorcisms though some demons (like the Hell Preacher, or Evil Ash Prime) may be too powerful for you.

If you're willing to risk your own life, you can even pray holy objects into explosive bombs, capable of blowing apart a human body even before accounting to their holy power.

Unwritten One (600 CP): There are many attempts to break the strictures of fate and prophecy. For all its power the Necronomicon fails in this time and time again, though occasionally Ash manages to fumble his prophesied victories. Still they are not unbreakable. At least not for one such as you. Fate and prophecy do not hold authority over you. It won't always be easy to break their strictures, but if you actively try to oppose them it's definitely possible. This doesn't stop at fate, though, as it makes you a bit of a bane to plot armor as well, more easily able to cut through such narrative defenses. You could kill the protagonist of the comic book. Though do be sure to not leave him with a necromancer if you want him not to linger on as a ghost.

Evil Perks

Innocent Face (100 CP): You are excellent at pretending to be innocent and hiding your evil intent. You could come up to someone with every intention of turning into an undead monster and gutting them with your talons, and act like just another shopper at the superstore they work at without a single hint of your intentions; it'd take someone with almost a sixth sense for demons to tell you were faking it. This also makes you rather skilled at pretending to be individuals you are disguised as, or better yet possessing. It won't give you their memories and knowledge on its own, but you're good at pretending to be people if you try. This even helps you cover up your real intentions to an empath, it won't be easy but you could fool someone who was able to pick up on surface thoughts and emotions with effort.

Crawling Limbs (200 CP): You are able to animate your own lost limbs. They won't have their own consciousness, you'll still need your brain/seat of consciousness, but you can control your limbs from miles away. The smaller a portion of you the harder it is to animate, and they need some amount of structure to move them - you could make a hand move about crawling on its fingers, but a single bone, even the femur, would be unable to do much more than shake about. This also allows you to reattach lost limbs simply by touching them to where they were lost from. And if your limb is destroyed, making it really lost, or you just want an upgrade you can attach other people's limbs, though this will take a little more effort to keep them together until they can merge so maybe try sewing them on. You could even go so far as to attach your neck to someone else's body if you wanted.

This perk on its own will not keep you from dying either due to blood loss from losing a limb, or just being a head.

Deadite (200 CP): You're one of the more capable deadites. While you're still not up to those from the original *The Evil Dead* film, you're not one of the half rotted corpses which comprise the army of the darkness either. You possess mildly enhanced strength, the ability to levitate, to change from your normal appearance to a grotesque, obviously demonic one, and to smell the souls of the living. Most important, however, is your ability to survive injury. As long as your head is intact you will not die, as no other part of your body seems to be actually necessary to you. As one of the evil dead you no longer need to eat, or drink, or breathe - though choking you out is strangely effective - and no longer age, able to 'survive' being buried for centuries as just a head if it comes to that.

If you'd prefer to be another form of undead than a deadite you may be, though the abilities gained will not change. Also as a member of the undead you are immune to deadite possession. This won't protect you from other forms of possession if they can affect the undead.

Finding the Book (400 CP): The forces of Evil, even those not connected to the Necronomicon always seem to be able to find it. And find Ash, and the protectors, and really the forces of evil just seem to be able to find artifacts and people of power; the Necronomicon is simply the most active and powerful of them in these stories. Now this is an ability you share as you are highly adept at finding artifacts or people of power. Clues to their locations seem to fall in your path if you go looking, and sometimes even if you don't you'll find yourself simply stumbling onto clues that will help guide you to them. This isn't a perfect sixth sense, but if someone starts selling pages from a demonic book online you're more likely than not to find out about the auction.

General (400 CP): You are a natural born leader of the forces of darkness. Low ranking demons, unintelligent - or simply lower end - undead, and similar forces of darkness naturally defer to you and obey your commands, following your orders absolutely. Even more powerful and free willed examples tend to feel a natural inclination to defer to you, and your charisma is greatly enhanced when you are dealing with supernatural forces of evil or darkness.

Aura of Possession (600 CP): You might not be the Necronomicon itself, but you are a similar conduit for the Evil. In your presence, and radiating out from it corpses, plants, objects, and potentially entire buildings will spontaneously become possessed by deadite spirits. While these won't be a match for the **Deadite** perk, being closer to the lower end, able to be killed by having a hole blasted in their chest for example, these demon possessed objects, corpses, and trees are loyal to you, serving your will and purposes though they will retain their evil, cruel, and sadistic natures. You may also cause the possession of people, though they will need to be made vulnerable; despair, intoxication, and physical trauma all are means of doing so. This aura is strongest during the night, and is substantially weakened during hours of daylight, possibly resulting in the demonic forces being forced back out of their hosts with the break of dawn.

You can turn this off (or back on) if you do not want to be a nexus of demonic possession which twists anywhere you are at by making objects become possessed, animate, and violent.

