がっこうぐらし!

SCHOOL-LIVE!



by Faucheusestar

As an epidemic gradually transforms the pupils at their school into zombies, three pupils and their teacher, Yuki, Rii, Megu and Kurumi, try to survive and keep their School Life Club alive.

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

Starting Location

You appear at Megurigaoka private high school a month before the outbreak. Or, if you prefer, you appear on the day of the zombie apocalypse itself, with a bonus of 100 CP.

You can also choose to appear at the shopping center or another location in the series instead like the university

Age and Gender

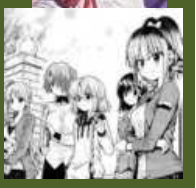
Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background, memories, or documentation.



School Living Club [Free]
You're one of the few School Living Clubs of the apocalypse... Yes, that means no more homework and all the diplomas you want!



Survivor [Free]
You're one of the rare survivors of the epidemic, perhaps part of the Fallen Crew or a dubious force, or maybe you're just one of the scattered survivors.

Randall Corporation [Free]
You have a link with this infection, perhaps you were the cleverest of Randall's scientists, or a soldier in this paramilitary group, or even a survivor who delved too deeply into this story. In any case, your knowledge of this pandemic and its treatment is undeniable.

Race

Doggo?! [+200 CP]



You may or may not be a cute animal, maybe a dog, maybe you're Arnault Hatonishiki the carrier pigeon. In any case, it's going to be hard for you because zombies love human meat as much as the meat of other animals like cute doggo Jumper!

Human [Free]

A classic human being, maybe you're a pupil or a teacher at the school.

Zombie [Free]



... You haven't even arrived and you've already been bitten! But how did you do it? Well, you're a zombie, you're as hungry as they are, but you have lots of control over yourself and you don't rot, in a way you are almost a successful version of Randall's research the important thing is however almost!. And if you leave the other zombies alone, they will too. Plus, as long as you keep the zombie race, you get this perk:

You know, all zombies were once someone, maybe they remember their old life or maybe it's just the noise that attracts them? In any case, in your case, the answer is clear: each time you jump, you can choose a job/hobbit that you've mastered as if you'd spent most of your life in the jump doing it.

Perks

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

Drop in

The heart of the group [100 CP | Free for Drop in]



You're such a cute, adorable Jumper that even during a zombie apocalypse people won't get fed up with your incredibly risky ideas and will even have fun with you, lifting their spirits. In these scary times what's really missing is a cute mascot like you!

Immunity [100 CP | Free for Drop in]

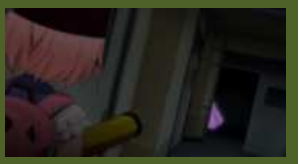
Infection is a complex thing: sometimes you die extremely quickly before you turn into a zombie, and sometimes it takes an incredibly long time... Luckily for you, you're immune to zombie infection and any other diseases you might catch in these unpleasant times.

Treasure hunt ✧ (=✪ ㅅ ✪=):･ﾟ✧ ! [200 CP | Discounted for Drop in]



You're really good at this game, whether its finding objects you like in abandoned places during your digs or finding secret passages, you excel.

Instinct [200 CP | Discounted for Drop in]



You'll sense when your friends and future friends are in danger and you'll always have a chance of saving them, whether through direct action or an elaborate plan will depend on it, but don't give up hope!

Reader [200 CP | Discounted for Drop in]



In this apocalypse reading could well be one of your rare pastimes as well as an important source of information. Luckily for you, you're really good at learning through reading and you always remember exactly what you read, as well as finding every important detail hidden between the pages. Unfortunately that means you remember all the sad endings.

Positive hallucination [400 CP | Discounted for Drop in]



Strangely enough, even though the end of the world has killed many people, you can talk to and interact with an image of what's left behind after they're long dead. This will act exactly like the real person and although they can't physically affect the world around them, they can keep you company and tell you everything they know. What's more, doing so reduces your stress!

Rescue [400 CP | Discounted for Drop in]

In a moment of great need when you're about to die and once time by Jump, one of your deceased pets (or maybe a deceased friend) will appear and save you! Whether it's a zombie dog or your goldfish, they'll manage to do so, however unlikely the circumstances.

Everyone loves school [600 CP | Discounted for Drop in]



There are those who can move the hearts of the living with a speech and there are you whose speeches can also move the living dead. If you understand what these zombies (or other undead) were doing here when they were alive, you can convince them to leave for today. Although this is limited to once a month it does not change anything that the rest of the time you remain a great speaker for all the living sad and desperate.

