Apocalypse no Toride

Version 1.0.0



The Shouran Academy Juvenile Detention Center is the place where all the dropouts of Kanto have been gathered. It was established in 1948 on the Boso Peninsula of Chiba prefecture along Tokyo Bay. It would normally hold 124 prisoners, though you may be increasing that number, and 20 guards. It is comprised of three separate buildings, and includes 5 rooms for solitary confinement. Wake-up call is at 6:30 followed by clearing the floor, washing, roll-call, morning cleaning, meditation, breakfast, roll-call, morning assembly, exercise, vocational training, studies or lectures, roll-call, lunch, free time, and then further studies. It is a highly regulated life with only frugal meals and small amounts of free time where entertainment such as television can be enjoyed; if the trouble makers of Cell 4 hadn't broken it recently.

Your stay here will begin on the same day as Maeda Yoshiaki's. You may already be one of the inmates, or perhaps you've just gotten here like him. Either way you are

unlikely to be staying your entire sentence. You see a virus has begun mutating humanity into a new form of life. Though calling it a virus may be something of a misnomer. After all, the virus doesn't kill the host, in fact it makes them substantially harder to kill. One could say it even evolved them into a new form of life, though most will become nearly mindless, driven to relive the echoes of their life and spread the infection, with only a select few becoming a new race to rule over the world once this new evolution has finished. That is unless humanity can fight back and stop the infection.

But you, you're in Shouran Academy, just another dropout of the Kanto region. The zombie apocalypse is happening outside, but you won't be touched by it for at least a time. You'll be staying here for 10 years. Becoming infected by the M-virus, or the F-virus will not count as death, but being in a state where you no longer possess your human will and mind counts as death if you are not cured by the end of the jump.

To help you with your time here you'll need these:

+1000 Correctional Points

Good luck, and good jumping.

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.

Innocent: You were wrongly accused. You didn't do anything. You're innocent. But it doesn't matter, you've been sentenced as guilty and have arrived in Shouran Academy today along with Maeda. You may choose to instead insert as Maeda Yoshiaki, replacing him, or you have the option to have no background memories or connections at all, and simply drop-in with just enough legal existence to have been sentenced to juvenile detention for a crime someone else committed.

Criminal Element: You have a long track record. Not necessarily violent crimes, though it's possible, but you seem to have some pretty long experience with shoplifting, stealing cars, and who knows what else. This might not even be your first stint in juvie, but you're in Shouran now. You may choose to insert as Yoshioka Masafumi.

Smart Guy: You're a murderer, and one who has been in juvenile detention facilities since middle school. Still you're surprisingly well-read and cultured despite that, having apparently had a mom who really pushed you. You're also completely capable of killing someone without hesitation should you decide to. You may choose to insert as Yamanoi Mitsuru.

Strong Guy: You're a big guy, and a strong one too. You got into juvie for killing someone, though you had some mitigating circumstances; maybe it was self-defense, maybe they had just killed someone dear to you, maybe they were going to kill someone else. Still you've been sent to Shouran Academy. You may choose to insert as Iwakura Gou.

New Human (500 CP): Turns out you're not in Shouran Academy, nor are you one of the dropouts of Kanto. You're not even human, though you once were. You're one of the earliest victims of the virus. But you received the F-Virus, not the M-Virus, and were one of the lucky few who it transformed not into a ravenous zombie like the M-Virus would to all and the F-Virus does to some, but into a bokor, one of the new humans. You are nearly unkillable, and possess the power to control those infected by the M-Virus if it did not mutate them into something stranger and rarer. You may choose to take this as a drop-in origin if you do not want a history in this world.

Location, Age and Gender:

Unless you are a New Man you will be arriving at the Shouran Academy, a juvenile detention center for men as one of the inmates. As such you will be 15 to 18 years old or younger, and we won't force you to be male, somehow you could have gotten sentenced to it as a girl if you want and the administration will roll with it, but this won't stop people from noticing.

If you are a New Man you may arrive at any non-secured location on the island of Honshu. Your age and gender will be yours to pick freely.

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.

Game Master (50 CP): You are an expert at pinball, claw machines, and other traditional (non-video) games you might find at a game center. You're also similarly skilled at shogi, reversi (othello), and traditional (in Japan) children's board games. You're not going to be winning world chess tournaments with this, but you are very good.

Pyrotechnician (150 CP): You are a professional pyrotechnician. You seem to actually have a talent for making improvised but weaponized pyrotechnics as well, and when you make an improvised or makeshift explosive or incendiary device for offensive purposes it works better than it ought to. It won't become better than what you could make with the proper tools and equipment for building a bomb as a weapon, but it'll be surprisingly good; your slapdash napalm won't be better than military grade, but it'll be closer than it should be with the ingredients and tools at your disposal.

