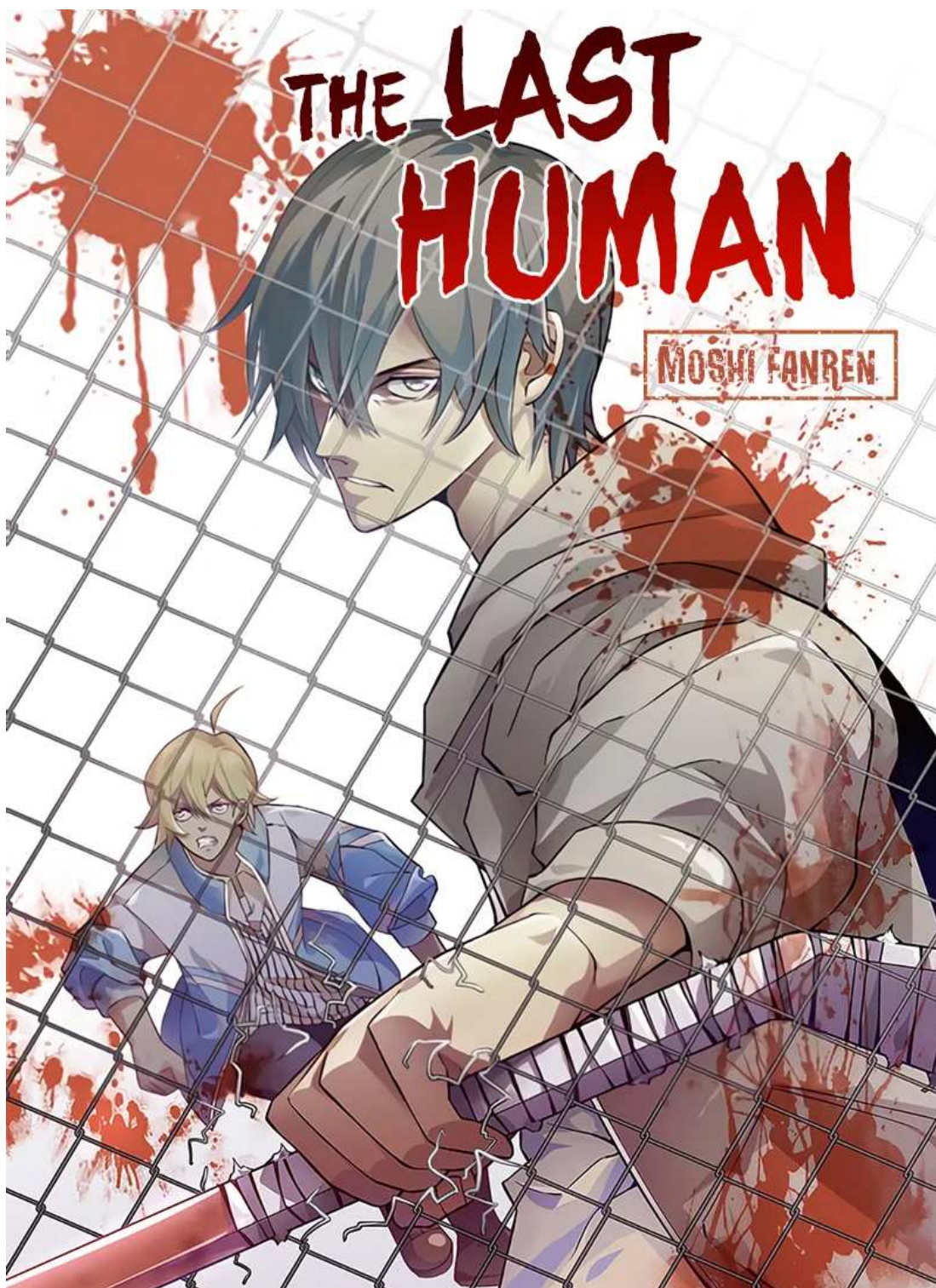




THE LAST HUMAN

By Aleph_Aeon

- **Introduction:**

At 2:00 P.M on February 14, 2018, a meteorite carrying a mysterious virus fell into the Earth's atmosphere, but before landing, it shattered into numerous pieces, falling into all corners of the planet, which allowed the virus it carried to spread instantly through the air. Initially, everyone affected by the virus was unconscious for up to twenty hours.

Around 30% of humans developed some degree of resistance against the virus' properties, being able to resist the initial mutations, but the other 70% couldn't resist and became monsters, known as the Infecteds. The survivors and the Infecteds started to evolve, developing new abilities. The humans capable of using the virus to become stronger are called Evolvers (or Evolveds).

The Abola Virus is an unknown alien virus capable of, initially, infecting just humans and provoking mutations, uncontrollably and faster in Infecteds and more controlled and slower in Evolvers. The virus is transmitted through air, water and direct blood contact, with 100% of chance of becoming an Infected with the last, but some high-level Evolvers have enough viral resistance to resist it.

After 10 years of the start of the apocalypse, Zuo Tian Cheng is attacked by an Infected horde in an abandoned city, but for some reason, his soul returns to his body two hours before the meteorite falls. Now, he'll use his knowledge to become stronger and to reunite with his past lover.

You arrive in this world after a twenty hours long coma caused by the virus. You'll stay here for ten years. Good luck.

+1000 CP

- **Starting Location:**

Roll 1d8 to define your starting location in this universe or, alternatively, you can pay 50 CP to choose it yourself.

1. **Changji Boarding School:** Before the Apocalypse, the Changji Boarding School was, obviously, a school located in the east region of China. The most important thing about this school is the identity of a specific student: Zuo Tian Cheng, the protagonist himself.
2. **Shibei City:** Shibei City is the nearest city to Changji Boarding School, being one of the first cities visited by the protagonist. It's also the homecity of the Luo sisters, the Luo family and Su Rou Xuan.
3. **Long Hua City:** Long Hua City is a metropolis of China that became one of the first resistance bastions after the Apocalypse. The city is home for many strong and talented inhabitants and ruled by great groups and factions, with the Zhao family and the Maple Nest being the two main ruling powers found here. Alternatively, you can start at the Peace Region, a far city center region where there is a balance between the groups. After some months, the city will become the center of a war between two Leader Infecteds.
4. **Yi County:** One of the counties of China and the hometown of Gao Fei. This city is ruled by three main powers: the Fatty Wei's Factory, the Ancient City Wall survivor camp, leadered by Ling Sheng, and the Hydropower Station, controlled by Long Tin, a dangerous psycho even without having access to any evolved ability. There aren't enough resources to maintain a safe zone here for a long period of time.
5. **Li Hua County:** One of the counties of China, between the Long Hua area and the Chu Prefecture. In a few months, the entire area will be taken over by the Infected Plants, created by the experiments of a Crimson Demon. The only survivors in the county are reunited in the Divine Pear Tree Safe Zone, controlled by soldiers and protected by the Millennial Pear Tree, a rare kind of Infected vegetation that doesn't attack humans and is the natural nemesis of the Infected Plants found here. The Infecteds here are controlled by an Infected Plant Matriarch.
6. **Chu Prefecture:** After the Apocalypse, Chu Prefecture became a city with a unique condition compared to others. The Infecteds here, especially the high level ones, become more active during daytime, unlike the ones from the rest of the world, due to the interference of the true ruler of this city, the Demon Crimson. There are also numerous zombie nests, occupied by rival factions of Infecteds. During the night, the streets are

dominated by the survivors. The main power between the survivors is Wu Ye, known as the Five Dragons, and his four main allies, known as the Four Tigers. The biggest fragment of the second meteorite will fall in the center of the Chu Prefecture, causing a huge disaster and increasing the speed of evolution of the Infecteds.

7. **Huabei City:** Huabei city is the biggest city in the central region of China with a population of about 60 million people. It has mountains around it and a river flows through the city, forming a natural barrier. There is also a military base here. Nothing is known of what happened here after the outbreak, but in the Alternative Future, this city was the base of one of the greatest survivor bastions in China, controlled by Ling Sheng.
8. **Free Choice:** You may choose any of the starting points mentioned above, or even another city in any country of the world. No country is in a better condition than China.

- **Races:**

Your gender stays the same from your last jump and your age varies according to your origin chosen below. You can pay 50 CP to choose both yourself. Any origin can be taken as Drop In.

- 1. Human/Evolver (Free):**

Thanks to some genetic quirk, you're part of the lucky 30% of the population that developed some degree of resistance against the virus' properties, allowing you to resist the initial mutations and stay human. As a human, you'll have the capacity of even controlling the mutations granted by the Abola Virus to enhance your own body and evolve, eventually reaching Stage 1 and becoming an Evolved Human, or an Evolver as some prefer to say.



- 2. Infected (100 CP):**

Before the outbreak, you were a simple human, but now, you're part of the unlucky 70% of the population that was incapable of resisting the initial mutations caused by the Abola Virus. You're an Infected, being no more a human.

Even in Stage 1, your appearance is obviously inhuman and becomes more inhuman as you evolve.



- **Origins:**

Any origin can be taken as Drop In.

Human Origins:

1. **Returner (Free):** Even if you just appeared in this world after the outbreak, you already have a past in this world, regardless if no one remembers it. Like Zuo Tian Cheng, you're a returner that already experienced this world in the First Timeline. You're an element of change in this world, so it's up to you to decide your path. Your age is 12+1d8.
2. **Citizen (Free):** Before the outbreak, you were a normal citizen, living a normal life, probably a student. But the Abola Virus changed everything and now you're one of the survivors. Maybe your family is still alive, but nothing is certain in this nightmare. Your age is 12+1d8.
3. **Police Officer (Free):** Your profession gives you a great advantage in this apocalypse. You are a police officer or even a soldier, if you prefer. Independent of this, you're a trained combatant and someone fighting together with the good guys. Your age is 18+1d8.
4. **Gang Member (Free):** Before the meteorite fell, you were a member of one of the many existent gangs here. Maybe you were part of one of the most known gangs, like the Zhao Family, the Azure Mountain Gang, the Maple Nest or even the Black Bandana Society, or part of another gang, created by you. Your gang may or not have survived the attack of the Infecteds. Your age is 18+1d8.
5. **Survivor (Free):** Every living human in this apocalyptic world is already a survivor, but you're definitely someone that shouldn't be alive. At the start of the outbreak, you were at some of the worst places to be, like a crowded supermarket, an isolated island away from any resource, near a Leader Infected or even on a ship, but, even when the odds were against you, you got out of there alive. Regardless of what you were before, you're a survivor now. Your age is 12+1d8.

Infected Origins:

- 1. Member of the Horde (Free):** You're one among the hordes of flesh-eating mutants that emerged after the Abola Virus arrived on Earth. Your power is not only from yourself, but also from the collective, either as another servant of a powerful Infected or even as the leader of a Zombie Horde yourself. Your age is $16+1d8$.
- 2. Lone Hunter (Free):** Why bother with leading with hordes and servants when in the end it's just your evolution that matters. Unlike the Infected that become leaders of literal armies, you don't find strength in numbers, preferring a more solitary growth method. Your age is $16+1d8$.

- **Perks:**

Each perk is discounted to their respective Origin and Race. Discounted 100 CP perks are free.

General Perks:

Abola Virus (Free): You got caught by the same virus that caused the apocalypse, but unlike the unlucky 70% of humans, you developed a good initial viral resistance and resisted the uncontrolled mutations, staying human, instead of becoming a mindless Infected (unless you take the Infected origin, in this case you're part of the unlucky 70%). Now, you have the ability to control the mutation and evolution of your body, becoming stronger with time. There are various forms of this, but for every of them there is a risk: if you overuse the virus energy without increasing your viral resistance, you'll lose the control of the virus and become a special type of Infected, a Fallen One. If it happens and you don't recover your consciousness and individuality until the end of your ten years here, it's the end of your chain.

A Safer Start (100 CP): While some Jumpers are strong enough to be a threat to the Multiverse itself, the new Jumpers, in their first Jumps, normally aren't strong enough to destroy a house in a single attack. To give a better chance to these Jumpers, this perk makes your start in a safe place in your starting location, like an abandoned building, without Infecteds, and with some resources. In future Jumps, you'll continue to arrive in a safe place in any starting location. This perk may be useless to the godlike Jumpers, depending on their build.

Brotherhood (200 CP): You have a special charisma, capable of making friends and allies easily, especially when they're powerful like you. When you make a group with your friends and allies and fight together with them, they seem to start to share any type of growth/learning boost and limit break you have. Your charisma doesn't make you loved by everyone, but you'll always have good friends, everywhere you go.

Weapon Expertise (200 CP/Requires Basic Training or Combat Experience): You have a great amount of combat experience/training, because now you're proficient at using any type of weapons, including guns, javelins, knives, crowbars, longswords, shortwords, your own hands, laser weapons, light constructs, non-conventional weapons and others. Just by touching a weapon, you'll know the right way to use it, but, while you won't instantly achieve proficiency by just touching, you'll be able to easily reach this level of ability with just a few minutes of usage. You already gain mastery of any weapon that you might own.

Spread the Gift (200 CP): With all the benefits granted by the Abola Virus, it would be very selfish not wanting to share this gift to the multiverse. You're able to give the Abola Virus to willingly people, granting all the benefits without the majority of the downsides

(including a very good resistance against becoming a Fallen One), if you're a human, or turning them into Infecteds, but still retaining their ego and rationality, if you're an Infected yourself. The virus will work in other settings exactly how it works here. The effects caused by the contact of the Abola Virus with other non-human species, other supernatural viruses/bacterias and even magic will be interesting.

Mutated (300 CP): You were infected and now you're one of them. But, fortunately, you acquired a rare mutation that allowed you to fully retain your personality and memories. Unlike the others with mutations like that, you don't need to worry about losing control of the virus and becoming a full Infected and don't need to devour others of your kind to increase your potential. The Abola Virus inside you can be consciously manipulated like an Evolved, even if you're an Infected. Basically, now you're a hybrid between an Evolved and an Infected.

If you have a human origin, you get an extra +500 IP and access to the Mutations tab.

If you already were an Infected, you get a human appearance, an extra +500 EP and access to the Evolutions tab. Optionally, you can be classified as a conscious Fallen One.

Above Evolution (400 CP): Limits. Every living being has their limits, restraining their potential and creating a final point for their evolution. Even the Abola Virus itself has its limits. But not you and not even the Abola Virus inside you. You don't have any limit, being able to stay evolving eternally as long as you continue training and strengthening your body and virus inside you, as well as your other abilities and attributes that aren't related to the Abola Virus. In a few words: You, your evolution and every one of your powers are unlimited, without any limit restricting their potential. Every Stage above Stage 5 is harder than the previous level, with increasing difficulty.

The Ultimate Ability (400 CP/Discounted with Above Evolution): There are two methods of evolution using the Abola Virus: the Controlled Evolution of the humans, which consists in focusing in just one of the six main evolutionary lines, and the Natural Evolution of the Infecteds, which absorb and integrate any kind of evolution that is within their capacity but its random. Each method has its own benefits and flaws and they can't be used together, even if humans (usually Fallen Ones) can use Natural Evolution and some Infecteds can also use Controlled Evolution, but you, my friend, are an exception to this rule, like Zuo Tian Cheng. Thanks to a unique trait of your biology, you'll be able to utilize both methods and follow the true universal evolutionary path, allowing you to evolve without needing to focus your efforts in just one form of power and to sacrifice your potential with the other five or needing to rely on chance and luck. You don't need to worry about dying due to mixing these two opposite methods of evolution, but this may end up attracting unwanted attention from those that also seek this power. As a final gift, this perk works as a Capstone Booster, strengthening at least one of each origin's 600 CP perk and unlocking the 600 CP of both Infecteds and humans.



Evolution Eater (800 CP): Somehow, you managed to acquire such a fearsome and dangerous ability. You're capable of stealing the evolution of others, both Infecteds and Evolvers, without any downsides that could happen due to it (for example, absorbing the hostile and unstable evolution of an Infected as a Evolver). This initially manifests as absorbing your victims' energy reserves (regardless if it's viral energy, magical energy, ki, chakra or just stamina) with physical contact, with a few minutes being enough to drain almost all of the energy of a Mental-Focused Stage 4 Infected. After some time, you'll start absorbing their progress and evolution, basically weakening them and strengthening yourself, turning their power and their energy yours. You'll just steal their raw power and none of their specific abilities. This won't work just on the evolution caused by the Abola Virus, but also on other cultivation systems, game-like systems, magic circuits and on the many other power systems in future settings that work around progress to become stronger. You don't necessarily need to have access to these systems (you can steal experience and levels from someone even if you don't originally have access to that specific system). There is no limit to how much power you can steal using this ability. Feel the fear in your enemies' eyes when they see you using their own evolution and power against them.

Human/Evolver Perks:

Enhanced Immune System (100 CP): It was never specified why 30% of humankind were capable of resisting the initial mutations caused by the virus, but I personally believe that they had some kind of genetic pre-trend to develop some degree of viral immunity before other mutations. Regardless if I'm right or not, you acquired an immune system that was powered up by the presence of the Ebola Virus in your organism, becoming able to easily resist most mundane pathogens. This doesn't give you immunity to every disease, but this is enough to remove any need to worry about catching the flu or another similar illness in the middle of a zombie apocalypse.

Relevant Opinion (200 CP): For some weird reason, people tend to ignore other people that they think they don't have a reason to pay attention to, even if these others can actually help them. Fortunately, you're a specialist in attracting the attention of others and making them pay attention to you, regardless of the necessary means to do it, be it by offering opportunities, screaming loud, manifesting your power, intimidating them, using your cuteness or even just using your hot body to attract their attention.

Perfect Foundation (400 CP): Almost every cultivation system has concepts like growth and foundation and this setting's system isn't an exception. I like to compare these concepts to a multi-storey building, with growth representing the construction of new higher floors while strengthening of the foundation representing the reinforcement of previous floors. It needs a strong enough foundation to effectively grow stronger, because, if you grow too much without strengthening your foundation, the entire metaphorical building that represents your cultivation may fall apart and ruin all of your progress. Well, this is a true worry to most cultivators, but not for you, as your foundation's strength will always match your progress in strength and power, without ever being left behind and having the risk of collapsing. This perk affects the Ebola Virus, as well any cultivation system you have access to.

Polyring (600 CP/Requires The Ultimate Ability): As an Evolver or Infected grow stronger and the more energy they have, their energy tends to condense in the form of glowing orbs inside their Spiritual Space. These orbs have special traits that help in their cultivation. Somehow, you awakened a special kind of these orbs, more especially a ring of six orbs, called Polyring, something that could only be achieved by Stage 6 Infecteds. The Polyring can help you stabilize your inner viral energy and improve the abilities of different attributes, but its real usefulness is for storage, working basically as a warehouse for the energy of each one of the six main evolutionary path (Power type, Fusion type, Elemental type, Mental type, Speed Type and Transformation type) as well as greatly increasing your energy reserve.

While it's possible to acquire a Polyring in-jump, receiving one through this perk has benefits. First of all, you'll be able to use it even before gaining access to your Spiritual Space, albeit in a weakened form, and it'll be able to store any form of energy post-Jump, even types of energies that would be opposite to each other.

