

Zombie Waves Jump
v1.0
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In the post-apocalyptic wasteland, there's only one guarantee. Somewhere, somehow, zombies are waiting. Even if it doesn't make sense. Especially if it doesn't make sense.

Welcome to the world of Zombie Waves. In this odd post-apocalyptic wasteland, humans are rare, and the only thing more plentiful than the zombies are the microtransactions. Yet somehow life finds a way.

Across the wasteland, various heroes have taken arms, gathered allies, and started to try and push back against the apocalypse and the dreadful zombies that have endured until now. This is a world rife with zombies; even animals aren't safe from infection, and it also is also filled with handsome, hunky heroes, sexy supports, and opportunity for those brave enough, or perhaps rich enough, to take up arms.

Will you take up arms and save the world? Or are you not a hero, or even their pal, but one of the dead-eyed shambling corpses seeking to snuff out the last remnants of life across the planet? Regardless of your chosen path there are opportunities to be seized in this world. Enjoy the next decade in the zombie apocalypse, dear jumper, it'll certainly be an experience.

Take **1000 Zombies Points** to fund your adventures.

Author's Note: This is a jump for the Zombie Waves. Zombie Waves is perhaps best described as a roguelike with bullet-heaven traits and is a mobile game that is available for free on Google Play and the App Store by Fun Formula. It is one of those games with the ads that are wildly different from the actual game.

Starting Location
Your origin determines your starting location.

Handsome hunky heroes start their adventures with a gun (or other weapon of their choice) in hand in a metropolitan park. Zombies can be heard in the distance. Sexy supports start on a poorly maintained but still functional base. Zombies start within walking distance of a metropolitan park and can hear heroic shenanigans occurring just around the corner.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old. The post-apocalypse is no place for children after all.

Origins
All origins are drop-in friendly. If you take the zombie origin whatever form you designate as your zombie form becomes an alt-form in future jumps. All perks and items work fine for anyone of any gender, any text that suggests or infers otherwise is nothing more than flavor text.

Handsome Hunky Hero [Free]
Ah, a protagonist. Hey I'm not knocking it, every story needs one. You're a hero or heroine with a chiseled physique and a trigger happy finger, as well as something every zombie apocalypse protagonist needs; a gun and infinite ammo. You might be starting off alone but you have an uncanny luck when it comes to finding others lucky and hardy enough to have endured the fall of mankind.

Sexy Support [Free]
Oh hey, are you the love interest? You're not? Well at least you're attractive enough to be used on cover art to help entice people who are interested in this premise but not yet sold on it. You're the support; not quite a protagonist but both sexy and smart. No one endures the apocalypse forever if they're alone and you have a pleasant breadth of skills that can help the hunky heroes murderhobing their way across the wasteland. If you get help you'll prove to be invaluable to those who aided you.

Zombie [Free]
And then there's these creatures. An unclear amount of time ago a violent outbreak of zombies occurred and they spread across the world. There are so many zombies, of every species, that the sheer number of people who once populated this planet must be mindblowing. Zombies come in a staggering variety, from regular slow walking zombies to animals that have been infected with the virus and have subsequently been mutated by it, to even humans who have radically transformed in the wake of becoming zombies; becoming massive monstrosities with physiques well beyond those of Olympic athletes in specific areas. Perhaps the worst of all is that creatures infected with whatever causes someone to transform into a monster have an ability to ignore each other and a desire to

either infect others or consume them so sharp that they can seem to work together at times if it means finding fresh meat though this does not seem to be true coordination.

As a zombie you have an untiring physique, a range of mutations that are beneficial to you, and have a frightening level of durability. The rare few living humans and uninfected animals still roaming the ruins of humanity will learn to fear you or they will join you.

Perks

Origins get their 100ZP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Daily Sign-In Bonus [Free for this Jump, 50 ZP to keep]
Consistency is key! This is a curious thing, a "System" of sorts that you can access whenever you close your eyes that encourages you to "Sign In" every day and offers small but real rewards when you do. What this system means by "Sign-In" is a little odd and is keyed to the jump you're in as well as your origin.

For you to "Sign In," you must go out and do something keyed to the jump and the origin you've chosen. In this jump, if you are a handsome, hunky hero you need to go out and look for zombies to fight, people to help, or the like, for you to sign-in. If you're a sexy support, you need to go and do some organizing, maintain some machines, make some notes on a project, or the like for you to sign in. Zombies can sign in after joining their fellow zombies, wander the wasteland, and/or somehow make things a little worse for the living such as by destroying something a living person or animal could use.

The rewards you get for doing this are keyed to your current jump and will always be handy. The longer you go without breaking a streak of signing in, the better the rewards you get, and it's possible to get really amazing rewards for signing in if you maintain a streak of consecutive sign-ins. You can learn what you'll earn if you sign in by closing your eyes and tapping into the system.

Mission Machine [Free for this Jump, 50 ZP to keep]
If you want to save the world, or doom it (Hey, we don't judge), you're gonna have to be organized about it. This perk helps with that. This gives you a slate of missions, half of which change daily and half of which change weekly, though if you complete a full slate of missions you can go ahead and request new ones early. These missions are both big and small (such as missions asking you to upgrade your weapons, or go on adventures for some time), and every two missions you complete in each category gives you an award of some sort (usually in the form of diamonds or vouchers; vouchers work in future jumps the same way they work here though unless you have a supernatural store of some kind such as the store item offered later in this doc it may be hard to cash in on the vouchers normally). In future jumps, you get missions keyed to your life and the origin you pick. Completing these missions will invariably award you some sort of currency.

Ad-Break [100 ZP]
Ads. A little workaround that microtransaction game developers put into free-to-play games to give players the illusion that the games can be played for free. With this perk whenever you attain a reward such as by finishing off a group of enemies and getting the chance to loot them or getting rewarded for completing a quest you can choose to freeze time and watch an ad. The longer the ad you watch the more whatever reward you get will be boosted. The minimum length for an ad, from your perspective, is six seconds which will give you 10% more of whatever reward you're getting (to a minimum of making a single rewarded item 10% better in every respect) to a maximum of a minute

long (which will give you a reward that is 100% better OR twice as much of a reward, whichever makes the most sense relative to a given reward). You can also use ads to speed up research or construction, viewing ads and then instantly getting as much work or making as much progress as you'd otherwise get done in an hour.

