

-RISE UP-

It was at the beginning of July, 1863, two years into the War Between the States, that the dead first rose to consume the living at Gettysburg. The living… did alright for themselves. Organization, discipline, modern firearms and artillery support made for generous advantages over frenzied berserkers. It helped, too, that commanders on both sides realized the greater danger and swiftly banded together, Union and Confederate forgotten as the living vs. the dead became the only meaningful battle. This was soon repeated across the length and breadth of the continent.

A year later, Jefferson Davis signed the Acts of Capitulation, the dream of an independent South sacrificed on the altar of necessity, so the Union would send General Sherman to march to the sea sweeping the dead before him.

It is now 1879, in a history rather different than the one you might have known. The dead are now a global scourge, but hit the US first and worst. They hibernate in the winter, but, as the saying goes, it's always shambler season down in Dixie. Civilization has not collapsed, but is looking rather shaky. Large portions of the country and many major cities have been ceded, and anywhere is unsafe to take long walks to the next town. Cities in general, people are starting to realize, are unsafe. No matter how high

the walls or seemingly perfect the defenses there are too many variables to control. One infected person getting in, and those walls turn a city into a trap.

The future seems to exist in a series of small fortified plantations. Old evils under a fresh coat of paint and a plea of dire need. There is a whole underclass of people who have just spent the last fifteen years running from one allegedly safe town to another.

Politically, the division is not between Republicans and Democrats, but Egalitarians who believe the plague has made all equal, and we're all in this together, and Survivalists who are all about doing whatever it takes to preserve civilization, and often blame abolitionists for bringing God's judgment down on all by challenging the natural order.

The Native and Negro Reeducation Act mandates that any colored person is to be inducted at age twelve into a Combat School to learn how to best fight the undead, after a few weeks training, three years for the really elite schools, they're sent out to bleed and die holding the line in patrols. This is in part due to a widespread misconception that nonwhites are immune, or at least resistant to, the bite of a shambler and ensuing infection. Which also feeds into a dirty little loophole, where a person legally ceases to be human the moment they're bit, whether or not they turn. So with one reputable (read, White) witness to a bite, the theoretically outlawed slavery can resume with barely a hiccup.

You must survive ten years in this incredibly hostile world, starting six months before two of Ms. Preston's girls and their sketchy friend go snooping into disappearances in Baltimore and are bundled off to Summerland for their troubles. Have 1,000 choice points to help.

AGE, RACE & SEX

These things make an enormous difference in the world you find yourself in. Feel free to reset all of these things for a one-time payment of 100 cp. Further, Black people and Natives get an additional 200 cp for the extra hardships headed their way, in an obligatory drawback.

LOCATION

Washington is not a place to live in. The rents are high, the food is bad, the dead are everywhere, and the morals are deplorable. Go west, young man, go west and help save this country from the Undead Plague.

-Horace Greely, 1865

Choose, or roll a d8 for +100 cp.

1 Baltimore, Maryland: Part of the "Civilized East" and home to Ms. Preston's School for Girls, Baltimore was a city reclaimed early on, and in canon will fall about a year after you insert. Predominantly Survivalist.

2 Rose Hill, Kentucky: A friendly little plantation run by a widow who is enthusiastically, even scandalously, welcoming to people of all colors. Home to Jane McKeene, the story's protagonist.

3 Boston, Massachusetts: Things are somewhat safer in the North, particularly as the Survivalists have made little headway, and a wave of Irish immigrants helps hold the line. But there's much we do not know.

4 Summerland, Kansas: An experimental community on the frontier, using the dead to generate electricity via a giant hamster wheel, a Utopian experiment in founding a society to outlast the failed American state, to Survivalist ideals, naturally where each race and gender shall know their place.

5 Haven, California: A rare safe harbor, in the mountains of California. A small and quiet town, with a dozen homes.

6 Richmond, Virginia: Virginians have a reputation for being haughty, but they probably have the safest state in the whole South.

