

Lollipop Chainsaw

V.1 By Keykappa

Welcome to good ol' California.... Maybe? It *feel/s* vaguely Californian, but who knows. Anyway, this nice little town called San Romero is something of a supernatural hotspot, a natural nexus of the Land Beyond Words and Rotten Worlds, hence why a certain family of Monster Hunters made their home here! You will be spending the next decade in this world where Choculas are an actual vampire type that like to mellify their victims before consumption, the infernal afterlife can be busted into with the right sort of explosion in the right spot, and other such supernatural strangeness exist just out of sight and is regularly covered up by the government to prevent mass panic.

You will start about a month before Juliet's 18th birthday, which is about a week before Nick and Juliet started dating.

+1000 CP

Good luck!

Origins

Gender is the same as the previous jump, and age is rolled as per origin. You may spend 50 CP to change gender or select an age within rolling range of your chosen origin.

Everyday Average Teenager - Roll 1d6+13 for age (Free): Ah, it's just another lovely day at San Romero High, a nice little school with only standard teenage drama. Nothing to be concerned about, certainly not the goth dude in the corner mooning "tragically" over the head of the school cheer squad nor the weirdly spry and pervy cafeteria worker. Nope! Everything is just fine! **This option can also function as a drop-in.**

Teenage Monster Hunter - Roll 1d6+13 for age (100 CP): Ugh, life can be hard when you have to juggle monster slaying, school, extracurriculars, *and* your social life, but if YOU don't deal with the zombie infestation, then who *is*? Whatever the case, you are well trained and well equipped to deal with your standard supernatural gribbly native to this setting, though depending on your skill level, make sure you're prepared to face whatever nonsense is going on... Or at least make sure to ask for help.

Master Monster Slayer - Roll 4d6+20 for age (200 CP): You've been around the block a few times, and with experience comes skill. You've hunted the supernatural all over and have yet to be taken down. Whether this is due to extensive mastery of ancient combat techniques or just sheer badassery, you are not just a monster slayer out to rid the world of the unnatural, but also both a figure to aspire to for the next generation and a teacher to said generation. Go forth and slay!

Teenage Sorcerer - Roll 1d6+13 for age (100 CP): The world has hurt you, it has beaten you up and kicked you around for TOO FUCKING LONG! There is power out there if you are ready to take it, power that can shake or even end the world with the right prep work, and you are more than ready to see EVERYONE who ever hurt you crushed beneath the power you shall soon claim for your own.

Rotten World Resident - Roll 1d12+14 for age (150 CP): The power of the rotten world has infected you and twisted you. Your body is dead, but it lives on. Your brain rots, yet it still thinks. The true difference lies, however, in your nature: whether you existed in the rotten world before escaping into

this world or if you are someone newly infected with the infectious power of the rotten world, you are now forever tied to the twisted realm of decay and madness.

Location

Roll a 1d8 for location or spend 50 CP to choose. Each location also provides a job or other reason to have ended up there unless you are a drop-in.

1. **San Romero High School (Free for any origin with Teenage in its name):** Ah, the local high school. The setting of hundreds of coming-of-age stories and homeland of petty drama to rival a telenovela. Perhaps you are the new teacher in one of the classes, a janitor brought in to replace the last one who quit, a new student transferring in, a monster summoned in the school boiler room, or even just a parent coming to pick up their kid.
2. **O'Bannon Farm:** A large farm outside of San Romero and a favourite place for many grade school field trips. They got livestock for dairy and beef, chickens galore, and fields of all sorts of delicious fresh produce. Mr. O'Bannon will be there to greet you. Perhaps you are a new farmhand here to work for room and board, a student here to volunteer, or perhaps a newly risen corpse of some unfortunate individual who decided to try and break into O'Bannon's farm... The man might be nice, but he doesn't take kindly to criminals after all.
3. **San Romero Historic Cathedral:** Built originally by the Spanish missionaries who founded the town, this cathedral is one of the town's biggest tourist attractions and is in the process of being restored. Whether you are here as a construction worker, a zombie woken up by all the noise outside your sarcophagus, or a student here for a school project, this place is quite nice.
4. **Fulci Fun Center:** The local arcade of San Romero and something of an architectural icon! Designed by a famous architect, this Arcade Cabinet-shaped skyscraper has almost a hundred floors packed with arcade cabinets upon arcade cabinets as well as other games ranging from foosball to trampoline dodgeball, with additional floors that act as nightclubs and dance parlors with their own in-house DJs ready to help teens and adults dance the night away. Whether you are here to party or are a zombie stuffed in one of the mascot costumes by a particularly cruel sorcerer, this place is THE place to be.
5. **San Romero Stadium:** Ah, the pride and joy of the San Romero sports teams, with facilities for baseball, football, soccer, track and field, skeet shooting, marathon, dash, and more. This place is the ultimate sports training location, complete with an indoor swimming pool under the stadium as well as various gym facilities in-house; this is jockhalla for any muscular-minded individual. Whether you're here to work out or are a zombie buried beneath the astroturf, this place is awesome!