Minigame Madness [200 ZP]
One thing Zombie Waves has going for it is that there's a ton of different game modes and events that occur with striking frequency. And these different game modes are the keys to getting the various alternate resources you need if you want to progress without relying on truly endless determination and grinding or microtransactions.

As a jumper in this world you'll frequently come across seemingly silly, or occasionally very serious beats wherein your various skills will be tested in a number of ways. As a reward for engaging with these beats you'll be given plenty of valuable resources that may defy expectations, be it a new friend, special vouchers, rare weapons, unique materials for upgrading a weapon or improving your base, etc. You'll also find that you have an uncanny skill when it comes to these missions, excelling in them and thus more regularly earning the handy rewards they offer those who participate. In future jumps this increases the number of minigames and minigame-type activities you come across, as well as enhances the rewards they offer participants.

Energy System [400 ZP]
Going out into the world is tiring but there's no question that it needs to be done. After all, if you don't go out into the world, who'll make sure that other survivors get home safely, or that big dumb heroes manage to win against overwhelming odds, or even that the big dumb heroes DON'T do the improbable and triumph against hordes of mutated zombies again and again, depending on your origin?

This perk gives you an energy system. This energy system is quirky because to reflect this being real life you don't actually depend on this energy system to determine what you can do. Even if it's at zero you can still wander the wasteland, or go out hunting for zombies to gun down. What this energy system does is give you a tremendous boost to your capabilities when you tap into it. If you choose to expend some of the energy you have here, you get 12 minutes of concentrated adrenaline coursing through your system, enhancing your focus, reflexes, senses, strength, and even sharpening your mind allowing you 12 minutes of peak performance in virtually any area. Each time you tap into this font of energy you use ten of its points, and you regain a point every five minutes. You start off with 50 points, but you can overclock this initial limit and as you adventure and survive how long it takes to recharge points gradually lessens in length and the maximum energy you possess at a given time can be increased as well.

This is a capstone booster, magnifying the effects of all 600 ZP perks.

Handsome Hunky Hero

Heroic History [Free, Only Available for Handsome Hunky Heroes]
A hero has to know their stuff. And you are good at every aspect of hero-ing, even that one. You know where people have been, and when you follow in someone's footsteps, you find your work to be rewarded.

In simple terms you aren't the only hero in town. You can always tell when someone has beat you to a place and if they have you can still get rewards for making it yourself, though such rewards will usually be as little as small bundles of cash or other handy resources. And if you are the first hero to get to a place (reach a "level"), you'll get a much bigger reward, usually in the form of a unique weapon, robot, or spectacularly upgraded piece of equipment with special properties.

In future jumps, this effect extends to other endeavors such as inventing things, taking tests, and engaging in competitions. At worst, you'll get participation prizes for trying to compete!

Heroic Instinct [100 ZP | Free for Handsome Hunky Hero]
You wouldn't be much of a hero if any old zombies could catch you unawares and convert you now would you? You are strikingly speedy and agile, and you are hard to grapple. And it's not just your body that's agile, you have a keen, speedy mind.

Many foes in this world are only dangerous in the sense that they take up room and shuffle mindlessly towards living organisms to eat them. But some foes are more active than that. Some zombies are mutated enough to be capable of feats that start off as unimpressive as "Run fast" but other monsters are incredibly dangerous and can do things like breathe fire, or spray magma at their foes. Your mind is keen enough that you can notice the subtle physical cues a foe is getting ready to do something beyond walking in your direction, even if it's just charging recklessly towards you faster than usual, and you know where such special moves will end up. This means that you can predict and dodge a foe's special moves. This is sharp enough that you can use it to predict even things like gunshots and bat swings, but at first it depends on you seeing your foes. Over time you'll get even better with it, and you'll be able to use it to sense where attacks from unseen foes will end up before they happen! This even lets you detect when an enemy ambush is coming, or when unique enemies like elites, mini-bosses, and bosses are coming, giving you a few second warning in advance.

A secondary effect of this ability is that you are stellar at predicting where your enemies are heading and with this skillset you can constantly be aware of where safe spaces between foes are or will be. This means you have a skill all heroes worth their salt have: the ability to know how to get the heck out of dodge if things start to get hairy.

Heroic Skill Tree [200 ZP | Discounted for Handsome Hunky Hero]
A hero doesn't start off at peak strength right from the start of a story. No, they become stronger, cooler, better, as the story progresses. And roguelike heroes become stronger mid-fight! This is a trait you share with such heroes.

You have a remarkable ability to grow in power as you engage in longer and longer fights. Over the course of a battle defeated enemies will drop experience points in the form of green orbs (or blue symbols which afford significantly more experience than green orbs but are reserved for stronger enemies) you can pick up by moving within a small distance of them. As you accrue experience points you can level up, and at all times you know how close you are to leveling up next. Each time you level up you get to pick 1 of three different upgrades ("Traits" as they are referred to in-game) that bolster your abilities in combat, corresponding to the various trait trees that a hero naturally gains the ability to use over the course of their journey through the world of Zombie Waves. These upgrades can range from making your bullets larger (or making your punches affect a larger area, or making your sword slashes fill up more space, etc.) to inflicting unique status conditions on foes with each bullet. After combat your levels slowly disappear, and if you go a whole day without fighting anyone you drop back to level 1, however the more you select a given upgrade the stronger it becomes, with such examples being that an upgrade that gives you a shield that can tank any single hit before disappearing and needing to recharge can become a shield that can tank any two hits before disappearing and needing to recharge or that the flames of a fire-type upgrade deal more damage or even become contagious and catch anyone hostile to you close to the burning baddie on fire as well!

Heroic Looting [400 ZP | Discounted for Handsome Hunky Hero]
A really odd curiosity about this world is how zombies happen to have such awesome stuff. It sounds weird but by defeating bunches of zombies heroes in this world stumble across weapon chips, special equipment that can confer an incredible number of and variety of boons, and even stuff like robots and vouchers for stores that don't physically exist but do offer very real items. With this your heroism has a curious ability to end with you rolling in loot.