Infected Perks:

Preserved Intelligence (Free/Exclusive and Mandatory to Infected): Thanks to your extradimensional nature, the virus didn't cause you to lose your intelligence and your sense of self. Even if you aren't a human now, you maintain your human intelligence, without the worry of the virus consuming your mind. You are also immune to becoming a Fallen One, because you're already an Infected.

Painless Life (100 CP): Every Infected seems to be unable to feel any type of pain, starting from the basic Stage 1 Infecteds to the living calamities Stage 5 Infecteds. Like them, you can suppress any physical pain, but you'll still be able to know your actual physical condition. You can turn this perk on or off at will, if you want.

A System to Evolve (200 CP): Even if the evolution speed of an Infected is faster, their evolution is sudden and based on chance, unlike the controlled evolution of Evolvers. While you can't still control the way your evolution will follow, you can define what your mutations will look like, being able to change how they look within the same theme, like green spirals becoming green lines or various extra eyes in your arms becoming just a big eye in your chest area, or even suppress some physical changes, like becoming a parasite while maintaining your normal height or maintaining a more human-like appearance even in higher stages.

Crystal Maker (400 CP): As the concentration of the Abola Virus inside the body of an Infected increases, it's natural the formation of Meteorite Crystals inside them. This process is natural, but you discovered how to artificially control this process. You can use your viral energy to create Meteorite Crystals outside your body. These crystals can be used as an energy backup or use them to make trades with the Evolvers, if you want. It's possible to use other types of energy, like mana and chakra, to create similar crystals.

Survive, Adapt, Evolve (600 CP/Requires The Ultimate Ability): Initially, the virus was capable of infecting just humans, but, with some months, it evolved and learned how to infect plants. Evolution is the essence of the Abola Virus and you inherit this essence. Every weakness, every limitation you have is now temporary and with time, they will disappear. You have a power capable of effecting just humans? After years, this power will be capable of affecting any living being. You're a demon who burns when exposed in the sunlight? Someday you'll surpass this weakness too. The more extreme and stronger the limitation is, the more time it will take to surpass it.

Returner Perks:

Combat Experience (100 CP): Even if you aren't a real practitioner of martial arts, you have a great experience and are proficient at close quarters combat, enough to match a real practitioner of any martial art or fighting style. In general, your fighting ability is similar to Zuo Tian Cheng's ability. Your ability also extends to some melee weapons, like crowbars and swords.

Beyond your Imagination (100 CP): What everyone learns watching zombie apocalypse movies is how dangerous fear can be. But not for you. Fear doesn't paralyze you and you can learn quickly that the world has changed to become a nightmare. You aren't immune to fear, but it won't stop you from doing what is important.

Talent isn't Everything (200 CP): There are two types of people: those who are born with talent and various times are called genius and those who aren't born with talent and need to work hard to achieve results. Regardless of how much someone works hard, these geniuses nearly always achieve much higher feats, sometimes even impossible feats to common people, but not to you. You can acquire any type of skill or ability normally restricted to those who have some special talent, as long as you work hard to acquire it. Talent is yet a very important thing, but the lack of it won't limit you anymore.

Never a Bad Deal (200 CP): Your friends know that you never do a bad deal. You have a knack for making deals and trades with anyone. You know when you're about to make a bad deal, knowing how to make deals that benefits both involved sides or even how to try to convince the other side to accept a trade that mainly benefits you.

Tactical Mind (400 CP): You have a mindset of an experienced soldier. In battle, you maintain your calm and analyze your enemies, being able to judge correctly their abilities and tactics to thus respond accordingly. Obviously, if an opponent is actively hiding their abilities, you won't be able to adapt yourself correctly, but once they show their true capabilities, you will be capable of analyzing them correctly.

Virus Knowledge (400 CP): You possess a huge amount of knowledge regarding the virus and its mechanisms. It looks like you lived the next ten years and returned to the past, but this can't happen, right? Independent of it, you have knowledge about the various mutations the virus can provoke, both for Evolveds and for Infecteds, and about its various byproducts, like the meteorite crystals, the flower resin and others. You also know the best ways to control viral energy and how every type of Infected behaves.

Second Chance (600 CP): Ten years in the future, Zuo Tian Cheng got attacked by a zombie horde and apparently died, but he awoke in his body before the apocalypse, getting a second chance. The reasons for this happened are still unknown, but you have this same opportunity. Once a jump or once every ten years, whichever comes sooner,

you can choose to return to the start of the jump at will, with future knowledge. If you die, this is activated automatically, acting like an extra life. You don't need to worry about the second timeline being more dangerous than the original.

Breathing Technique (600 CP): In the Alternative Future Luo Ren Hang created the Breathing Technique, a special technique that allows the user to canalize their viral energy, allowing them to increase their immunity and greatly accelerate their evolutionary speed, by consciously manipulating your energy, as well how regulating your inner energy and physical condition. The original user taught this technique just for Zuo Tian Cheng, and he taught other people. Apparently, he taught you too or maybe you discovered it yourself, because you can use the Breathing Technique. Even after you reach Stage 4, this cultivation technique will continue being effective as it was before. Post-jump, it works for any type of inner energy you might have, being able to gather energy from the environment and accelerating any kind of cultivation system by around ten times. You can also teach the Breathing Technique to other people. As a bonus, you gain an extra +300 EP.

If you also have taken **The Ultimate Ability** perk, by combining your mastery over the Breathing Technique with your unique biology, you were able to develop a new technique by taking the Infected Flower's mechanisms as inspiration. You're able to consciously enter in a state similar to the one induced by those flowers, allowing you to solve the problems brought by absorbing sources of power (like the damage/corruption caused by trying absorbing a Grace or multiple Commandments from Nanatsu no Taizai for example), but you'll still need to pay the corresponding price, which can be time or pain, with greater transformations requiring more time or being more painful. By choosing time, you'll enter in a stasis state that must remain undisturbed if you want it to work, while, by choosing pain, you'll need to withstand an absurd amount of pain during the entire process and, if you fail to do it, then destruction will welcome you. It would take around five years to absorb energy to form a polyring and around six months to absorb a Stage 7 elemental crystal, while the pain caused by absorbing the same crystal is already enough to make someone as Zuo Tian Cheng go berserk due to losing control over his energy.

You can also teach this new technique to other people, but just those that share the same quirk in their biology will be able to use it. As a bonus, you gain an extra +200 EP.

Citizen Perks:

Pretty Face (100 CP): Your appearance is remarkable, being probably one of the most gorgeous person in your social circle. Maybe it's because of your well-defined muscles, your cute appearance or even your curves, but, independent of this, you're considered attractive to the individuals of the opposite gender (or the same gender, or maybe boths, we don't judge here).

Truly Adorable (100 CP): When you want, you're cute and adorable, with an aura of innocence and cuteness around you. You can use your appearance to make your enemies, and sometimes even some of your allies, greatly underestimate you. By the way, who would have thought that a little girl who looked innocent and naive was actually a powerful Speed Type Evolver?

Mechanical Skills (200 CP): You have been messing with cars and other vehicles since you're a child, gaining vast experience in this area. With the right tools, you can even disassemble a tank and assemble again. You're able to repair and modify nearly every type of land vehicle, like cars, motorcycles and armored vehicles.

Wrong Moment (200 CP): There are certain subjects or things that should not be talked about for certain people, like calling a certain Evolved an fatherless. You know when you need to keep your mouth closed. This doesn't stop you saying these things in the wrong moment or to the wrong person, but will give you a feeling of warning to don't say this before you do it. We don't want to see you dying for saying the wrong thing to the wrong person.

Ready to Loot (400 CP): You're lucky. At least, when it comes to plundering resources. You tend to always find good resources, like food, water, weapons and even virus byproducts. For example, if you go to a police station, you have a great chance of finding a complete armory, with guns, ammo and bulletproof vests.

Ever-Present Hope (400 CP): Despair can never touch your mind. Regardless of what traumatic situations you need to face, you'll never lose your hope and your will to live. You'll still be hurt and extremely sad by these situations, but you can always recover with enough time.

Virus Craftsman (600 CP): You have a very unusual talent. You can create items and resources using the various byproducts of the Abola Virus. For example, you can infuse a Meteorite Fragment with a metal alloy to create meteorite-infused weapons or use pieces of Flower Resins to create medicines capable of greatly enhancing the user's viral resistance. You can even use Infected Plants' vines to create a very resistant armor. These are just some basic examples of what you can make with this talent. With more time and more resources, the quality of what you can create increases. Post-jump, you can still use supernatural power sources to create new types of derived high quality

equipment, like, for example, you can create a serum capable of giving temporarily or even permanently a quirk to someone using as base material the genetic code of the quirk user or you can create magitech combining a magic system with technology.

If you also have taken **The Ultimate Ability** perk, aside from just having an unusual talent on creating items and resources using the various byproducts of the Abola Virus, you've already managed to acquire a vast amount of knowledge about how the virus, its byproducts and the viral energy on its diverse forms work as well as their many mechanisms, properties and peculiarities, allowing you to create any and all kinds of item and weapon that utilizes the virus shown or mentioned in the story, from the rods needed to the Activation of Meteorite fragments and the amplifier to increase the range of a Meteorite Ore's radiation to living weapons like Meteor and artificial crystals with a vastitude of possible effects, as well as the needed knowledge and skill to develop your own creations using the Abola Virus.

Power Up Assimilation (600 CP): You have a rare talent within you, you can stabilize your viral energy easier than anyone, which lets you absorb more energy than anyone. Together with this talent, you have a great amount of luck when it comes to getting useful boosts and blessings for you, especially when it involves the Abola Virus. Get attacked by a powerful mental-focused Leader Infected? You absorb part of their mental strength. Fuse yourself with a Meteorite Fragment when you aren't at peak Stage 3? You achieve a rare mutation and become a Mutated. Absorb much energy and become a Fallen One? Maybe you can find a way to stabilize the transformation and recover your humanity. As a bonus, you gain an extra +300 EP.

Even if you can stabilize your viral energy easier than anyone, there are limits that not even you can surpass. Fortunately, if you also have taken **The Ultimate Ability** perk, your rare talent combined with that unique trait of your biology resulted in a special ability: you're able to temporarily fuse with sources of power, like Meteorite fragments, Energy Cores and deviant type of Meteorite crystals, allowing you draw out and use their energy without fully absorbing them, so you won't need to worry about needing to stabilize their energy or be completely compatible with them. Due to this being just a temporary state and not a true absorption, you'll also be protected from most of its side effects. Post-jump, this ability will expand to any supernatural source of power, like magical artifacts and ki crystals for example. Due to your greater affinity with the virus, you gain an extra +200 EP.

Police Officer Perks:

Basic Training (100 CP): Independent if you're a soldier or just a police officer, you received the basic combat training, having just average close quarters combat experience, but you're proficient at using firearms, like pistols and rifles. Your ability is good, but remember, it's yet mundane, nothing supernatural.

Trustable Person (100 CP): You have an aura of trustiness, making even strangers trust you. Maybe you look like a good person or it's just because you're a police or something like that, but this works innately in any person that isn't directly hostile to you.

Athletic Body (200 CP): Due to your training, your physique is similar to that of a professional athlete, having near peak human condition. Remember, even a Stage 1 Evolved is already stronger than any mundane human, but a good physique works as a good starting foundation for your evolution.

Fight Until Our Last Breath (200 CP): You have a talent for using your words to raise morale and awaken the fighting spirit of people, making them feel your rage, share your determination and prepare them for the fight. Your speeches are powerful and can make a group of cowardly common humans awaken the fire in their hearts and have enough determination, making them ready to fight an army of superpowered Infecteds. Words are still powerful in this world.

Military Discipline (400 CP): You can make people work together, making them surpass the differences due to some shared goal, be it just survival or even defeat a powerful enemy. You can align your allies into a cohesive whole under a unified command, combining their strength, resources and knowledge. This effect tends to be stronger when you're their leader.

Unbreakable Will (400 CP): Your willpower is stronger than tungsten, being nigh unbreakable. No amount of pain can break it, and not even unnatural impulse caused by external causes can affect you, if you don't want it to.

The Leader of Survivors (600 CP): After the outbreak, chaos became the reality of human society and in these times of need are when people need to follow a good leader, someone capable of guiding them to greatness again. You're one of these leaders. Your leadership capacity, ability of guiding the masses and charisma are on par with the greatest leaders of humans, being seen by the survivors as a beacon of hope. You also have similar ability on strategy and tactics, because this is a time of war, but with your leadership, this can become a new age of peace.

If you also have taken **The Ultimate Ability** perk, your innate talent as a leader affected how the Abola Virus developed in your body and granted you a special ability: the ability to share your energy reserves (viral energy or any other form of energy you

have access to) and a portion of your power with any number of your followers. This allows even a group of a few dozen low-level Evolvers to be able to effectively fight a Zombie Horde mostly formed by Stage 3 Infecteds and even a few Stage 4 Infecteds, if they're being enhanced by a Stage 4 Evolver. The more people you share your power with, the lesser the power boost will be. As a Stage 4 Evolver, you could enhance even a single mundane human to the point they could rival a Evolver that has already reached Stage 2 or enhance a few dozen mundane people to Captain America's power level.

Prodigy (600 CP): With your evolution speed and your talent, you're definitely a genius, a true prodigy. People with decent talent, without absorbing external energy or using some technique to speed up their evolution, take 2 months to reach in Stage 1, while a Prodigy would already be at the intermediate Stage 2 in this same time, also without using any external energy source or some special technique. Post-jump, this perk increases the growth speed of your powers, with a learning boost of around fifteen times. To show your high aptitude with your controlled evolution, you get an extra +300 EP.

Gang Member Perks:

Face of Evil (100 CP): You look dangerous and definitively evil, what makes you enemies feel fear at the moment they see you, and you know how to turn this feeling stronger. Obviously, this doesn't work with an irrational being or with someone equal or stronger than you.

Know your Place (100 CP): You aren't an ordinary gang member, like many found in this world. You have something that they don't have: you can sense when someone is stronger than you. You won't be able to tell exactly how strong someone really is, but this gives you the chance of don't attack someone that can kill you. Don't underestimate no one again. This perk also gives common sense to you, because this seems to be lacking in many criminals here. Remember, a group of three teenagers can be stronger than an entire gang here.

Like a Merchant (200 CP): You have a facility in doing business. When you see something, you can tell the value of it at this exact moment, and even discover the value of it in some future moment. A Meteorite fragment today can be just a metallic red stone that turns anyone who touches it into an Infected, but tomorrow it can be an extremely precious resource for Evolvers.

Hard to Kill (200 CP): Many tried to kill you, Infected and human, but they didn't succeed, because you're lucky when you need luck to survive. Remember, this doesn't make your survival guaranteed, just increases the chance of it happening. Don't make nothing stupid.

Opportunist (400 CP): When a situation becomes critical and extremely dangerous, it's when someone, like you, can take advantage of it, and you're a specialist on taking advantage of these situations. Two rival gangs fighting until the destruction of one of them? You can take some of the resources of the loser gang. An entire Infected horde is in the city? You can redirect the horde to attack your enemies and after the fight, you can take the byproducts of the virus inside the dead Infecteds.

The Weak follows the Strong (400 CP): This perk has two advantages. First, you have a talent for following strong masters, and these masters know your value as a servant. If you're strong and loyal to them, you can even become the second in command. Second, if you're already strong, you can instead become a master, with your servants being loyal to you and having great potential.

The Red Butterfly (600 CP): You weren't just a simple gang member before, you're an experienced assassin, a hitman working for some gang or acting independently, and not just a mundane assassinating, but being one of the best in the world. You have experience in how to fight using the most lethal way possible, be it using weapons or your own abilities, and even when direct combat isn't an option, you know certain more discrete

methods, like infiltrating the enemy's base, filled with an army of soldiers, to poison them or put explosives there, without no one perceiving you. Even without evolving, your abilities as a hitman are already peak human, with the potential to become stronger.

All for One (600 CP): No, this isn't the quirk from another setting, but instead another thing. You have a peculiar talent, reflecting your (probable) selfish nature. You can transfer the negative side effects caused by the usage of abilities and/or items to any being as long as you're currently in physical contact or maintaining some type of mental connection. For example, you can stimulate your spot pattern without worrying about the rebound effect and the possibility of becoming a Fallen One or absorb the energy from a Meteorite Crystal while redirecting the hostile energy to other people. Remember, someone stronger than you can resist this ability. As a final bonus, you get an extra +300 EP.

If you also have taken **The Ultimate Ability** perk, your selfish nature was even more exposed as your talent evolved. You're not only able to transfer the negative side effects afflicted upon you, but also establish a connection with other willing people to allow you to redirect to you the positive effects granted by items and/or abilities that are being used by them, without suffering from any downsides that would affect you if you were the only one using said items/abilities. As they're the ones transmitting these effects to you, you won't be able to force them to do it by using this talent alone. As an extra bonus, you also get an extra +200 EP.

Survivor Perks:

Empirical Survivalist (100 CP): Maybe you weren't a survivalist before the outbreak, but, to stay alive, you were forced to learn many things about survival. You have a good set of survival skills in both urban and natural environments, including, but not limiting to, basic parkour skills, intuition about detecting poisonous food, ability to more easily evade followers, how to find basic resources like food and water, how to build shelters, how to properly cook and some others.

Low-Value Target (100 CP): Imagine you were in a crowded mall and became unconscious for twenty hours after a meteorite carrying a mysterious virus fell on Earth and, when you woke up, 70% of humankind became human-eating creatures. How does someone survive in this situation? You found out the answer to this question the hard way. As long as they don't know the exact threat you represent and there are other possible targets for them, your enemies will tend to consider you a target of less importance, preferring to attack others first before really targeting you.

Communication Technology Expert (200 CP): Like Niu Junsheng, you're a rare top-class talent, being a true expert when leading with communication technology. You not only understand all the in and outs of how work human communication technology, from all the protocols and programs needed to run a server to even how to install and fix all the many physical devices needed, as you can also develop new technologies even in a destroyed world like this, like building a communication network based on satellite signals.

Legendary Actor/Actress (200 CP): Sometimes you don't need to actually be strong, needing just that your enemies think that you're strong instead. Your acting ability is legendary, being on par with deceivers like Wang Xiao Bao. You're a specialist on impersonating other people, being able to easily copy their mannerisms as long as you know the character well, enabling you to take advantage by assuming the identity of known powerful people. Obviously, even if you deceive someone into believing you're someone else, you won't be able to mimic their power level and/or unique abilities, so you need to find a way to simulate them by yourself if needed. This perk also greatly enhances your abilities in disguising your true intentions as well as making it easier for you to disguise that you're lying, because, after all, every actor is also a liar.

Energy-Synthesis (400 CP): Food and water are some of the most vital resources that someone needs to survive, but, in situations like a zombie apocalypse, it becomes harder to find them as time passes. It's a fact that almost every survivor will, at some moment, have problems related to acquiring water and/or food. It'll happen with almost every survivor, but not to you. After the start of the outbreak, you discovered the ability of absorbing viral energy to sustain yourself, replacing your need for food, water and other nutrients. For example, a Meteorite Crystal would have enough energy to keep you sustained for a few days. This can be used with both your own energy or energy

from external sources, but, in this case, you'll need sufficient virus resistance to protect you from serious side effects. Post-jump, you'll be able to utilize any form of esoteric energy and not only viral energy, like mana, ki and chakra for example.