Angel from Heaven (200 CP): You seem to give people a feeling of relief, trust, and hope when you arrive and they are in dangerous situations. These feelings help ensure that they're very quick to take offers of help and rescue at face value without properly questioning 'why' and the possibility of ulterior motives. The sufficiently suspicious and paranoid might be able to overcome these feelings and ask the right questions, but for most people you might as well be an angel descended from heaven and even relatively outlandish and unbelievable claims or incongruities in your story will be overlooked; you could even use fake names picked out from a children's show and most people familiar with it would just gloss it over. Just be careful if you betray them they won't trust you like this a second time, and it won't make them any more likely to forgive you.

New Director (300 CP): You possess the combination of charisma, leadership qualities, and organizational skills to make you good at obtaining and holding a leadership position in an emergency survival situation. You're also a pretty good leader in one. This won't make you a tactical mastermind, or a survival expert, but you're good at creating a makeshift society with rules for its survival and knowing the harsh ways you may have to enforce those rules so that they'll be followed. You could keep a group of juvenile delinquents in line so that they formed a mostly functional group, at least as long as the external threat was large enough.

Two Seconds into the Future (600 CP): That's how far you can see. Approximately. Maybe it's due to head trauma, or something else, but you appear to possess the ability to see two seconds into the future. This doesn't seem to be *everything* that happens, you won't be predicting people's exact words, but focused around danger and threats. Still you could predict a soccer ball flying at the back of your head without otherwise having sensed it, or know what weapon someone was going for in a cabinet you've never seen before and is at an angle you can't see into. Some things can be less clear. As a normal person, even one who had survived the plague for a good time, you'd not be able to tell the result of two bokors merging, it's just too outside of the realm of things you'd have encountered, but you could tell it was immensely dangerous. Parrying and pre-empting attacks is easy with this ability, though be careful about guns as this actually seems to be best at the 2 second mark and things sooner than that as a result of your actions can be harder to predict. It's also possible to get too focused on one threat and fail to pick up other threats around you.

Bokor (800 CP; Free and Mandatory to New Humans): You are one of the lucky few who are fully compatible with the F Virus and who, when infected with the F Virus, will transform over less than a month into a bokor. As a bokor you are a new life form, evolved far beyond humanity. Bokors have three pupils on each eye, but that is only the beginning of their oddities. They lack excretory holes, their transformation making them close up and disappear, and similarly they lack genitalia, their primary sexual characteristics disappearing. Fully developed they seem to have a tendency to go bald, whether they were previously male or female; the first we see is not, but as this is the final symptom developed it may just indicate that they were not fully through the metamorphosis despite showing the other powers.

And they do have powers. First is the one that gives them their name. A bokor can control those infected with the M Virus using sound outside of the range of human hearing. With this control they can force them into a frenzied state and greater physical power, and most often distort entire hordes into living pillars that serve as their own thrones and transportation. Unfortunately there seem to be different species forming among the infected, and the bokors were only able to control the more base-type infected, and those that had become nimble dog-like creatures were actively hostile to a bokor to the point of targeting him before humans. A bokor is able to sense in some way who is able to fully receive the F Virus and become a bokor themselves. A bokor is capable of inhaling deeply and expanding their torso cavity massively before releasing a burst of sound intense enough to knock people about and render them temporarily deaf. Most important is their immense ability to heal and recuperate; wounds on a bokor close almost

as quickly as the wounding object leaves them – though scars from before they became a bokor will remain – and they are able to quickly regenerate limbs. Even destroying the heart will not significantly affect them, and destruction of the majority of their brain will only see them begin to regenerate their head. It's possible to stop them, but it requires the destruction of their brain stem, or something on the line of decapitation after their regenerative abilities have been sufficiently strained. Bokors are also capable of fusing together into one gestalt being, after which point they can actively incorporate the infected into themselves to build a giant body; other powers may be available to this newly born being, and the minds of the individual bokors do seem to exist within, but it was quickly killed.

By taking this as a New Human you are a bokor, already fully infected. Given the infection is global, you're probably too little to save humanity on its own, but should you side with mankind you could probably save many. Of course the F Virus would normally have serious effects upon your brain and mind, and seemingly fill you with a drive to spread the M Virus, find potential hosts for the F Virus, make them become Bokors, and then merge with them. By taking this here, you have none of those compulsions or urges and the virus has no effect on your mind. This bokor form is also an alt-form, allowing you to switch between it and being a normal human.