Every time you go out into the wilderness and encounter some zombies, so long as you don't die, you'll get a real material reward. Same for if you go out and help people. The rewards scale to the danger involved and/or the intensity of the activity in question, meaning if you go and rescue someone from a natural disaster that will result in you getting something pretty neat but going out into a hurricane to rescue a friend who is currently being hunted by mercenaries will result in you getting something even better. Very importantly this also fiat-backs the qualities of the items you get via this perk, meaning if you get some wild equipment that passively attacks on its own so long as you want it to it'll work in future jumps, or if you get something that heals a heart in this jump with this in future jumps you'll still have that benefit.

Heroic Health System [600 ZP | Discounted for Handsome Hunky Hero]
Hey buddy there's a zombie apocalypse happening right now! Why aren't you wearing more clothes? You have hearts left? What does that mean?!

As a hero it wouldn't do if a zombie snuck up on you and ended your story with a single bite would it? No, that wouldn't do at all. You have a curious power that manifests in the form of four hearts. These hearts protect you from the zombies, allowing you to endure their attacks, even those that are a bit odder than just being bit by a zombie such as accidentally stepping into a pool of magma hurled at you by a massive scorpion or tanking the bullet of a zombie with a sniper rifle. These hearts prevent you from getting

one shot, and so long as you have them any hit will only take them away rather than hurting you (though each heart can only take one hit and equalizes all damage so getting bearhugged by a zombie will shatter a heart as easily as getting headshot by someone with an antimatter rifle). Once you run out of hearts you become as vulnerable as you would otherwise be. Depleted hearts slowly reconstitute themselves over the course of 12 minutes per heart.

Heroic Healthcare [Capstone Boosted]
Oh this is excellent. Your hearts are made of sterner stuff, dear jumper. Not only do you have six hearts instead of four, any depleted hearts regenerate over the course of two minutes, you also have flat immunity to negative status effects while you have a heart meaning you can't be paralyzed, inflicted with fear, turned to stone, or otherwise physiologically hobbled while you have a heart.

This also gives you a unique form of regeneration. Lost hearts begin to reconstitute themselves faster per the more damage you deal to your foes and the more you help people, so if you're down to one heart or even zero hearts you can speed up your rate of regeneration by going around and doing things like donating to charity. You're able to expend energy to heal, at a rate of 5 energy per heart. You also have a special 1-up that, when activated, uses up all of your energy but causes all zombies and foes in view to be sent hurtling back while giving you temporary invulnerability and doubling your strength for a full minute. This 1-up can only be activated once per jump or once per decade, whichever happens first, unless you spend the equivalent of a thousand diamonds after it's been activated to get more uses of it (and this cost increases each time you use it per jump, resetting at the start of the next jump to the default price of 1,000 diamonds).

Sexy Support

Sexy Stylist [Free, Only Available for Sexy Support]
The world is filled with horrifying monsters, and humanity has long been toppled as the dominant force on the planet. Truly, we live in a tragic time. But just because it's tragic doesn't mean it has to be ugly.

You have a curious ability. You're an incredibly skilled stylist, not only capable of making clothes (though that's one of the talents you have), but you can put an outfit together. When you style people, they get boosts to their physique that scale with how stylish they look (the more of a matching outfit someone wears, the better the outfit functions but you can figure out how to mix and match stuff in a fun way that makes someone stylish even if they aren't wearing matching equipment). But your real talent here is that you can actually assemble the clothes that handsome, hunky heroes use as part of their kits! You know how to make clothes so stylish that they protect and empower the wearer.

These clothes are difficult to make, requiring materials that may necessitate going on adventures to acquire but the end results are supernaturally sturdy clothes. The more resources you put into a given piece of clothing the better it becomes, and the more outright supernatural (having various effects such as boosting the power of your guns or even attacking foes on their own!) the clothing can become.

Sexy Saviors [100 ZP | Free for Sexy Support]
It wouldn't be fun to start a jump here, immediately get jumped by a zombie, and turned, now would it? And by the same lens it wouldn't be fun to enter this jump, arrive in a desolate wasteland, and starve to death. This perk prevents such unsavory fates from befalling you in all but the most helpless situations.

You are AMAZING hero bait. Heroes are drawn to you (even when you don't know them or that they exist) and are remarkably likely to go out of their way to try and save you from a bad situation the moment they become aware you're in one. This has a range of applications and uses but it's at its strongest when you're in direct physical danger and rescuing you involves going on an adventure and/or fighting someone or something serving as a luck boost to getting out of sticky situations. Beyond this you're also just very attractive and are particularly attractive to protagonists (and to antagonists, though to a lesser degree, which is good at causing people to hesitate to hurt or kill you. This is obviously more useful on non-zombies, but if a zombie is intelligent they can be affected by this as well.) and the like.

Sexy Strategist [200 ZP | Discounted for Sexy Support]
You are a remarkable second in command, even in the heat of battle itself particularly when it comes to assessing dangers and giving tactical orders and advice. You have impressive instincts and can easily react even to new information that should catch people off guard and stun them into silence. People following your orders get a buff to their competence based on your charisma and how attractive you are, and how attracted to you they are. This also makes you surprisingly good at resource management, allowing you to know how many of a given resource are necessary to upgrade, build, or even maintain things, and giving you an uncanny ability to predict where to go to find a specific kind of resource.

Sexy Sociality [400 ZP | Discounted for Sexy Support]
You are really good at organizing people. Heroes are fantastic at what they do: kicking ass and taking names (though zombies don't have names, even if some do have titles… but that just heroes double down on kicking ass!), but you are on another level when it comes to organizing people. You understand how to get people to gel, to overcome hangups, to get over spats, and you can easily glue a community together and inspire people to work harder for the common good (or any other purpose you pursue). Heroes are the brave warriors who run out into the wilderness and who free places from the zombie menace but even heroes need food, water, and places to sleep, and you're amazing at organizing all of that secondary stuff. No man is an island and you understand how to ensure that people can work together in the face of horrifying circumstances, real threats, and come together to do more than any single person could alone. When you're the one organizing things, they tend to work out and do so better than they would otherwise. This isn't perfect, but man, it sure is nice.