Enhanced Viral Resistance (400 CP): After entering in contact with the Abola Virus, you showed an special innate viral resistance, stronger than that of an average human. Even before entering Stage 1, you'll be able to remain human even if you're bitten by an unevolved Infected. This trait also becomes stronger as you evolve, granting you the ability to more easily resist the virus and protecting you from the downsides caused by it. Obviously, your innate resistance still has its limits, so you aren't immune to the negative effects of the Abola Virus.

Mental Fortress (600 CP): After some years, there will be a real risk of both mental-focused Infecteds and Evolvers at some point attempting to take over your body by overwhelming your mind using their own mental strength. Fortunately, you won't need to worry too much about these possessors, as your mind is basically a fortress when it comes to resisting psychic attacks. You're not considerably more resistant, but also anyone that is bold enough to enter in your mind/spiritual place will find themselves greatly weakened, retaining at most half of their original mental strength, and, in the rare case they actually manage to somehow possess your body, they won't be able to get rid of your mind/soul, enabling you to eventually gather enough strength to recover your body. Even if your mind is a fortress, I advise you to not let your guard down against mental-focused foes, because you aren't invulnerable and someone at a Stage higher than you would still have a considerable chance to put up a good fight if they attempt to attack you, but fortunately your own mental resilience also increases as you evolve.

Adaptive Biology (600 CP): What doesn't kill you makes you stronger. Well, even if it isn't exactly true, this is true for you. Your biology is unique even among Evolvers, being more similar to an Adapter in this sense. Basically, your body is in a constant state similar to the Body Forging that the Stage 4 Evolvers pass during their evolution. This state allows you to gradually adapt to damage you're currently suffering, increasing your resistance against it and even changing your powers under certain circumstances, but it won't directly increase your power. For example, if you're fighting a Fire Elemental Infected, you'll be able to gradually increase your body's tolerance to high temperatures and even increase your affinity to fire elemental energy. Obviously, there are limits to your adaptation, as its power is limited to your current Stage, so don't expect to gain immunity against any form of damage, and more general forms of damage will be harder to adapt against. As a final bonus, you gain an extra +300 EP.

If you also have taken **The Ultimate Ability** perk, your adaptation has grown to a whole new level. You gain the potential of achieving the so-called Second-order evolutions: by forcing one of your abilities to surpass its limits, there will be the chance of them evolving to a new form. This new form will not only greatly enhance its power, but also will adapt the ability to counter whatever your adaptation was judged as being

your current main weakness. To give you a canon example, Zuo Tian Cheng evolved his Strengthened Body to its second phase and, due to his current weakness being vulnerability against heat and lack of mobility, his armor gained not only extra layers but also part of the scales formed a pair of wings. Normally, each ability can just be evolved once, being limited to second-order evolutions only, but, if you have some kind of perk that grants you unlimited potential, it's not impossible to achieve third-order evolutions or even beyond phases.

Member of the Horde Perks:

Friend, Not Food (100 CP): It's so sad that many high-level Infecteds treat their minions as if they were just resources that can be consumed at any time to be a part of their evolution. For some weird reason, even Infecteds that act like this won't consider you as a potential "food" as long as you're their minion, so you don't need to worry about being sacrificed at any time while serving a high-level boss. Obviously, this won't work if these bosses are currently in a life-or-death situation and they need to consume anyone that is closer to them to survive.

This Is My Third Boss (200 CP): Much like a certain Black Demon that was the servant of three different Leader Infecteds and still managed to survive even after these same three bosses were killed, you have a special kind of luck that helps you survive and escape in situations where the one you're serving to is defeated by someone. They'll tend to ignore you, probably considering you just one more of their weak minions and not worth the effort. Obviously, this won't help at all if they know you're actually a threat or if you give them a reason to go after you.

Strength of Many (200 CP): Either as a learned or as an innate talent, you excel in teamwork, having enhanced cooperation and coordination skills as well as having the needed skills to easily develop strategies that better use the individual abilities and strengths of your allies and better compensates for their weaknesses. This also helps you to work with others even if they do not get along too much with the people they work with or have different viewpoints or goals that could cause them to be in conflict with you or with each other, but it isn't everyone that will be good at teamwork just because of this perk.

Blessed By Your Master (400 CP): What's the advantage of having an army when they're all weaklings and you're the only truly powerful among them? There are some advantages like manpower and numerical advantage, but this isn't the point here. The point is that you become very skilled in an ability that can improve the power of your minions: by borrowing your energy to others, you can heal them and temporarily or even permanently enhance their power to the point of even helping them to break through Stages. You can also protect them from any side effect caused by your energy until some point, enabling you to make a Stage 1 Evolver reaches middle Stage 2 without causing them to lose their humanity, but you can also grant even more energy to them if you're willing to turn them into an Infected or a Fallen One. As an extra benefit, this can also be used to temporarily grant them some of your abilities, like giving electrokinesis to a minion by granting them your elemental electric energy for example.

Infected Knowledge (400 CP): Even if a human that lived the next years in this world could acquire a huge and precious amount of knowledge regarding the virus and its mechanisms and even regarding the basic behavior of the Infecteds, they would never be able to know Infecteds better than an Infected itself. While **Virus Knowledge** is more

focused on the Abola Virus, its byproducts and its mechanisms, you have acquired a similar amount of knowledge than the one granted by this perk, but with it being focused specifically on the Infecteds, regarding of their various variations, its behavior and the reasons behind them, their mind patterns, their mutations and even their customs and relationships. In a few words, your knowledge about Infecteds is now on par with the knowledge of the Symbiotic Cell that joined the protagonist's team.

Brain of the Horde (600 CP): It's easy to coordinate a group of a few zombies, but things tend to get complicated when this group grows to become a giant horde with tens of thousands of Infecteds. To lead with this, you have a great ability of enhanced multitasking that scales with the numbers of allies and/or servants you're currently controlling/commanding, allowing you to coordinate each one of them individually at once with ease. This perk synergies especially well with a certain mutation that enables you to form a mental network that connects all of your minions.

Leader (600 CP/Exclusive to Infected): You entered in contact with a Meteorite Fragment and absorbed it inside your body, becoming one of the Leaders. But unlike them, you're still a Stage 1 Infected because you couldn't completely absorb the power of the fragment. As you evolve, you'll be able to draw more and more power from it, and your evolution speed is greatly enhanced. At the end of the first month, you'll probably be at peak Stage 2. Like any Leader, you have a better ability to control the Infecteds, which become stronger as you evolve. Post-jump, your control ability will work on any unnatural mutant creature, as long as they're weaker than you. As a bonus, you receive an extra +300 IP.

If you also have taken **The Ultimate Ability** perk, you've ascended to an existence greater than a mere Leader, like an Overlord or a King/Queen of the Infecteds. While your power hasn't increased significantly, your commanding ability has become legendary. As an Overlord, any and all irrational Infecteds that aren't currently under the control of another high-level Infected will be unable to resist your authority if they aren't considerably stronger than you and even the rational ones will tend to consider you their leader, but Infecteds that prefer to act as lone hunters will have more resistance against your control. Even high-level Infecteds (and consequently all the Infecteds under their control) can be controlled by you if you defeat them once to show your dominance. Post-jump, this will also work on any unnatural mutant creature. As a bonus, you receive an extra +200 IP.

Lone Hunter Perks:

Non-Hostile Competition (100 CP): The main problem of not being part of any Infected group is that any Infected that is part of a Zombie Horde or under the leadership of a leader will consider you competition and this will probably cause you to become enemy to those that should be your allies. This won't be a problem anymore. This perk ensures that as long as you don't oppose in any way to a group you're not part of, they'll tolerate your presence and maybe even help you in some situations.

Strength of One (200 CP): While some excel in teamwork, you excel in disrupting teamwork. You're very skilled in finding and taking advantage of flaws and weak points in the strategies, coordination and cooperation of enemy groups, even if said groups are being mentally connected by a Spiritual/Mental System Evolver that makes their teamwork almost flawless. Maybe you may even find ways to disrupt their mental connection using your own mental abilities if you have any.

Mommy!!! (200 CP): When you're facing a stronger opponent, you can feel when a still possible to win battle becomes a suicidal battle. At this moment, you can easily abandon your pride and start running to flee the battle. If you choose to run instead of dying in a battle just to not be a coward, you'll have a greatly increased chance of surviving to be able to become stronger and fight another day.

A Necessary Sacrifice (400 CP): Normally, ordinary zombies will become Mature Ones and their evolution speed will stagnate at this point, so the best case for them is to gradually acquire new organs that simulate the traits of their more evolved counterparts to increase their combat effectiveness, but there is still hope even for them as there are still a very small chance of new mutations appearing spontaneously. Unfortunately (or fortunately if you aren't on the side of the Infecteds), these mutations have a price, usually weakening some organs of their bodies, like losing/atrophying limbs or eyes for example, in exchange for granting new evolutions.

The Mature Ones that gain these mutations receive the name of Adapters and even if you aren't one of them, you have an ability similar to their sacrificial evolution. By sacrificing specific traits, be them organs of your body or attributes or even abilities, you can either choose to strengthen existing traits or even gain new abilities, usually related to your sacrificed aspect. The power gained will be proportional to the sacrifice done, but they will tend to stagnate and their effectiveness will decrease after some time if you don't become stronger through other methods. You can't undo a sacrifice, but nothing prevents you from eventually regaining what you lost.

Berserker Mode (400 CP): When you want, or when your life is really threatened from a critical blow, you enter in a Berserker Mode, enhancing the strength of every of your abilities and constantly generating energy. This mode has a cost, because when activated, you'll lose most of your rationale, incapable of recognizing friends or foes.

Spread and Multiply (600 CP): Most high-level Infecteds are able to create followers in some way, so very few Infecteds will develop reproductive function, therefore it isn't necessary and, after all, the evolutionary breeding system is much more complicated for them than the evolutionary combat system.

But even if it isn't necessary, the ability to produce true offsprings is a ability that makes an Infected an priority target for the humans, as even if Infecteds can create followers, these followers will be just puppets and, if the main body is destroyed, all of them will die together. True offsprings are different, due to being completely independent from the one that gave birth to them.

Somehow, you fully developed the evolutionary breeding system, gaining this way the ability to produce infected offspring of your own, either through the classic sexual reproduction with another being or through a form of asexual reproduction, in which you'll reproduce by spitting a egg-like coccon from which your offspring eventually will hatch.

Any new being born through any of the two ways will be around the beginning of your current Stage and will have the same potential for evolution as yours, but their initial strength will be considerably inferior that it should be, requiring them (or you) to go after some form of power to complete their development, and they'll fully mature after some time. The time needed for you to become able to reproduce again and to your offspring fully matures varies according to your current Stage.

At Stage 1, your reproductive ability will be exactly normal to human patterns, while at Stage 5 you'll be able to give birth to a new Infected in just a week and they'll need less than an hour to be able to fight and a few days to fully mature.

Initially, any of your children will be innately loyal to you, but, even if you aren't a good parent, they'll at worst stay neutral towards you, so you don't need to worry about they deciding to commit parricide for some reason (like trying to reabsorb them just to become stronger for example - don't be a bad parent like a certain Adapter).

Lone Wolf (600 CP): The Lone Wolves are a special type of Infecteds that caused a great unrest in the 5th to the 7th year in the First Timeline, known for specially targeting and hunting powerful beings, humans and Infecteds alike.

By taking this perk, you'll be locked in the Lone Wolf Evolutionary Route and it'll bring you both rewards and consequences. As a Lone Wolf, you'll gain enormous potential with all the six main evolutionary lines and the ability to incorporate traits of others by absorbing their genetic material. Unlike the copying ability of a Crimson Demon, you need to wait time to fully stabilize, but once incorporated, the copied traits will not only be accessible but also will combine and enhance all of your already existing abilities, as well as even merging with some of them that are similar.

This also enables you to use the absorbed biomass, genetic material and energy from others to enhance and optimize each more your body and abilities, allowing you to eventually create a body worthy of your power.

Unfortunately, while this evolutionary route grants a lot of potential to those that decide to follow it, it also demands a price, as every Lone Wolf is an enemy to both Evolvers and Infecteds, so, by taking this perk, you must take both the **Enemy of All Mankind**

and the **Enemy of the Horde** drawbacks. You still gain the extra points. As a last benefit, you receive an extra +500 IP.

Well, even if you have the potential to focus on all the six main evolutionary lines, a bit of specialization on a single specific path sometimes doesn't hurt anyone. By taking **The Ultimate Ability** perk, you gain the extra ability of redistributing your "stats", allowing you to temporarily lower one or more of your stats to enhance another stat(s) in a proportional way (the more you lower your stats, the more you can increase others). For example, by lowering your elemental abilities, you can get a greater mental strength. These stats/attributes can be anything, ranging from more basic ones like speed, elemental power and constitution to more specific ones, like fire elemental ability and mental resilience.

- **Items:**

Each item is discounted for their respective origin. Every item is fiat-backed. Discounted 100 CP Items are free.

General Items:

A Lollipop (50 CP): According to the dictionary, a lollipop is a flat, rounded candy on the end of a stick. Yes, it's just a normal lollipop. After eating, the candy will appear in your warehouse again the next day.

Red Resin (300 CP): The Flower Resins are a unique crystallization of viral energy created by the Infected Plants and, obviously, the stronger the Infected Plant is, the higher quality the resin will be. You acquired a bottle filled with a special liquid variation of Flower Resin, the variation created by a Matriarch herself. The red liquid resin greatly enhances the natural regeneration of the user, in a much higher level compared to the normal variation, and increases their viral resistance, giving complete immunity against the Infected Plants' viral energy and every other form of mundane diseases. The bottle refills its content monthly and, if lost or destroyed, it'll reappear in your Warehouse in the next month.

Elemental Meteorites Case (300 CP/400 CP): Despite the name, what you get is a case (or another similar recipient if you prefer) that doesn't really contain meteorites, but a self-replenishing stock of a deviant type of Meteorite Crystals instead. Normally, this kind of crystal, which contains a lot of elemental energy, is only useful and collected by those that are specialists in elemental abilities, but the ones you're receiving are a special variation of the regular Elemental Meteorites, due to them being created in a region of Wilderness whose environmental effect is focused on a specific element. These crystals can bless those that absorb them, regardless if they're Infected or Evolvers, with elemental abilities for a limited time (a fire Elemental Meteorite grants fire abilities for example), with stronger crystals granting stronger abilities for a longer time. The amount and/or quality of the Elemental Meteorites in this case is proportional to how high your level of evolution is, but it's guaranteed that there'll be at least a few crystals for each element. For an extra 100 CP, in addition to the regular Elemental Meteorites, you'll also find spheric Elemental Meteorites, which grants weaker but permanent blessings instead. For both options, the meteorites in the case will be replenished monthly.

Pure Infected Sapling (400 CP): This sapling absorbed mutated genes from both Infected and Evolvers and became an early stage Infected Plant, but, for now, it's still a simple sapling and, more important, it absorbed a portion of your viral energy and became loyal to you. If you plant it somewhere and take care of it, in around a month, it'll grow to the point of becoming a tree. The tree's energy repels the energy from other hostile Infected Plants. The tree itself has an intelligence compared to a human,

capable of understanding your commands, and has every natural ability of an Infected Plant. It can still continue evolving and, with enough time and energy, it can reach the same level of an Infected Plant Matriarch.

Processed Zombie Meat (400 CP): By combining the energy and part of the genetic material extracted from the brains, muscles and bone marrow of Stage 4 Infecteds, it's possible to synthesize pieces of a special substance, which basically is just zombie meat. But, unlike unprocessed zombie meat that just turns people into Infecteds or Mutateds when ingested, this meat also apparently turns people into Infecteds by covering them with their viral energy, shown by a darkening of their skin and purple lines. Fortunately, this effect is harmless and controllable, so it's possible for the user to just shrink the viral energy and return to normal at any time. While this effect is active, the user's aura, breath and even shape will be no different from any Infected, but in fact they'll still remain human, making Infecteds to treat them as if they were really Infecteds. If you consume it, low level Infecteds will just ignore you while you're disguised and you may even give orders to them in some cases, but stronger Infecteds probably will treat you as competition instead. Unfortunately, the main flaw of this disguise is its own nature, as it's created by an external factor, so, if you use your full power, it'll wear off and you'll need to wait a few minutes to be able to use it again. Post-jump, the disguise ability will work on any zombie-like creature that you encounter, making them treat you as if you were one of them.

You receive twenty pieces of this zombie meat that will be restocked yearly if used.

Meteorite Fragment (500 CP/Discounted with Abola Meteorite): After entering Earth's atmosphere, the Abola Meteorite disintegrated and broke into several fragments. You've found one of these fragments. The Meteorite Fragment contains a very high concentration of the virus, capable of causing rapid mutations. Any Infected or Evolved human under peak Stage 3 will mutate after touching it. A normal human would become instantly an Stage 2 Infected, an Evolver would become a Fallen One and an Infected rarely would become a Leader. You can use your fragment to reach Stage 4, if you're a human, or use it as a huge power up, if you're an Infected. The Meteorite Fragments can also be used to create high-quality weapons. After reaching Stage 4, an Evolver will be able to identify specific traits on the energy of each fragment, being represented by colors connected by a specific path of evolution (following the same color pattern of the Energy Cores described below). The fragments from the first meteorite tend to have just one trait while the ones from the second meteorite tend to have two traits, but fragments with just a single color tend to be more powerful, while the ones with two colors tend to be more versatile. Probably, just Stage 4 Evolvers are able to fuse with the Meteorite Fragments to acquire their unique abilities granted by these traits or to use these traits to strengthen specific attributes of certain systems. Another usage to a fragment is by using a processing technique known as Activation, a very risky and dangerous, but also very beneficial technique. Activating a fragment will remove all the impurities, attributes, system energy and material properties and convert all of them into just purest energy, capable of being easily absorbed. Normally,

this process takes more than two years to be finished, as long as it has just a unique trait and consumes a stable stream of high-level Meteorite Crystals. An egg-sized activated Meteorite Fragment has enough energy to make a Stage 4 Evolver in the Fixed Pattern Period to directly break through to the Yuan Formation Period or even entering the Seed Breakthrough Period. At the start, you get a new Meteorite Fragment each year, but, once you reach Stage 4, you instead receive a new fragment each month. Each Meteorite Fragment that you gain will have random traits.

Meteorite Ore (500 CP/Discounted with Abola Meteorite): The Meteorite Ore is a mysterious abnormal type of Meteorite Fragment, capable of emitting a special radiation that is highly damaging to the Infecteds, especially fatal to the high level Infecteds. With just a little portion of the ore in powder form already increases the effectiveness of any weapon against the Infecteds and a weapon created using the entire ore is capable of killing a Stage 5 Infected with just a single attack. You can also connect the ore with an amplifier to increase the range of the radiation to create an absolutely safe zone, with the size of a big city. You get one of these Meteorite Ores and, if spent, you get a new one each year. If you're an Infected, you can choose if your fragment affects other Infecteds, with you being immune to the effects of the radiation, or if it affects just humans. If you're a science-focused Jumper, it's possible, with some research, to discover some way to alter the radiation to make it able to affect other species instead of just Infecteds/humans.