If you are not a New Human you are not yet a bokor, but possess the right genetic makeup to become one. While this will not automatically see you infected, should you become infected with the F virus you will develop into a bokor without any of their compulsions or changes to your behavior. The M virus is still a danger, but some of the common infected do carry the rarer F virus.

Post-Jump there likely will not be any global M-Virus outbreak to provide zombies for you to manipulate and control. You will, however, still be able to carry and transmit the M and F viruses, and simply need to start biting away. Bokors seem to carry a less transmissible strain, so you might need to feed them some blood, or at least get a really good bite in, but once you've got a virus spreading you'll find the infected having normally infectious zombie bites.

Innocent Perks

Guts (100 CP): People might think you're soft. You aren't necessarily some hardened juvenile criminal or budding sociopath. But you're definitely not a coward. You've got the bravery necessary to face death. Whether it's being the first to try and cross over a zombie horde on wires between power poles, pausing to free someone before a horde of zombies can get them, or resolving yourself to fight a super zombie and its horde to make a cure for the zombie plague, you've got the guts to face danger. This is the ability to rise above fear, not the inability to feel fear, but you can toggle this off if you want.

Everyman (200 CP): You might not be bland and generic with a personality that lets anyone imagine they could be you in the situation, but you possess the key power of an everyman: people like you. It's hard to say exactly why, but there's something about you that seems to be charming and likable and make it easier for you to form bonds with others.

Interesting (400 CP): You seem to be a protagonist. After all, you seem to attract the interest and attention of important individuals or beings. Whether it's being the one of two potential F-Virus hosts to catch the attention of a bokor, or being thrust into the cell with 3 of the 4 most competent individuals in juvenile detention, somehow something about you seems to push you into contact with, or gain the attention of, whatever beings count as narratively important in your local area. You can toggle this on and off, but turning it off won't make them lose their fascination if it's already developed.

Falsely Accused (600 CP): You're lucky. This isn't the sort of luck that makes you win this lottery, but this is the sort of luck that makes you get accused of murder just in time to be put in the most infamous - and fortified - juvenile detention center in the country before the zombie apocalypse spreads, leaving you in the safest place you could be, and when you've been infected with the F-Virus and using its power you wake up just in time to demonstrate that you're still you before your friend cuts your head off to spare you undeath. This luck won't guarantee you survive, but you have a way of ending up in the right place at the right time to help you find allies, find information, or find enough safety to survive long enough to be aware of a situation before it kills you.

Criminal Element Perks

Criminal History (100 CP): You seem to have had a long history as a delinquent; you didn't just commit some murder once. Or maybe you learned in juvie? Either way you know how to hotwire cars, though there are systems that can stop you without specialized tools, how to pick locks, how to break and enter, to pick pockets and shoplift without being easily caught, and a whole slew of juvenile crimes. You seem to have lived a rather checkered past.

Stirring Up Shit (200 CP): You've got a knack for saying stuff that gets under people's skin. Oh it's easier to piss off some people than others, but you're pretty good at finding something to say to irritate or infuriate someone when you want to. You're also pretty good at telling when is a good time to piss someone off, either to distract them, to get them to make a mistake in anger, or just to turn simmering resentment into violence now when the guards are watching and will isolate you both instead of later when it's a shiv in your back.

Blade Artist (400 CP): You're good with knives. Whether using them in hand, or throwing them, you're really good with knives. You can pretty precisely plant them when you're throwing them, even in the midst of real combat situations where you don't have the time to properly aim for trick shots, and you could probably put on a pretty good circus act if you were pressed. You're good with other hand to hand weapons too – you're pretty dangerous with a metal rod for example – having a natural knack for that sort of violence, but even that pales compared to your skill with knives.

You're also very good at hiding knives on your body or elsewhere. Slipping a knife, or three, into the highest security juvenile detention facility in Japan would definitely be within your abilities. Really your abilities here are a little ridiculous.

Properly Paranoid (600 CP): You are properly paranoid. You pick up naturally on little hints and tells about danger. Whether it's telling when someone is lying to you because they're just too hot to be part of the military, or other little signs, or intuiting the best backroads to travel through to avoid zombies. It almost feels like you have a touch of danger sense, just getting a vibe for danger and how to avoid it. You're not perfect, but you're very good at identifying threats in your vicinity and how to avoid them.

Smart Guy Perks

Sociopath (100 CP): You might not truly be a sociopath, but there's a part of human brains that resists actually hurting or killing other humans. Not for you. Or at least you can turn it off with a single thought. This won't completely remove your sense of empathy, or ability to view humans as humans, just the natural aversion to commiting extreme violence against them.