Hell's Prophet (600 CP): You are no low level demon, or force of evil. You are something like the chosen one of Hell. Your strength is more than human, similar to a **Deadite**'s. You possess the ability to breathe out gouts of hellfire, which while lacking the area of effect possible with **African Firestarter** is hotter and more intense, and unlike with that perk you are immune to most fire - such as that which they can generate. As a powerful force of Evil you are able to harm, and potentially kill, aingels, and even possess the ability to tear apart disembodied spirits, interacting physically with such immaterial spirits and being able to permanently end them through the use of brute force or simply drawing them in to swallow their souls. Finally you are able to transfer your consciousness and will into another by puking bugs into their mouth. This will enable you to possess someone, even someone who would normally be resistant to possession from the Evil. Even the Chosen One could not resist this if you were able to finish; if you were cut in half partway they could fight this control, but even then you would have moments of mastery when they slept, and eventually you would win.

If taken with **Aura of Possession** your ability to possess living beings is significantly increased as an average person will become possessed simply by touching you, even during the daytime.

Crossover Perks

Abnormally Normal (100 CP): You're an alien pseudovampire? A sword woman from another world? A quartet of rock stars empowered by a demon? Elvis? A trio of spy-chicks? Ash crosses over with a lot of weird things and while their motives might be questioned, unlike when Ash claims to be the chosen one when they give exposition about their powers that isn't. Now it's the same with you. If you claim to have certain powers and you have those powers people will accept that as a fact without hassling you, or requiring demonstrations. You've got to actually have the powers, and they might not accept that it's greater than their own, but if you tell them the mechanics and are telling the truth they will believe you.

Detached Nerves (200 CP): Like a certain dark crusading vigilante you no longer feel pain. Well since you're paying CP for this you can turn your sense of pain back on, but you can turn off your ability to feel pain altogether. This isn't pain tolerance, this isn't the ability to push through pain, you are simply able to turn off your ability to sense pain altogether.

Ayiyiyiyi!!! (200 CP): You possess improbable throwing skills and eye for trajectories. We're talking about the sort of skills that, assuming your sword skills are up to snuff, you could aim cutting off an ally's chainsaw hand so that it launched the chainsaw into an enemy's head, or if you had a weapon that would ricochet you could send it bouncing improbably between hard surfaces hitting a dozen men in their helmets (some twice) and back to your hand at the end.

Experience Has Taught Me to Plan Ahead (400 CP): You have an excellent mind for plans. You're not Batman, but you're probably inspired by him, and have something of the same sort of mind for planning solutions for problems. While you've generally got a good tactical mind, able to recognize those factors you do need to plan around and for, you're especially good at contingency plans. Contingency plans just seem to slip into your mind almost as if by instinct, even if they're just little ones like realizing during a fight that slipping some tracking devices onto the undead you're fighting will probably be worth the potential loss of the devices later on.

Infiltrate is a Dangerous Word (400 CP): But it's one that describes things you're excellent at. This includes the skills needed to break and enter, pick locks, and the acrobatic and athletic skills necessary for a cat burglar and 'second story' (or higher) work. Of course not every part of infiltration is physically getting in (or out) of places. You have a keen eye for the means of ingress and egress in any situation, and a natural

talent for reconnaissance. And we did mean infiltration, this comes with some basic acting and disguise capabilities; you're not going to instantly change your face, but you know how to dress in a janitor's outfit and convincingly act like you belong as a janitor. Sometimes infiltration requires you simply to hide, though, so you've got a talent for identifying potential hiding spots, moving from one to another unseen, and quietly. And of course infiltrating is often useless if you leave signs all over the place so you know how to minimize the evidence of your entry, and cover your tracks. Finally you're skilled at such things as picking pockets, escape artist tricks and techniques, and picking locks. You could be mistaken for a king of thieves or super spy, at least if you have the charms and wits to go with it.

Crossovers Galore (600 CP): There are a lot of crossovers in these comics ranging from iconic mash-up like Freddy vs Jason vs Ash to the just sort of silly like KISS, and even crossovers with other comic lines such as Marvel's Marvel Zombies, Devil Due Publishing's Hack and Slash, and IDW's Danger Girl. Now this won't stop at just this world. In this jump and future jumps you'll find that pieces and fragments of other worlds seem to bleed in. Maybe it's just stumbling onto them through an (expanded) local multiverse, or maybe it's just elements from them that had always been there. These won't ever represent a substantial increase in the power available in the world, or the danger, being things roughly capped at the level of powers and abilities of the setting you jumped to. These crossover elements will primarily be things that are thematically similar to the setting you're entering - such as encountering horror movie killers in a setting continuing the story of a horror movie survivor or a girl who hunts slasher killers in said setting - or which shared design team elements - such as encountering other characters played by the main star - with public domain elements also being common.

While the details of what things are crossed over, or the exact means of how, are not under your control, you can choose whether to activate this perk at the start of each jump, and you have some influence. This isn't enough to precisely control, but you could push for one aspect or another - such as having more crossovers with horror killers and monsters and less with Sam Raimi productions or vice versa.