School Living Club

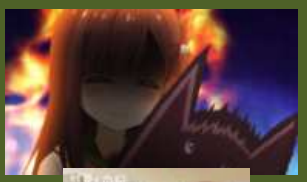
Illustrator [100 CP | Free for School Living Club]
You've got a real talent for drawing/painting, whether it's in a more classic style or one of the most adorable, you'll have the joys of filling a pretty notebook with your adventures!



Shovel Knight [100 CP | Free for School Living Club]
Zombies are a terrible threat and finding a weapon that you can master is likely to take a long time... It looks like you've always wielded it! Whether it's a shovel or some other unlikely piece of equipment of your choice, you're an expert at handling it. I guess your love for this object really is mutual!



Scary [200 CP | Discounted for School Living Club]
You're really scary! With a dark look from you, most animals will be scared and more apt to listen to you. It works on humans, but not on zombies though!



Apocalypse kitchen chief [200 CP | Discounted for School Living Club]
You're really good at cooking and managing food stocks so that you can use them for as long as possible with as little waste as possible. Everything you cook is incredibly tasty, even if you're using survival rations.



Trap master [200 CP | Discounted for School Living Club]
You know how to make and use traps of all kinds to capture animals and tame them, or even to trap your old comrades. What's more, if you hit a living creature with the flat of your weapon, it'll just be knocked out!



Analyze [200 CP | Discounted for School Living Club]
Losing your cool could well be fatal in this zombie apocalypse. Luckily for you, you can concentrate. In this state, you momentarily forget the panic and see every little detail around you that can help you.



Club [400 CP | Discounted for School Living Club]
You can choose a club that can be anything and everything as long as it's vaguely plausible. You're a national champion in this field and you'll notice that you can easily adapt your club's skills to lots of circumstances!



"I prefer game pads to steering wheel controllers » [600 CP | Discounted for School Living Club]
You know how to drive, not because you've had your driving test, but because you've done it in video games! It may sound worrying but it's surprisingly true for you, you can pull out banal abilities that any normal human would have based on your experience of the video games you play. A survival game will really teach you how to recreate the rudimentary tools and structure in real life.



Survivor

The apocalypse is fun [100 CP | Free for Survivor]
You're a strange kind of person, the kind who'd be really happy in an apocalypse. Not only will you never be bored, but everything from the zombie bursts to the atmosphere will be fun for you, it's as if these environments were created with you in mind.

You can fix it! [100 CP | Free for Survivor]

You're a true apocalypse mechanic if you find something broken with a few resources picked up left and right, you'll have the skills and knowledge to put it back in working order.

New friends [200 CP | Discounted for Survivor]

The apocalypse is a lonely thing and soon the need for a group will be felt, but will the new arrivals be kind? Well, lucky for you, you'll always find people who share your interests. And the people who join you will always be future friends who share your tastes, whether it's video games or being raiders depending on you.

Graduate [200 CP | Discounted for Survivor]
Here, take this diploma! Because here you are with all the knowledge you need for a career of your choice, just as if you'd just finished university. You'll also gain a good deal of practical knowledge, perhaps thanks to your work placements.

Aim where it hurts [200 CP | Free for Survivor]


Discover your target's weaknesses, look for what they hold dear, whether it's for ransom or to revel in the suffering of your prey once you've destroyed them. You are now a master in this art.

Stalker [200 CP | Discounted for Survivor]

What would a raider be without the ability to sneak up on survivors? Well, you don't have to ask yourself that question, because your mastery of tracking and stealth will make many a yandere jealous.

Backstabber [200 CP | Discounted for Survivor]

You're the chosen one, there's no doubt about it, and those silly, amusing puppets think you're on the same side. How cute. With this they won't realize that you've betrayed them until you attack them or, more amusingly, throw them into the zombies!

My dream [400 CP | Discounted for Survivor]


The apocalypse is a terrible thing, a pit of despair and broken dreams... So why Jumper you seem to be getting closer and closer to your dreams and goals in this type of environment! Whether it's reading all the books in the world like Rise, which becomes much easier because fewer books will be published if the world ends, or realizing your own dream. You'll always have the opportunity to realize it as long as you remain in an apocalyptic environment.