6. **San Romero Junkyard:** Nicknamed by locals as “Rosalind’s Dumping Grounds”, this is the final destination of both any vehicle Rosalind Starling drives and every car in her path until the car she is driving finally dies. Needless to say, this place is full of wrecked cars in addition to large piles of scrap that were once cars, but if you’re a motorhead with some time on your hands, you could probably put together a sick ride out of all the available parts here for pretty dang cheap! Be you an adult here to drop off Rosalind’s latest casualty, a teenager looking to find something salvageable, or a zombie whose body was once trapped inside a vehicle, this place is pretty dang cool.
7. **The Rotten World (Free for Rotten World Resident):** If you are not a zombie or the like, this is perhaps the worst place you could end up, and even if you are a resident, it still sucks quite a bit. This is a realm of industrial nastiness, of asshole zombies, and horrible monsters ruled by a giant idiot god as likely to devour you as to do anything productive. In a month, an opportunity will arrive to escape into the world of the living... It is highly advised that you take the chance and get the heck OUT! If you are a living person, then you will be immune to the Rotten World vapors until the opening iota the living world opens, at which time you will have 3 hours to reach the exit and get out before the vapors overwhelm you.
8. **Free Choice!:** You may choose from any of the above or any other location you wish; just keep in mind it ain’t just San Romero that deals with supernatural gribbles, and not everywhere has a group of local badasses like them ready to help out...

Perks

Perks are discounted for their tied origin or age. Discounted 100 CP perks are free.

General Perks

50 CP - Comic Book Cutscenes: Did you like the aesthetics of Lollipop Chainsaw with the brief inserts of comic book panels, basic and semi-random generic information upon character introductions, and so on? With this, you will keep it with you in future jumps, visible only to you and others with this perk. The information provided by this perk will rarely be useful, will often be embarrassing, but will also often be entertaining to some degree. Have fun with the old comic book vibes!

200 CP (Cannot be taken with Rotten World Resident or Teenage Sorcerer) - Sending You to Heaven: In the manga, Juliet commonly comments on how, when she kills zombies, she sends them

to heaven, and there are some implications that this isn't untrue in that same manga. Now this is ensured. Whenever you kill a victim of some incurable event, like Rotten World Vapors turning them into undead, they will always be sent to heaven or the local equivalent unless you decide otherwise. In whatever case, those slain this way will be at peace in death. This should give you some peace of mind as you slaughter your way through your former friends and classmates.

200 CP (Cannot be taken with Teenage Monster Hunter or Master Monster Slayer) - Taking You to Hell: Aaaaand here is the above perk's counterpoint. Now, whenever you kill another living being, you can condemn their soul to hell or the local equivalent. No matter how "Pure" or "Innocent" they were in life, you still hate them, and so they can go straight to hell! Unless, of course, you are feeling particularly merciful. In any case, their souls will not sleep soundly in the afterlife.