Abola Meteorite (1000 CP): The humans were just living their mundane lives, until this changed everything. At 2:00 P.M on February 14, 2018, a meteorite carrying the Abola Virus fell into the Earth's atmosphere and, three years later in the Alternative Future (and just around four months later in the current timeline), a second meteorite, known as C1521X, will fall on Earth, speeding up the evolution of the Infecteds and carrying together some kind of alien vegetation that will spread on some cities through the entire world. Apparently, there is a third Abola Meteorite and you, somehow, managed to acquire it completely intact, without being shattered in multiple fragments like the other two. In its complete state, the meteorite is a virtually unlimited source of viral energy, being literally incomparable to any existence in this world, and this energy is much more harmless and calmer than of a Infected, being able to be absorbed by anyone without side effects as long you don't absorb too much at a short period of time. Unlike the other two meteorites, this one is much smaller, having just the size of a house, but still has the same amount of energy. The meteorite also has basically every trait possible to be found on fragments, having many and many unique abilities stored within it waiting to be absorbed, but absorbing even just one of these abilities will take a lot of time and concentration. It also passively generates a very dense and powerful Energy Domain around it, having power comparable to the Energy Domain of a Stage 6 Evolver or a Stage 7 Infected. This Energy Domain doesn't affect you or any of your allies, affecting just those that are hostile against you. You also gain a discount on both the **Meteorite Fragment** and **Meteorite Ore** items. If somehow lost or destroyed, the meteorite will reappear in your Warehouse at the start of your next Jump. As a final benefit, at the start of each Jump, you can choose to your meteorite (in this case, a meteoroid) appear

in the orbit of your starting planet and fall on it, essentially spreading the Ebola Virus to the entire planet and being splitted on many different fragments, exactly how happened here. If you choose this to happen, your original meteorite will be destroyed and shattered in various fragments spreaded around the world and you'll receive a new one in the next year.

Returner Items:

Cigarettes (100 CP): You gain a neverending pack of special cigarettes. These, while being like any common cigarettes, don't cause any damage to your health or to the health of anyone near you and they aren't addictive. Beyond this, they also tend to calm you, relieving any stress you're feeling.

Flower Resin (200 CP/Free with Red Resin): The Flower Resins are a unique crystallization of viral energy created by the Infected Plants. The resin, when used, enhances the natural regeneration of the user, as well increasing their viral resistance at the point of saving a normal human who has not completely mutated after being bitten. You get some granules of Flower Resin, enough to save a human from becoming an Infected, that replenishes weekly.

Energy Cores (400 CP): Finding a treasure like this is a very rare surprise, but definitely a welcome one. You acquired not just one, but six Energy Core, a special type of virus byproduct related to the six possible paths of evolution, with each path having a respective type of Energy Core. When an Evolver reaches Stage 4, they'll be able to absorb one core and just one (unless very special conditions), because the human body isn't strong enough to absorb more than one, literally exploding if the user tries to absorb a second core. After absorbing one, the Evolver's path of evolution will be totally focused in the path of the absorbed Energy Core, with a greatly increased evolution speed, as well gaining access to many unique abilities. The six types of cores are: Power type (red), Fusion type (orange), Elemental type (blue), Mental type (gray), Speed Type (green) and Transformation type (purple). You get a case containing one of each type of Energy Core. If used, lost or destroyed, each core is restocked in the next month.

Meteorite Infused Weapon (600 CP): You have come in possession of a very powerful and high quality melee weapon, made of titanium alloy with some other metals and infused with a Meteorite Fragment. It's up to you to decide what type of weapon this is, but, independent of its form, it has some very special traits. First of all, it's extremely resistant and sharp (if you choose a cutting weapon, like a sword or a scythe, for example), being able to easily cut through the flesh of a defense-focused Stage 4 Leader Infected. Second, the weapon still has the energy from the Meteorite, but in a much less hostile state, being easier to utilize. For an extra 200 CP, this energy caused an unexpected change on the weapon. The weapon's energy seems to have its own will and pulses like a pulsating heart, with the weapon becoming akin to a living being. This makes it possible for the weapon to evolve and grow stronger together with you and it'll even develop its own set of evolutions, as well as being able to regenerate itself using metal.

Citizen Items:

Cool Sunglasses (100 CP): These fiat-backed sunglasses, when worn, make the user emanate a continuous aura of badassery, making your actions and attack look much more cool. The sunglasses don't hinder any of your eye-based abilities, like enhanced vision or some magic eye from other settings. For last, your eyes are protected from the sunlight.

Basic Necessities (200 CP): One of the many problems caused by a zombie apocalypse is the lack of food, but you're prepared. A good Jumper always is. You have a basic reserve of food, with the sufficient amount to keep three adults fed for an entire month. The reserve restocks monthly, because we don't want to see you dying of starvation.

Meteorite Crystal Daggers (400 CP): You have come in possession of a high quality set of daggers, made of titanium alloy with some other metals and infused with the powder of Meteorite Crystals. The daggers are very resistant and capable of easily cutting through the flesh of a Stage 3 Infected and capable of hurting Infecteds capable of resisting attacks from mundane weapons without viral energy. It's also easy to enchant them with your own energy, both to increase the power of the daggers and to use your own abilities through them.

Bag of Crystals (600 CP): Despite the name, what you get is an amount of various virus byproducts, like the Meteorite Crystals and Damaged Cores, that can be found inside a bag or similar recipient to store it. The amount and/or quality of the byproducts found here is proportional to how high your level of evolution is. At Stage 1, you will find here just some Stage 1 Meteorite Crystals, rarely one or two Stage 2 crystals. and sometimes a Damaged Core. At Stage 2, you'll start to find Stage 3 crystals. At Stage 3, the level of the crystals stays increasing and you can even find a green Meteorite Crystal and Plant Resin. At Stage 4, very rarely you'll find an Energy Core. As you evolve, the quality of what you can find here stays increasing. The only chance of finding a Meteorite Fragment here is to reach a level of evolution higher than Stage 5. The bag replenishes its content monthly.

Police Officer Items:

“Basic” Necessities (100 CP): You originally were a police officer, or a soldier if you prefer, and your profession gives you a clear advantage over other survivors. You have the needed basic equipment, like a helmet, a bulletproof vest, a uniform and a handgun with two magazines. The equipment, if destroyed or lost, will reappear in your warehouse the next day.

Blood Donation (200 CP): Let's be realistic now, independent if it's in a fictional zombie apocalypse or in real life, blood is an extremely vital resource to treat people with bleeding due to injuries. You get a self-replenishing amount of fresh type O- blood inside a fridge to maintain it fresh. This specific type of blood is known as the universal donor, being perfect to be used in blood transfusion. This blood can also be used to meet nutritional needs, for some Infecteds.

Armory (400 CP): Even in a zombie apocalypse with mutants and survivors with superhuman abilities, weapons are still a force to be recognized. Somehow, you acquired a complete armory, equipped with high quality weapons. You can find here weapons and equipment like handguns, rifles, batons, riot shields, bulletproof vests, even some lost rocket launchers and enough ammunition for every weapon found here. Post-jump, your armory will have appropriate weapons for each setting. For example, if you're in a medieval setting, you'll get swords and bows or, If you're in a futuristic setting, you'll get laser guns and similar technologies.

Safe Zone Base (600 CP): It's natural for humans to seek shelter, a safe place to live and you found one of these places. You found a mundane building, be it a supermarket, a shopping or another similar place, easy to protect and maintain surveillance over the near Infecteds, making it a good base for a survivors camp. There are already enough resources, like food, water and other supplies, to house about a hundred survivors by an entire month. These resources are restocked weekly. The building also has a hidden surveillance system and an electricity generator. While inside it, you, your companions and your followers will have an increase in their power, as well speeding up any training done inside it and their evolution speed, up to twice the original speed. Your safe zone will follow you, appearing somewhere in future jumps or becoming an attachment for your warehouse, as well as maintaining any modifications done to it.

Gang Member Items:

M500 (100 CP): You have come in hands of a high quality firearm, more specifically a M500. This gun is a five-shot, large caliber revolver, capable of killing an elephant with a single bullet. You get just 10 bullets that, when used, are replenished after a week. This revolver can also be enchanted with viral energy, to use some specific ability.

Four Tigers (200 CP): No one is an island and even the mightiest kings needed allies and servants to maintain a strong leadership. You have four followers, entirely loyal to you. They're good fighters and have decent talent regarding the Abola Virus, with each one developing different evolutions. They initially count as followers, but they can be imported as separated companions in future jumps.

Explosives (400 CP): During an exploration in the city, you found around ten boxes full of explosives. The amount inside just two of these boxes of explosives is enough to blow up a huge building and, if you use everything, the explosion is capable of even killing a defense-focused Stage 3 Leader Infected. Use the explosives carefully, you don't want to unnecessarily use it and attract a Infected horde. The boxes restock at the start of every Jump.

Meteorite Crystal Polymer (600 CP): There is a slim chance of a Meteorite Crystal Polymer, a deviant type of Meteorite Crystal, forms inside the body of high-level Infecteds due to them having the instinct of take the crystal from the bodies of other defeated Infecteds as spoils of war. Its energy differs from usual Meteorite Crystals, having no side effects. The Polymer can be used to augment the user's abilities or as a power bank of viral energy, which is a better usage for this priceless treasure. You receive one Meteorite Crystal Polymer, capable of recharging itself over time (a full day being enough to fully recharge it). This crystal also grows in power as you evolve, having already enough energy capacity to match the energy reserve of a Stage 1 Evolver. If lost or destroyed, you receive a new one in the next month. After you reach at peak Stage 3, you'll be able to assimilate the Meteorite Crystal Polymer within your body, essentially integrating all of its benefits in you, including its energy generation and storage, as well as being able to be used as a catalyst to reach Stage 4.

Survivor Items:

Cellphone (100 CP): Since the apocalypse, most of the world's servers have been destroyed, so, naturally, mobile phones aren't able to connect to the network and consequently became waste goods. Although the server on the ground is gone, the satellite network is still there. As a way to take advantage of it, these twenty cell phones were specially modified to be directly connected to the satellites orbiting the world, enabling them to communicate with each other through group chat and calls. The satellite communication is slower than communication based on conventional means, but its range is planetary, as well as the cell phones also supporting solar charging, being waterproof, very durable against physical impacts and having other functions, including a snake game. They will also automatically connect to any satellite system within their range in future settings and doesn't require another server support beyond themselves and satellites. Alternatively, you can import all of these features on any communication device you have.

Fuel Supply (200 CP): Over time, it became harder to find fuel sources that gradually became more scarce. Due to the sheer difficulty of producing fuel without proper structure and equipment, in a few years, fuel will become a resource that must be only used in special situations, with some survivors group having more of it due to access to near sources like refineries while others having basically no fuel to use on their vehicles. Fortunately, this won't be a problem for you. For each vehicle and/or machine you have purchased from any previous jump that requires fuel, you receive a barrel containing around 159 liters of the needed fuel or enough fuel to keep it working for an hour at average capacity, whichever is more. The fuel is replenished monthly if used.

Octopus Tentacle (400 CP): While humans are the main hosts to the Abola Virus, there are various cases of inhuman beings that got infected by it and developed their own mutations and evolutions. One of such cases are the Infected Beasts, animals that became giant creatures after being mutated by the virus. Each Infected Beast is unique, with the only known example being the Giant Octopus in Pearl Island, and even their body parts tend to be equally unique treasures when used properly. You managed to acquire one of such treasures, in this case, an Octopus Tentacle. Objects like this can be activated using viral energy to control large groups of Infecteds, directing them to specific locations or making them stop for example, as long as they aren't being currently controlled by a higher level Infected whose control ability is more powerful than the amount of energy used. The stronger and more intelligent the Infecteds are, the more Infecteds are affected at once and the more specific the commands you give them are, the harder it becomes to control them and more energy will be required. Unlike how the original version apparently works, your Octopus Tentacle doesn't require that the Infected already are connected by a mental network with its original owner, being able to control any Infected. Infecteds that already have recovered their sense of self and have a human-like intelligence will be mostly unaffected by the effects of the tentacle.

Crystal Mine (600 CP): Meteorite Fragments will not only infect humans through the virus, but also adjust the properties of surrounding objects through their own radiation. Crystal Mines are rare metal veins that were altered by the radiation emitted by Meteorite Fragments and, during an exploration, you found one of such rare locations. The crystal-like metal veins located in the Crystal Mine contain extremely powerful viral energies, which are extremely useful and beneficial for both Evolvers and Infecteds' cultivation and can be used as an energy source for multiple purposes. Inside the mine, it also generates a very dense and powerful Energy Domain around it, having power comparable to the Energy Domain of a Stage 5 Evolver or a Stage 6 Infected, capable of suppressing the power of even Stage 4 Evolvers. This Energy Domain doesn't affect you or any of your allies, affecting just those that are hostile against you. Your own Crystal Mine may be located somewhere underground in the setting or may become a Warehouse attachment if you prefer. The energy in the Crystal Mine isn't unlimited, but it's replenished at the start of each jump. Unlike the one located in Pearl Island, your Crystal Mine is untainted by the Wilderness' energy.

Member of the Horde Items:

Cultist Robe (100 CP): You receive a black robe, similar to those that will be used by the followers of a certain Leader Infected. When worn, this robe will have a minor effect on concealing your nature as an Infected, letting you blend in a crowd without attracting unwanted attention. Unfortunately, this effect doesn't conceal your own viral energy and someone capable of sensing it will still detect your presence if you're hidden. If lost or destroyed, it'll reappear in your Warehouse next week.

Bottle of Acid (200 CP): You receive a single bottle containing a deviant type of the acid generated by a Rot Devourer. Unlike the regular version of it, this acid is completely harmless, well, at least, until you use a portion of viral energy on it, causing it to gain the acidic properties. Alternatively, a drop of your blood has enough viral energy to activate it if you're still unable to manipulate your own energy. The more energy you inject on it, the more powerful the acid becomes. The energy of a Stage 1 Infected would make the acid strong enough to cause serious damage to a Stage 1 Evolver for example. This bottle of acid should be used as a last resource against powerful enemies, so use it with caution, because, if used, lost or destroyed, it'll reappear in Warehouse just in the next year.

Zombie Nest (400 CP): A Zombie Nest is basically a group of Infecteds currently inhabiting some building, usually under the control of a high level Infected. You're the leader of one of these groups and technically the owner of a mundane building, be it an abandoned supermarket, a shopping mall, a hospital or another similar place. Unlike a **Safe Zone Base**, this place is abandoned, requiring some maintenance, and its resources were already taken by survivors, but the true power of a Zombie Nest isn't its base, but, instead, its inhabitants. The power and numbers of this group increases as you evolve. At Stage 1, your group will be four or five Stage 1 Infected while, at Stage 3, there'll be around thirty Stage 1 Infecteds, a few Stage 2 Infecteds and, with luck, even another Stage 3 Infected. Lastly, at Stage 7, your Zombie Nest could become a true force in the world and become basically a horde of millions of Infecteds at varying Stages. The building will follow you along your Chain, reappearing at some place in future settings, as well as retaining any modifications done to it, and the Infecteds of your group will count as followers.

Infected Flower (600 CP/Discounted with Pure Infected Sapling): Well, this thing is rare and weird. This giant Rafflesia-like plant is different from the Infected Plants found in this world, being connected to the Wilderness' vegetation brought by the second meteorite and similar plants will start appearing here just after its fall, with just one exception. Somehow, you managed to acquire one of these Infected Flowers before the arrival of the second meteorite. Firstly, the flower is very durable, being comparable to a Stage 5 Infected, and has the same regeneration of the Infected Plants, as well as being able to use its viral energy to nullify kinetic energy and other hostile energies, in a similar way to the **Strength Drain** evolution. The main function of the flower is to work

as a catalyst to gather energy and create virus byproducts, like high level Meteorite Crystals and even Energy Cores, with high efficiency. The flower is capable of gathering viral energy by draining it from living beings and other energy sources through its vines and roots. It can also be used by you as an evolutionary cocoon, being able to greatly enhance your evolution speed and transferring its absorbed energy directly to you instead of creating virus byproducts, as well as eliminating the risks of harm during the evolution, but the cost to evolve inside the flower is either time or pain. Lastly, once you reach Stage 5 (or Stage 4 if you're an Evolver) and learn how to control your energy, you'll be able to use the viral energy stored in it to regenerate any damage done to you, including almost complete body destruction if you have access to a virtually unlimited energy source, as long as there is still remaining power and you're within the range of ten meters from the flower. The flower is also completely loyal to you and no one will be able to use its powers against you. If you also have an **Pure Infected Sapling**, you can choose to combine both the tree and the Infected Flower, combining their abilities and benefits.

Lone Hunter Items:

Magnetic Bulletproof Vest (100 CP): Maybe you looted it from some corpse or some police station or maybe you were a police yourself when you were a human, but that's not the case now. You have in your possession a high-quality, flat-backed bulletproof vest that, in addition to being resistant enough to tank one or two shots from a M500, has the special property of mysteriously attracting any bullet shot at you to it, protecting you from being shot in an unprotected part of your body. It'll become redundant as you evolve, but, while you're still a common zombie, it may save your life sometimes.

Empty Nest (200 CP): You're someone that prefers to fight alone, maybe with the help of a few others in some cases, but even someone like you would find utility in having your own base. During your exploration, you've found an abandoned mundane building, like a supermarket, a shopping mall, a hospital, a school or another similar place of your choice, which was already looted by survivors and would require some maintenance. Unlike a **Zombie Nest**, this building is really abandoned and not even a single Infected or human can be found here, meaning it's a perfect hiding place and base for you that won't attract anyone's attention as long as they don't know that a powerful Infected is using it as a base. The building will follow you along your Chain, reappearing at some place in future settings, as well as retaining any modifications done to it and retaining a passive effect that makes bystanders think it's just an unremarkable abandoned building.

High Quality Puppets (400 CP): Many Infecteds tend to think that numbers of their servants matter more, but others like you consider that it's more efficient to focus on quality than quantity, by having a few higher-level servants than an army formed mostly of cannon fodder. You have acquired eight servants that are actually flesh dolls in the form of Infecteds, having literally no core and no soul inside them, and are basically puppets under your control. These servants will be similar to the ones used by the Pearl Island's Symbiotic Cells and will be completely loyal to you. What makes these dolls better than mere Infecteds are three special traits. Firstly, as they're just dolls made of flesh, as long as they receive energy and their bodies aren't completely destroyed at once, they'll keep regenerating any damage caused on them. Second, their evolution will mirror yours, but they'll stay a Stage below your own (If you're a peak Stage 5 Infected, they'll be at peak Stage 4 for example). Third and last, you'll have full control of their flesh, allowing you to customize their forms, separate them into multiple, weaker copies or even combine all of them into a single being whose power could theoretically rival yours. As these eight servants aren't actual beings but just puppets that are extensions of your power, they don't count as followers, counting as an item instead.