7 The Lost States: What was once called the Deep South; Louisiana, Mississippi, Alabama, Georgia and South Carolina. Now the dead vastly outnumber the living in their handful of fortified enclaves, and the federal government has no presence or power at all.

8 Denver, Colorado: A populous city, doomed about a year or two into the story by Gideon Carr's experiments.

9 San Francisco: The shining city of the West. Made safe, men say, by Mr. Edison's electrified golden wall. Where the Chinese were too powerful and organized to squeeze out, but life is hard yet for the dark-complexioned.

10 Free Choice: Lucky you, you get to choose.

ORIGINS

Attendant (-200 cp) Well now! No mere shambler-bait, you've been to a combat school, one of the nice ones, and spent three years learning every way to cross the walking out from walking dead, also etiquette and how to make a fancy place setting, since the elite schools turn out Attendants to be both bodyguard and butler. Normally this would be mainly for girls, but some young white men go to the schools voluntarily to learn how to survive.

Shepherd: In trying times, people have always turned to their leaders. You're the man (or woman) with a plan. Whether political or religious, you have a message and a following, people depending on you to see them through the years of strife and hardship.

Thief: Society is failing, maybe it always was. All you know is, you have to look out for you and yours, because no one else will. Sometimes, that means helping yourself to the possessions of the recently turned, or soon-to-be-turned.

Lawman: Some say the marshal is the most important person in the West, seeing to order and keeping good citizens safe. But often it is the bounty hunter who truly brings the lawless to heel, even if their methods are often as brutal as the criminals they hunt.

Scientist: Let the preachers wring their hands and talk about curses and God's wrath, you know salvation comes from understanding. And if you don't understand the shamblers, yet, that's what science is for! That Pasteur guy in France has some interesting ideas about microbial life...

Shambler: Braaaaains…. Braaaaa… Oh, terribly sorry. You're unusually erudite for one of the living dead, but people are probably still going to shoot you on sight. At least the other shamblers aren't after you?

PERKS

"There is only one rule of the frontier: shoot first and aim well. Well, I suppose that is two, but if you can't hit the broadside of a barn the first one doesn't matter much, does it?" **-Shorty Allred**

Etiquette (-100 cp, free Attendant) You have been extensively drilled in manners, from the steps of complex waltzes to how to set a table as in Vienna. You can navigate polite society exceptionally well. But if an Attendant, recall your place is to stay out of the way until needed.

Harvest (-200 cp, discount Attendant) You are a graduate of a combat school, and not one of the cheap ones. Years of drilling with firearms and sickles have made you death itself to shambers, and as long as there's not more than a few more than you have bullets, you'll come out fine even if surprised at close range.

Angel of the Crossroads (-400 cp, discount Attendant) people never look up. The dead, even more so. Good thing you're such an expert climber, jumper and acrobat. Why it's nothing for you to scurry up and down a brick wall, or do a triple backflip off the roof of a stable.

Hattie (-600 cp, discount Attendant) The first Attendant was a bodyguard to the President's daughter who stood off a small horde by herself, organized a defense of Washington after, then became a traveling adventurer before settling down with a French nobleman. All the girls want to be like Hattie, and now you are.

Not so much in personal skill, *Harvest* takes care of that. But you have the ability to organize, train and lead armies against the dead, to inspire others not to break when all seems lost. With a flimsy barricade and twenty sweating beardless boys you can make a nearly unshakable defense. Further, you never have trouble convincing people that you know what you're talking about when it comes to fighting the dead.

Ingratiating Smile (-100 cp, free Shepherd) You make an excellent first impression, and can always plaster a good-looking smile on your face.

Voice of Authority (-200 cp, discount Shepherd) You're a skilled orator, and your voice can easily cut through the clamor. When you speak loudly, people listen. Not always persuaded, but they will hear you out.

The Long Con (-400 cp, discount Shepherd) The hardest thing for a liar is keeping all their lies straight over a period of time. Hells, even honest folk have been known to get hung up on the apparent contradictions between two or more of their sincerely held beliefs and their actions. But it would not do, sir, for a person spreading the word and

hope of God in these dark times to be caught out as a hypocrite. No it would not do at all.