Everyday Average Teenager Perks

100 CP - What's My Clique?: Jock, Nerd, Goth, or maybe even Band Dork? Who knows! Select any stereotypical high school clique, and in this and any future jumps you will enter the jump with a reputation as a member of said type of clique either in the past or at present (whichever applies easiest), as well as the skills to fit in said clique. A Jock might know the rules of various sports or where the local gyms are, a Nerd might know a ton of trivia about a video game series or how much HP a Rotgrub has in D&D, and so on. It ain't much, but it is bound to help you fit in.

200 CP - I *really* like him~: For some dang reason, you tend to attract people who are both *way* out of your league, but also those same people tend to also end up having some sort of crazy, influential secret. Perhaps the lady you met at the bar last night is some rich princess from Europe who is out seeking someone who loves her for herself rather than her status; maybe the girl you've been making eyes at in chem class is part of a family of monster hunters; maybe the guy who jogs by in those *oh-so-tight shirts* is an ancient sorcerer out to take over the world... Whatever the case, they *will* be hot, and they *will* be into you... Perhaps *too* into you, but hey, what can ya do?

400 CP - SoS Student: In any disaster, rescue is sure to arrive! So long as you can survive the initial catastrophe or event and hold out for a bit (Two hours at max), someone will always come along to help rescue you. These individuals might be insane, violent, or otherwise abnormal, but they will do their best to escort you either to somewhere safe or to someone who can take you somewhere safe. After that, though, you are on your own. This has a 12-hour cooldown.

600 CP - While You're A-Head: Sometimes tragedy happens: a chocula turns you into a candy statue with corn syrup in your veins, a yeti is mistaken for a polar bear and brought to a zoo only to break out and eat your lower half, a zombie bites you and infects you with Rotten World venom that is going to turn you into a zombie too... In these cases, it pays to have a way to survive... And this is the answer!

Whenever you would otherwise die, something out of left field will occur that will allow you to survive and continue the jump in an... Admittedly diminished state. Usually this will manifest with you as just a talking, still living head and little else, though a psychic brain that speaks through telepathy, as a ghost, or other such things do occur, but usually it will be you... As a head....

These horrible half-lives are not forever, fortunately, as if you can complete some major act of genuine self-sacrifice or similar act for the good of the world, you will be restored to your body in full... Unlike a certain someone who got stuck with the body of a 77-year-old man.

Teenage Monster Hunter Perks

100 CP - Fringe Benefits: Turns out being a monster hunter has some pretty nice fringe benefits! Due to the manner in which you now channel your inner energy (Call it chi, mana, ki, or chocolate sauce; it doesn't matter), your body is purged of impurities, increasing your overall physical health, correcting internal issues (which in turn increase your appearance by about 3 points on the "out of 10" scale), boosting stamina, increasing flexibility, increasing durability, and generally just helps your body be better and more than any normal person has a right to be.

200 CP - Extracurriculars: This is a rather fun perk that pulls double duty. Pick an extracurricular activity, the sort of thing that would exist at a high school. Now you have a fighting style that incorporates techniques from that extracurricular activity into it to great effect! A cheerleader might be doing flips over zombies or stunning them with mystically infused pompom strikes; a sports player might incorporate skills from their sport into their fighting; a chess club member might take on aspects of different pieces DxD style. The options are as limitless as the possible extracurriculars are! In addition, this also grants you the skills to excel in said extracurricular activity up to a state level and, with some work on the *rest* of the team, perhaps national or even *international*!

400 CP - Soooo Not a Lard Ass: While a certain sensei might not have informed his student, you have not only learned a mystical technique that converts calories and excess fat into pure healing energy, but you are also well aware that it burns said calories and fat constantly. Functionally, you can now heal by eating delicious snacks, with things like a single high-quality lollipop being capable

of healing 50% of your health and, bonus, you can no longer get fat! If you were fat before arriving, then congrats on slimming down!

600 CP - Sparkle Hunting: Do you have *any idea* how *hard* it is to get money for a decent shopping spree when you don't have time for a part-time job? Luckily for you, this perk allows you to earn cash quickly and easily through the classic power of cinematic kills. The more enemies you kill in a single attack, and the more cinematic it is, the more you will earn, as shown in a brief out-of-body experience where you can witness your attack in slow motion in dramatic detail with a specific theme. This defaults to glitter and shine, but you can change it upon entering a new jump. The amount of money will also scale with the danger of the threat, so no becoming a millionaire by dramatically burning a field full of fire ants.