Luck [600 CP | Discounted for Survivor]
You and your group are really lucky, it gets to the point where you can easily find bases that allow you to have fun all day long for at least a certain amount of time just on the reserves they contain. What's more, raiders and other dangerous humans won't attack your group first, contenting themselves with attacking other groups first, and there's a good chance they won't find you first

Military training [100 CP | Free for Randall Corporation]
Are you a member of this paramilitary group or perhaps you've done a training course? Either way, it means you know what you're doing and you're not just some random survivor who picked up a shovel. Whether it's tactics or weapons handling, you've got all the right military training.

Immunity [100 CP | Free for Randall Corporation]
Infection is a complex thing: sometimes you die extremely quickly before you turn into a zombie, and sometimes it takes an incredibly long time... Luckily for you, you're immune to zombie infection and any other diseases you might catch in these unpleasant times.

Take back your spirit! [200 CP | Discounted for Randall Corporation]
You know what's scary, all zombies are still somewhat conscious. Megu nee remembered her pupils even when she was a zombie but still had to bite them. Well now it's different, you can once a week give the zombies back some of their consciousness and they'll get their minds back, stop rotting and be free to make their own choices, although they'll become very attached to you and won't kill themselves when they realize what they've become. It also works for other loss of control problems not involving zombie viruses.

One of us? [200 CP | Discounted for Randall Corporation]
You're surprisingly good at standing in the middle of a group and persuading them by your very presence that your presence among them is perfectly normal. Whether it's zombies while you're still human or an organization to which you obviously don't belong.

Randall Scientific [400 CP | Discounted for Randall Corporation]
You're one of the Randall Corporation's scientists, or at least you've got the skills. From AI creation to germ warfare, you've mastered all the science needed to complete your mission. Let's hope you remember to wash your hands the next time you're testing highly deadly diseases and don't cause an accidental epidemic!

Solidarity in the horde [600 CP | Discounted for Randall Corporation]
You're aculeate Jumper, but don't lose hope the zombies are a tight-knit faction attacked in one and their friends will swoop in that's now even truer for you! You're so loved by zombies that if you're in danger and make a lot of noise a horde will come to your rescue.



Items

*Items may be imported into similar - items, weapons to weapons, vehicle in vehicle, etc. you get **400 CP** to spend on items only*

Drop in

Ration [100 CP | Free for Drop in]
Delicious sea-flavored biscuits! Although they're a bit dry I hope you'll like them because you get a case containing four boxes of them every week.



A bag [100 CP | Free for Drop in]
This pretty bag in the design of your choice is a little bigger on the inside than on the outside. How much bigger, you ask? About 1m3, but you'll still feel half the weight, so be careful.



Book [200 CP | Discounted for Drop in]
This is the notebook that contains all your adventures illustrated in a really cute way, just looking at it or holding it fills you and your friends with a deep sense of hope and lifts your spirits even in the darkest of times!



Vehicle [200 CP | Discounted for Drop in]
A car or perhaps another land vehicle that has existed such as a bus (not a tank though) or a strange vehicle made by a private individual, you can choose the model you want, it will be fitted with a corresponding jerry can of petrol that will refill after 48 hours once it has been emptied. What's more, if you concentrate and look away, you'll see the vehicle appear as if you'd left it there and it repairs itself a little each day when you're not looking at it.



Radio [400 CP | Discounted for Drop in]
This case contains several walkie-talkies, a telephone that can be connected to any other telephone to send messages and receive replies, even if the network is down, and an amateur radio system. You'd think they were really preparing for the apocalypse at this school!



Megurigaoka Private High School [600 CP | Discounted for Drop in]
This is the school or should I say the anti-zombie survival base as this is no ordinary school. It is equipped with large ration stock in the form of a shop, solar panels, the roof is landscaped with a garden for growing food and barricades can easily be installed with the tables. This can be the original or a new one and if you take it you can choose the location of the school and the swamp in the jump.



School Living Club

Shovel-kun [100 CP | Free for School Living Club]
Do you know how effective the shovel was in the First World War? Well, one thing's for sure, it's very effective against zombies and for digging! What's more, in a mysterious way, if you're in danger you'll always see it close at hand, as if it's watching over you.



Money [100 CP | Free for School Living Club]
Just what you need for normal shopping will always be in your pocket... Well yes, you're not going to leave without paying in the various shops where you buy things... Looted, you say? But that's completely illegal, after which you'll be skipping school too!



Emergency response manual [200 CP | Discounted for School Living Club]
This isn't just any manual, not only does it contain everything that the original hidden in the school contains, but also a CD containing incredibly well-done survival guides for any disaster and a whole encyclopedia containing all the useful knowledge of mankind. As well as a detailed plan of any building you're searching, and a list of the current inventory of what's there.