KISSed by Rock (600 CP): You may not have been gifted power by the Devourer, but you do possess the magical power of rock and roll. You are able to draw forth magical power from rocking out especially with fans listening. The more deeply you get into a rock star stage persona, the more of a performance you make, and the more fans listen - especially in person - and more thoroughly they enjoy and allow themselves to be swept up in the performance the more magical power you can generate this way. On its own this magic mostly just allows you to empower said fans and yourself making them faster,

stronger, and more resilient, though it can be channeled into energy blasts. Alternatively you may use this energy to bolster other forms of magical or spiritual energy you possess. Through the use of this power 4 stars like KISS could through regular performances and tours play stopgap holding back the powers of darkness for years until the coming of the Chosen One, while a veritable legend such as Elvis Presley could survive being in a plane that crashed and then exploded unharmed, and fight on a level to equal the Chosen One all without actually juicing up from a performance, and even years into old age and obscurity after the man he swapped lives with died he could still put up a decent fight against a mummy or the Chosen One from the fumes of his musical legend. With the magic you could mix with this and empower with this, what will you bring to the table?

This also comes with the musical skill and talent needed to be a successful rock star. This won't make you an equal to the King, but you could rock out with KISS without embarrassing yourself.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Mummy Wrappings (100 CP): This is a set of linen bandages like one would see wrapping around a mummy, albeit not a wholly complete set as they will not entirely cocoon you when you wear them. They are capable of animation, wrapping you up on command when you want to wear them, or launching from your limbs like linen tentacles to wrap around and grasp objects or creatures. They are capable of stretching somewhat, lashing out tens of feet from you, and tangling limbs, though they cannot completely wrap up a human, merely grasping arms or legs. They are sturdier than you'd expect for their aged and half-rotten appearance, able to resist the full strength of ordinary people, and resistant to being cut with a knife or even a sword, though if taunt a good swing with the latter could do it in one, and a chainsaw will make short work of them.

Postal Vest (100 CP): This vest is made to be worn under normal clothing. It comes with a small armory of weapons attached to it, throwing knives, guns, and small grenades, all of which are strangely undetectable as long as something is worn over it, even though they really should make bulges. This will even apply to weapons not originally packaged with the vest as long as they're not too large; it won't hide rifles or an arming sword, but a small axe, a short sword, or a large machine pistol can be concealed with it.

S-Mart (200/400 CP): You are now the proud manager of an S-Mart. Or if you'd prefer you can be an employee. Or just a frequent customer. The important thing is that they don't mind you using a special employee discount. As long as you don't really abuse it, you can shoplift all you want. Taking enough groceries to feed yourself would be fine, or taking a luxury good here and there, but if you just start taking carts and carts of things they'll start to object. A thousand dollars a week is probably the limit, unless there's some clear and pressing emergency. When there's a clear and pressing emergency things get a little more lax. The sporting goods section is also very well stocked with weapons, including occasional pieces of military hardware. You won't find tanks or anything, but you might find a bazooka, anti-materiel rifle, or ground-to-air missile launcher.

For the higher price this is no ordinary S-Mart. Instead it's a twisted version ran by demons, similar to that which Ash accidentally created when he introduced the concept of a superstore into ancient Greece. Yours though won't be spawning armies of the evil dead to attack the world, instead it will serve as an interdimensional superstore, getting common goods from the current and past jumps, the sort of things that you could purchase normally and relatively cheaply in those settings; what you would expect to be able to purchase at a common superstore. Occasionally it will also get in some rarer goods, nothing truly unique but stuff you'd be surprised to see in a store, or at least a store that specializes in cheap products.

Herbert West's Perfected Formula (300/600 CP): After some study of the Necronomicon, Herbert West was able to 'perfect' his reanimation solution. That perfected version is what you have here. It works without mental degradation or physical mutation, and in fact grants the injected regenerative capabilities, allowing an injected corpse to instantly regrow their exploded head with all memories intact. Unfortunately it seems not to have the persistence of his original formula. While injecting it into a fleshy corpse will cause resurrection, and in a living creature it possesses great regenerative capabilities able to fix most causes of death instantly, this regenerative effect is not permanent, and those injected will still be able to die normally once it has run its course; they will not, like with his 'imperfect' formula be able to persist as headless corpses indefinitely.

You get enough formula for 10 uses on a human sized corpse that is missing a significant portion (like the head). Smaller or larger individuals may need different doses, and regenerating an entire body from a head will take more than just regenerating a head (which will take more than just reviving someone who died of cardiac arrest). The formula also, perhaps due to its incorporation of magic, seems to not work to clone individuals.

For the higher price, you now possess the formula running through tubes that have been installed on and into your arms. This will continually supply you with the formula as long as your body is intact. Eventually it will still run out, but the quantity inside seems to be more than a mere 10 doses, closer to 100, though if you try to take it out it will take 1/10th of its maximum capacity to remove a single dose for use on another individual. Still it'll keep you alive, through providing near instant regeneration, as long as you don't get blown away completely or ripped apart too many times.

Necro-comic-con (300 CP): Made by a mad comic book artist during the indie comics boom, and inked in human blood, this book contains images based upon the

Necronomicon ex Mortis and even spells drawn from the book itself. The comic lacks the same level of power as the original tome, but it is still a potent tool. It grants the one who wields it the power of levitation, ability to fire blasts of energy which can send people flying, and to call forth deadites to possess those around you who are more vulnerable to possession. Normally the comic would possess its user first and most thoroughly, but you seem to be immune to this effect and able to wield the comic book safely. Besides these spells that it provides, the comic is a source of magical power and can amplify your existing magic; it's not to the level of the Necronomicon ex Mortis proper, but it is a useful tool for any would be mage.