Master Monster Slayer Perks

100 CP - Pervert Sensei: Don't ask me how; call it luck, call it skill, call it downright creepy, but whatever the case, you now excel as a teacher, and the more suggestive your instruction method, the more effective it becomes. Get a girl to dress up in sexy cosplay and do suggestive activities and, even if you didn't intend it, you will find her using the movements she learned for self-defense or puzzling out some key to her math homework out of it. Furthermore, so long as it is under the guise of instruction, almost nobody will question your methods or punish you for them. They get results, so *clearly* there is some deeper meaning to you making a girl 50 years younger than you wear a skimpy outfit while washing your car.

200 CP - Total DILF: Morikawa *wishes* he had this perk. With this perk, no matter how old you get, you will find you age like a fine wine and never suffer the true negatives that come with age, though you can still die from old age. You will forever remain firmly, at most, in DILF (or MILF) territory no matter how old you are. In addition, tack another 2 points on the "Out of 10" hotness meter.

400 CP - Live for Love: In many ways, this can be considered the trait among the Starling family, one you now possess as well. Many zombies live for hate, for anger, for all the negative feelings that give them power. You? You live for love, and is it any wonder which is stronger? Now, the more you love someone, be it family, friends, lovers, etc the more powerful you become. Furthermore, others can power you up with their love for you as well! You might not be able to use the latter ability more than once a year, but who cares? Live for Love, oh Hero of Justice!

600 CP - The Starling Bloodline: Or perhaps a similar monster hunting lineage? Well, first of all,

this gives you the option of being related to the Starling family, perhaps a cousin, though considering how many of you are here for the Starling Girls, this also lets you come from a similarly prestigious and renowned monster-hunting bloodline.

Next, this gives you inbuilt instincts for slaying monsters and far more natural strength, even as an infant, than one should probably expect. Seriously, Juliet at 6 months old was able to use a tiny child-sized chainsaw to cut up her first zombie without injuring herself or damaging anything nearby (In the game she used a sharpened rattle), beyond the blood stains, and this skill only increased with age. You too will possess such prodigious physical growth and innate skill and strength, allowing any physical training to improve your body at 2x normal speed and any weapons training to improve at 1.5x normal speed.

Lastly, this trait will automatically apply to any and all relatives you have in this and any future jumps. This includes parents, siblings, children, etc. They all carry the same bloodline as you, after all!

Teenage Sorcerer Perks

100 CP - Sorcerous Sense: Ever wonder how the heck Swan managed to find a tome of dark magic that *actually works*? Much less one that allowed him to set up a ritual to summon a divine avatar? This. This is how. You now possess an innate sense for traces of dark magic, allowing you to detect even dormant artifacts and differentiate the real stuff from hoaxes. This is the key to your dark reign.

200 CP - Dark Kinship: The dead get you, more than the living do anyway. All undead, demons, or other dark- or evil-aligned beings will view you more favorably, and this favor grows yet greater the more you do to aid them. Release a few zombies into the mortal world, and you'll be blessed by Killabilly to be immune to the Rotten Vapors... Summon the Dark Purveyors into the world and begin a ritual to unleash an avatar of him onto Earth, and you'll have every zombie turned by them *and* the dark purveyors more than willing to die at your command.

400 CP - The Quiet One: You stood there and took it. You took it day after day as people tormented you, bullied you, humiliated you.... But there is always a breaking point. The more humiliation and scorn you endure without retaliating, and the longer you endure it, the greater your reserves of magical power become. So long as you keep taking punishment and not using the immense dark magical power building up in you, then your power shall grow and grow until, eventually, you *stop holding back*. Go forth and show the world why they never should have fucked with you!