Applied Physics (200 CP): It's one thing to understand physics and technology, it's another to understand how to use it to help you out in an emergency situation. You are good at weaponizing knowledge of technology and physics on the fly. Or just making use of things like leverage, weights and structural durability during emergency situations. You won't be stabbing zombies with lightning rods, when you could be hooking them up to turn them into an electrical weapon to take out several members of the horde at once.

Microbiologist (400 CP): You are a fully trained and proficient microbiologist with experience in virology and the creation of vaccines and cures for diseases, and bacterial infections. That's basic stuff, though. You seem to find that your ability to create treatments, cures, and counters for diseases scale with how unrealistic and impossible a disease is. This won't help you find a cure for the common cold, influenza, or even something as terrifyingly apocalyptic as the bubonic plague. But even a "realistic" zombie virus like the rage virus of 28 Days Later breaks many rules of the real world, and you would find your ability to find means to combat the virus greatly enhanced, and with things like the Wildfire Virus of The Walking Dead, or the M and F Virus you might find a cure in mere weeks if you had proper samples to work from. This is less effective on magical viruses or other viruses that work with clear altered rules and laws of the setting, and the more in keeping with the rules of the current universe the less effect it will have, but it will still have an effect no matter how well explained and in keeping with in-setting rules a virus is if it breaks those of the real world, and potentially a quite massive one. Similarly this is not limited to just scientific cures and treatments; it will help you find magical or supernatural ones just as easily.

Rules of a New World (600 CP): You excel at extrapolation. This won't grant you psychic knowledge or knowledge from thin air, but you're good at putting together points of information, understanding how they probably connect, and what their implications would be. You might not perfectly guess at the effects of a zombie apocalypse from a juvenile detention facility, especially if there were intelligent zombie controllers which were only at places of great population density, but you'd do a damn good job of getting somewhere close.

Strong Guy Perks

Good Heart (100 CP): You have some part of you that is nice and kind. No matter how dark the things you've experienced are, or become, or how much you are forced to harden your heart you will find that given time you can return to being a nice and kind person. You could be forced to serve as a child soldier, cutting off arms without hesitation to escape being murdered by a warlord, and you could return to being a good, kind individual. It won't necessarily be quick, but it'll be much quicker than it would normally be. You can toggle this off if you want to permanently harden your heart.

Militia Training (200 CP): You seem to have had a past in the military. Whether it was fighting as part of an African militia, part of the U.N. peacekeeping forces, part of the JSDF, or something else you have experience with firearms and fighting. Your experience does seem to lean towards guerilla warfare, which is probably for the best when you're fighting zombies. You know how to fight unarmed or with combat knives, including kukri knives, and you know how to use a gun, being a pretty fine marksman with a rifle; though shooting bokors is hard as their swarms tend to provide them cover.

Muscle Monkey (400 CP): You're strong. Strong enough to easily snap a person's neck if you get your arms around it. You're strong enough to match an average one of the infected, to crush a man's skull in your hands, or put a punch through someone's face if you're pissed enough and they're not expecting it. But you're a lot tougher even than that. 20,000 volts from a stun baton? You'll be up and ready to fight again in a minute, two tops, like it'd never happened. A bullet through the gut? That's not gonna be good for you, but you could function long enough to get it bandaged up and some basic first aid is all you'd need to be fine. Get your arm severed when you're left trapped in a hole under a giant concrete block for several minutes? You'd think the blood loss would be a problem but you'd probably still be conscious and standing and while your arm wouldn't grow back you'd survive. You could take blows from a giant, or one of the infected pillars, and shrug them off, and even having one actively try and snap your spine wouldn't be a guarantee to stop you, much less break you. And if you do get stronger than a human, you can expect the punishment you can take to increase as well. You're able to take a serious beating.

This also comes with all around fitness. You have a good immune system, and you'll have above average coordination and dexterity. Your toughness is what really shines as inhuman, but you're pretty fit in all regards.

I Will Save My Friend (600 CP): When your friends are in danger you have a tendency to arrive just in the nick of time to save them. This isn't perfect, it's still possible for you to be too far, or too unaware, but somehow you have a tendency to get warning signs that they'll be in danger, and to arrive faster than you really should. But you're not just arriving. When your friends are truly in danger, you seem to be more competent and more capable. You might not suddenly become superhuman, but you definitely show a spike in all of your capabilities.