Diversion [200 CP | Discounted for School Living Club]
You can make a small object come out of any pocket or bag it could be a ball, a glow stick or anything else. It will attract the zombies to the place where it lands a little better, and you can have as many as you like.



Shelf [400 CP | Discounted for School Living Club]
This shop shelf contains mainly canned goods and a variety of other items seen in the series. Each month it will be filled with new products, just as randomly.



Non-experimental vaccine [400 CP | Discounted for School Living Club]
This is a vaccine capable of completely curing the zombie infection if used at stage 1 of the infection and making you completely immune even if the disease mutates. It works on any animal and you only have one dose but get a new one every month. What's more, this vaccine works on any other infection.



School Living Club poster [600 CP | Discounted for School Living Club]
At first glance, a simple piece of paper with the name of your club on it, but in reality it's much more than that: when you place a piece of paper on which you write the name of your club on a door leading to a room in a building (not the entrance), you claim ownership of what's behind it, turning it into a safe room. Once that's done, the undead and unalloyed survivors can no longer get inside.

Survivor

Video games! [100 CP | Free for Survivor]
You have a large collection of video games, films and consoles from all eras, so you can play Ballout (Fallout) during a zombie apocalypse. The consoles will never run out of power or break down and all the games work as if their server is still running.



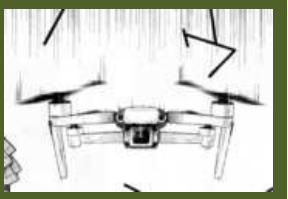
A Crossbow [100 CP | Free for Survivor]
This crossbow comes with around ten bolts, and you get a handful of new ones every day. It comes with a note saying that it's better to shoot zombies than little girls and teddy bears, but you can ignore that!



Anti-zombie outfit [200 CP | Discounted for Survivor]
An outfit perfectly suited to zombie hunting, such as a full motorbike outfit with helmet, for example, is up to you. And on your belt you'll find an inexhaustible supply of screwdrivers that you can use to kill zombies.



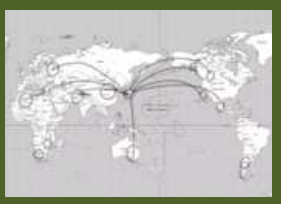
Drone [200 CP | Discounted for Survivor]
It's a military-grade drone equipped with a camera and a communication system, and as well as being able to be controlled from a very great distance, it also won't break down or run out of battery.



Saint Isidore University [400 CP | Discounted for Survivor]
The school has its own solar electricity and a water filtration system that can provide hot water. In terms of size, the university also has a number of dormitories. This can be the original or a new one and if you take it you can choose the location of the school in the jump.

Randall Corporation

Zombie plague [100 CP | Free for Randall Corporation]
This is the bacterium that caused the apocalypse, placed in stasis in a portable device that you too can use to create this kind of catastrophe. All you have to do is find a way to airlift it.



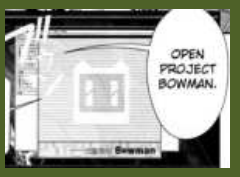
Water bottle [100 CP | Free for Randall Corporation]
It's just a bottle of water or a flask filled with tap water that you find in a school like Megurigaoka Private High School or in another building. Nothing exceptional except that it never seems to run out of water...



Military supply [200 CP | Discounted for Randall Corporation]
This pack contains all the basic equipment of a Randall Group soldier, from his armor to his weapon, with a few magazines that recharge at the rate of one a day, as well as a walkie-talkie.



Bowman Kun [200 CP | Discounted for Randall Corporation]
It's a lie-detecting AI installed on a military-grade phone that won't run out of battery and can operate without any network, and on a laptop that's perfect for running all kinds of analyses and has the same properties.



Emergency response manual [200 CP | Discounted for Randall Corporation]
This isn't just any manual: not only does it contain everything the original hidden in the school contains, but also a CD containing incredibly well-done survival guides for any disaster and a whole encyclopedia containing all the useful knowledge of mankind. As well as a detailed plan of whatever building you're searching, and a list of the current inventory of what's there.



Helicopter [400 CP | Discounted for Randall Corporation]
It's a helicopter of your choice that won't break down and will repair itself little by little when you're not looking at it. What's more, you get a jerry can of fuel every 24 hours.



Randall Corporation Headquarters [600 CP | Discounted for Randall Corporation]
This is the place where the disease started to spread. They have all the facilities you'd expect from this type of installation: a water purification system, solar panels, laboratories and large quantities of resources as well as an AI.