600 CP - Boom Bitch: You, like Swan, have mastered a unique form of dark magic and demolition skills to allow you to, quite literally, blow holes between realities, pocket dimensions, and even alternate timelines. This takes precise planning, choosing the perfect ritualistic location to place the explosives, the right incantations, and possibly some other requirements depending on where you are trying to bust into (The Rotten World needed mass human sacrifice via turning them into zombies to use that as an example).

After you have blown the hole between worlds, if you did it all well enough, the portal will stabilize. If the ritual was improperly done or interrupted somehow, the portal will decay at a rate that varies by how bad the disruption was.

This perk does not allow travel to other jump docs pre-spark.

Rotten World Resident Perks

100 CP (Mandatory and Exclusive for Rotten World Residents unless you take LIVING dead)

- Rotten Form: You are one of the undead, a soul forcibly decayed and trapped in the rotting shell of their body. This grants you several benefits such as no longer aging, immunity to most damage, the ability to reattach lost bits so long as your head is intact, and the ability to infect others with the Rotten Venom that has replaced your saliva. This form is also stronger and more durable and has limitless stamina. The downside is, well, this form reeks, and living beings smell and taste so good it is a struggle NOT to chomp down. This form acts as an alt form outside of this jump. If you have taken the LIVING dead perk, then this functions as a 1-Up instead of an alt form transforming you into a Rotten World Zombie upon your death, so long as your head remains intact.

200 CP - No Filter: A lot of the zombies tend to be pretty dang crude, but in reality, they just lack the filter they had in life and all the confidence that comes with the knowledge that they are now (mostly) unkillable. This perk instills you with the same confidence but without the complete loss of a filter, allowing you to face down zombie gods and master monster hunters without an ounce of fear or doubt in yourself.

400 CP - Herald of the Dead: You are a herald of doom to come to the world! Choose a genre of music, any genre, and now you will gain powers akin to those of the Dark Purveyors (Cannot be stronger than the abilities shown) in theme with the musical genre you chose. In addition, upon your

death, you may choose to tie your destruction to the summoning of another entity. Any companions with this perk also may tie themselves into it. The more individuals who die while tied into it, the more powerful the resulting summon will become. In this world, five can summon an avatar of Killabilly, God of the Rotten World, with power akin to a kaiju... Who knows what *eight* or more could summon... Beings summoned in such a manner will seek to complete a prechosen goal by the final individual who dies in the summoning, which can be anything from “Destroy the ones who killed me and the others” to “Destroy the world!” and it will seek to achieve that goal the best it can.

600 CP - LIVING Dead: You are no mere undead... You are not even *dead* at all. No, you are a *living resident* of the rotten world, born into this world of decay and suffering. This has brought you many boons. You are now immune to any form of necromancy, decay based effects, and will grow stronger the more rot and destruction is around you. A block can make you strong enough to flip cars and tank bullets; a city can have you punching through thick steel girders or tanking a collapsing building; a planet? A planet could make you akin to a minor god in power. This power boost affects both your physical might as well as esoteric, boosting any abilities you may have to untold heights.

Items

Items for your origin and age are discounted. Items of 100 CP that are discounted are free.

General Items

50 CP - The Actual Comic Books: Did you know Lollipop Chainsaw actually has an, admittedly very short, manga? Well, now you have a comic book series in the same style as the brief comic book panel scenes detailing your and your companions' adventures here and in any worlds before or after this one. The ones before are treated as a prequel to the ones that come after you arrived in this world. You get a new issue each month detailing the events that occurred. Depending on what happened in that month, you might get more than one issue, but at minimum, it will always be one a month.

For an additional **100 CP**, you can have these comics published in any world you go to capable of printing comic books on mass. Sales of these comics will provide income after taking any expenses for continued printing. If there are not enough sales to cover it, then your patron covers enough to keep them being printed.

Everyday Average Teenager Items

100 CP - The Perfect Present: This small box contains the perfect present.... For who? Why, for whoever it is given to, provided it is given on their birthday or other similar event. This item will never exceed the price of fifty bucks but will always be at least very thoughtful and will seek to also be useful, practical, and pleasant to receive if at all possible. The item will customize itself to the receiver. You will gain a new box one year after using the last one.