Obscure Acronym (600 CP): You are now the director of your own organization dedicated to the containment of the supernatural similar to the Supernatural Military Adjacent Response Team (or S.M.A.R.T.) from Ash vs the Army of Darkness, or T.A.R.D. from volume 2. You can choose to have it be government recognized, or completely off-the-books and serving only your own ends, but regardless of the choice you are in charge of a paramilitary organization which studies the supernatural and countermeasures with which to contain or neutralize it.

Promised One Items

Boomstick (100 CP): Your very own shotgun. It packs a real punch too, able to blast holes straight through people, and just in general having more stopping power than normal for a shotgun. For some reason the shots stop before damaging things behind your targets. It also seems to hold more shots than it really should, and you always seem to be able to find a round or two in your pocket when you need to reload… not that it'll just have one or two shots in it after you put one or two in. As an added benefit the ammunition includes small amounts of silver mixed into the buckshot, just in case of werewolves.

Sapmaster 3000 (200 CP): With titanium casing, diamond tipped chain, and electric trigger this is the finest chainsaw available for purchase at S-Mart locations. This chainsaw never runs out of fuel, and when it's on it is capable of cutting down trees in a single quick swing, chopping through demon possessed corpses like a hot knife through butter, or even cutting through well made swords. It also can easily be slid over the stump of an arm or leg that has had its hand/foot cut off, or just slid over your hand allowing you to wield it almost like it was a part of your body. If you had other limbs, like tentacles, you might be able to attach it to one of them too.

Battlewagon (400 CP): This is a frankensteined together car complete with spikes on its sides and front, a flamethrower built into the engine, submachine gun mounted on the top, and super thrusters for a massive acceleration boost. The massive engine block that reaches outside of the hood somehow doesn't interfere with your field of vision while driving, or when aiming the flamethrower built into it. Despite being a ramshackled together vehicle made of scrap it's surprisingly tough and durable, while not the equal to a heavily armored tank, it does seem to resist blows as if it did have some armored plating - not that it's weighed down by this non-existent armor - and generally comes out better from crashes or being attacked than it should.

In addition to maintaining, repairing, and refueling itself over time when not in use, it comes with a weirdness censor that somehow makes people treat it like a street legal civilian car until you demonstrate why they shouldn't.

The Gauntlet (200/600 CP): A fully functional mechanical prosthetic hand made from a medieval gauntlet. This metal hand prosthetic possesses an extremely powerful grip, capable of crushing metal mugs. The hand is capable of detaching from the base, either as a rocket fist (which somehow can return itself), with a built in cord to use as a grappling hook, or just so you can attach man-portable weapons to the base that attaches directly to

the stump. This base can accept most weapons intended to be carried and wielded by a person, allowing you to use them as if they had replaced your hand. This prosthetic can also launch individual fingers as projectile bludgeons.

For the higher price (discounted for Promised Ones) this prosthesis has some additional advantages. For the first it now integrates the technology of the future tech hand which Ash briefly used during *Shop Till You Drop Dead*. This means each finger possesses an integrated weapon: one fires explosive shells, one is a flame projector, one can fire lasers capable of slicing through deadites, one can project blasts of force capable of blasting them into pieces, and the thumb contains a nuclear powered nose hair trimmer.

In addition to these technological improvements, this higher price option automatically scales to your body. The grip strength will now always be several times stronger than your own, the hardness of the gauntlet will always be harder than your own hand, the durability and resistance will be several times greater than your own body's, and the rocket fist function will always hit harder than your own punching force. The prosthetic will also count as part of your body, adapting to your perks or body as if it was your own hand, and allowing you to use powers through it as if it was part of your own body, even as far as carrying over tactile sensation and kinesthetic ones.

Ally Items

Duct Tape (100 CP): You never know when you're going to need it. You possess a self replenishing roll of duct tape. This duct tape is particularly good at being used as an impromptu bandage, and doesn't seem to take up space in bags, or have weight.

Boat (200 CP): This boat is large enough for a small team of heroes (8 would have a decent amount of room though they'd have to share cabins) to sail around the world on, while still small enough to be manned by a single individual if needed. It possesses a safe room capable of locking werewolves, or the Hell's Preacher who is stronger than a werewolf, up in; it could even hold a great winged one if it needed to. The boat is a fair bit quicker than it should be, shaving a day or two off of the time it'd take to cross the Atlantic. This boat maintains, repairs, and refuels itself when not under power.

Sanctified Ground (400 CP): This is a sanctified structure of decent size; maybe it's a cathedral, or a buddhist monastery. The exact makeup of its physical structure, or what religion it is affiliated with is less important than that it is sanctified. Due to this sanctity, evil forces have difficulty entering it; lower level deadites and supernatural forces of evil - such as standard vampires - cannot enter it, and even the stronger individuals, such as Dracula, are significantly weakened when on it. It's possible to de-sanctify this ground, shedding innocent blood in violence can do it, though a supernatural evil doing so doesn't do so to the same extent, but if the monastery was attacked and massacred it'd do it unfortunately, Other sinful acts can do so as well. Even so the structure, as long as it is repaired, cleaned up, and maintained will automatically re-sanctify itself within a few days to months at the longest.