New Human Perks

Child of Light (100 CP): The F-Virus might leave bokors with the anatomical features of a Barbie or Ken doll, but that doesn't stop most of them from looking good, even better than they did beforehand. You might not have the F-Virus, but you are definitely one thing: hot. You can choose what sort of aesthetic you want to go for – maybe you want to have sculpted muscles like some Greek demigod, a feminine figure that makes it clear you're not part of the military because they don't have women that hot, or maybe an androgynous, pretty boy who could pass for blonde Jesus. Whatever look you choose, if you're not a bokor you're probably among the most attractive people alive, at least in Japan at least until a cure pulls some people back from the M-virus. You'll find this chosen body type easy to maintain and regain should it be lost.

And if you haven't lost it to the F-Virus, you can choose to be packing a Desert Eagle between your legs.

Vector Identification (200 CP): Bokors are capable of recognizing those who are receptive to the F-Virus, and now whether you're a bokor or not you can too. But this goes beyond the F-Virus. You are able to recognize people with the proper biological traits to be infected by any viruses you carry, as well as those who would receive empowering mutations from those like the F-Virus (or T-Virus of Resident Evil fame) that would provide them. But this goes beyond viruses. For any power up you can grant that requires specific biological traits or genetic markers to properly survive or access, such as many super soldier procedures, you can tell who could safely receive the process and gain power from it.

Alarm Pheromones (400 CP): When attacked the first bokor was prone to release a pulse of sound that drove nearby infected into a wild overdrive, making the normally shambling masses suddenly become deadly sprinters and increasing their strength. When you're attacked or threatened you are able to release a similar pulse that makes your nearby minions push into a sudden surge of action and ferocity, pushing them into a berserker like state which increases their strength, greatly increases their speed, and pushes them towards battle even against suicidal odds – those with less free will or intelligence might actively surge forward to actively weigh down foes with the mass of their dead bodies if necessary.

You've Advanced (600 CP): Maeda was able to retain his humanity, even when he had advanced to the 3 pupiled stage and was fully capable of controlling the infected en masse. He was also able to be cured and reverted to full humanity despite reaching that stage. You possess similar features. When a (super) disease, infection, or transformation would alter your mind or behavior you'll find the effects greatly lessened, and you will find such changes easier to reverse. Being infected by the M Virus might still fill you with some cannibalistic urges, and degrade your intelligence, but far less than it affects ordinary people, and you could retain yourself through the transformation into a bokor.

But Maeda was able to do more than that. In a surge of emotion he was able to take control of a larger horde than any other bokor shown, creating a pillar of the infected into a fully formed giant humanoid, and use it as a remote controlled robot to destroy a fusion of two bokors who had themselves evolved to a new, giant state. He also, seemingly, managed to – unconsciously and well before the virus had pushed to the state of normally controlling the infected – force an infected horde to spare his friends, and even contort themselves, breaking their bodies and hardening into a fused, stiffened material killing themselves in the process. Both of these feats took immense emotion from him.

Like Maeda, you are able to bring out the power of viral transformations through immense emotion. Any powers you derive from a virus will skyrocket in these moments, pushing you well beyond the normal limits of your virus.

Items:

You may purchase multiple copies of items. Discounts are 50%. Purchases of an item after the first are discounted; this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Items which would not be appropriate to possess while in juvenile detention will find their way to you at the earliest appropriate opportunity.

Cigarettes (50 CP): This is a pack of cigarettes. It will refill itself over time quickly enough that if you're actually smoking them all yourself you shouldn't ever run out.

Curved Knife (50 CP): This is a knife. Specifically it seems to be a rather large kukri or Gurkha knife. It will maintain itself, and repair itself when not in use, and the blade seems to be harder to break and more resistant to dulling than it ought to be even without that.

Custom Uniform (50 CP): There aren't many outfit choices when you're in juvie, or the military. Oh you might get to choose whether you button up your shirt and show your undershirt or not but that isn't much. It didn't stop Daisy, though, from showing up in thigh high stilettos and short shorts. Sure she was only pretending to be part of the U.N. peacekeeping forces but manga need some eye-catching outfits.

And now you can have one of your own. This is a customized and unique version of a uniform; maybe a military one, or a school one, police, or even Shouran Academy's. Whatever it is it won't be anything truly too specialized – no hazmat suits or even full combat gear with bulletproof vests – but it will have been modified to match your style and look good on you. And as long as it's based on the right type of uniform no one seems to object to you wearing it in place of the standard one.

Game Center (50 CP): This is a Japanese game center. It's got pinball, claw machines, and the sort of games you'd expect to see in one. It might even have an arcade machine or two, though it is mostly the more physical games. It is a warehouse attachment, though you may have it inserted into new jumps instead. The games will function without external power.