Companions

Companions can purchase more companions.



Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.



Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift. You start with a good relationship with the character or characters you choose.



Taroumaru [50 CP]
This cute little dog has the ability to sense danger and will be alert if there are zombies in a dark room.



Drawbacks

Self-Insert [+0]
So you want to be one of the named characters, well, if you adopt the appropriate background, race and skills as faithfully as possible, you're free to embody any character and acquire their knowledge and ability not being purchasable in the jumpdoc. Or you can simply replace them with yourself, but this could lead to some modifications.

Crossover [+0]
You can merge this world with other zombie apocalypse series like highschool of the dead for example. If you do this you can add up the jumpdocs and get the usual 1000 CP that can only be spent on the corresponding jumpdoc.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is an anime, movie, or other you would rather go to.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years…However, you should be aware that you will continue to age

Video games addict [+100 CP]
You're addicted to video games and you need to play at least a little every day or you'll lose your mental health much more quickly.

Disruptive laugh [+100 CP]
Maybe you're a dangerous psychopath or maybe you just can't stop thinking up hilarious zombie jokes... but you make a disturbing little laugh where people would normally be horrified... It's probably not going to help you get normal friends!

Shovel lover [+100 CP]
Do you want to marry shovel-kun? In any case, you'll have to carry a shovel all the time, and everyone will tease you for your love of this gardening tool! (this object can be replaced by any other object of similar weight)

You don't hit! You suck! [+200 CP]
Are you an orc? In any case, your behavior is very similar! You think strength is everything. You could be alive only because of a fortress built on machines and at the same time call the best mechanic in the world useless.

Shoot the loli! [+200 CP]
You're a psychopath, the kind that should be avoided in apocalypses and not the intelligent kind. In the event of conflict, you would always try to kill the weakest threat, even if it's an unarmed little girl with a much more dangerous armed person standing nearby. The same applies to zombies.

I want to get out! [+200 CP]

Jumper you could be in a fortress full of food and water and yet your little paws are yearning for a walk, deep inside you a voice is screaming for you to walk! And although you may resist it, it won't last long before you have to take your walk amongst our zombie friends!

Megu-nee [+200 CP]
Maybe being adorable and tiny... ~~or maybe not exist...~~ isn't good for your authority. Even if you're in a position of power, people will ignore it and even have the nerve to act as if they're the teacher or whatever your position is!

Madness [+200/400 CP]
Hmm? Why don't you make some noise, there's never been a zombie apocalypse, has there, Megu-nee? For 200 CP You don't know completely what's real any more, although deep down you know that the apocalypse has taken place and that what you see in a few flashes is a hallucination, but that doesn't make it any less disturbing... For the 400 CP versions: You're like Yuki for the next ten years, let's hope you've got lots of friends, it would be sad to be alone in this new, perfectly normal school year!

All men must die [+400 CP]
This is the rule set in stone in this universe all men end up generally dying of infection, and for that jump you'd be a boy. You'll be more susceptible to airborne infection (except for the perk immunity/zombie instead you become more interesting to kill for raiders and other psychotic humans)) and the zombies seem to find you more delicious. Good luck you will need it, this drawback sees its effect diminished after humanity rebuilds itself (period after the end of the mangas)

Rainy season [+400 CP]
Do you like rain? Well, zombies and solar panels don't. It's going to rain a lot, Jumper, and in this world zombies become much more active when it's raining and will actively try to destroy your barricades to get in your home.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

The Last human [+400 CP]
You're the last human alive, Jumper, and I wouldn't put too much stock in your mental health. Well, the good thing is that now no-one will judge you when you're talking to yourself!

Randall doesn't have a good person [+600]
Do you like nuclear explosions? Do you think you're in Bollout (Fallout)? Well, it's up to you, unlike the canon, it's the evil Randalls who have won and here you are with a magnificent nuclear bomb with your name on it, which will be launched in two months' time on the day of the apocalypse, let's hope you find a way to survive it!

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.
But who is Jumper? [+700 CP]

Jumper, you don't exist... You died during the epidemic and now you're a hallucination for a character of your choice. You cannot directly affect the world although you can speak and give information to the person who sees you. As well as moving around like a ghost, however, it is imperative that your chosen person, who cannot be a companion (unless they are from this jump), survives or else you will fail this jump. This won't end your chain, but you will be subject to a heavy penalty (such as returning far down your chain without obtaining the powers you obtained after the jump you returned to, or something else).

Decisions

You have three choices …

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

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.