200 CP - E.A.T Kit: AKA the Everyday Average Teenager Kit. This kit, about the size of a first aid kit, contains the bare essentials to help you survive the rotten world incursion that is coming up. This kit comes with a Purifying Tablet that, when consumed, renders one immune to toxic, infectious, or airborne vapors for 24 hours, a collapsible baseball bat that is far, *far* sturdier than it has any right to be, a handbook titled “Zombie Survival for Idiot Americans” written by Junji Morikawa’s father (who was far less of a pervert), and a SoS flare that can be used to alert any nearby monster hunters of where you and any other survivors are located. If used or destroyed, everything within this kit is renewed after 24 hours. No, this does not mean putting something into the kit makes it renewable.

400 CP - Urban Survivor Chic: Well dang! You cobbled together some awesome, and fully functional, post-zombie-apocalypse survivor cosplay! It’s fully functional and entirely practical too, complete with a filtered facemask just in case the apocalypse was airborne. This badass armor can tank zombie bites with ease, and it would take an explosion or being lit on fire to remove it, letting you traverse the fictional apocalypse with ease. Best of all, since it is cosplay, you can wear it anywhere without anyone getting on your ass about wearing it! You may import an existing set of armor to grant it the aforementioned “It’s just cosplay” field.

600 CP - Nick Starling’s Guide to Survival: Huh, publishing date is about twenty years in the future... Must be a typo. Anyway, this guide is written as a sort of combination of a romance guide to help normies handle a relationship with a monster hunter, a survival guide for a normie during various monster incursions, and a self-help book for getting through strange and unexpected adversity. Needless to say, the book covers all three in great detail and is a major help for relationship drama, surviving monster attacks, and handling unexpected and bizarre disasters, and will continue to provide fresh advice even in future worlds.

Teenage Monster Hunter Items

100 CP - Flower Pot of Distraction: From now on, whenever something happens nearby that you don't want an individual near you to notice, you will find a convenient, oversized flower pot with a random plant growing inside. If you smash this pot over the individual's head, it will always daze them and remove the last 15 minutes of their memory, as well as make the next 15 minutes a hazy blur, letting you fill in that time with whatever semi-reasonable excuse you want.

200 CP - Cordelia's Arsenal: Just like Cordelia, you have a weapons arsenal that is larger than some third-world nations and *certainly* of higher quality! This takes the form of a large room in your home or another CP-backed property that contains walls upon walls of guns, crates upon crates of ammo, grenades by the bushel, missiles by the score, and generally everything you need to wage a one-hunter war upon the monsters of the world. Destroyed weapons are replaced after one month, and you will gain regular shipments of fresh ammo weekly.

400 CP - Rosalind's Dream Car: You have finally found a car not even Rosalind could wreck! This car is indestructible, self-repairing, and changes each jump to fit the standard "Luxury Model" of the local jump and stores that form in later jumps, allowing you to swap between them. Furthermore, this car is rated for Monster Slaying and comes with inbuilt weapons, defences, a rocket thruster button for extra oomph, and is self-cleaning! In addition, this car will allow anyone driving it to freely ignore any and all rules of the road without any legal consequence. You might still piss people off if you smash through their house, but they can't do anything about it legally speaking.

600 CP - Favored Weapon: While not every zombie hunter has a favourite weapon, most do, and that connection to their weapon grants it certain powers. Import or select a normal weapon or an object that can be used as a weapon, and you will gain one that matches your personal theme and comes with a special ability. After slaying enough monsters, you can activate the weapon's natural magic, granting it a massive boost in attack as well as a secondary benefit of your choice. Perhaps your gun not only can now blast multiple zombies apart at once, but you can also use the recoil to launch yourself into the air or around the combat zone. Maybe your brass knuckles, in addition to crushing zombies to paste with shockwaves, now coats your body in a magical field that prevents damage? Whatever the benefit is, it only lasts for a short time, no longer than one minute, after which you have to refill the weapon's stores by slaying more monsters. The more powerful the effects, the more slain monsters it takes to activate.