Sexy Science [600 ZP | Discounted for Sexy Support]
Science. It's both boon and bane to mankind. Science gave us what we rely upon to fend off the zombie hordes; guns. It also gave us other tools that have saved lives since the beginning of the zombie apocalypse like cars and houses to hide in. At the same time zombies have benefited from science as well. Zombies with guns, mutated and weaponized zombies that can attack you with their offspring, or even explode when defeated, are among the foes that populate this world. Thankfully, science is something only the living can truly master, and you have the sexy smarts needed to truly master science. Even if the world hadn't ended, you'd be a brilliant scientist, and in the wake of the apocalypse, your scientific mastery astounds, terrifies, and excites.

You have the scientific expertise needed to invent and maintain both the life-saving firearms that the living rely on to stave off the walking dead (and these firearms give people access to the trait system that heroic hunks have! Sadly they have the same quirk that heroic hunks have; when the weapons aren't being used, experience gained and traits unlocked gradually reset.), but also make and maintain amazing robots with a variety of skillsets and abilities that can themselves be upgraded and thus result in them gaining even cooler abilities. Of course making the best items possible requires truly rare items but if you have a means of securing such objects your inventions could save, or doom, the world.

With this perk you're also a biologist capable of studying the virus that has decimated the world. This doesn't give you anything like a medical degree, so you could do research into the virus but this wouldn't give you the skills to administer any cure or medicine you figure out how to make. You're still enough of a scientist to figure out how to cure the virus… If you had the proper materials, including test subjects on which to experiment. And of course you could also make the virus worse or otherwise figure out how to further weaponize it.

Sexy Skills [Capstone Boosted]
Now you're more than a scientist. You're a skill maker! You have the incredible ability to create and share skills or "traits" as they're referred to in-game. You can invent technology that allows for whole new traits and trait trees to be utilized by your allies. Creating traits that are attribute bonuses (I.E.: "You heal one heart" or "You deal more damage") is simpler than creating a trait that involves something wholly new (I.E.: "Every minute you project a knife that spins around you and inflicts 2x your bullet's damage on foes stabbed by it.") is harder. Additionally you can expend energy to create special ultimate traits; capstone traits in each trait tree that are wildly powerful but require getting earlier traits in the tree before becoming unlocked in a given instance of combat.

If you have special resources you can expend them to invent synergized traits that require traits in more than one trait tree as prerequisites. When you invent traits you can affix them to technology which means that anyone with the technology can use the trait. Yes this is quite silly, as you can give someone a gun that gives them a shield or somehow improves their health, or a robot that can resurrect them if they fall in battle before they turn into a zombie, shielding them from zombification! This also makes you a doctor (complete with the paperwork needed to certify your skills from a pre-apocalypse medical institution). With this if someone, you maybe, find a cure for the virus you'd have the skills and knowhow needed to successfully administer it.

One final buff you get is that you can expend energy to both speed up research and to do research even if you're lacking resources needed, but in both cases this is quite expensive. Still energy is a naturally replenishing resource and this can be an incredibly handy method of making yourself or your allies better able to advance through this and future worlds.

Zombie

Zombie Form [Free, Only Available For Zombies]
There are a staggering variety of zombies in this world. Thick lads that explode into noxious sludge when slain, normal folks who shuffle about, zombies with sniper rifles, or even jock zombies that must stand some 9+ feet tall. And of course there's dreadful zombie animals that are infected with something like rabies mixed with steroids. This perk allows you to design your own zombie form (including allowing you to become an animal if you want!) and give yourself a trait that makes you dangerous beyond allowing you to harm someone by tackling them with your undead mass though you can do that and you get the charge ability of the upgraded zombified hounds for free.

Selective Zombieism [100 ZP | Free for Zombie]
You're a zombie now but you aren't always a zombie are you? Well if you are that's a hell of a theme for your chain but assuming you aren't always a zombie this could be pretty essential: with this you have control over the contagiousness of your condition. You can dial up the infectiousness of your brand of zombieism from "a single scratch will turn you in minutes" to absolutely non-contagious at will. And yes this works for other diseases as well. This ALSO has the added benefit of allowing you to turn off friendly fire in any and all ways at will. If you're a zombie with a gun or one of the ones that has some wide attack it'd be bad for zombie kind if you hurt your fellow zombies while pummeling a hunky hero or some geeky scientist. After all, against people with guns numbers are a pretty essential battle tactic.

Zombified Endurance [200 ZP | Discounted for Zombie]
Zombies are unyielding, tireless foes. That's one of the things that makes even slow zombies a larger threat than many people feel comfortable admitting. It wouldn't be good if you couldn't benefit from this trait would it? This perk triples any and all sort of health pools you happen to possess (which is enough to make even a fully normal person much better at surviving bullets), which can make you truly beefy in battle. Beyond this this perk makes you immune to being disabled by something like your body being blown apart though it does not prevent you from being frozen, set on fire, or otherwise affected by a persistent attack or disabling status condition. This also grants you a slow regeneration that speeds up outside of battle or if you manage to turn someone into a zombie.

A side benefit of this is that you are capable of fighting at full force for as long as you are not destroyed. Someone reducing you to 1/10th of your overall health will not stop you from charging at them and biting, punching, or even just shooting them. This is terrifying to someone who doesn't have heroic willpower, and in this world that includes anyone living who isn't a handsome, hunky hero themselves.

Foul Friendship [400 ZP | Discounted for Zombie]
Oh god you're one of the worst kinds of zombies: the one that buffs other zombies around you. There's a range of these kinds of monstrous masters from doctors that buff the endurance of their friends to rockers that make even the most basic zombies worlds faster. You take after them, which is incredibly bad news for your foes.

You are capable of buffing your fellow zombies (or other allies of some kind if you're not a zombie or if you're a zombie who somehow has non-zombie allies) in a single very significant way and in a number of smaller ways providing them with a total of three buffs. You can pick a single powerful buff that you can grant your allies that can be something that goes as far as fully doubling an attribute of theirs (their speed, strength, durability, etc.) and then two that do not fully double something but buff it by as much as 50%. If you want, instead you can give someone the ability to select two traits from a single trait tree and then one trait each from two separate trait trees.