Crucifixion Spike (600 CP): The coin by which Jesus paid his penance, this is a metal spike - about the size of a dagger (blade and hilt) and apparently wielded like one - which was thrust into his body during the crucifixion and which is still flecked with the blood of the lamb. Due to its connection with the sacrifice of the messiah, this is a weapon of utmost holiness, the smallest touch of it enough to annihilate common vampires and deadites in a blaze of holy fire. Beyond its ability to annihilate lesser evil forces, it is a potent weapon against greater evil as well, capable of doing increased harm to them, and a good blow from it could even kill a vampire like Dracula himself who can resist holy objects and the sun even after his going through a dark ritual which had further empowered him to immortality beyond mere undeath. Even against beings not empowered by the forces of supernatural evil the wounds it inflicts resist supernatural healing and it can kill immortal creatures.

Do be careful not to let it fall into the hands of the forces of darkness, though. It is a potent holy artifact, but it is possible to use it with dark rituals from the Necronomicon to empower dark entities with greater resilience and immortality. They still won't be beyond its ability to kill them, but it could render a vampire immune to all harm short of an artifact of its caliber.

Evil Items

Gang Wear (100 CP): This is a mostly mundane outfit which seems to be geared towards creating an intimidating look, with some sort of theme so that it is easy for others to match it. The outfit comes with some accessory that seems to stand out in the mind of those who view it as distinctive and identifying the wearer as unique or more important than others who are similarly attired. If lost or damaged the outfit and/or accessory will be restored to you in pristine condition within 24 hours.

If purchased by jumper, and not a companion, it comes with 8 matching outfits which do not possess this distinctive accessory, though they do still automatically restore themselves.

Fast Food Restaurant (200 CP): This is a fast food joint specializing in hot dogs. It comes with a cult to man it, running it on their own. It has a subbasement deep beneath the basement with medieval torture implements and an evil ritual chamber, and probably somewhere the meat grinder where they make the meat for their hot dogs. See the food it serves is not made of pork, or beef, but by grinding up tiny mirror demons, miniature demonic doppelgangers. This tainted meat works to slowly prime those that consume it to be possessed by demons on your command.

Queen Anne's Revenge (400 CP): The feared vessel of Edward Teach, better known as Blackbeard. Cursed by the Evil, Blackbeard and his crew persist to this day as a crew of deadite pirates. Normally they'd be consigned to Hell unless freed by the shedding of the proper blood, at the proper place, at the proper time, but now they seem to be free to follow you. This is an age of sail pirate ship, crewed by a crew of the dead which will never tire, never need to eat, or sleep, or drink, and which cannot be killed short of severe structural damage. Similarly the ship seems to continue to function fine through rather more severe damage than one would expect, even staying afloat with a decent bit more water in it than you'd think. It doesn't seem to need powder for its cannons, which can shoot explosive skulls instead of normal shot if the cannonballs ever run out. The ship comes complete with a deadite Edward Teach as its captain, though with your new possession of it he seems to have been demoted to your second, and he, along with the crew, count as followers as long as you don't import them as companions, though unless imported as companions the curse which binds them to life as the undead also binds them to the ship. The captain, Blackbeard if you're not onboard, can also weaponize the demonic energies of the ship, producing a charge of hellish electricity sufficient to fry a human body and leave them a new, possessed corpse for the hellish crew. Unfortunately this takes some time to recharge.

If you ever have need of the ship you can summon it by shedding your blood in the water. Even if the ship - and its crew - were destroyed this will call them back forth from Hell once more, though you do have to wait 1 month before doing so. As a ghost ship the ship is less affected by inclement weather than it should be, and a good deal faster as well, able to keep up with modern vessels and even surpass them in speed, shaving a day or two off of a transatlantic journey compared to what would normally be expected.

Mirror Dimension (600 CP): This is a parallel hellish dimension. Filled with demonic spirits which take the form of various monsters within, the dimension can only touch upon reality through reflective surfaces, typically mirrors. The dimension seems to contain most mirrors in normal reality, though it may not be all, and seems to be somewhat smaller and closer together than Earth, or maybe you just seem to find the mirrors you're looking for more easily than you'd expect, almost as if such portals are guided to the seeker. It is possible to view reality through these mirrors, and should the mirror be in a place of evil power, such as an abandoned building where great evil has happened, or a building that has been used for profane rituals, it is possible for the inhabitants of this realm to enter the world of the living by reaching out of their mirror and pulling in a mortal, replacing them with a higher end than most deadite; you can also enter and leave the mirror dimension through mirrors in such places. Any property you have purchased with CP, or which is suffused with your power or spiritual energy will also count as available for this purpose.

The deadite spirits that populate this dimension recognize you as their leader. They may not like it, and may not always be the most loyal, but you can de-authorize their ability to enter or leave it, and they recognize you as having some form of authority over them so will typically follow along with what you say barring direct mistreatment or suicidal orders. This even goes so far as accepting you designating the souls of certain individuals pulled into this dimension as not to be touched, to be fast tracked for digestion, or tormented and broken slowly.

The dimension itself reflects the amalgamation of its demonic inhabitants, though will often twist to reflect souls that have only recently finished being digested - such as becoming a twisted version of Wonderland upon the digestion of Lewis Caroll's soul.