Portable Wilderness (600 CP): You received a crystalline seed that holds a special kind of energy in it. When planted, the seed will start generating a Wilderness effect around it that will spread through the environment. It'll be up to you to decide the specific traits of which kind of Wilderness is created this way, but it'll never directly affect

you in a negative way, as long as you don't choose something that is opposite to you (like choosing a Wilderness with focus on fire while being focused on ice manipulation). You can choose if your customized Wilderness has alien vegetation or not, if it has over abundance of a specific form of energy or not, if it has a suppression effect on humans (or Infecteds) or not, among many other possibilities. The Wilderness will start small, but in less than a decade, it'll be able to grow big enough to be compared to a small country. If used, you receive a new crystalline seed at the start of each jump.

- **Evolutions:**



After the meteorite fall and the Abola Virus spread, the survivors discovered that using the viral energy is possible to surpass the natural limitations of their bodies and gain supernatural abilities, that way becoming Evolveds. All Evolved humans have a tattoo, a spot pattern, in a location of their bodies and depending on the location, they'll specialize in a certain system (ex. speed, strength, mental, etc). The evolution for humans consists in a Controlled Evolution, slower but more stable than the others. This evolution consists of gathering viral energy and consciously manipulating it, the users can slowly induce controlled mutations and use them to reforge their bodies to a higher state, but if their viral resistance is low, there is the risk of becoming a Fallen One. Usually, Evolvers' evolution path is divided into six different lines: Power system (red), Fusion system (orange), Elemental system (blue), Mental system (gray), Speed system (green) and Transformation system (purple). To evolve, they focus on a single line to improve in this process, in trade sacrificing the potential of the other five paths. There are five known stages of evolution, with each one having specific conditions to breakthrough them. Each one of the Stages are separated in four different levels to measure the Evolver's progress in advancing the Stage. The four levels are: Beginning, Intermediate, High and Peak, the last step before evolving to the next Stage.

To successfully break through to **Stage 1**, they must stimulate the Abola Virus inside them with a series of extensives exercises or through heated battles. In this stage, the natural capacities of the body increases significantly, surpassing the peak of a normal human, and unlocks general abilities or, in some cases, even supernatural abilities.

To pass to **Stage 2**, the user must take their body to its limits and activate the virus, allowing a controlled mutation to form. Upon reaching this level the basic human

abilities increase again and the Evolved develop a unique special power, which isn't restricted by their type of evolution. Those in this stage have a food consumption increase because of the increased energy usage.

The **Stage 3** is the final stage of the natural evolution for humans and to reach this stage the Evolved must have successfully gathered a new spot pattern and must have condensed the Abola Virus inside both. In this stage the user starts to discover the true usage of the viral energy, being able to even absorb it from the environment, eliminating the food consumption increase from Stage 2. As this ability progresses they acquire the skill called Energy Control, which significantly increases their attack power and allows attack using pure viral energy. At the absolute peak of Stage 3, an Evolver enters in a Pseudo-Stage called False Stage 4, where they're almost ready to break through to the next stage and their power is just a step below of a true Stage 4 Evolver.

The **Stage 4** is a stage attainable only for those who reached the peak of the Stage 3 and have successfully fused with a Meteorite fragment, absorbing its power, after a period of Deep Sleep, where they improve their bodies and raise their viral resistance. Alternatively, instead of a Meteorite fragment, it's also possible to break through Stage 4 by absorbing another equivalent energy source, but this is rare to happen. A Stage 4 Evolver can also absorb an Energy Core to define which path of evolution they'll follow. After Stage 4, it's no longer possible to distinguish the progress of someone by using the four different levels, so it's needed to use four different stages of training (that work differently than before) to divide the progress. The cultivation also tends to become much slower after reaching this Stage, so it's needed to acquire new methods of cultivation.

These 4 different levels of training are: Transformation Period, Fixed Pattern Period, the Yuan Formation Period (also called Metaphase) and the Seed Breakthrough Period. Once an Evolver reaches Stage 4, they will start at the Transformation Period. To enter in the next period, two main factors are needed, physical fitness and proper energy control. This can be achieved naturally during the first period as the evolved body gradually becomes stronger and adapts to the true power of Stage 4. Once these factors are achieved, an Evolver must integrate their spot pattern into their body and just once this process is completed they'll enter in the Fixed Pattern Period.

The next period, the Yuan Formation Period, is known as the most critical and the most difficult level to reach by all Stage 4 Evolvers. The method required to break through this level requires the Evolver to enter their Spiritual Place and bring the integrated spot pattern into it and gather them together to form the "Yuan", a liquid metal-like orb that is the condensed form of the pattern. In addition to needing an opportunity to enter into the Spiritual Place, which isn't possible at any time, there are two other difficulties, it requires a careful energy perception and manipulation and the Yuan aggregation requires a sizable supply of energy.

The Yuan essentially brings three main benefits: First, it works as a new source of power, replacing the former pattern, being better in both quantity and quality; Second, it's able to act as a bridge between the body and the Spiritual Place, making it much

easier to enter there in the future; Third and lastly, the characteristics of the Yuan are very compatible with an Energy Core, so, if an Evolver want to absorb it safely, the best way is to use the Yuan as intermediate.

The last period is the Seed Breakthrough period involves treating the Yuan formed in the previous period as a seed, and letting it take root and sprout in the Spiritual Place. This process requires a lot of energy, enough to reach its limit and, once the time reaches, the Evolver will be able to change the Yuan's structure/shape and use it to draw an "Operating System". In layman's terms, it turns one point (the Yuan) into lines (the Operating System). During the entire Seed Breakthrough period, nine lines must be drawn in the Spiritual Place, with each drawn line resulting in an increase of one's strength. Depending on the pattern formed by the nine lines, an Evolver might find their evolution becoming stagnant, so it's advised to absorb an Energy Core before starting this process, as it'll help to guide the lines into forming a more-suited pattern. There is no information about how evolution works beyond this point.

Nothing is known about how to reach **Stage 5**. A Stage 5 Evolved is capable of fighting an entire army of mutants alone.

You can use your Evolved Points (EP) to buy evolutions here. Humans receive an extra +1000 EP. You can convert CP to EP, but not EP to CP, on a basis 1:1.

System and Type:

Each Evolved has a specific type, which regulates how their abilities progress and become stronger. You can choose just one type.

- **Physical System:**

Universal Type (Free): Evolveds from this type don't have a specific specialization, but instead have good all-rounder abilities. There also tend to be the Evolveds of the Physical System with more mental strength. Your spot pattern stays in your palm lines.

Speed Type (Free): Even if speed types lack strength compared to other Evolveds humans at the same level, their speed is above any other type of Evolved. Your spot pattern stays in your shoulders.

Strength Type (Free): Strength types are very powerful fighters, having great physical strength and a good defense, but they tend to lack speed. Your spot pattern stays in your chest center.

Defensive Type (Free): Defensive types have extremely powerful armor and a good constitution, like the universal types. Your spot pattern stays in your chest area.

Stealth Type (Free): Stealth types are able to sneak around enemies and allies, having a good mental strength, but still below a universal type. They can also suppress their own energy, being able to hide from the detection mode of some Evolveds. Their speed is also good, but still below a speed type. Your spot pattern stays in your back.

Mutated (Exclusive and Mandatory with the Mutated perk): You aren't human anymore. You aren't an Evolver, but an Infected. Like an universal type, you don't possess a specialization, but you also have access to the Infected's mutations. Your spot pattern can be anywhere in your body.

- **Spiritual System:**

Mental Type (Free): Mental types are capable of using telepathy, illusions or other types of mental-aligned abilities. They're also the Evolveds with more mental strength, but they're poor fighters, with slower reflexes and weaker strength. Your spot pattern stays in your head.

Spiritual Type (Free): Spiritual types have a very advanced detection mode and can manipulate viral energy better than any other type. They can even use their detection abilities to enhance their reflexes. It's still unknown the exact location of the tattoo of this type, but for convenience of this jump, your spot pattern stays near your head.

Sensory Type (Free): Sensory types have very advanced sensory abilities, being able to precisely sense the power level of others Evolveds humans or even Infecteds. Like

mental types, they also lack combat prowess compared to the other types. It's still unknown the exact location of the tattoo of this type, but for convenience of this jump, your spot pattern stays near your head.

Nerve Type (Free): Nerve types have heightened sight perception and a good hand-eye coordination, along with fast reflexes. Normally your spot pattern would stay in your genital area, but if you prefer it can stay near your eyes.

General Evolutions:

You gain these abilities at the instant you become an Evolved human.

Spot Pattern (Free): Once a human reaches Stage 1, the virus will concentrate in one specific area of their bodies, forming a tattoo, their spot pattern. The pattern will indicate what type of Evolver they are and works as a starting point for their evolutions. Most of the Evolvers who haven't yet condensed their tattoos will have wavy lines in a random pattern. You can also stimulate your spot pattern to temporarily enhance every of your abilities, but after it, while you're at Stage 1, you'll suffer a rebound effect, leaving you weakened and, if your viral resistance is low, you can lose control of the virus, becoming a Fallen One.



Stage 1 Evolutions:

You gain these abilities when you reach Stage 1.

Night Vision (100 EP/ Free with Nerve Type): A very basic ability but that brings good advantages. Your eyes can see in the dark, as if it was near a light source. At Stage 5, you can see even in the total darkness, with complete absence of light. Maybe you're using your energy to see, but this isn't exactly important.

Muscle Stimulation (200 EP/Discounted with Strength Type): You can temporarily stimulate your muscles to increase your physical strength. During the usage of this ability you'll become more muscular than before.

Hyper Regeneration (200 EP/Discounted with Defensive Type): Your defensive ability won't always protect you from damage. In these cases, you'll need some ability to recover your physical condition. You can use your energy to activate an enhanced regenerative state, letting you survive having your heart destroyed and regenerating it in seconds, even in Stage 1. As you evolve, your passive regenerative ability will be enhanced. In Stage 5, maybe your passive regeneration will be strong as your active regeneration in Stage 1.

Telepathy (200 EP/Discounted with Mental Type): You can use your mind to form a mental link with other persons, becoming able to send information to them, essentially talking with them using your psychic powers. You can also use a mental link between your allies to enhance the teamwork between them. The distance that the mental link can be maintained and the number of people that can be linked at the same time increases as you evolve.

Detection Mode (200 EP/Free with Spiritual Type or Sensory Type/Discounted with Spiritual System): Upon concentrating for some instants, you can enter in a state that allows you to sense everything in a radius of some meters, which increases depending on your mental strength, but, in this state, you can't move, letting you an easy target during the usage of this ability. You can also maintain a weakened version of the Detection Mode active at all times. It's also possible to increase your reach by focusing your concentration in a straight line.

Metal Control (200 EP): Another elemental ability, the Metal Control, as the name implies, lets you manipulate metal, but with some restrictions. At Stage 1, you can just manipulate the shape of molten metal, but once you become strong enough, you can learn how to modify the shape of solid metal or even develop a type of telekinetic ability capable of affecting metals.

Aura Suppression (300 CP/Discounted to Stealth Type): Basically every Infected and Evolver with a decent level of power can sense the viral energy near them and

some of them have sensory abilities capable of sensing another Infected/Evolver at hundreds of meters of distance. The Evolvers with great mental strength can suppress hostile sensory abilities, but you know a better trick. You can, at will, suppress your own aura, becoming undetectable to even an Sensory/Spiritual Type Evolver at Stage 2. At Stage 1, you are unable to hide your energy from an Evolved human at Stage 3, but your ability grows stronger as you evolve.

Stage 2 Evolutions:

You gain these abilities when you reach Stage 2.

Second Spot Pattern (100 EP): Normally, you'll acquire a second spot pattern during your jump, but you gain some benefits of purchasing here. First, you'll acquire your second spot pattern when you reach Stage 2, without the need to create one. And second, this new pattern will have the highest quality possible, due to you gaining it in the very start of Stage 2.

Muscle Strengthening (200 EP/Discounted with Strength Type): You can surround one of your arms with a layer of energy that increases your physical strength and lets you release energy with your attacks. Initially, this ability affects just one of your arms, but it's possible to become strong enough to be able to power up both arms at the same time.

Inch Explosion (200 EP/Discounted with Strength Type): You can concentrate massive amounts of kinetic energy into one single point. This makes it a perfect close combat skill, due to your enhanced physical attacks. As you evolve, the amount of force you can concentrate increases, turning your attacks yet stronger.

Electricity Control (200 EP): You can manipulate electricity, being able to create and send electric attacks, like spheres or bolts, or even generate an aura of electricity to protect you or enhance your speed. You can also absorb electricity from other sources to temporarily increase your power.

Fire Manipulation (200 EP): You're capable of generating and manipulating fire around your body, like creating an aura made of fire to enhance your physical attacks and protect you, enabling even flight once you get strong enough, cover your weapons with flames and even use ranged attacks, like fire balls. You're immune to the effects of heat and fire up to a certain limit. This limit increases as you evolve.

Momentum (200 EP/Discounted with Energy Control): You have a greater control over your own aura, letting you increase its release to make others to misjudge your power. Initially, this can be used to pass as just one Stage higher, but with training, you can learn how to pass until two Stages higher (a Stage 2 Evolver could pass as a could pretend they're at Stage 4 instead for example). Evolvers with very good sensory abilities may still be able to sense your true power even with this. Alternatively, other usages of this ability are to enhance your aura to make it appear more threatening to your opponents, with the objective of intimidating them, or even mimic other people's aura.

Energy Net (200 EP/Discounted with Energy Control): You discovered how to shape your viral energy into a web-like construct, similar to a fat net, capable of easily holding

various Infecteds and can just be broken by someone at a higher Stage than you. As you evolve, you'll learn how to reinforce the net to make it more durable and change its form, like creating ropes or walls instead, but always maintaining its defensive usage.

Shared Vision (100 EP/Discounted with Spiritual System): You can see through the eyes of a single person you have a connection, as long they're at maximum a few kilometers away from you. Normally, you can just maintain a single connection, but, as you evolve, it's possible to remove the connection to connect with another one, or even connect with multiple people at the same time.

Spiritual Guide (200 EP/Discounted with Spiritual Type): You can use your viral energy to guide and control the mental behavior of others to some extent, letting you influence their emotions. One of the supportive utilities of this ability is enhancing the fighting spirit of your allies, letting them temporarily fight above their limits. Very strong Spiritual Guides can even stimulate the negative emotions of their opponents, being able to make them fall in despair and then making them kill themselves. It's possible for you to learn a technique to use your energy to treat and stabilize the condition of other Evolvers.

Mental Mark (200 EP/Discounted with Mental Type): You can separate a piece of your mental energy and share it with another person, letting you know their location and their physical state. As you become stronger, the number of people you can maintain a connection with increases.

Water Control (300 EP): You developed a rare elemental evolution. You're able to contaminate water using the virus inside your body (or just using your own viral energy once you gain Energy Control). This contaminated water, while unable to infect others, can be telekinetically controlled by you, even from many meters away. As you evolve, the limit of how much water you're able to control at the same time increases and you'll learn new usages to this ability, like how to create puppets and other constructs made of water, use it as a medium to your other abilities and even alter its temperature and physical state, turning it into ice, boiling water or even fog.

Blood Manipulation (300 EP): Once you managed to break through Stage 2, you awakened a rare evolution considered precious even to the intelligent Infecteds. You're able to telekinetically control your own blood outside your body and even turn your biomass into more blood. Basically, you can change your blood's shape and density, being able to create weapons and regenerate wounds for example. As you evolve, the complexity of things you can create increases, with a Stage 4 Evolver being capable of creating almost anything within their power level, as long as they still have enough energy and blood to do it. Technically, it's also possible to create mindless clones of other living beings using this ability, but you would need some sample of their biological data and enough energy. This ability also grants you the possibility of manipulating your

own body, capable of things like mimicking a human form, regenerate wounds, creating natural weapons, liquifying your body and many other feats.

Strength Drain (300 EP/Discounted with Stealth Type or Speed Type): You can use your viral energy to nullify kinetic energy from physical attacks, letting you perfectly block these attacks. As a general rule, stronger attacks require more energy to be fully nullified. This is also an active ability, so surprise attacks can still affect you. Be careful when fighting against someone faster than you or someone specialized in stealth attacks.

Instant Sonic (300 EP/Discounted with Speed Type): When this power is evoked, you can greatly enhance your speed during a single second, while dashing forward. For example, an intermediate Stage 2 speed type Evolver is capable of reaching the speed of sound, being able to kill anyone below this level. Your speed during the usage of this move doesn't exactly increase as you evolve, but the time you can maintain in this state increases and you can learn to move normally even at maximum speed.

Object Possession (300 EP/Discounted with Spiritual Type): You can store your virus inside certain objects, like bullets and knives, which enables you to control the item's movement to some extent, with objects enchanted with your own viral energy being easier to control. You can use the virus in two different ways. Firstly, you can enchant bullets and similar projectiles to be able to control their trajectories and make them absorb kinetic energy to increase their damage, making them explode on impact. A single bullet can explode with the power of a rocket launcher with enough energy. Secondly, you can enchant knives and similar objects to manipulate them telekinetically over a short distance with much more precision than the former usage. The second usage is harder to use initially. Gao Fei just became capable of doing it after he formed his second Spot Pattern.

Absorption (400 EP/Discounted with Universal Type): One of the most feared abilities used by humans. During the military phase of the apocalypse, almost every Evolver with this ability was considered an enemy of all mankind. This ability lets you drain the viral energy and abilities of another Evolver, but doing it will kill the victim. The energy will just temporarily enhance your power, but you can maintain any stolen ability. You can use this in someone stronger than you, but just if they're weakened or dead. It's possible to steal abilities from the Infecteds and Fallen One, but this is dangerous due to the hostile energy inside them. It's also possible to merge multiple abilities that you have absorbed, but this is a slow natural process and trying forcing this to happen may cause serious consequences. Post-jump, you can steal biological abilities, like quirks or the power of mutants.

Stage 3 Evolutions:

You gain these abilities when you reach Stage 3.

Energy Control (Free/300 EP): During Stage 1, an Evolved human can use their energy to stimulate their spot pattern, but this causes a rebound effect after it. At Stage 2, it's possible to activate the virus without the rebound effect. Even with this use, it's only in Stage 3 that an Evolver becomes able to manipulate the viral energy within themselves to enhance their abilities and even absorb it from the ambient, but this is extremely difficult and it's the bottleneck for the majority of the Evolved humans. The energy control of a Stage 4 Evolver is usually powerful enough to let them sense the flow of energy and manipulate it, being able to absorb and shape it even if they aren't a Spiritual Type Evolver. Once you reach Stage 3, you become able to learn how to use your viral energy, but paying 300 EP, you start with a good talent to use it and receive discounts on some energy-based evolutions.

Deep Sleep (100 EP/Free to Spiritual System): Once activated, the user will enter a coma-like state, where they need to endure their inner demons, their worst fears. If they fail against them, the user will become a Fallen One. The true benefit of this double-edged power is the possibility of improving their body, increasing their viral resistance and letting them stabilize energy easier. Every peak Stage 3 Evolver needs to enter in a Deep Sleep to be able to fuse with a Meteorite Fragment.

Memory Sharing (100 EP/Discounted with Stealth Type): While the Infected steal memories, we share them. You developed a very simple ability: you're able to use your own mental strength to share your memories with others, as long as they're willingly.

Strengthened Body (100 EP/Requires Muscle Strengthening): Once you reached Stage 3, your Muscle Strengthening mutated and evolved to a stronger form. You can form an armor around your body using the same layer of energy you formerly used in just your arms. The armor raises every of your physical attributes, above the former version could do. Unlike the original version of this ability used by Zuo Tian Cheng, the armor doesn't alter your body.