This also has two other benefits. This makes you immune to damage from your allies and radically enhances your charisma among those with the same objective as you so much so that you can take command of zombie hordes and other mindless groups so long as you all share a similar objective. These objectives can include stuff as simple and general as survival or something like destroying everything and everyone who is not like you in some distinct way that happens to be in your general vicinity.

Elite Zombie [600 ZP | Discounted for Zombie]
Oh you're not a normal zombie at all… You're an elite zombie. This is a terrifying buff to your power, doubling your strength in every respect (making you twice as fast, twice as strong, twice as enduring, etc.) as well as tripling your resistance to firearms and robots specifically. Normal zombies and other undead or mutated creatures naturally follow you though this is very different from actually taking your commands. You also have a unique form of attack of your choosing, such as the ability to spew poison or fire, or a charge strong enough to destroy buildings that would instantly kill even hunky heroes if they take it straight on. If you allow your foes to supernaturally detect that you're coming (which manifests in their minds as a flashing warning that you are on your way) you can gain an aura of some sort that inflicts a negative condition on foes within close range of you, such as something that poisons them until they get out of range, or something that keeps them in place (though it doesn't stop them from shooting or attacking you). As an elite unit, wise foes would be afraid of you if they knew you were around.

Zombie Titan [Capstone Boosted]
Oh… Oh no, this is bad. By having energy you've gone from an elite unit all the way to a true zombie boss; a potentially city-killing walking calamity with enormous power. Thankfully you don't always have to be in your colossal boss form, if you don't want to be.

By being a zombie titan you have two forms that are straight upgrades to the base zombie form you chose earlier (or can enter a super amplified form that is a direct enhancement to your base form if you are not a zombie). Your new passive form is larger than the base zombie form you chose and faster, but is not the terrifying uber form you can enter by expending energy which takes the gigantic buffs you received earlier and doubles them (making you four times as powerful in every respect, and making any damage done to you by firearms and robots be divided by six instead of by three). Your base form has all of your attacks but ones that are less powerful and less wide in range, but when you expend energy you can designate a target and erect a forcefield around them that they can't exit for a full minute (though it drops early if you die) and that you can move around freely within, though you can also expend energy to enter this form

and not select a target to contain and fight. Your allies can enter this forcefield and move around it freely but any foes within it who try to exit it take damage, are stunned, and then thrown back the moment they touch it.

Beyond this you gain access to three new moves of your own design that incorporate your impossibly mutated form from firing razor-sharp infectious feathers at foes if you're a bird to hurling an enormous object like a football or a beer bottle made of a negligible amount of your blood and energy that infect those they touch with your form of zombification, turning them into elite zombies loyal to you. Foes you slay become elite zombies under your control, and become undyingly loyal to you while retaining vestiges of their intellect in ways that make them more dangerous or otherwise useful. If you infect a handsome, hunky hero then you can get a trait of theirs as a permanent perk-like buff to you, and in future jumps if you infect other singularly epic heroes or villains you can take a skill of theirs and make it yours in some way.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 ZP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Handsome Hunky Hero

AK47 [100 ZP | Free for Handsome Hunky Hero]
This is an Avtomat Kalashnikova, a handy and effective assault rifle. Yours is a funny little thing with a number of handy quality of life upgrades.

The most important upgrade is that this toy has infinite ammo that manifests whenever you need it by allowing you to find ammo in your pocket or within arms reach. Aside from that this is also an unbreakable gun that can be upgraded if you put currency into it. After a while its ability to be upgraded plateaus but in that case you need to rank it up which can be done either by putting a million (and then this number will increase every time you rank it up) of a currency into it or by smacking it with enough weapon chips (and every time you rank up it'll require more weapon chips than last time). Each rank up of this weapon grants it a significant boost in power and a permanent, passive upgrade. The first of these passive upgrades is that it allows you to select a single trait at the start of each combat encounter, essentially allowing you to start a battle at level 2 even if you're actually only level 1.

As a very small, tiny QOL feature, having this item allows you to continue to find weapon chips in future jumps, though the most common place you'll find them is after fighting and defeating enemies if the enemy in question is roughly the equivalent of a boss zombie in this world (this is a very broad category, anything from a mildly beefy monster to a city-crushing superhero could qualify. Essentially this is any general boss-level foe.).

Jeep [200 ZP | Discounted for Handsome Hunky Hero]
A working car is invaluable during a zombie apocalypse and yours more than works. It's not without its quirks, sure, but this car is not only incapable of fully breaking down and has infinite fuel, its quirks actually make it a better car (most of the time).

This car is immune to accidental/unintended damage. This means that it can't be harmed by anything but attacks aimed at it or at you that happen to miss. Natural disasters, wear and tear over time, all of that just doesn't negatively affect it. It's one minorly negative quirk is that it has some bizarre requirements for moving at all. While you can get in it and drive a nice distance, at least the length of a large city, per stint it'll

invariably stop at odd intervals beyond this distance and you'll either have to wait for it to feel like starting up again (which will take at least twelve minutes) or you'll have to do something related to your origin(s). This means a handsome hunky hero may have to step out of the car and fight some zombies to get the car ready to go again, or a farmer in another jump may have to till some dirt to get the engine of this beast of a vehicle ready to go. In exchange for this the more you do related to your origin and/or the longer you wait between getting behind the wheel of this car the further the distance it'll travel and the faster it'll go.

Beyond that this vehicle suffers zero damage when you drive it into stuff and has the raw durability needed to oneshot even elite zombies. This car is quirky, to be sure, but if you can deal with its quirks it's an incredible vehicle.

Shop [400 ZP | Discounted for Handsome Hunky Hero]
This thing is… expansive. This is a shop you can access at will whenever you aren't fighting. In this shop is every unlockable in this setting from fellow heroes that a player can control via microtransactions (who become followers if you purchase them using the shop) or truly staggering amounts of grinding, to every premium weapon, robot, and researchable thing you could otherwise unlock via the camp. By purchasing this you gain a permanent 50% discount to everything in here, and you gain permanent access to this store. The currency things cost will automatically update to reflect whatever setting you're in. This also fiat-backs your ability to find the mainline premium currency this shop and setting really likes: the particular types of diamonds that handsome hunky heroes often stumble across, which you can use as a substitution for sillier currency, and sometimes you'll find vouchers as well.