Minivan (50 CP): This is a normal, commercial minivan. It will automatically refuel, maintain, and repair itself over time when not in use.

Motorcycle (50 CP): This motorcycle comes with an attached sidecar. You don't need the key, it just works for you like you've hotwired it though other people will still have to hotwire it or somehow get the key. It will automatically refuel, maintain, and repair itself over time when not in use.

Ration Tickets (50 CP): Isn't it a bit early for these? Well in the epilogue food is being rationed and the tickets seem to be used as money as well. These you have can be used for both. This isn't much money, maybe the equivalent of around 750 yen a day or about $5. People will accept these like they're cash. But you, and only you, will be able to exchange these tickets for food with the same value (in the real world in Japan) at your warehouse, or another place of relative safety and isolation.

Armored Van (100 CP): This is a large van that has had sheet metal bolted and welded onto it to protect it from zombie attacks. It gets surprisingly good gas mileage, and is somehow street legal even in other worlds. Comes with an immobilizer to prevent hot-wiring without specialized tools and/or true expertise. It will automatically refuel, maintain, and repair itself over time when not in use.

Chainsaw (100 CP): A chainsaw really isn't that good of a weapon. But in zombie story tradition this chainsaw is. You'll find it not nearly as unwieldy as the motorized blade should be, though it's still not a sword, and that it seems to be particularly good at cutting through flesh and bone without getting jammed or stuck especially when dealing with zombies. It will repair, maintain, and refuel itself over time when not in use.

Crutches (100 CP; discounted with Lame): This is a pair of crutches. They're pretty mundane, except that they're remarkably sturdy. They're not indestructible, but no matter how strong you become you could swing them around in a fight without damaging them unless someone actively attempted to break them, and even then they're a lot sturdier than they have any right to be. And unless you're in an actively secured area where they would have been confiscated, they have a way of making their way back to you when you need them as crutches. It won't be instant, and won't appear when you just need weapons, but if you need a crutch – even just to loan out – they have a way of getting to where you are.

Nambu M60 Revolver (150 CP): This is a small handgun, made to be easily pocketed and concealed. It holds, and comes with, 5 bullets. If it's not thoroughly observed and well tracked you can summon it to your hand by reaching into your pocket or pants. It will maintain itself and keep itself repaired, but it won't replenish ammunition on its own except at the end of each jump.

U.N. Copter (150 CP): This is a large helicopter. It's not an attack helicopter, more on for medical evacuation or rescue operations, capable of carrying a decent load of passengers. It's unarmed, though, and while tougher than a civilian helicopter isn't heavily armored by any means. It will automatically refuel, maintain, and repair itself over time when not in use.

Nimble Ones (200 CP): These are a particular strain of infected. Obviously formerly human, they have taken on the body proportions and design of a dog. They still have human feet and hand, but they run on all fours and are sized like a medium-sized dog breed. They lack noses, having only exposed nostrils, and disturbing grinning smiles. They are a lot faster than normal infected, and a lot more agile and nimble, and while not as physically strong as other infected due to their reduced size they're still strong for their size. They are also intelligent enough to use hunting tactics and even trap victims in a 'larder' though they aren't tool makers or fully as intelligent as humans.

You get a small pack of 6 of these monsters, and they seem to consider you one of them and even something of a leader. They won't view you or your companions as food, and won't attack you just because you're a bokor. If you are a bokor you'll even be able to control them like they were normal infected.

Armory (300 CP): This is a collection of military assault rifles. It's enough to equip about 100 men with them. It also comes with a stockpile of ammunition which will resupply itself slowly over time taking about a decade to fully resupply, though is enough to load all the weapons and include some reloads for all of them. All weapons from the armory will be repaired, replaced, and the stockpile will be fully resupplied at the start of each jump.

Fortress (300 CP): This is a Juvenile Reformative Academy like Shouren Academy. Or maybe it's an exact copy of Shouren Academy. Either way it's a fully equipped and supplied juvenile detention center, built to keep – children – prisoners in, and to be hard to escape in a way that makes it an excellent walled fortress against the living dead. It doesn't come with any inhabitants, and won't carry them with you between jumps, but will have a self-resupplying power supply capable of maintaining its original function, its own water supply, and comes with built in phone lines that will still work to receive and send calls assuming there's a local network for such even if it doesn't normally include a ground line network. It will retain modifications, though at the start of each jump you may choose to reset it to its original default settings, just in case someone blows it up.

If you want this can also be used to take Shouren Academy with you at the end of the jump instead of providing you with a copy. In that case the purchase won't do anything during the jump except provide you with a copy of the keys.