When you commit to a particular role or belief, all your words and mannerisms shall support this appearance, whether a man of God or a well-off white person, or a foreigner. Your accent and manners, tone and bearing shall attest to it, and if any word contradicting your established truth were to touch your tongue, you would know it before speaking them irrevocably.

Pastor's Fervor (-600 cp, discount Shepherd) To sway a man, three things are needed. Ethos, the speaker must have credibility. Logos, the speaker must be able to use facts and logic. Pathos, the speaker must be able to arouse the passions of his audience, to kindle a fire in their hearts. You are skilled in rhetoric and well familiar with these arts, but it is the last which is your speciality.

If you can but make people listen and give your words some small weight, you can bring hope to a man or community in utter despair, bring peace to the disturbed, raise a community of committed pacifists into an angry mob, and calm them once more- far harder, that last. You can read a room like a newspaper, understanding all the silent currents within. Beware, for there is much power to heal or harm in this.

Quick Hands (-100 cp, free Thief) It's a poor and hungry thief who can't pick a pocket, or lets a lock or even a safe stand between them and the goods. Granted, sometimes it really is just quicker and easier to blast, cut or steal a whole safe and crack it at your leisure. The point is, you're a fine thief, with the requisite skills to lift a wallet or locks.

Clever Tongue (-200 cp, discount Thief) Being able to talk your way out of trouble is another vital skill, and faking sincerity. Good thing you can come up with a convincing lie quickly on your feet. You're also an excellent flirt, for whatever that is worth in a world where so many people ask if they'll see tomorrow.

Sneak Thief (-400 cp, discount Thief) Invisibility is the art of a thief. There's a reason stealing rarely happens in broad daylight after all. Well, unless it's politicians doing the stealing. You know how to move silently, blend in with shadows or at need in a crowd. It's a rare copper that can spot you while you're actively working not to be seen.

Know When to Fold Them (-600 cp, discount Thief) The most important skill for a thief, is knowing when to quit and get out. You have a danger sense that lets you know when you've overstayed your welcome and the natives are getting restless. Or a guard is approaching.

Nose for Crime (-100 cp, free Lawman) You just seem to stumble across crimes in progress whenever you go looking for them. Usually whichever crime in the area you would find most important or interesting.

Protector of the Innocent (-200 cp, discount Lawman) The law is there to protect folks. The lawman, doubly so. When making a stand on behalf of other people, your instincts and senses are sharper, your reflexes quicker, and your aim surer.

The Devil's Bride (-400 cp, discount Lawman) Robert Peel wrote that a policeman must engender the trust of his community by being friendly and approachable, seeking public favor. But Robert Peel never had to be the law in a frontier town besieged by the dead. You earn the respect of your community alright, but in a different way.

You have the most double-edged of weapons, a reputation. Sheriff is the fastest gun in the west. Sheriff once walked twelve miles in a sandstorm, bleeding from half-a-dozen wounds, to end somebody that crossed him. Sheriff was bit by a rattlesnake once, and after hours of agony, the snake died. All your exploits fly on wings of rumor and exaggeration, spreading fast and growing in the telling. You can choose to disable this effect at the beginning of each Jump, and even enable it again. But once rumor has sped, there is no calling it back.

The Law (-600 cp, discount Lawman) "Justice, like lightning, ever should appear to few men's ruin, but all men's fear." You know the law of the land, inside and out, better than any fast-talking Kentucky lawyer, better than the magistrate, better than a man knows his wife. Every rule, every code in effect in whatever city or county you stand, even the unwritten, and unspoken ones. You can navigate a bureaucracy or a courtroom more easily than the house you grew up in.

When quoting the law or precedent (correctly, mind) no one will challenge you. And when you act to enforce the law, you take on in the criminal's mind the terrifying inevitability of justice itself. Like all the forces of civilization were bearing upon them. It rattles a lot of folks, and wracks some with guilt.

Education (-100 cp, free Scientist) What sets one apart from the common crowd. You're broadly familiar with the classics, of course, but most especially are schooled in chemistry and physics.