One of the most important things this shop offers are guns. Truly so many guns. All weapons in this store have the same essential properties as the AK47 item: infinite ammo, a natural ability to be upgraded via currency infusion and the usage of weapon chips, unbreakability, and their permanent upgrades. In the shop you can also perform the quick-swap feature which substitutes all of the currency and the like you've spent on other weapons and pours them into a single weapon to upgrade it as much as you possibly could if you had poured everything into a single weapon.

If you put another personal-scale weapon into this shop, even weapons that aren't guns, and invest some money into them, they can get all of the traits that the weapons you purchase here get and in future jumps the shop's wares EXPAND to match the relative comprehensiveness of it in this jump but keyed to stuff in future jumps. With it you can buy new weapons, robots, research, allies, and even bundles of resources using this store all of which reflect what's available in future settings as you visit them.

Sexy Support

Mechanical Zombie [100 ZP | Free for Sexy Support]
This is a curious thing. This mechanical zombie has somehow been pacified and is now neutral towards most living people and is actively friendly to you. This curious fellow attracts other zombies, all of whom are bizarrely hostile towards it, has a small health pool (that grows the more resources you invest into it and the more encounters it goes through) and even has a simple but surprisingly handy attack when you're in the middle of battle and surrounded by countless foes. By gaining this fiat-backed version of it you actually gain one that grows stronger through pure experience gained in battle, even having weaker versions of traits possessed by handsome hunky heroes, and that can naturally regenerate its own health even in battle. This zombie is also surprisingly good at research and can help with things like scavenging and the like, and the form of the zombie virus inside of it is not at all infectious so it won't infect you accidentally either.

Tonic [200 ZP | Discounted for Sexy Support]
If zombies can become mutants and use those mutated physiques to ravage mankind, why can't mankind turn the tables with some goofy genetic alchemy of our own? This item is a curious tonic that can buff those who imbibe it in a number of ways. The base tonic primarily makes you hit harder but it can overall just buff you holistically. It just so happens that tonics are best, pound for pound, at making you stronger in directly offensive ways, somehow making you aim better, fire faster, and even making your bullets hit harder.

This item also comes with some notes on how to modify the tonic. The modifications allow you to both boost its effectiveness and change how it strengthens someone and involve the usage of rare resources, though in future jumps the notes update to reflect special new buffs to the tonic that take into account resources and powers native to a given setting.

The buff gained through tonic consumption is a funny thing. The first few times someone benefits from a given version of the mixture they'll get healthy boosts that gradually taper off in effectiveness the more they become accustomed to a specific form of the mixture. Modifying the mixture in some way makes its effects stronger and overcomes a body's adaptations to its meaning that if you have someone drink 100 instances of one version of the tonic they will quickly stop gaining much of a benefit from it (though it'll never become something that offers ZERO benefit) but if you modify it it'll regain its full effectiveness on someone.

The tonic auto-replenishes itself daily though you can sacrifice materials to it to cause it to replenish faster (and this is fundamentally the same process whereby you modify what buffs the tonic gives out).

Camp [400 ZP | Discounted for Sexy Support]
Ah yes, the thing that actually allows long term survival in a zombie apocalypse; a safe base. This item is an item version of the camp feature, and comes with all of the base features of the place pre-installed. This means that it comes with its own testworks, survival base, energy station, warehouse, steelworks, garage, perimeter wall, and

apocalypse menagerie (a place that has plenty of collectibles, and the more collectibles you gather the better the buffs you get).

These locations are invaluable for someone determined to actually survive the apocalypse as they passively produce incredible resources like steel, electricity, research, and as a benefit for purchasing it with points yours is immune to unintentional (Zombies can intentionally target parts of the base and can and will damage it in such circumstances)/non-targeted damage and even when damaged begins to slowly but surely auto-repair. Additionally the base slowly expands to fit more and more survivors and passively produces just enough resources for such individuals to be able to live; producing food and water on its own to keep visitors alive and healthy, but nothing luxurious.

In future jumps new structures that produce valuable resources and items relevant to the setting in question get added to the camp in the form of blueprints you can make with very little resource consumption.

One of the biggest features of the camp is its version of the testworks; the in-setting principle research stations from which the surprisingly advanced technology that dominates much of this world can be found. This intimidating structure is a shockingly advanced (for the post-apocalypse) research station with space for robotics laboratories, test ranges for weapons, containment units for zombies to experiment on, etc. This place contains within its depths research into all of the technology you can find in the setting, as well as salvaged research into the zombie virus itself. Within this place you can use good-old-fashioned scientific knowhow to research various technologies and to gain the ability to produce and use them yourself or outfit your friends with them. This testworks has the quirky effect of doubling the effectiveness at researching stuff in general and the testworks expands each jump to acquire the first steps of research into a given setting's technology, biology, and the sometimes nonsensical local intersection of the two. It's also shockingly easy to make guns, body armor, and other technology here thanks to the variety of workshops you can find in this place.

As a final benefit this place is also something of a hospital and people who get sick who are brought here are guaranteed not to get worse, though this won't help them get better aside from the medical supplies here. If you aren't a doctor, nurse, or some other sort of medical professional you may want to find one.

Zombie

Body Armor [100 ZP | Free for Zombie]
Zombies are curiously durable. Nonetheless even a strong zombie might perish if they get headshot too many times… Unless they happen to have this particularly snazzy set of body armor.

This impressively effective set of body armor is not only shockingly durable, capable of tanking even hits that'd otherwise oneshot you, it has a series of nasty buffs that are sure to make you horrifying to handsome hunky heroes. The first buff it has is that it has a small version of the heart system that handsome hunky heroes have; it has access to two hearts which shatter when they block a hit that would one shot you or when the armor takes so much damage that if you took it you'd die over the course of several minutes. These hearts take an hour to recover (though they also heal faster if you're in a fight and dealing damage to your foes). Beyond this the armor shields you from all damage regardless of source so long as it has hearts, taking blows for you even if they hit you in a place that is not physically protected by the armor.