Master Monster Slayer Items

100 CP - “Zombie Hunting” Cosplay: A wardrobe chock full of feti- I mean “Special Zombie Hunting Outfits”. These outfits will always be flattering on whoever wears them and possess a special “Perfectly appropriate” enchantment on them that makes anyone who sees you wearing them view those clothes as completely appropriate. You could walk into court wearing a set of pasties from this wardrobe, and the judge wouldn’t blink an eye, though they would definitely notice how hot you look in them. You gain a fresh set of suggestive cosplay outfits themed after every world you have been to before or visit after this one, and all self-repair or are replaced 24 hours after being damaged. You may import similar clothing sets into this if you wish

200 CP - Mystic Talismans: A large collection of paper talismans that serve a few very useful purposes. First, they actively suck up Rotten World Vapors and other malevolent energies to create areas of safety and security (perfect for warding one’s home from evil); they can force even giant zombies to freeze in place when applied (the length of the freeze is determined by the power of the zombie in question); and lastly it can also be used upon normal, mundane weapons or other objects to grant them greater power to harm beings of dark or malignant influence (Ideal if you wish to give a group of normal people a fighting chance against the denizens of the Rotten World). You have a stack of 50 such paper talismans, and any used are replaced after 24 hours.

400 CP - Hunter’s Trophy Hall: Found in a room within a CP-backed property of your choice (or your warehouse if you don’t have such a property or don’t want to attach it to such a property), this room contains trophies taken from the biggest, baddest things you’ve hunted as well as the most memorable or nostalgic ones. This applies retroactively as well, so don’t worry about having missed out. As a bonus, such trophies are collected automatically without any need to put in effort on your part to gather or collect them. There is another effect as well. By showing these trophies to someone else, you can choose to instill in them awe or fear that scales both with the danger of what you have hunted and the willpower and courage of the one you are using this upon. People with stronger wills and greater courage can look upon this evidence of your prowess with less issue than those who lack such qualities. Better than a shotgun for keeping spineless wimps from your baby girls!

600 CP - Elevator to the Lands Beyond Words: This gold and brass elevator with white wood panelling is special. It acts as a gateway to the Land Beyond Words in this world and any heavenly afterlife in future ones. Normally you’d have to be dead to use it, but as you are paying CP for it, you can use it to visit such places without issue any time you wish. Do be aware that you cannot stay there forever, but if you want to talk to someone who you lost too soon for advice or even just spend some time relaxing in the afterlife away from the struggles of the mortal world, this is for you.

In addition, the elevator can be used to allow even wicked beings access to heavenly dimensions and ensures that, no matter how wicked the owner of this item is and no matter their sins, they still get into the local heaven equivalent upon their death.

Teenage Sorcerer Items

100 CP - Enchanted Piercings: Nose rings, nipple chains, earrings, tongue studs, and more. You have a large collection of piercings available, and all of them enchanted with minor effects. None of them are particularly powerful, but to give an example, you have things such as Earring of Vengeance Against Insects that makes any small, biting insect that touches you drop dead on contact. The other piercings are of similar levels of power and are mostly quality-of-life things, but you have a good two dozen of them and all their effects are at least somewhat useful. You gain 4 new ones each jump of similar levels of power keyed towards other inconveniences in each new jump.

200 CP - Book of REVENGE!: More accurately, a fully accurate, up-to-date list of the names of everyone who has wronged you in this jump, what they did, when they did it, and exactly how it hurt you that you are aware of. This book will also fill out and detail any plans for vengeance you may have and will helpfully highlight areas in your plans for vengeance that might need more fleshing out to avoid issues. It won't say what those potential issues are, how major said issues might be, how to address them, etc and it won't highlight it if there is no way you could feasibly become aware of it without the highlight, but even so, this book is a major help in planning how to get back at all those who tormented you.