Infected Child (300 CP; discount Innocent): This is a small child that has been infected with a particularly interesting case of the M-Virus. It's caused some intense swelling especially of their face, beyond the norm of the M-Virus. They are normally relatively docile and inactive for an infected, though still probably should be restrained to keep them from biting someone. They come with duct tape restraints that can easily be wrapped around them and used to bind their limbs and muzzle their mouth. However by giving them a mental command you are able to push them into extreme activity, and guide them in their actions. In this state they will be as fast as a normal infected responding to a bokor's danger response, and despite being a small child substantially stronger than normal infected, able to take out groups of humans or other infected with relative ease. They can even use weapons in this state and while you'll have to guide or command them for anything truly intelligent they have a surprising amount of combat skill. This isn't a surprising amount for a child, or an infected, just a surprising amount period. They're not the most skilled fighter around here, and the better fighters in Cell 4 are more skilled than them, but even they'd be pressed to fight this infected.

Unfortunately they seem to have a battery life as they can only maintain this activity for so long before they slip into an unconscious state and need a nap, after which point they will wake up in their normal relative docility. While in their active state you can telepathically control them almost like a bokor would control the normal infected.

Knives (300 CP; discount Criminal Element): This is a knife designed for throwing and stabbing, so arguably a throwing dagger. It is an ordinary knife. Except when you reach behind your back you can find it in your hand simply by desiring it. Even when it's already in the back of a zombie. Eventually these other copies will fade, faster if you try and use them to arm an army or as fuel, but they'll stick around for a while as long as you're just attempting to use them for your own personal use.

ManPAD (300 CP; discount Strong Guy): This is a missile launcher. It fires land to air missiles designed to take out low flying targets such as helicopters or jets that fly too low. It only holds one missile at a time, but it packs a pretty big explosion so maybe don't fire it in a small room. It doesn't come with a stockpile of missiles, but will reload itself over time when it doesn't have one. Don't expect it to be quick but it'll happen.

Record Player (300 CP; discount Smart Guy): This is an analog record player, with top of the line speakers. The sound quality of vinyl records played on it seems to be improved even above the norm, and listening to its music seems to help calm your mind and increase the precision and flawlessness of your actions, reducing the number of mistakes you may make while you listen to the analog recording. You even seem to think somewhat better when listening to this music. If you somehow change it to a digital device this benefit will be lost; it'd take having feces collecting dust in your brain to enjoy digital recordings of music.

This comes with a collection of classical music and Wagner records, and you'll get vinyl copies of any soundtrack or OST perk or item you obtained or obtain in the future from a jump doc to go with this record player.

Flesh Pillar (500 CP; discount with Bokor perk): This is a horde of the infected. It's enough to form a large throne-like mound for a bokor should they all gather together in one place. They won't insert into a setting until you call them, simply not existing in the interim, causing them to begin to gather around your location from unobserved, unsecured areas. Once inserted they will remain in the world and act like normal infected, though you will be able to control them as a bokor would even if you are not a bokor; this control will not apply to those they infect. However, should you have need of them again and they are not in your local region, you will be able to make them begin to filter into the surroundings, teleporting to your area like how they appear when inserting into a setting.

Should their numbers be reduced below their starting numbers, they may replenish them by absorbing those infected by them (or by those they infected), bringing these new infectees under your control and allowing you to summon them as you would the hoard. They will also slowly replenish numbers over time, fully replenishing at the end of each jump.

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.

Cellmates (50 CP): You may create (not import) up to 3 companions with origins other than yours. They may not have the New Man background. They will each have all the perks associated with their origin and possess, or acquire during the jump, the 300 CP item that is discounted for their origin. You will find that you are quickly able to hit it off with these individuals, and they are naturally inclined to make strong bonds of friendship with you. Even if they don't survive they will be able to join you as companions.

Shouran Academy (300 CP): You may take all survivors from the Shouran Academy as a single group companion. They will share a companion slot. This only includes all members of the staff or inmates of the academy who survive until the end of the jump; you save more people and you'll get more people. If you have the Bokor perk, this will include the infected as long as they're still alive. If you purchased the Fortress item and chose to take Shouran Academy instead of a copy or another institution, you may purchase this group companion at a discount.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Special): It's really unclear how long things took. We know that Dr. Sakagami took nearly a month to fully mutate into his current bokor form, and that his change finished at least some days before the end of the manga, and that the infection had already spread across the world when he was infected. But we really don't have details beyond that, given we're not shown nearly that many days and no clear indication of how long time skips are. However the end of the manga isn't the end of the infection; the epilogue takes place years later and the virus is still around but contained. If you want though the difference can be split, and you can reduce your stay to a mere 5 years. You can reduce it further down to a minimum of 1 year but doing so will half the rewards from any and all drawbacks you take.