Crossover Items

Jumper vs the Army of Darkness (100 CP): This is a series of comic books based on you and your adventures. Each jump you've gone to, or go to in the future, will get at least its own miniseries depicting your adventures in it. The accuracy of these comics may vary.

Chakram (200 CP): This is a throwing weapon in the form of a circular blade with a handle in the center of it. Made of a divine metal it is nearly unbreakable, and harder than modern alloys, potentially able to shatter steel weapons, and you will find it strangely easy to ricochet it when you throw it, almost seeming to have a mental control over whether it cleaves into or through surfaces, or bounces off of sufficiently hard (such as wooden posts, stone, or metal) ones.

Artificial Skin Vat (400 CP): This is a vat of chemicals connected to a computer. The computer possesses programs to design masks or even full body suits from photographs, videos, or images from the chemicals in the vat. The chemicals can be changed into realistic synthetic skin based on the designs of the computer, allowing for the nearly flawless recreation of individuals' appearances, with a realistic fleshy substance which is nearly indistinguishable from skin. This synthetic skin is degraded by light, however, and lasts only 99 minutes in direct sunlight; less intense light will break it down slower.

Ankh Amulet (600 CP): This amulet in the shape of a golden ankh about the size of a hand, is made to be worn around the neck. When worn it protects the wearer against black magic. It is able to protect its wearer from even the magic of the Necronomicon, keeping black magic from taking root on the wearer. It isn't as good for things like energy blasts, but will protect its wearer from death spells, curses, hexes, magical mind control, and possession even from potent, cosmic forces of primeval evil. It's best as a preventative, but can be used as a suppressant as well, ending such curses, magical mind control, and demonic possession on someone already under their influence while worn, though they'll still be there when it is removed. The amulet can't bring back someone turned into an undead deadite, they're already dead, but could free their soul from the demonic influence so that they were in the driver's seat again at least while worn, and wouldn't even disable the part that is keeping them animated.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50 CP): For every 50 CP you pay you may recruit 1 canon character from the comics other than the Necronomicon or one from a crossover.

Crossover (100 CP): For every 100 CP you pay you may recruit 1 character who crossovered with Ash. This can include characters from Dynamite's Prophecy and Die!namite events, or Freddy vs Jason vs Ash, as well as those which appeared in their various Army of Darkness series proper.

KISS (200 CP): Perhaps you'd like to recruit all of KISS. If you'd like you can recruit the 4 man rock band empowered by the Destroyer for a single payment of 200 CP and they may share a recruitment slot.

The Protectors (200 CP): By paying 200 CP you are able to recruit all of the surviving protectors who form the League of Light. This does not include Ash, but it does include Aron the fallen angel who acts as a replacement for the dead protector of Asia, and if you save their life the Chupacrabra. As a reminder the other members are an American werewolf (who lives in London due to difficulties with the US government), a Greek necromancer, an Australian rainbow serpent, an African pyrokinetic, and a comic book scientist who is currently protecting the Earth from alien invasion in Antarctica. At your option they may share a companion slot.

Marvel Zombie (200 CP/400 CP): You may recruit someone who showed up on Earth-2149 or Earth-91126. You may choose whether to recruit them pre-zombie outbreak, as a zombie, or even as a zombie which has (mostly) conquered its hunger (do try not to feed them human flesh as that is shown to trigger it once more). Optionally you may recruit them as a werewolf version instead. Characters below the (general) level of Thor, the Sentry, or a herald of Galactus cost 200 CP, Characters on that (general) level or above, including Galacti, cost 400 CP.

Necronomicon (500 CP): The Necronomicon. It's evil. It's sapient. It talks. It plots. And oddly enough it has taken a liking to you, or well this copy of it has. This is a copy of the Necronomicon which possesses all of its powers and abilities, but has a fondness for you. It's still evil, mind you, but it likes you in its own, evil way. Besides being an evil grimoire with mastery over all supernaturally animated undead, it seems to hold power of its own, capable of bolstering the magic of a sorcerer who knows enough to use it safely and warping reality. Its pages also tell the future. Can open time portals, can fly, can breathe fire and bite people.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity? (Toggle): Volume 1, 2, and 3 share a continuity with each other and at least some of the crossovers. Though given the sheer amount of temporal shenanigans and re-writing of the past which happens it gets convoluted and many end with elements of themselves undone. However if you'd prefer you can arrive in Volume 4 (Ash and the Army of Darkness, Ash Gets Hitched, and Ash in Space) or in the continuity of the mini-series Ash vs the Army of Darkness or another miniseries which does not share continuity with Volumes 1-3 instead. You may also choose which of the side stories, and crossovers are canon, though if you choose the main continuity Army of Darkness vs Reanimator & Ash vs Dracula (both of which are part of Volume 1's numbering), Marvel Zombies vs Army of Darkness, and the first two Xena crossovers are automatically included as they are directly interwoven into events between volumes (with Marvel Zombies covering the space between Vol 1 and 2 and the Wiseman arriving into the present during the Xena crossovers and still being there at the start of vol 3).

Continuity Continuance (Toggle): It's possible you've visited Ash's world before either through the Evil Dead films, a jump dealing with another Dynamite comic series, or Freddy vs Jason vs Ash. If so you may choose to have your previous time(s) here be canon up to the point of your start time. However no matter what happened to it at the end normally, the Necronomicon will be free and active in the world once more.