Armor Shift (100 EP/Requires Black Armor or Strengthened Body): You acquired a finer control over the scales that form your armor, being able to freely move them anywhere. You can use this ability to temporarily strengthen specific parts of your armor, at the cost of weakening other parts. You can also shift your scales into weapons to enhance their strength, if they're enchanted with your viral energy.

Electromagnetic (100 EP/Requires Electricity Control): Once you reached Stage 3, you learned a new trick. You can stimulate your Spot Pattern, elevating your bodily functions to the top of your Stage and spreading electrical power through your body, all of this will greatly enhances your speed and your destructive power, approaching the

peak of your Stage (or even reaching equivalent to the next higher Stage if you're already at the peak of your current level), but this power comes with a price: death. Unless a Evolver with a good Energy Control or someone with healing abilities helps you, this technique causes enormous damage to your body and probably will result in your death. You'll need to train this state to use it safely, like using less electrical energy to reduce the damage caused or using it in specific body parts. Once you reach Stage 4, you'll be able to use it without the risk of death, but you'll tire after using it.

Physical Enhancement (200 EP): One of the basic transforming type abilities. You can enter in a state that raises all of your attributes, turning you more muscular and taller, as well as making your hair grow. This state also increases the strength of your other evolutions.

Fusion and Absorption (300 EP): You can physically meld with any solid material you place hands upon and absorb it into yourself to strengthen your body. Each material increases your power according to their quality and rarity. You can also split anything fused with you, letting you always carry a weapon on you. It's also a useful transversal method, letting you fuse with one place to get to another area that's connected to it. It's also possible to fuse with living beings, but this is a much harder task and, if the target has more mental strength than you, there's the risk of losing the control of your body or even your consciousness.

Mental Resonance (300 EP/Discounted with Spiritual Type): Once you reached Stage 3, you discovered a new trick using your mental power. You can use your mental power to match the frequencies of material things, including your enemies' bodies, letting you explode the energy within them. While this works better with targets that you already have some kind of connection with, you can also infuse your physical attacks with your mental power to use this ability. Mental-focused Evolvers and Infecteds may find ways to protect themselves using their own mental strength as a way to block your mental power, but this is rare. As you evolve, the power of your explosions will increase and you'll be able to send your mental power at a distance, without the need of a pre-existent connection or physical contact.

Compaction of Aura (300 EP/Discounted with Energy Control): As you focused on training how to control your own energy, you learned how to use a high-quality skill known as Compaction of Aura. This skill enables its user to suppress their own energy to later receive a temporary, explosive increase of power when finally releasing it. The longer the compaction of their energy, the stronger the power released. The power boost granted by this skill usually lasts a few seconds, so it's perfect to use in a single, very powerful attack.

Infected Control (400 EP/Discounted with Spiritual Type or Mental Type): You discovered how to use your own viral energy or mental strength, depending on your type, to turn Infecteds into your loyal soldiers with just a touch in their heads being

needed to control them. For example, a Stage 3 Evolver can control two Dark Demons, a powerful type of Stage 3 Infected, at the same time. You can use your energy to kill any controlled creature. External factors like the parasitization of a Parasite can break your control. Su Rou Xuan used this ability to temporarily control the Infecteds and after the battle ends, she kills them but you can maintain your soldiers permanently if you want. Post-jump and with some training, it's possible to discover how to control other irrational beings.

Spiritual Place (400 EP/Discounted with Spiritual Type): While every Evolver becomes able to enter in their Spiritual Places with varying degrees of difficulty after reaching high Stage 4, your ability to enter in your spiritual realm is legendary, being able to easily enter there after reaching Stage 3. During moments of meditation, you can enter in your Spiritual Place, a mindscape where you see and can manipulate directly every type of inner energy you might have, be it viral energy, ki, chakra, nen or any other type of inner energy. Here, your control over your inner energy is near perfect as long as you can stabilize and control it, which lets you refine and absorb hostile or corrupted energy as long as you maintain the balance and have enough skill in perceiving and manipulating said energy.

While in your Spiritual Place, you'll be able to set basic combat rules that everyone, including you, needs to follow there, as a way to protect from attacks of others' consciousnesses or attempts of taking over your body. Some examples of rules are making yourself stronger while here, making outsiders weaker while here or "you can only fight with your bare hands".

By default, it is possible to set only one rule at a time, but, as you're paying a special price, you can set up to three different rules. As it's also possible for others to invade your Spiritual Place, damage done here won't cause real harm to the physical body, being restricted to the spiritual body. This spiritual damage can be healed by spending mental strength, but, once their strength is exhausted, they'll be defeated and killed. To others, death in a Spiritual Place that isn't theirs isn't actual death and will just cause their consciousness to return to their body, but this is different for you, as death here means that your mind will be overwhelmed by the attacker, so it's up to them to choose if they keep your mind and soul intact or not.

Additionally, as you evolve, your energy will condense in the form of glowing red orbs, usually just one (unless in special conditions), that form a gathering ring capable of absorbing energy by itself if there is more than one. Lastly, the default appearance of your Spiritual Place is a white void, but you can customize it to look like whatever you want. This is just for aesthetic purposes, so it won't bring any advantage.

Stage 4 Evolutions:

You gain these abilities when you reach Stage 4.

Energy Domain (Free): The Energy Domain is a powerful skill that can only be acquired once someone reaches Stage 4 or even Stage 5. It enables you to expand your viral energy and presence to create a personal domain that is owned just by you. Inside the region of your domain, you'll be greatly strengthened while your enemies will be weakened to a varying degree. The most powerful domains could even kill someone just using its presence as long they're considerably weaker than the domain owner. You can just use a very basic weak domain for now, but you have the potential to use this skill and will need a lot of training to completely learn it. A domain takes some minutes of concentration to be deployed but this time can be reduced with training and power.

Dark Flame (200 EP/Requires Fire Manipulation): When you reached Stage 4, your flames changed and became darkened. These now dark flames are considerably hotter than the regular fire you could produce before and also gain a corrosive property that will be able to affect even those with resistance against fire and heat in general. You're immune to the corrosion caused by your own flames.

Skeletal Control (300 EP or IP/Exclusive to Mutated or Fallen One State): You're able to control your skeletal structure, letting you manipulate your own bones. You can use it to shape and control the density of your bones and even grow bones outside your body, enabling you to strengthen your skeleton, create weapons and tools using them (like hammers, swords, lances, shields, barriers, maces, spikes and many others) or shoot them as projectiles for example. With training, you're able to learn new ways to use this ability more efficiently.

Prophetic Dreams (400 EP/Discounted to Spiritual System): Once you reached Stage 3, you started dreaming with things that really happened after some time, but these dreams are random and uncontrolled. Just when you reached Stage 4, you discovered how to control these dreams. You don't have precise control, but it's possible to force these dreams to happen and focus on some specific event. Using your current power, you can just see up to a month in the future.

Mental Piercing (400 EP/Discounted with Spiritual Type or Mental Type): You learned one of the most dangerous attacks used by those specialized on mental strength. You're able to focus your mental strength into a single attack that directly damages your target's soul, to the point it can instantly kill someone if they lack enough mental strength or other form of esoteric energy to protect them. This technique has two downsides. It requires some time to charge, so a faster enemy can attack you before you have the chance to attack them, and, due to its energy consumption, the technique cannot be used in a quick succession.

Eternal Body (400 EP or IP/Exclusive to Mutated or Fallen One State and Requires Hyper Regeneration): You manifested a unique power within you: near immortality. Everytime someone is wounded, they become weaker and they lose a portion of their power and energy, but not you. You're capable of regenerating any damage done to it, even if you're turned into a bunch of blood, and, after healing any wound, you'll be stronger than before. You'll become stronger, but, unless you continue evolving, you'll stay limited to the power level of your current Stage (for example, at Stage 2, through becoming stronger by regenerating, at your best, you'll be able to become powerful as a peak Stage 2 Evolver, but can't become stronger than it unless you reach Stage 3). The more damage you regenerate, the more powerful the power boost is. If you spend all of your energy, you'll still be able to regenerate, but won't be able to adapt to become stronger. While destroying all of your body at once will kill you, your main threat will be those capable of stealing your energy and evolution, due to the damage caused by them being unable to be healed by this ability. Evolvers and Infecteds with **Energy Absorption** will be able to suppress your power boost and slow down your healing factor, but they won't be able to kill you using it.

Fallen One State (500 EP): You lost your way along your evolution and, for some reason, you couldn't keep the virus inside your body in control. Your body mutated and you became a Fallen One. Well, like I said before, this is the end of your chain and ... wait. Somehow, you stabilized the viral energy inside your body and regained your humanity. Even if you're an Evolved human again, you didn't lose access to this power. You gained the ability to temporarily maintain your Fallen One form, which significantly increases your attributes and mutates one of your abilities that you gained thanks to the Abola Virus. If you choose Hyper Regeneration, you'll be able to regen lost limbs in minutes with just the passive regeneration. If you choose Electricity Control, you'll get a passive aura of electricity and your electrokinesis will become stronger. If you lose control of the virus again, it's possible for you to become a true Fallen One again and if it happens and you don't recover your individuality and consciousness until the end of your ten years here, it's the end of your chain.



Stage 5 Evolutions:

You gain these abilities when you reach Stage 5.

(Nothing is known about the abilities that an Evolver gains when they reach in the Stage 5)

- **Mutations:**



After the meteorite fall, those whose bodies and consciousness were unable to support the multiple mutations collapsed into human-eating creatures, the Infecteds. Unlike humans, the Infected are capable of Natural Evolution, naturally following this path. They don't need to raise their viral resistance and the more viral energy they accumulate in their bodies, the faster they evolve. High-level Infecteds also gain supernatural abilities, similarly to Evolved humans, but those are more instinctive than consciously controlled. Among them, the strongest individuals sometimes also develop an ego and gain a new sense of self.

It isn't every Infected is capable of evolving. Only one in every 100 Infecteds will evolve to Stage 2, and the number of those capable of reaching higher stages keeps getting lower. If you're an Infected, you're capable of reaching Stage 5. The Stages work differently to the Infecteds, for example, a Stage 3 Infected is normally equivalent to a Stage 2 Evolver. Unlike the Controlled Evolution used by Evolved humans, the Natural Evolution of the Infecteds doesn't usually focus on a single evolutionary path, but instead tends to absorb and integrate any kind of evolution that is within their capacity, turning most high-level Infecteds into generalists. Unfortunately, this also has a flaw, as it becomes hard to advance due to not having a single focus, limiting its potential, and, due to it, some Infecteds decide to abandon this Mode of Evolution to use the humans' Controlled Evolution instead, but this isn't always the case.

Furthermore, the intelligent Infecteds in the future will develop their own evolution level classification separated from the one used by humans that consist in dividing the evolution levels into Stages. For them, evolution is divided into five stages: Incomplete (equivalent to any level below Stage 4 for Infecteds or Stage 3 for Evolvers), Ordinary (equivalent to Stage 4), Extraordinary (possibly equivalent to Stage 5 for Infecteds),

Rare (equivalent to Stage 6 for Infecteds and Stage 5 for Evolvers) and Perfect (possibly equivalent to Stage 7).

You can use your Infected Points (IP) to buy mutations here. Infecteds receive an extra +1000 IP. You can convert CP to IP, but not IP to CP, on a basis 1:1.

General Mutations:

You start with these abilities at the start of the jump.

Physical-Focused Evolution (50 IP/Can't be taken with Mental-Focused

Evolution): As an Infected, your evolution normally would have a random focus, but not anymore. Your evolution will focus on the physical aspect instead of the mental aspect, increasing your defense, speed and strength as you evolve. Unfortunately, your mental strength and commanding ability won't become stronger like before.

Mental-Focused Evolution (50 IP/Can't be taken with Physical-Focused

Evolution): As an Infected, your evolution normally would have a random focus, but not anymore. Your evolution will focus on the mental aspect instead of the physical aspect, increasing your mental strength, including other mental abilities, and commanding ability as you evolve. Unfortunately, your defense, speed and strength won't become stronger like before.

Virus Seed (200 IP/Exclusive to Infected): A Virus Seed is a parasitic strain of the Abola Virus normally found inside the victims of a Crimson Demon, but you aren't one of these weak humans who are incapable of accepting the true usage of the virus. For you, the seed doesn't bring any downside, just benefits. Once activated, flaming red marks develop around your body and your eyes start to emit a flame-like aura, enhancing your abilities, about twice your normal power. You can already maintain the Virus Seed activated for about half of the day, with a similar cooldown period, but it's possible to evolve at the point of being able to maintain it active indefinitely.

Infected Plant (300 IP/Can't be taken with Mutated): You're a different existence. You're now one of the Infecteds, but before, you weren't a human, but, in truth, you were originally a plant. Somehow, you absorbed mutated genes and became an Infected Plant. Your stolon tissue is extremely hard, making normal weapons near useless, and you can parasite other humans and Infecteds to strengthen them and take control of their bodies. You can also release pollen capable of infecting normal humans and inhibit the energy of Evolvers. Another very known characteristic of the Infected Plants is their life force, having a powerful regen ability and being in general hard to kill.

Evolved Plant (300 IP/Requires Infected Plant): Well, you're similar to an Infected Plant, being affected by the Abola Virus, but, somehow, you managed to develop some degree of resistance against the virus' properties and resisted the initial mutations, becoming a different existence. Like the Millennial Pear Tree, you're basically an Evolved Plant, essentially the Evolver counterpart to the Infected Plants. This grants you a few benefits, as well as maintaining all of the abilities of an Infected Plant. Firstly, you're able to retain the form of a common tree/plant, instead of the more mutated appearance of the Infecteds. Your own viral energy became the antithesis of the Infecteds' energy, so your aura, when used, tends to repel Infecteds and especially

Infected Plants. You gain access to the same controlled evolution used by the Evolvers, instead of the unstable natural evolution of the Infecteds, granting you more control over the Abola Virus inside you. Lastly, you gain an extra +500 EP and access to the Evolutions tab.

Stage 1 Mutations:

You start with these abilities already unlocked.

Abnormal Strength (50 IP): Even if you're yet a Stage 1 Infected, you have peak human strength and this abnormal strength will continue to appear as you evolve. Your physical strength will always be the peak of what your actual condition can have. When you reach the beginning of Stage 2, you'll be stronger than any other Infected in the same level, but an Infected in middle Stage 2 will still be stronger than you.

Mature One (100 IP): For unknown reasons, you become a Matured One, being slightly weaker than an average Stage 2 Infected. Normally, a Stage 1 Infected becomes a Matured One thanks to the ability of a Stage 3 Infected. You can choose if you maintain your appearance or if you get the same appearance of other Matured Ones. As you reach Stage 2, you can stabilize your evolutions more easily than other Infecteds.

Green Marks (200 IP or EP/Exclusive to Mutated): You have been attacked by an Infected Plant. You developed green spirals on your skin as an initial sign of the infection and giving you a dangerous ability. You can absorb Infecteds and humans to add their viral energy and plant pollen/viral plant energy to your own power. There is also a risk. If you absorb just pollen, instead of gathering viral energy, the plants inside will be reinforced and will take over your body faster. For an extra 100 IP, you don't need to worry about the infection controlling you.

Stage 2 Mutations:

You gain these abilities when you reach Stage 2.

Call for Help (Free): The basic ability to control other Infecteds. You can attract and control a certain number of weaker Infecteds to help you (an average Stage 2 Infected is able to call around ten Stage 1 Infecteds). As you evolve, the number and the strength of Infecteds you can control increases.

Symbiosis (100 IP): The Parasites are a rare type of Infected known by their ability of hosting other Infecteds and humans, provoking rapid evolution enhancement. When you reach Stage 2, a Parasite will attach to you, enhancing your abilities and evolution. They will stay outside your body, and if they are killed you die together, but you can, with time, assimilate them and absorb their power.

Hammer Shape (100 IP/Requires Symbiosis): After assimilating the Parasite, you achieved a new evolution. Both of your hands morphed in hammers, significantly increasing your attack power. Your strength and defense are also greatly increased, being just slightly weaker than a Sharp Clawed. As you're paying for this mutation, you can also turn your hands in hammers at will, without the need to permanently lose your hands.

Lone Walker (200 IP): You developed a very resistant armor, being capable of resisting shots from a rifle without much problem. As you evolve, the armor will become yet more resistant. The weakest part of it is the temple area, but even this part is capable of resisting a shot from a handgun.

Sharp Clawed (300 IP): The Sharp Clawed are the most powerful type of Infected below the Stage 3. Like them, your hands are replaced with powerful claws and armor capable of resisting shots from a handgun. If you want, you get the same green skin as them (and later red in Stage 3 and black in Stage 4).

Black Armor (300 IP or EP/Exclusive to Mutated): The Infecteds with this rare mutation have their body covered in black scales up to the neck, which increases their physical capabilities, especially their defense, and gains five red scales that work as a spot pattern. They also get elongated claws able to easily rip through Rippers and humans. After a Black Armor reaches peak Stage 2, they become able to keep the scales inside the red marks.

Stage 3 Mutations:

You gain these abilities when you reach Stage 3.

Maturation (Free): Near every Stage 3 Infected, including you, is capable of converting Stage 1 Infecteds into Mature Ones, being just slightly weaker than an average Stage 2 Infected. Normally, just the presence of a Stage 3 Infected is sufficient to trigger this transformation, but you can turn this off, if you want. The Mature Ones tend to be loyal to the Infected who were responsible for their evolution.

Genetic Data Bank (100 IP): Similarly to how some Infecteds can absorb memories from targets by reading it from their blood or something similar, you can store information of the genetic code of your targets by absorbing it, regardless if your targets are normal humans, Evolvers, Infecteds, Leader Infecteds, aliens, whatever as long as they have something similar to genetic information. While this ability doesn't have a direct usage by now, this specific ability is the basis for all the most advanced abilities used by the Crimson Demons.

Gift of Blood (200 IP): During your evolution, you developed an elongated tongue with a small mouth in the end that gives you two new abilities. First of all is a new conversion method. You can stick your tongue into a victim's ear to access their brain and turn them into an Infected or, if you prefer to stay connected with the victim, turn them into a Blood Slave, raising their power temporarily until draining all the victim's blood. It's possible to learn how to create Blood Slaves without the need to stay connected. Second, you can use the absorbed blood to heal yourself or to strengthen your body. Absorbing the blood of an Evolver can speed up your own evolution.

Ripper (200 IP/Discounted with Physical-Focused Evolution): You develop a huge and very muscular build, increasing your physical strength and defense, as well giving you teeth capable of easily tearing apart steel.

Nightstalker (200 IP): You developed a rare mutation that gives you the ability of shapeshifting, letting you temporarily gain a human form, but you aren't able to change your eyes. It's possible to change your eyes or even mimic the form of other humans and Infecteds, if you become strong enough.

Memory Absorption (200 IP): You can absorb memories from targets using their blood or something similar, even if they have more mental strength than your. You can't read all of their memories using just their blood. To be able to do this, you'll need to take control of their body or they need to willingly agree to share their memories with you.