Infected Child (+100 CP): Or maybe it's a sibling, friend, or spouse. Someone you care about deeply will soon become infected and you cannot bring yourself to kill them, or allow anyone else to. You will have to take care of them, and keep them alive during your time here, and even if you're a bokor they will be immune to your control. Should they die you will find yourself overwhelmed with murderous rage at whoever and whatever caused it, and once you have completely your vengeance it will be replaced with depression.

Lame (+100 CP): A car accident, or something else, has left your body damaged. You have difficulty walking unassisted. You can move about a little, and even fight, without assistance, but only in short bursts otherwise you will need crutches or some other form of assistance.

Past Trauma (+100 CP): You have had a rather shitty past. Maybe your mother was abusive, or maybe you were abducted by an African warlord as a child, and raised as part of his militia for most of your life. Either way you've seen some shit, and unlike Iwakura Gou you're not well adjusted despite it; in fact you make Yamanoi look pretty well-adjusted and unaffected by his past.

Thug (+100 CP): You seem to have been put into juvenile detention for a good reason. You're aggressive, and violent, with little consideration for those around you and even less control over your worse impulses.

Military Competence (+200 CP): Military competence in zombie fiction ranges from 'non-existent' to 'actively detrimental.' The Children of Light showed an element of the latter, but by the standards of zombie fiction even they weren't bad. It's not like the military bombed survivors, dropped EMPs, or actively tried to weaponize the virus. Or it wasn't. You'll find that the military is surprisingly good at continuing to function and survive through the apocalypse. Unfortunately it is also very good at ruining things for you whether you're just trying to survive or have sided with the virus yourself.

Normal Difficulty (+200 CP): You, and any companions you import, are reduced to your Body Mod with no access to your warehouse. All out of jump items, followers, pets, properties, powers, perks, unimported companions, and so forth are completely off limits to you. An exception is made for perks and items from other zombie apocalypse based jumps.

Seen the Light (+200 CP): You are a devout believer in the Cult of Light, or at least you'll soon be coming to the same conclusion they did. This is the apocalypse, the infected are angels, and the bokor are gods. While you're in no hurry to become an angel yourself, you cannot abide by killing them, refusing to use lethal means against them or to allow others to do so. This is unlikely to make you many friends.

If you're a bokor, you will be extremely zealous about spreading the virus yourself, leading you to attempt to personally deal with any hardpoints of human resistance and to personally crush any attempt to create a cure. This will not, however, force you to merge with other bokor to evolve further; you will, however, be unable to use lethal force against them even to protect yourself.

Regression (+300 CP): You seem to have regressed to a child-like state. Your mind has retreated from the world, fleeing into an infantile mind where your behavior and thoughts resemble a small child's and your memories are fragmented. You will not grow out of this or be cured during your time here.

Viral Warfare (+300 CP): The M and F-Virus have been known to create a variety of different effects. One bokor with the F-Virus grew eye stalks, and the M-Virus created dog-like, seal-like, and even orca-like infected humans the dogs at least were beyond the control of bokors, intelligent, and fast. And now you'll find it's going to get a lot wilder, this new explosion of evolution creating a greater variety of horrors. This will also ensure that the M and F-Virus will be able to mutate and evolve around any attempted vaccine or cures, and even the immunity that a bokor would possess to the normal virus, leading to an ever expanding menagerie of horrors and mutant strains of the virus. The creatures

created this way will also be outside of the control of normal bokors, in fact being more hostile to them than to the uninfected. The virus will never be wiped out during your time here, and if humanity is completely wiped out so it has no viable hosts it will mutate to affect other species.

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

The infected are still biologically living, but given they're either mindless zombies, or bokors who once fully succumbed to the virus apparently are fundamentally different people than previously, it felt fair to say if you have undergone ego death due to it and can't be cured back to normal by the end of the jump it counts as death.

It's possible that Yamanoi Mitsuru, not Maeda, created the flesh flowers to save him and the others of the main cast, given he was also infected with the F-Virus at the time and further along. But given it started the moment Maeda became aware of the danger to them, and Yamanoi never showed the abilities to the level of Maeda, it seems more likely that it was Maeda. The narrative framing is also that it's Maeda, but Yamanoi's infection was unknown at the time.

Infected Child is telepathy based instead of sound based because Maeda was able to control it before unlocking full bokor powers, and the first bokor was able to control them while the pen was still in its body. Plus you're paying CP.

Changelog:

Version 1.0.0: Released.