Start Time (Toggle): If you'd prefer to start sometime later than the beginning of Volume 1, you may choose to start at the beginning of any volume. You can also choose to start at the beginning of Furious Road (listed by Wikipedia as Vol 5), another mini-series outside of the main series numbering, or at the start of Shop Till You Drop Dead (if you'd like to avoid the first bit of temporal re-writing).

I Hate Magic (+100 CP): Maybe that's why you suck at it. Oh you can still in theory use it, but any magic or magical abilities you use has an unfortunate tendency to go wrong somehow. And don't ever expect to get magic words right on the first try. Maybe it'd just be best to not use magic at all.

Iggy (+100 CP): You reek of lameness and uncool, especially in romance. You can still make friends, but expect people to view you as the lame one no matter what you do, and to run into difficulties in love as people just don't seem that interested in you.

Mutant (+100 CP): You got real ugly. Maybe you're a deadite who can't turn off its mutated demon face. Maybe you're a mutant like those in a bad, Necronomicon ruled future. Whatever you are your appearance is repulsive and twisted, and people will notice. This doesn't shut down your ability to enter alt-forms, or even change your form, but this repulsive appearance applies to any form you take on, always being a hideously mutated version of the form you were trying to assume.

Old Soul (+100 CP): You're old. This comes with all the normal infirmities of age; you will be slower, weaker, tire more easily, prone to lapses in memory, and so forth. You still possess your powers, but your superstrength, and similar, will be reduced from the prime of life to that of old age.

Thy Thous and Thees (+100 CP): Thy tongue has a strange malady. Thy find thouself speaking in an oddly stilted form of English (or whatever other languages thy speak) in which thee speaks not in the modern parlance which is pleasing and simple to the ear, but in a form of ye olde English (or whatever other language thou are speaking) which never truly existed except to easily demonstrate that thou are not of the modern era but from the time of yore. Can be another equally annoying and frustrating to try and understand verbal tic or accent.

Where is the Challenge (+100 CP): Like Evil Ash Prime, if you are left without a worthy challenge you will find the pleasures in life all quickly fading; fine wine will taste sour, sex will become boring, and even the most creative and inventive tortures and deaths you can inflict nothing more than tiresome. If you're less evil you'll still find those things you'd normally take pleasure in becoming bland and ennui growing. The only way to prevent this is to have a real chance of setback and the adrenaline of having to face something that could put an end to your plans.

Apocalypsed (+100/+200/+300 CP): Instead of starting at the end of Army of Darkness, or after Ash has reset one of the bad end timeline, you will find your time in this jump starting once things have crossed the point of no return to going bad; Evil Ash prime, or the Hell Preacher as Ash has taken over the world, demons roam the street, humanity is mutated and you can expect post apocalyptic, Mad Max-esque tribes.

For 200 CP you're instead in the Die!Namite continuity at the start of Die!Namite Lives. The dead no longer stay dead but revive as highly contagious murderous zombies. Red Sonja was turned into the champion of Mistress Hel and then killed her. The zombie plague has already begun and spread intercontinentally, as Project Superpowers, superheroes from WWII, were turned early on and have been spreading it ever since. The

zombies can sometimes even survive dismemberment, some retain intelligence, their juices are highly contagious, able to infect people with projectile vomiting, and anyone who dies comes back as a zombie. This zombie plague isn't started by the Necronomicon and is controlled by a force even stronger than it.

For 300 CP you're now in the Marvel multiverse… good luck with that. Oh, also, zombified superheroes from Marvel have arrived in this world and begun spreading the Hunger Plague. As an extraterrestrial virus they are beyond the Necronomicon's power to control or influence, and Quicksilver has already spread the plague into a pandemic. More zombified Marvel superheroes will continually appear, including at some point the Galacti, or zombified metahumans that ate Galactus and now possess the power cosmic. Good news is that unlike Die!Namite Lives the zombies need a part of their brain (though not all of it), and not everyone who dies becomes a zombie, the bad news is they're all intelligent and they're a lot more powerful than Red Sonja and Project Superpower.

If taken at any level, you will find that the Necronomicon and forces behind the apocalypse are against you; if you purchased the Necronomicon as a companion it will be a lesser copy reduced in power until you are able to fx this problem. You will also be unable to travel back in time to before your starting time in the jump; Ash's one size fits all solution to the apocalypse is not yours.

If you want you can combine multiple levels as long as it does not make it less dangerous or difficult for you. This won't give you extra CP.

It Doesn't Pay to Get too… Attached (+200 CP): Ash might say this, but he finds friends and allies almost everywhere he goes, not so much you. You're now a lone wolf. Your can still pay to import your companions if you want to give them CP, but your companions, followers, pets, AIs, and other intelligent things that you'd normally bring with you will not appear during this jump. You will also have difficulty forming close relationships with others during this jump, or in working with them.

Mark of Chaos (+200 CP): You have been marked as a magnet for all sorts of supernatural darkness and trouble. Something about you seems to cause dark supernatural forces to come to you with the desire to cause you suffering and pain. This is especially prevalent in the form of the Necronomicon and the Evil it represents.