Hardening (200 IP or EP/Exclusive to Mutated): This is probably another transforming type ability. You're able to harden your own skin, making it acquire a stone-like appearance and greatly enhancing both your physical strength and defensive

capacity. While transformed, your speed will be slightly decreased due to the increased weight.

Rotten Acid (300 IP): Like the Rot Devourers, you developed the ability to generate an extremely corrosive acid, capable of melting near every mundane material, except those with supernatural and/or esoteric traits, like the ones mixed with Meteorite Crystals. At your current power, the acid is already strong enough to even hurt Stage 4 Evolvers. You can also create venom sacs, filled with a very concentrated acid, having yet more corrosive powers, that you can use as grenades, but it takes some time to create, which makes it impossible to make them during a battle.

Fusion (300 IP): Unlike the human counterpart of this ability, you can physically fuse with another willingly Infected, or similar viral entity, combining both your strengths and weaknesses, creating an amalgam creature stronger than the sum of both halves. Normally, you'll always be the one controlling the fusion, but you can let the other half in control if you want. Post-jump, you can fuse with any living being, if they're willingly to.

Dark Demon (300 IP): The Dark Demons are one of the most powerful battle types among the high-stage Infecteds. Like them, your body is covered with dark blue scales that enhance your defense, being capable of resisting attacks from Meteorite Crystal Weapons. Your hands are replaced by pincers, similar to the claws of a Sharp Clawed.

Cursed Eye (300 IP or EP/Exclusive to Mutated): This red eye is usually a sign that is awakened when someone devours the flesh of an Infected that was their blood relative before, but this isn't always the case as you're here to confirm it. This mutation causes one of its wielder's eyes to become red and grant it a special ability: the ability to manipulate electrical impulses from others' optic nerves. While this mutation doesn't grant you enough fine control to manipulate what others see, by increasing these electrical impulses a little, you'll be able to directly attack your enemies' nervous systems. At Stage 3, your power will be limited to blocking someone's access to their own mental strength by damaging a specific weak point on their brain that manipulates this power, but, as you evolve, you could instantly turn people into idiots, like how Zuo Tian Cheng said. This ability also has its own flaws. First of all, until you reach a higher Stage, you can't turn your eye off so it'll always be red, which may alert your enemies of your powers. Second, this ability is fully dependent on your eye, so you'll be unable to use it if your eye is covered or damaged. Third, the more different from humans your targets are, the harder it will be to affect them. Fourth and more obvious, you won't be able to manipulate electrical impulses of your enemies' optic nerves if said enemies don't have functional optic nerves.

A Fake God (500 IP/Discounted with Mental-Focused Evolution): Much like a certain mental-focused Leader, you're an Infected able to easily pretend to be a god for your subordinates because of your extremely powerful mental powers. You can enter the mind of your enemies and create hallucinations to distract them and also slave the minds of weaker humans and Infecteds with low mental strength, essentially turning them into loyal servants. Like a benevolent god, you can enhance and heal your subordinates, borrowing your energy to them. A human could even become an early Stage 2 Evolver without turning them into an Infected and an enhanced Stage 1 Infecteds can even reach Stage 3. You can also absorb the energy and vital force of any being after some time of physical contact. As a final gift, your ability to control Infecteds is now enhanced to the point of being able to control hundreds of Mature Ones. You can maintain your humanoid form, but, if you prefer, you can gain the same lovecraftian appearance of a certain mental-focused Leader.



Titan (500 IP/Discounted with Physical-Focused Evolution): You're a walking disaster, a titan among mortals. You're about 20 meters tall, with an equivalent increase of strength, speed and resistance. But if it were just that, it wouldn't be worthy of a 500 IP mutation. As you evolve, you'll grow taller and your physical abilities will increase. Once you reach peak Stage 3, you'll be about 40 meters tall and once you reach Stage 5, maybe you'll be about 100 meters tall. Your own presence becomes a sign of disaster, being a true threat to the strongest Evolvers.



Stage 4 Mutations:

You gain these abilities when you reach Stage 4.

Stance Change (100 IP/Requires Dark Demon): You learned how to manipulate the scales in your pincers, letting you change the shape to them to form things, like swords, shields, mace and claws. As you evolve, it's possible to manipulate the scales from other parts of your body.

Dark Shadow (300 IP): You're capable of disappearing, becoming invisible to both the naked eye and detection techniques, including mental forces and those techniques that detect your energy, preventing your existence from being located. Someone or something capable of seeing light from outside the visible spectrum will still be able to see you with some effort, so you won't be able to become completely invisible to everything. Your power will be greatly reduced while hidden, requiring you to become visible and detectable again to attack someone.

Energy Absorption (300 IP): Like the Millennial Pear Tree, you developed a rare mutation that lets you absorb the viral energy of any being near you, but physical contact speeds up the process of absorption. You don't need to worry about absorbing any type of harmful energy and you can selectively choose your ability's targets. High level Evolvers or Infecteds with good mental strength or capable of controlling their own energy can resist against your ability. As you absorb energy from a specific kind of opponent, you may choose to adapt your own energy into the opposite of their energy and nature, in a similar manner to how the Old Tree's energy became opposite to the Infected Plants' energy and nature. Your energy will become more efficient and more lethal against them and weaker opponents will literally decide to stay away from you and will fear you. The more specific is the theme of these opponents, the easier and faster your energy will adapt to counter them.

Eye of Death (300 IP or EP/Exclusive to Mutated and Discounted with Mental-Focused Evolution): You have a set of around twenty eyes around your body and each one of them is capable of emanating a harmful energy that paralyzes and suppress the energy of anyone caught by it with a max range of a few meters. It's up to you to decide the exact position of each eye, but, by default, they'll be located on your chest. Each eye is capable of staying active for around ten minutes before needing to rest, but trying to suppress someone much stronger than you will make them tire much faster. You must stay still while using this ability. As you evolve, new eyes may appear and you may learn how to hide them within your body.

Mutated Infection (400 IP/Discounted with Mental-Focused Evolution): Your body contains an abnormally high quantity of an easily mutable form of Abola Virus, being able to spread the virus with just a scratch. You can also manipulate how the virus will evolve inside your victims, but you'll need to evolve more to be able to exactly control

their mutations. After infecting a human, you can implant a Virus Seed in them. The Virus Seed is a parasitic strain of the virus that strengthens the host, but once it absorbs enough energy, the virus will activate and turn them into a Fallen One or some other type of high level Infected. Any being infected by you will also have a compulsion to obey you, while Infecteds and Fallen Ones created by you will be fully loyal to you.

Stage 5 Mutations:

You gain these abilities when you reach Stage 5.

Energy Domain (Free): Do you really think these weak humans are the only ones capable of using domains? Infecteds are also capable of creating their own domains, following the same rules mentioned in the evolutions section.

Mental Network (Free): At this point, the hordes commanded by high level Infecteds aren't just groups of hundreds of members anymore, but true armies with thousands of Infecteds. With groups of this size, it becomes very ineffective to try to control them in person at the same time. As a way to overcome this problem, every Stage 5 Infected, including those that are more physically focused, are able to use their mental strength to form a mental network that connects all of their minions, enabling the commanders to sense the location of their servants and to send commands to them at a distance. The more time is spent on completing the network and the more energy is expended on its creation, the more complex and refined it'll be, increasing its effectiveness, range and resistance against other Infecteds (or even some Evolvers) trying to control your minions. It's also possible to temporarily lend control over your mental network to others.

Matriarchy (200 IP/Exclusive to Infected Plant): Every Infected Plant is subordinated to a ruler, an Infected Plant Matriarch. But not you, because you're one of these ruler class Infected Plants. You can spawn Infected Plants from your body, which can grow independently or parasite other beings and use them as hosts. Every Infected Plant created in this way is loyal to you. You can also grow to gigantic heights and can shapeshift your form, but within some limits. You can just partially mimic a human form, but this is already a start. For last, you can also strengthen any of your servants with your own energy, boosting their evolution, or, if you need, you can also drain the energy from your servants to strengthen yourself.



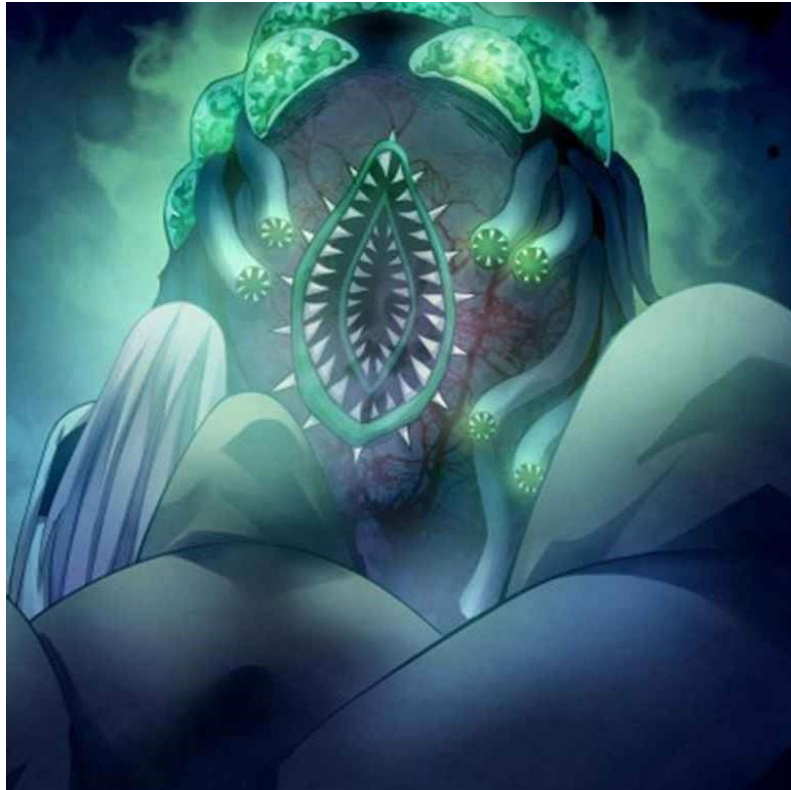
Flesh Sculptor (200 IP/Requires Genetic Data Bank and Mutated Infection): Like how an Indian demigod hero said, a servant is an extension of the body of their master and you took it personally. You can manipulate the bodies of Infecteds and other beings controlled by you, giving them traits of beings that you have their genetic code stored, fusing multiple Infecteds or even absorbing them to strengthen yourself. You can also use the biomass of your servants to create artificial beings, using the stored genetic information as basis, like using the genes of a Leader Infected to create a clone of them and the genes of Mature Ones to easily create an army of them. Stronger beings require more energy to create them, while weaker beings can be created using much less energy.

Perfect Life Form (300 IP/Requires Genetic Data Bank and Mutated Infection): You were reborn in a new being, in a higher Stage of evolution. Thanks to it, you learned a new trick. You can manifest the traits of any being as long as you have their genes stored in your genetic data bank, with their power scaled to match with your own. It's easier to manifest traits of any of your servants, but this can still be used with the biological traits of other beings. For example, you can have the armor of a Dark Demon, the claws of a Sharp Clawed, the vines of the Infected Plants and the abilities of a Fallen One at the same time. You can just manifest biological traits, while more esoteric traits are impossible to mimic. The powers of a mutant and quirks are possible, but magical abilities and divine blessings are beyond your capacity.



Elemental Guardian (400 IP): It's common to see Evolvers with elemental abilities, but there are also Infecteds with elemental abilities, despite being much rarer. A Guardian is a special case even among these elemental Infecteds. The Guardians are basically skeletal horned Infecteds with an elemental aura and a purer and most destructive elemental power compared to the ordinary Infecteds, as well as having enough power to match a Fixed Pattern Period Stage 4 Evolver. The presence of these special Infecteds are usually associated with the Wilderness brought by the second meteorite and the existence of an Energy Core or similar treasure. Unlike most Infecteds, they have a neutral behavior towards humans and will just attack when provoked. You're one of these Guardians, having elemental abilities focused on a single element of your choice (electricity, air, fire, metal, water or something similar). Even if you don't have the Fusion mutation, you're able to fuse with other Guardians as long as they're willingly. Optionally, you can also gain the same skeleton-like appearance.





Spiritual God (500 IP/Discounted with A Fake God): Much like another mental-focused Leader who also proclaims to be a god, you're an Infected with two main abilities focused on a creating a network of influence between your servants, or cultists if you prefer, and you, as well as having a very powerful control over them. The first ability involves giving birth to insect-like parasites, slightly larger than a hand and having innate stealth abilities, despite being them fragile, either through eggs or through separating them from your body, but regardless of the chosen method, creating each one will consume a lot of your energy so it won't be possible to create an army of them at the short term. These parasites, besides having a stable mental connection with you, are able to attach themselves on both Infecteds and humans, fusing with their flesh and staying inside them, and, once inside, their host's actions and thoughts will be directly controlled by you, essentially losing their free will and becoming your loyal servants. Humans and Evolvers, when infected by them, are immediately turned into stable Fallen Ones, capable of maintaining their mind and initially their human forms, but they usually tend to become more monstrous as they evolve. Mental abilities are useless to help someone try to resist this control, because the parasites take control directly of their nervous system and inner energy. The only way to save someone from your control is to physically remove the parasite from within the victim's body. Besides this, any being controlled by these parasites are able to further merge with them to evolve, making any attempt to remove the parasites from them even more difficult. If you also have **Mutated Infection**, you can make your parasites grant specific mutations that you have access to their hosts.

The second ability is the ability to transfer your mind, soul and energy to other bodies, as long as these vessels are mentally connected to you. While this can be used to share your own energy to your servants, the more interesting usage to this is to use it to

transfer your spiritual body to use them as your vessels, essentially possessing them. While in a vessel, their current power will be enhanced due to your energy, considerably enhancing their evolution, but you'll be limited to your current body, so usually you won't be able to use your power at its fullest in a weaker vessel. If you're ever killed, you'll be able to use it to transfer your spiritual body to another body to survive the death of your original body, but this may cause you to lose a portion of your original power.



Shapeshifter (500 IP/Discounted with Titan): You're a pretty monstrous existence, even among the Infecteds. You have no fixed shape and, thanks to the soft meat you developed after reaching Stage 5, you can change your shape to almost anything within the limit of your mass, like developing natural weapons, making extra limbs, changing the position of organs, growing to massive sizes or shrinking back to a human size, liquifying part of your flesh or even hardening it to form an armor are just some of the examples of what you can do. Your shapeshifting abilities, while much more powerful than the shapeshifting abilities granted by the **Blood Manipulation** evolution, can't copy other supernatural abilities, but they also include a powerful regeneration thanks to your nature. Even with your transforming abilities, your greatest strength is still how you become stronger and evolve: unlike most Infecteds that need to accumulate viral energy to evolve, you can also directly devour the flesh and blood of other creatures to evolve, with the higher the quality of the blood and flesh are, the stronger you become. You could share your viral energy with your servants to turn them to evolve them into stronger forms and then just literally devour them to increase your own power, like how the Leader Infected that rules the core area of Jiangzhen does.

Stage 6 Mutations:

You gain these abilities when you reach Stage 6.

(Nothing is known about the abilities that an Infected gains when they reach in the Stage 6)

Stage 7 Mutations:

You gain these abilities when you reach Stage 7.

(Nothing is known about the abilities that an Infected gains when they reach in the Stage 7)

- **Companions:**

Friends From the Past (50 CP): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions.

Friends From the Present (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Evolved Pet (100 CP): Even before the outbreak, you took care of a pet, be it a cat, a bird, a dog or even a hamster, but, after the meteorite fall, you noticed something weird in them. Your pet, somehow, becomes an Evolver, gaining a Spot Pattern and a type of your choosing. At Stage 1, they can already understand your commands and, as they evolve, their intelligence will increase. Due to not being a human, they also aren't the main target for the Infecteds. Lastly, your pet will start the jump as a normal pet, but will evolve after some time.

Symbiotic Cell (300 CP): What happens when a colony of microorganisms are mutated by the exposure with viral energy from a byproduct of the Abola Virus? The result of said combination is a Symbiotic Cell. Symbiotic Cells are organisms that parasitise objects with high concentrations of viral energy, like mineral veins, Meteorite Crystals, Meteorite Fragments or other high-level virus byproducts. Due to their nature, Symbiotic Cells lack a concrete entity, so the only two ways to truly kill them are to completely destroy the object they're inhabiting, which is a waste of precious resources, or to use mental strength to separate them from their body, but that takes time. The cells gain consciousness and human-like intelligence, but their only default ability is to manipulate the power contained in the body they're parasitizing, letting them to float and manifest themselves as a black mist around the vessel. This isn't the case of the Symbiotic Cells inhabiting Meteorite Fragments, because said fragments contain not only high amounts of viral energy, but also contain primitive viral factors, which can give them more complex abilities, including the ability to guide the evolutions and mutations of others, generate its own Energy Domain, suppress the external abilities of Evolvers, replicate some of others' abilities after analyzing their genes and even manipulate Wilderness on a certain degree. You have found a Symbiotic Cell inhabiting a Meteorite Fragment and, for some reason, it became attached to you, becoming your loyal ally. Unlike other cells, your Symbiotic Cell will regenerate its energy supply overtime, won't be addicted to evolution like many higher-level Infecteds, is very knowledgeable about the Infecteds' relationships and nature, it's unable to form a body by itself and won't betray you for any reason. It'll count as your follower post-jump.

- **Drawbacks:**

There is no drawback limit, take as many as you think you can handle. Drawbacks always override perks.

The Original World (-100 CP): Normally, you'll stay in the same world where Zuo Tian Cheng returned to his young body before the Meteorite shattered and spread its pieces through the Earth. For taking this drawback, you'll instead arrive in the First Timeline, where everything is happening for the first time, in a world where the protagonist is yet just a student. This timeline is more secure than the Second Timeline, due to not having the increased evolution speed for Infecteds and that the second meteorite will only fall on Earth five years from now.

Weird Spot Pattern (+100 CP/ Can't be taken by Infected without Mutated): Your Spot Pattern would stay in a specific area of your body depending on the type of your evolution, but you developed it in a very specific area of your body, near your genital area. This normally isn't a problem, but the location of your Spot Pattern is seen as something funny for other humans if they discover it. Prepare to hear people laughing when you tell it to them. Another problem is when you need to use the Blood Fusion Technique, which involves cutting your tattoo to use your blood to guide the energy of a Meteorite Crystal to absorb it.

Evolve, Evolve and Evolve (+100 CP): The Abola Virus opened to you the way to evolve in a new being, but this isn't sufficient, because you need to continue evolving, without stopping. This desire for evolution is so intense to the point of almost being an addiction. Be careful, because your desire can lead you to very dangerous situations.

Virus Seed (+200 CP/Can't be taken by Infected): You got attacked by a Crimson Demon and now a Virus Seed is inside your body. As mentioned before, the seed is a parasitic strain of the Abola Virus, capable of becoming stronger as you evolve. As you get stronger, the virus will try to force you to consume other living beings as a way to become even stronger and this impulse will only increase according to your evolution. The desire to consume is also more intense when you're in the presence of someone with compatible genes, like a child, a parent, a sibling or some other blood relative. If you don't want to lose control of the seed and become a Fallen One, you must find a way to stabilize it, whether mainly focusing on increasing your viral resistance, absorbing an external source of energy to create a balance or consuming a blood relative. During your jump, it's impossible to completely get rid of the Virus Seed, which means that you'll need to fight against it during your entire stay here.