Student of the World (-200 cp, discount Scientist) Scientists are always learning, always studying nature, creating and testing hypotheses. You have internalized this lesson, and learn at least twice as fast as other people, retaining all you learn. But science is about more than rote memorization. Your research and studies go much quicker, because you

have a bad feeling about nonproductive lines of inquiry and dead end research, for when your underlying assumptions are terribly flawed.

Medicine (-400 cp, discount Scientist) You're a doctor, not a…. whatever it is people think you are. You know anatomy, and are a competent surgeon. There's always a place in a community for a sawbones.

The New Science (-600 cp, discount Scientist) It's a new age, with electric lighting, discoveries in medicine, and submarines, refrigeration, motorcars, the vacuum cleaner and early airplanes are right around the corner. You have the engineering credentials and imagination to have come up with all these things on your own. The future is full of limitless possibilities.

Undead Physiology (free and exclusive to Shambler) You're not dead! Only mostly dead. You can move, shrug off all manner of injuries that don't impact the brain and have one of the most developed senses of smell ever seen in the world. Why you can smell the pheromone cues for the undead gathering or dying in great numbers from hundreds of miles away. Maybe a thousand.

One of Those Faces (-200 cp, discount Shambler) The very worst shamblers to face are those you knew when they were alive. Even the best of fighters will hesitate to shoot the face of their mother. You must have one of those faces, because people are constantly recognizing you or mistaking you for a loved one and, for just a moment, hesitating to strike.

The Scourge (-400 cp, discount Shambler) Some say the plague of undead is a divine punishment. It's hard to argue the point sometimes because shamblers just. Never. Stop. Only decapitation or headshots, sometimes repeated headshots, can put the dead back in their graves. You are even more resilient than your common brethren, able to shamble on with most of your brain destroyed. And by chance, blows often deal less damage, a blade may catch in a rotting fatty growth before severing your head for instance.

If taken as a human, you're one tough son of a gun, but not actually supernaturally durable. Still, blades and bullets seem attracted to your ribs, or any metal flask in your pockets, and wounds are often less severe on examination than they really should be.

Freshie (-600 cp, discount Shambler) Always, always kill the fresh ones first. They're fast and smart, where Civil War-vintage shamblers are slow and dumb and all rotting and falling apart. From now on, the weaknesses of your species/origin are much less of a factor. Some banes will barely itch.

ITEMS

The quickest and safest way to begin your westward journey: wagon train! Call on Harper and Sons Outfitters for more information. **-Advertisement in the New York Times, Jan 1876**

Attendant's Kit (-100 cp, free Attendant) Everything needed to properly harvest the dead. A rifle for long-range reaping, a pair of pistols for medium-close, a scythe for lopping off heads in melee, and when all else fails, a pair of well-balanced sickles. Remember, take the head to make it dead.

Lucky Penny (-200 cp, discount Attendant) A penny with a hole for a string to wear around your neck. Isn't actually lucky, but had some hoodoo done on it so it grows cold in the presence of danger and/or the dead.

Mollies (-400 cp, discount Attendant) Named for Mollie Hartraft, the savior of Philadelphia, these twin short swords are considered the mark of an elite Attendant. You can import another weapon to get this same effect, of being clearly the weapon of an elite fighter and someone worthy of respect.

The Good Book (-100 cp, free Shepherd) The world's greatest bestseller, the Holy Bible. Easily drops open to a page you need when you need inspiration, either for yourself or a group.

Iron Pony (-200 cp, discount Shepherd) There were horses, once, great beasts that plowed the fields and carried men to and fro. Swift and strong were they. But horses lost the fear of man and never regained it in time to save them from the dead who craved horseflesh as much as any flesh. Now, only a few remain, behind walls and tall fences.

The Iron Ponies fill much the same role horses once did, a heavy steam-powered motorcar, much like a miniature trackless locomotive, with an armored cab and barred firing slits in the passenger compartment. It is nearly impossible for the dead to upset or overturn it, or even clog the treads with their bodies. That said, they're not great at off-roading.