Mini-Jumper (+200 CP): You're tiny. Like one of the oft-reappearing mini-Ashes you're on the same general scale as a fairy or an action figure. All your physical abilities are similarly reduced, your super strength scaled down, your energy blasts as well, and so forth.

Paranoia and Severe Hallucinations (+200 CP): You have psychotic attacks in which you believe everyone is out to get you, as well as hallucinations in which you see the world transformed into Hell on Earth or people as deadite demons. This might not be too bad but given the world you're liable to encounter actual deadite demons and telling when you're just hallucinating someone is one and when they're really coming for you is going to be hard. These hallucinations cover all senses you may have, even paranormal ones.

Time Portals (+200 CP): These weird wormhole-like portals have a way of finding you. When they do they'll suck you through. It's a rough ride taking one, the sort of thing you never quite get used to and a rather unpleasant experience, and at the end you'll find yourself in another time and place, sometimes even an entirely different reality. And if you want to get home you'll always have to complete a quest.

Friendly Neighborhood Knucklehead (+300 CP): You are a screw up with a tendency to mess things up. Forgetting the proper words, trying to shoot your way into a potential ally's base because it's faster than the red tape, and just in general you have a tendency to make asinine mistakes. This also ensures that while you can sort of succeed, you always seem to mess up in some way that leaves your victory incomplete. Expect no flawless victories. Expect no endings that are 100% happy. And some element of your opposition will always survive to come back and haunt you later. You can still mostly succeed despite your new tendency to make dumb mistakes, but you will never truly end the war during your time here no matter how powerful you may be.

Jumper vs Jumper (+300 CP): You have this problematic tendency to end up having to fight yourself. Sometimes this may literally be your past self, sometimes evil demonic clones, other times just doppelgangers. One way or another, though, you just keep finding yourself fighting someone who could pass as you. Good luck with that.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Continuity is a mess. Like it's a mess. Actually so are the rights to the series each films' rights are in somewhat different hands, there's a reason *The Evil Dead 2* had to reframe the story of the first without anyone but Ash and Linda and Ash vs Evil Dead was unable to directly reference *Army of Darkness*. *The Evil Dead 2* actually has its own comic line which is totally unrelated. And that's before getting into crossovers and how they have to be danced around in the comics because of rights issues. Then there's various side stories which may or may not share a continuity and many of which seem to be written with no care as to whether they will or not, and a whole lot of time travel.

Deadites are sometimes implied to have some sort of hive mind or a state where what one knows they all know. But they also keep secrets from each other and have to deliver messages. It seems more that they are able to share information with each other from their place in whatever Hell dimension they normally reside in, and 'killing' them just sends them back there. It was not included as a deadite power for the deadite perk since that would count as death for you, and even that is inconsistent through the series.

Despite its name, American Werewolf mixes multiple of the werewolves in the series.

Unwritten One is a bit of a cheat putting it on the Ally tree. The character it's based on only arguably falls into the background - albeit it is the one of the 4 which best fits him - but I didn't want to put just 1 random member of the Protectors super power there (the one's psychological resilience is fine, but 1 of the 7 (or well 5 as one of the 7 is dead and replaced with an angel and 1 dies off-screen before being recruited) powers and not the others would have been weird), and it is something that characters who unquestionably fit into the Ally background helped in, and really the Ally tree is just other important people and he definitely falls into that.

Hell's Prophet doesn't give you the full strength of the Hell's Prophet in the Chosen One's body, but combined with Deadite should give you approximately the power of the Prophet in someone else's body. So you won't be throwing around (fallen) angels as a god of darkness made flesh, though you're still a good step above an ordinary deadite.

I had to make up half the rules for the perfected reanimation solution. Future West's guards, one of which had been injected with it, were still mortal and killable so I went with it not working long term. We end with Future West being attacked by deadites, and they were being treated as a real threat to him, we don't see him die… and he's unlikely

to come back (as that future was averted) but given the injected guard apparently died I had to assume he could die there too even if he had regenerated an arm and his head… he did after all have cyborg arms that injected him continuously. The cloning bit actually comes from this later, as his fleshy hand and fleshy shoulder grew back together after the cyborg arm that connected them was destroyed, and the hand didn't start to grow a Herbert West 2.

The prosthetic hand combines all of Ash's mechanical hands into one except the one scene where he used one of Doctor Doom's Doombot's gauntlets (doombot gauntlets are very variable in power and the higher showings are way beyond the normal power level of the jump) and the Hand of Shiva (implied to be super duper powerful, but we don't really get to see it work). I would have liked to include the hand of Shiva, it looked awesome, but the one attempt to use it saw the user killed before they could and was in an attempted awesome, dying last stand so how it works is completely unknown so I settled for just the composite of his tech hands with super weaponry. It's really the 600 CP item for the background, but I did feel I should give a version that didn't include the super tech since he only had it so briefly.

The crucifixion spike's ability to prevent supernatural healing and kill immortals comes not actually from what it was shown to do in the comic (or in the Eva: Daughter of the Dragon one shot that spun off from it) but because holy weapons could do so to angels in the setting.

You're in effect the king/leader of the mirror dimension deadites if you purchase it, but they are not unthinking automatons that exist only to obey.

Changelog:

Version 1.0.0: Released.