Zombie Zoo [200 ZP | Discounted for Zombie]
Who gave the zombies leashes?! This is a collection of zombie-animal followers though it's not a gigantic number of them. They are friendly to you, surprisingly cuddly, and if you happen to not be a zombie they won't infect you or anyone you wouldn't want them to infect (and if you are a zombie they also don't infect anyone you wish to spare, if that's your style). This menagerie of zombified animals follows your commands and are impressively versatile with a range of powers that give them more maneuverability and utility than just running at something and tackling it with as much force as an undead body can muster. This collection includes things like spiders that can paralyze people with acidic webs that damage them over time, birds that can lift people into the air and drop them from high heights, dogs with sonic howls that deflect projectiles and other abilities that make this wild crew very dangerous to unsuspecting foes. This isn't an army but it's several dozen immortal zombie-animals that even if slain respawn relatively close by a day later and obey you or anyone else you tell them to obey (though this can't be twisted against you and the animals will not harm anyone you wouldn't want harmed).

Zombie Virus [400 ZP | Discounted for Zombie]
This… This is the origin of everything. The beginning of the end of the world. The source of so much misery, death, and destruction. This item is a secure, unbreakable container transporting countless copies of the virus in as many syringes. The virus within each of these syringes brought about the apocalypse. Years ago this was unleashed in a single hospital and a lone nurse got infected with it. From there she went on a rampage and infected others, as well as encountered the first heroes who'd arise in the wake of the emergence of the new world the nurse's rampage would ultimately birth. The zombies escaped the hospital and in hours overran the city the hospital was located in. From there the rest is history.

This society-ending virus is extremely infectious in its unmodified state and anyone or anything killed by someone infected with the virus rises as an undead zombie themselves shortly after their deaths. Zombies also undergo mutations if they persist

long enough without being destroyed, and these mutations can radically alter their physiologies. You have both the unmodified virus, which does everything that was said earlier, and a special version of it.

The special modified version of the virus you possess makes all undead that it raises up loyal to you and speeds the rate at which they mutate. This virus is so powerful it even works on creatures that are already undead, but they do have to be slain first (or otherwise willingly infected with the virus). Zombies infected by this virus mutate twice as often, and they can become more dangerous the more they kill and turn into creatures like yourself. Who know what horrors you may someday bring about with this horrible thing…

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend ZP to import companions into this jump, giving them 600 ZP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 ZP per person you do this for, or you can spend 200 ZP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 ZP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 ZP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 ZP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Microtransaction Station [100 ZP]
This is very annoying. With this at the end of every combat encounter time will freeze and you'll be forced to either spend some of your money to skip what is essentially an ad for a product you can't buy, or have to sit through an ad. This also happens when you finish eating, or when you just wake up from even a short rest. Time freezes while this happens so it's not dangerous but it is tedious and persistent.

Game Economics [100 ZP]
Everything costs more than it should. This drawback doubles the costs of everything in-jump, from making it cost twice as much wood to repair a bridge to making it twice as expensive to upgrade something in the camp or a gun. This basically guarantees that this world will be much more grind-heavy than it'd otherwise be.

Energy Constraints [200 ZP]
Oh this makes the energy system detailed in the aforementioned perk a mandatory part of this reality while you're here. This is not fun. Even leaving a camp takes 10 energy and while stuff like defending yourself doesn't cost energy, if you lack energy you'll be noticeably more tired as you do things and in a zombie apocalypse even mild fatigue skyrockets the deadliness of every encounter.

Real World Considerations [200 ZP]
The real world in a post-apocalyptic situation would turn not-fun really fast. A lot of perks help smooth over the risks of that. This drawback turns those perks off, particularly ones that allow for things like instant crafting, or even allow you to go without sleeping. Now you actually have to survive, which as it turns out involves a lot more than just running around and shooting anything that groans at you. For 200 ZP this is not that bad, as it doesn't turn off things like stuff you can use to avoid eating or drinking, but for 400 ZP this makes you a human or human-like zombie who can and will starve to death, needing more than just a place to sleep safely but an actual food supply, while also preventing you from accessing items that give you a supply of food (even the camp item in this jump) though it doesn't shut off the other functions of such items. This essentially gives you the body and physiological needs of a regular human, without (by itself) turning off other powers.

Second Amendment Zombies [400 ZP]
Alright who taught the zombies about the right to bear arms? This drawback makes it so that everyone is packing heat. Even creatures that shouldn't have guns. ESPECIALLY creatures that shouldn't have guns. Not only is everyone packing heat, everyone is capable of successfully using guns and if someone gets shot by a zombie and they die because of it they become a zombie. Horrifying. Yes this includes boss zombies. They are WEIRDLY good at using guns.

Story Progression [400 ZP]
Oh no, everything is locked behind levels! This puts roadblocks up in front of a ton of different things, making it so that to unlock your full build you have to complete the levels of the game. It also gamifies stuff a whole bunch more, allowing you to find places that are marked as various levels, with them having ominous sounding names above them allowing you to figure out where some of your stuff is hidden and waiting for you. By the time you complete level 15 you'll have gotten all of your stuff, but if you leave a level then it'll be repopulated by enemies and you'll have to start over, surviving the place for somewhere between six minutes to 20 minutes, with enemies spawning in infinitely for that entire duration. If you're a zombie you'll instead face an impressive number of humans, which start off as unarmed survivors who mostly run in a panicked state from you but as you get closer and closer to the end of the level's timer the enemies will gradually become more advanced. Bosses will always be well-armed and talented handsome, hunky heroes.

The Real Enemy Is Man [400 ZP]
Ugh. This drawback gives everyone typical zombie media levels of selfishness, making other survivors both dumber and altogether more ruthless. With this societies are harder to form and keep together and people are far more likely to betray each other even in the face of a real, perpetual, and hungry menace outside of every base. If you take this and are the only human then what others left behind becomes much harder to take advantage of and in worse quality than it'd otherwise be, making it that much tougher to survive.