Flock (-400 cp, discount Shepherd) As promised in the origin, a hundred people who ascribe to your political or religious vision. It's easier to make followers when you have followers. In future Jumps they may take up one companion slot and divide any perks evenly between them.

Tin Star (-100 cp, free Lawman) A badge, and the authority to go with it. A position of great authority in law enforcement in whatever city you land in, and a letter of recommendation to any force you may wish to join.

Double-Barrel Shotgun (-200 cp, discount Lawman) A zombie-hunting classic, and it works great on thieves too. Your shots are surprisingly accurate, and never seem to lose force for range.

Actual Pony (-400 cp, discount Lawman) There are still horses out there, protected and cherished for their flexibility compared to the iron ponies. Yours is smart enough to know the scent of shamblers, and fearless enough to love kicking them.

Shambler Cages (-100 cp, free Scientist) Can't do science without specimens! In the North, when the spring thaw comes, people roll out cages and put meat on a central hook, to thin the unfreezing zombies some. They walk in, spring the trap locking them in, and then you can have a relaxing turkey shoot or with some lamp oil, barbecue. Your cages are sturdier than the standard, meant to last only a few hours or days, and have handles for easy movement without putting fingers in biting range.

Vaccine (-200 cp, discount Scientist) Quack vaccines against the plague of undeath are a dime a dozen, as are charms and herbal remedies. A man of science should know better. You have a crate of Gideon Carr's vaccine. It takes a month or two to start working, but once it does no bite will turn you and the undead hunting behavior won't trigger unless you move kinda sudden or loud, letting you stroll up and slowly stab them all day.

Underground Lab (-400 cp, discount Scientist) What kind of mad scientist would you be without this? An underground space full of electrical and medical paraphernalia. Any supplies you might need for either.

DRAWBACKS

Indeed, we must ask ourselves if the dead are not so much a happenstance of the world, but a plague visited upon us for our many sins. And if that be the case, then running shall not change a thing.

- Senator William P. Henry, 1870

Temper, Temper (+100 cp) When your dander is up, and it happens a lot, you'll say and do things you'll find yourself regretting on later, sober reflection. This will cause you a lot of problems over the years, though most can be fixed with an apology and a few favors.

Dark Secret (+100 cp) You have one. Maybe you're a minority passing for white, or perhaps you were the source of the plague? Either way, you have a secret that would have your neighbors forming a lynch mob if they even suspected, and at least once in the ensuing decade, someone else will discover it and attempt to either blackmail you or reveal it to the world.

One Arm (+100 cp) Seems you're down a limb, and since running can be important here, it's the arm. Inconvenient, but most folks fight with their six-irons these days anyhow.

Colored (+200 cp) Sure seems silly to worry about race in the face of Armageddon, but that's people for you. Whether you're a Native, Negro or Chinese, expect people to think less of you wherever you go, and consider you expendable when the undead come calling.

Shambler Bait (+200 cp) Somewhat surprisingly, the undead have a really excellent sense of smell, and can track prey for miles, or congregate to form a horde with individual shamblers from three or four states away. You smell really good, and every shambler for miles is going to make its way to you.

No Safety (+300 cp) The 1880s are a time of people circulating about, going from city to city, town to town looking for the one place that is safe. No place is safe, not nothing or no one. Any time you stay more than a week or two in one location, expect it to be overrun by an undead horde.

Yoke and Plow (+300 cp) Nothing good ever comes of trying to harness the undead for tireless labor. So why is it wherever you go people are hitching them up to plows, making them run on oversized hamster wheels for electricity, or just turning them loose in the ghettos and slums as a macabre form of population control? Get used to frequent surprise attacks by shamblers some damned fool let inside your defenses.

-- This Jump created by Aehriman

Changelog 1.1 - added picture, renamed Meaner than a Rattlesnake as the Devil's Bride. Now the vaccine is known to (probably) work, swapped with shambler cages and added clarification. Changed Lawman description to add possibility of bounty hunter as an origin. Added one-arm drawback.