Crimson Demon Mark (+100 CP/Requires Virus Seed): Well, the Virus Seed inside your body isn't just a mundane parasitic strain of the Abola Virus, but something more complex and advanced, being a direct creation of the Chu Prefecture's Crimson Demon. This means that he has some degree of influence over you and is able to maintain a

temporary control over you sometimes. The Crimson Demon will also be able to sense your evolution and how powerful you're currently and if you're worthy of being a "part" of his own evolution (this means being considered by him as a worthy target to be absorbed). If the Crimson Demon is killed, the Virus Seed will become just a parasitic strain of the Abola Virus again.

A Dangerous Game (+200 CP): During the initial phase of the apocalypse, various gangs and similar organizations become the ruling power in the cities. The weaker gangs were destroyed or assimilated while the stronger ones became even stronger. And you managed to piss off one of these stronger gangs. The gang have resources and manpower on par with the Mapple Nest or the Five Dragons and every member of it knows your face and name and wants to kill you. The leader of the gang have their own version of the perks from the Gang Member perk tree (without the 600 CP perks) and also the **Prodigy** perk. The gang won't actively hunt you during the first month, due to the chaos and uncertainty caused by the start of the outbreak.

The Jumper System (+200 CP/Can't be taken with Perfect Viral Resistance): The Abola Virus infected you much more seriously than I predicted before. It takes root in the very core of your existence and removes your free access to your out-of-jump powers and perks. Initially, you have no access to your abilities, but, as you evolve, you'll gradually recover them, one by one. You'll unlock around two or three perks each time you break through any Stage, but the stronger ones will be weakened in varying degrees while you don't become strong enough to match their power level. Additionally, all of your abilities run on the principles of Abola Virus and count as evolutions and/or mutations for all intents and purposes. Post-jump, your abilities will return to normal.

Enemy of All Mankind (+300 CP): You're a being feared by all mankind, even if you're a human. Maybe you have some dark and dangerous ability or you committed various crimes or it's just some type of preconception against you. Every human will instinctively distrust you and once that human society starts its reconstruction, you'll be hunted by every organization. It's possible to convince individual humans to trust in you, but you won't be able to change the opinion of mankind in general.

Enemy of the Horde (+300 CP): You're a being hated by all of the Infecteds, even if you're an Infected yourself. Each Infected, including intelligent ones, you encounter will instinctively consider you a priority target over any human that must be eliminated or even assimilated by other powerful Infected. This will become even more dangerous as the time passes and the Infecteds start forming their own armies. Like the above, it's hard but possible to convince individual intelligent Infecteds to trust in you. This drawback doesn't affect Infecteds that were created/turned by you or your servants.

The Only God Here is Me (+300 CP/Can't be taken with The Original World): The *protagonist*, Zuo Tian Cheng, has the main objective of reuniting with his former lover from his past life, Su Rou Xuan. Even if this is yet his main and first objective, now he

has a new second objective: kill you. He knows every of your in-jump powers, as well your fighting style and how you think. He has every of his canon abilities and knowledge, as well as the plot armor and is guaranteed to survive until he becomes strong enough to be a threat to you. You can't negotiate with him, you can't rationalize with him, and after finding Su Rou Xuan, he won't stop until he kills you.

The Otherworldly Wilderness (+300 CP): While the first meteorite carried just the Abola Virus, the second one carried another thing together with the virus: some kind of alien vegetation directly connected to Infecteds and the virus. It's a mystery of how these plants are formed and which is their exact nature and they tend to manifest in many different ways. Sometimes they're apparent and their vines are akin to flowing blood vessels and tend to have a heart-like core located somewhere in the center of it while other times they stay basically nonexistent but manifesting as an environmental effect instead. The areas dominated by this vegetation/environmental effect received the name of Wilderness, becoming places where even Stage 5 Evolvers are in danger due to the many unique enhanced Infecteds. Even other Infecteds from outside these regions (like you, if you're an Infected) would be attacked by the natives from the Wilderness and their effects are varied and affect everyone inside it. Well, these "plants" and "effects" would just appear together with the second meteorite, but not anymore. Now, they have come to Earth together with the first meteorite and many cities have already hidden "seeds" that will grow to form the multiple regions of Wilderness in a few months. One of these cities is your starting city, so, if you want to stay here, I advise you to search and destroy the core located here to prevent the place from being dominated by alien plants or by a weird effect.

Energy Disorder (+300 EP/IP): You tried to absorb more energy than you normally could in your current Stage and, fortunately, you managed to stabilize this energy inside you, granting a higher level of power to you. Unfortunately, absorbing energy beyond your limit has consequences. While your evolution speed is still the same, you'll need ten times more energy to break through any Stage.

Perfect Viral Resistance (+ 300 CP/Can't be taken by Infecteds): Normally, you would just develop a good initial viral resistance and resist the uncontrolled mutations, but still would be affected by the Abola Virus. Now, this is different. Maybe it happened because of your unique physiology or maybe because of some of your perks, but, regardless of the exact reason, you have developed a perfect viral resistance, stronger than any other living being in the entire world, enabling you to be completely immune to all the effects caused by the Abola Virus and its viral energy. While this means that you can't be turned into an Infected and won't be negatively affected by the presence of the virus, this also means you can't take advantage of any of the benefits granted by the virus, preventing you from becoming an Evolver and acquiring any kind of superhuman abilities here. You can still take options related to the Abola Virus in this jump, but you won't benefit from them until post-jump. If you don't want to stay a mundane, weak human in a world filled with superhuman survivors and Infecteds, I advise you to have

something out-of-jump to help you or it'll be good to find some powerful ally to protect you.

Away From the Source (+300 CP/Can't be taken with The Jumper System):

Something very wrong happened during your arrival in this world and your connection with your Benefactor has been weakened. You have lost access to your Warehouse and your out-of-jump perks and items. You'll be reduced to your Bodymod, having access just to the things purchased from this jump. This drawback also affects your companions as well.

Welcome to the Bloody Jungle (+300 CP): Some plants have a low probability of experimenting mutations after absorbing mutated genes from Infecteds. The presence of Infected Plants represents a great danger, especially when gathered in just one place and when controlled by an Infected Plant Matriarch. After two months of the meteorite fall, a Matriarch will be born and start her empire in the underground of one of the seven starting cities, while staying hidden somewhere. The Matriarch will take a month to spread and take full control of the entire city. At this point it will be obvious where she is and will be up to you to defeat her to stop the Infected Plants. She is at least a beginning Stage 5 Infected, capable of commanding every Infected Plants born from her and various other high level Infecteds. If you take too long to defeat her, the Infected Plants will start spreading to the rest of the country and become a very dangerous threat for every human. This specific Infected Plant Matriarch may or may not be the result of the experiments of the Chu Prefecture's Crimson Demon.

Inside the Hive (+300 CP): There are many species of parasites that infect human beings and, after the outbreak, these parasites stayed in constant and direct contact with the Abola Virus. The virus mutated and started to mutate these parasites and when an Infected is infested by them, they become a Rot Devourer, a solitary creature capable of launching acid that kills any living creature to grow while the corpse becomes just a puppet for the parasite, protecting them and feeding them. This Infected also stores corpses of their victims to work as hosts to their eggs. After three months, a Stage 4 Rot Devourer will appear and choose somewhere in one of the seven starting cities to become their territory. When you discover their location, the Rot Devourer will already have laid tens of thousands of insect eggs, which will hatch in some days. It's up to you to defeat this monster and destroy the eggs. If you don't kill it in time, the insects will spread to the entire country, becoming a very dangerous problem for every human and Infected. This specific Rot Devourer may or may not be the result of the experiments of the Chu Prefecture's Crimson Demon.

The Reign of the Crimson Tyrant (+200 CP/Requires Welcome to the Bloody Jungle and Inside the Hive): Normally, the Crimson Demon that rules the Chu Prefecture is a normal Infected, but, taking this drawback, this is a different situation now. The Crimson Demon fused with a Meteorite Fragment to reach Stage 5 and become a Leader Infected, becoming a living calamity, much stronger than his canon

version. He is responsible for the creation of both the Infected Plant Matriarch and the Rot Devourer that you must defeat. His evolution also affects his servants: the Plant Matriarch will be at peak Stage 5, near the hypothetical Stage 6, and the Rot Devourer will be at the beginning of Stage 5. After defeating his two servants, you must go to Chu Prefecture to discover where the Stage 5 Leader Crimson Demon is and destroy him and his army of at least one hundred thousand enhanced Infecteds, as well cloned Infecteds, like a clone of the Rot Devourer, two clones of the Infected Plant Matriarch (one of them fused with a clone of the Old Tree) and clones of other Leader Infecteds. To turn this into a harder task, the majority of the Chu Prefecture's Evolvers will become at least Stage 2 Fallen Ones and the remaining Evolvers will need to endure the effects of the Virus Seed. You must defeat the Crimson Demon, because if you don't stop him, he'll definitely become a threat to the entire mankind.

- **Ending:**

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in this world changed by the Abola Virus.

Move On: Go to the next Jump and continue your adventure.

- **Notes:**

1. Every ability from the Evolutions section and from the Mutation section are boosted as you evolve;
2. You don't need to worry about accidentally spreading the virus in future settings;
3. The zombies in this setting aren't undead, but instead still living beings. If someone is bitten, but die before becoming an Infected, they won't become one;
4. As general rule, each Stage of evolution is about ten times harder to reach compared to the previous Stage;
5. People with decent talent, without absorbing external energy or using some technique to speed up their evolution, take 2 months to reach in Stage 1, while a **Prodigy** would already be at the intermediate Stage 2 in this same time;
6. Obviously, beings in higher Stages will have bigger energy reserves and, if they stay evolving, their energy reserve will continue increasing;
7. If you started the Jump in another country other than China, the drawbacks that would happen in the starting cities will instead happen in any major city in the country where you started;
8. The label "Stage" and "Level" seem to be fully interchangeable, but usually Stage is used to refer to Evolvers while Level is mainly used to refer to Infecteds;
9. The better way to judge how strong a Evolver of the Spiritual System is, it's analyze how many targets they can influence at the same time. A Stage 4 Spiritual Type Evolver, after fusing with a Energy Core, already have enough to affect more than a hundred Stage 3 Infecteds for example;
10. There are many diverse ways and techniques to use viral energy and mental strength, like Invasion (use your mental strength to try to subdue weaker Infecteds and Evolvers through overcoming their wills and mental strength), Mental Shields (a extremely durable energy shield capable of resisting even attacks from someone with strength a level above you and that requires a lot of mental strength to maintain), Mental Storm (a strong stream of mental shock around the user, affecting anyone on its range and, if their mental strength is weaker than yours, their power will be greatly suppressed or even they can immediately go crazy and become unable to do anything about it if the gap between their power to yours is large enough) and others. These techniques can theoretically be used by anyone with enough mental strength, but, in practice, just those that specializes on them usually are able to use them efficiently in battle;
11. Fallen Ones and Mutateds are very similar beings, but a Mutated usually still use the same controlled and stable evolution of the Evolvers while a

Fallen One tends to use the natural and unstable evolution of the Infecteds;

12. The elemental abilities granted by the **Elemental Guardian** mutation are stronger than the elemental abilities granted by their evolutions counterparts, but the evolution versions usually have a greater versatility and can be used on more diverse ways;
13. The evolutions developed by a **Living Meteorite Infused Weapon** are completely random;
14. Technically, the Millennial Pear Tree and the **Pure Infected Sapling** could be classified as “Evolved” Plants instead of an Infected Plants as they’re much more stable than their infected counterparts;
15. Despite the Meteor sword’s ability being called Energy Absorption (the same ability of the **Evolution Eater** perk), it definitely isn’t the same “basic” of drain energy from others of the Millennial Pear Tree, but something much more powerful (the sword literally stole the Crimson Demon’s energy and evolution and take over the Energy Domain of an Infected Flower);
16. If you have the **Abola Meteorite** item and use the option to make it fall on your starting planet on future settings, any character with some degree of plot relevance and/or plot armor will be guaranteed to be in the lucky 30% capable of developing a initial resistance to the Abola Virus and won’t become Infecteds at the start of your Jump;
17. It’s possible to gain some random mutations/evolution without needing to purchase them from their respective sections, even some not mentioned here, but these ones will have a very high chance to be inferior to their purchasable versions and they won’t be fiat-backed;
18. Once their mental strength reaches a certain level, both Evolvers and Infecteds become able to use their consciousness to attack or even overwhelm the body of others, letting them take over these bodies if they attempt to do it. In some cases, those with a incredibly powerful mental strength also show the capacity of temporarily manifest their consciousness to attempt to possess others if their physical body is killed;
19. Body takeover also has a flaw: once someone take over the body of someone, they not only acquire their knowledge and skills, but also the way they behaved, so, due to it, there is the risk that the infiltrator assimilate some of the behavior and personality traits of the host;
20. The diverse area of Wilderness are divided into four levels based on their dangerousness, environmental effects and power/number of native Infecteds: Safe, Dangerous (having already effects capable of affecting Stage 4 Evolvers and having at least two Stage 5 Infecteds), Desperate and Destructive;
21. Some examples of environmental effects caused by the Wilderness are the suppression of Evolvers’ power in the Pearl Island and the increased volcanic activity and the fire aura present in Jiangzhen;

22. It isn't every 600 CP perk that have a capstone boosted form because I hadn't enough ideas to each one of them, but I'll try to think in something to add eventually (suggestions are welcome);
23. Thanks to everyone for your support;
24. The series is still ongoing, so I will update the Jump, but I'll wait until we get enough informations about the Stage 5;

- **History:**

- V 1.3: Third Update

- Reduced the font size;
 - Updated **Spiritual Place**;
 - Updated the **Evolutions** section again;
 - Updated the **Mutations** section;
 - Renamed the **Drop In** origin to **Returner**;
 - As there is no more a **Drop In** origin, any origin can be taken as Drop In now;
 - The **Infected** origin became two different origins (**Member of the Horde** and **Lone Hunter**) and its perks were divided between them and the new **Infected** race;
 - Updated **The Otherworldly Wilderness**;
 - Updated **Fire Manipulation**;
 - Added the **Races** section with two options: **Human/Evolver** and **Infected**. Each race has its own perk trees and origins now;
 - Modified the **Survive, Adapt, Evolve** perk;
 - Added a Capstone Booster;
 - Added new notes;
 - Added new origins:
 - Survivor**;
 - Member of the Horde**;
 - Lone Hunter**;
 - Added new evolutions:
 - Mental Piercing**;
 - Compaction of Aura**;
 - Dark Flame**;
 - Added new mutations:
 - Mental Network**;
 - Hardening**;
 - Cursed Eye**;
 - Shapeshifter**;
 - Added new perks:
 - Empirical Survivalist**;
 - Low-Value Target**;

- Communication Technology Expert;
- Legendary Actor/Actress;
- Energy-Synthesis;
- Enhanced Viral Resistance;
- Adaptive Biology;
- Mental Fortress;
- Enhanced Immune System;
- The Ultimate Ability;
- Blessed By Your Master;
- Strength of Many;
- Strength of One;
- Brain of the Horde;
- Relevant Opinion;
- Polyring;
- Lone Wolf;
- Spread and Multiply;
- Infected Knowledge;
- This Is My Third Boss;
- Non-Hostile Competition;
- Friend, Not Food;
- Perfect Foundation;

-Added new items:

- Cellphone;
- Fuel Supply;
- Octopus Tentacle;
- Crystal Mine;
- Elemental Meteorites Case;
- Processed Zombie Meat;
- Portable Wilderness;
- High Quality Puppets;
- Empty Nest;
- Magnetic Bulletproof Vest;

-Added a new companion option:

- Symbiotic Cell;

-Added new drawbacks:

- The Jumper System;
- Perfect Viral Resistance;
- Away From the Source;
- Enemy of the Horde;

-V 1.2: Cake Day Update

-Added new notes;

- Rephrased **Prodigy** to specify the amount of time a human with decent talent and a Prodigy take to achieve Stage 1 and intermediate Stage 2 respectively;
- Added a special gift for both Humans and Infecteds, in the form of extra +1000 EP/IP to spend on their evolutions/mutations;
- Reduced the price of **Meteorite Ore** (again) from 600 CP to 500 CP, but changed a little its description;
- Rephrased **Red Resin**;
- Rephrased **Combat Experience** to try to give a baseline how exactly good is your fighting ability;
- Added new images;
- Removed **Black Armor** and **Green Marks** from the evolution section;
- Updated **Energy Control**;
- Updated the **Evolutions** section;
- Updated the **Breathing Technique** perk;
- Updated **Absorption**;
- Updated the **Abola Virus** perk to alter the fail condition;
- Updated the **Mutated** perk;
- Added an extra buy-in option for **Meteorite Infused Weapon**;
- Updated **Energy Absorption**;
- Now Infecteds have their own items;
- Rephrased **Meteorite Crystal Polymer** to add a new benefit and to add the possibility of fusing with it;
- Added a few new words in **Safe Zone Base** to describe a little better the training boost;
- Added new perks:
 - Spread the Gift**;
 - Evolution Eater**;
- Added new items:
 - Cultist Robe**;
 - Zombie Nest**;
 - Bottle of Acid**;
 - Infected Flower**;
 - Abola Meteorite**;
- Added new evolutions:
 - Fire Manipulation**;
 - Eternal Body**;
 - Spiritual Guide**;
 - Electromagnetic**;
 - Energy Net**;
 - Memory Sharing**;
 - Energy Domain**;
 - Water Control**;
 - Skeletal Control**;

- Blood Manipulation**;
- Added new mutations:
 - Dark Shadow**;
 - Eye of Death**;
 - Energy Domain**;
 - Elemental Guardian**;
 - Evolved Plant**;
 - Spiritual God**;
- Added a new drawback:
 - The Otherworldly Wilderness**;

-V 1.1: First Update

- Added new notes;
- Rephrased **Above Evolution** to make clear that it also removes the limits of other abilities and attributes;
- Rephrased **Prodigy** to make specify of how powerful is the growth boost;
- Rephrased **The Red Butterfly** to make it easier to understand, giving some baseline examples;
- Rephrased both **Meteorite Fragment** and **Meteorite Ore** to change the amount of you receive each one of them;
- Rephrased **Meteorite Crystal Polymer** to add a new benefit;
- Modified **Friends From the Past**;
- Rephrased **Breathing Technique** to specify its effects;
- Updated the **The Reign of the Crimson Tyrant** drawback;
- Modified **Safe Zone Base** to make it more useful;
- Modified **Energy Core**;
- Modified the cooldown of the **Second Chance** perk;
- Corrected some errors and added some words;
- Reduced the price of **Meteorite Ore** from 800 CP to 600 CP;
- Upgraded the **Weapon Expertise** perk and transferred it to the general perks section;
- Added the **Fight Until Our Last Breath** perk;
- Added a new evolution:
 - Mental Resonance**;
- Added new mutations:
 - Genetic Data Bank**;
 - Flesh Sculptor**;
 - Perfect Life Form**;
 - Rotten Acid**;
- Added new drawbacks:
 - Crimson Demon Mark**;
 - Energy Disorder**;

-V 1.0: Released