Last Jumper On Earth [600 ZP]
This is a weird drawback. With this you're either the last living human around or you're patient zero. Depends on your origin. And this also ratchets up the difficulty in other ways by making all zombies at least one tier tougher and smarter than they should be (making them all elites), or by causing the human governments to get their shit together immediately upon learning about the zombie outbreak and really bringing mankind together in the face of what could be the apocalypse causing governments to share information and work together to try and stop you from spreading the virus. Either way this makes you public enemy #1 and brings everyone together to stop you, though obviously what that looks like is gonna be different depending on your origin.

Patient Zero [600 ZP]
Well this isn't fun. With this patient zero, now mutated into a deadly monster with every attack type, every sort of applicable buff, and her own horde of elite and boss level zombies, has her eyes on you. If you ARE patient zero as per Last Jumper on Earth this guarantees the formation of a unique, multinational NGO dedicated to stopping the apocalypse you are the lynchpin that figures out how to weaponize the virus in a way that they can create technological versions of all of the zombie boss enemies and form a robotic army to unknowingly end your chain.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Mini changelog: I started this jump on January 31st, 2026. It was published on February 2nd, 2026.
-I actually really like Zombie Waves, but it is microtransaction/ad heavy if you want to do stuff fast.

-I based the Sexy Support origin on the “tutorial character” who speaks to Cole during the first mission (who is actually Jill O’Tine; a playable heroine) but coupled it with different ideas and roles related to a support role character who does like base, equipment management, and information stuff, which allowed me to make Handsome Hunky Hero a pure action origin as well as make this jump a three origin jump which is the number of origins in a single jump that I happen to like the most.
-To learn a LOT more about the game check out this playlist by Shinchi42.
-Minigame madness is a perk to reflect the mechanics of things like the challenge stages, temporal rescue, escape from testworks, and other things in the daily trial and the actual weekly or monthly events that routinely become playable as you progress through the regular missions.
-The capstone for the heroes equalizes all damage, which in-universe is represented by someone being lightly pushed by a zombie taking exactly as much damage as someone who gets sniped by a zombie.
-Heroic History is essentially the effect of the Leaderboard but made into a perk. If you don’t know this you can click on the leaderboard in the menu between levels and get rewards based on the progress other players in your server have made. It’s a neat little thing.
-I made the perks that are unique to an origin to reflect the fact that I needed to make a zombie form perk given the presence of animals and the like among the foes player characters have to fight. I really like Heroic History but Sexy Stylist is also rad.
-I made the decision to make traits and stuff parts of perks but in-universe they do seem to be keyed to the guns. Kind of. There are two kinds of traits. There are character specific trait trees and general trait trees. The general traits are available for every character and every weapon, while the character trait trees are obviously just for the specific character they are keyed to. In the game there are ALSO special traits you unlock by getting a few traits in a given trait tree and then beating “Elite” foes, which is how you get the special ultimate skills at the bottom of a trait tree. It is REALLY advisable to grab the first rank-up for the AK47, and a number of research options in the camp (Done by unlocking the camp, the testworks, and then researching specific stuff in it) as soon as you can as those allow you to select traits at the start of a run of a given level which is pretty essential for both higher level play and for getting as many upgrades as you can in a run.
-If you want an amusing hack for this jump go and grab that Inverse Ninja Law perk from Kill Bill before coming here (a perk that actively weakens enemies the more of them there are attacking you at once). It would decimate the threat level of this jump. Or any jump that lets you have a forcefield. There are ranged enemies and enemies with guns, but having a forcefield still wildly curtails the threat level of these enemies. A final way to really jailbreak the shit out of this jump is to have something that can grant freewill to stuff and some intense charisma. A handsome hunky hero with a legion of zombie pals, or a sexy support with a bunch of techy zombies is a figure with a fuckton of in-universe power.

-I tried to turn as much stuff as I could into perks and items but if you've actually played the game you know the game has way more stuff in it then you'd think at a glance and a bunch of pretty baseline stuff requires powering through SEVERAL levels.
-As befits my philosophy towards perk-building heroic instinct takes a real thing in the source material and builds on it. In the case of HI the trait in question is the base ability of the player character to sense SOME enemy attacks in advance and visually see where they will end up. There are plenty of attacks this doesn't work on, such as the zombies with guns that fire bubble projectiles, but the perk is absolute. It would work on the zombies with guns that fire bubble projectiles or the bird boss that can swoop at you all fast and whose attacks are not foreshadowed in game.
-I did my best to make sure that all of the zombie perks had uses for zombies and for non-zombies.
-Designing Heroic Skill Tree was tough not just because of the complexity of it but because of the way that roguelikes work. I mean in the sense of it going back to level 1 every time you start a new level/initiate a new run. I decided to make it so that upgrades become stronger over time, which is KIND OF a thing in the base game; in the testworks in the camp you can upgrade traits and make them stronger permanently, but that's different from how I decided to do it here. I instead decided to make something that rewards picking the same upgrades over and over, to reflect making a build and sticking with it. I also decided to have a way to have SOME progress stay inside of you if you go into back to back combat encounters rather than going back to level 1 EVERY TIME which is definitely annoying.
-Yes if you have Heroic Health System or its boosted form AND Zombified Endurance they stack.
-The shop essentially allows you to buy everything, even researchable upgrades and skills, but god even with the discount I put in for you purchasing it it'll take a WILD amount of in-jump resources to get everything the baseline shop allows you to access. It would be easier for someone patient, with the right build, to unlock stuff via research in the camp. Consider the shop a way to take the power of microtransactions and truly weaponize it, while the camp is the power of allies and friendship; cheaper but slower.
-For some idea of the general backstory of this setting you can make inferences based on the card album area within the camp. It depicts a mysterious hospital doing some generic immoral research on mutations, a nurse gets infected and becomes patient zero before going on a rampage. In the hospital is Cole; the standard handsome, hunky hero, and we get to see him escape the hospital as well as see Haley Mary and someone who I BELIEVE is Skizzy Lizzy (both of whom are also playable heroines) in the same hospital. There's more card-art than that but I just wanted to point people in the right general direction. You can see the card art just by clicking on it even if you haven't unlocked it, same for the distinct albums in the game.
-I feel like this captures a lot of different parts of the game well. This was a fun jump to make.