400 CP - The Horror of My Love: Unlike Swan, you aren't content with just destroying the world when your heart gets broken, and the girl who was meant to be yours was stolen from you (regardless of whether you actually *tried* talking to her). No, you don't plan on dying, but you *do* plan on getting the girl whether she wants you to or not. This set of rings with a raven motif contains a deep and potent curse. One ring can drain the love one person holds for another, and the other ring, when worn, can be used to leverage that stolen love to tether all the affection they once had for them onto you. Now, do note that they will *still* love whoever you redirected the affection from (the ring wouldn't work otherwise), but does it really matter? You'd never be able to get them to love *you* after all.... Right?

Note that using this ring does **not** count as wooing if used on the Starling girls for purposes of the True Love companion option

600 CP - Liber Maleficarum Putrida: Ah yes, the Tome of Malevolent Rot. This grimoire holds many secrets of dark magic and the lore of the Rotten World, as well as spells to invoke the power of that world and the dark god of rot Killabilly. This tome could even be said to hold a shard of the

King of Rot within it, and unlike the moronic avatar summoned by Swan, this shard actually has a brain to speak of with all the cruel charisma, rotting wisdom, and putrid knowledge Killabilly himself holds, and as the master of the tome, this shard is all too willing to help guide you in using the spells within and is even capable of granting new spells and granting yet more dark blessings by performing tasks for the shard within.

In future jumps, these tasks will continue allowing you to continue your dark growth even in lands beyond this one. Furthermore, Killabilly is forever hungry, and you may sacrifice other practitioners to the tome to steal their knowledge, corrupting it, and adding these new spells to the tome for your own usage.

Rotten World Resident Items

100 CP - Foul Raiment: You have a full set of befouled clothing that you wore in life. This clothing is self-repairing, matches your theme, and carries a faint hint of the Rotten World's vapors upon it, making undead without the fortune of excess brains treat you as one of them even if, somehow, you are not. You may import any clothing set to gain this benefit.

200 CP - Rotten Weapon: You have a weapon that matches your theme and channels your powers akin to a magical focus while also functioning as a deadly and dangerous weapon AND as either an instrument or a microphone. This weapon, furthermore, can allow you to pull yourself back together if any part of you is cut off or even if you are cut in half. This is NOT a 1-Up but rather a potent necromantic healing effect, as you will still need to get your bits back together before you bleed out or otherwise die... But hey, if you're undead then that's hardly an issue, right? This effect can activate twice before needing a 1-month cooldown. Can import an existing weapon to grant it these properties.

400 CP - San Romero Arena: Remember each of those locations you rolled to end up in at the start? Pick any of those, and it will become a CP-backed property that follows you into future jumps. Undead infestation and other supernatural effects are purely optional. The only one that CANNOT be chosen is the Rotten World. For that one, see below.

600 CP - A Rotted World: Killabilly must favor you greatly, as he has gifted you with a fragment of his realm to rule as you wish. This realm is filled with toxic, foul vapors that kill any organic life that breathes it in before raising them as Rotten World Zombies under your control. This realm, unlike the original, is not functionally infinite in size but is still about the size of Texas and starts out chock full of zombies ready to do your bidding if you should unleash them upon the world. Infect the multiverse with your rot, Jumper.

Companions

100 CP - Canon Fodder: You may bring anyone you can convince to join you on your journey forward into future jumps as companions, except the Starlings, Swan, the Dark Purveyors, or Killabilly

100 CP - Exotic Imports: You may bring any companion you wish into this jump, granting them 700 CP and an origin of their choice for free. Imported companions may take drawbacks for more CP.

300 CP - The *Other* Monster Hunting Family: Turns out the Starlings are not the only family of hunters in town! Import or create up to 5 companions, with 1 having the Master Monster Hunter Origin and the rest choosing between Average Everyday Teenager or Teenage Monster Hunter, though all will

have the Starling Bloodline perk. Whatever their choice, they gain all the perks and all the items of that origin line for free, though no further CP to spend unless they take drawbacks.

300 CP - True Love: Wow, it's wild how each of the Starling girls are hot in their own way, and somehow you managed to impress at least one of them. Choose one of the Starling Girls from below, and you are ensured to make a good first impression that, with work on your part, can become more. If love does blossom, then you will have to face down their father and, if you pass muster, you may bring the girl with you on your chain. This won't be easy, as the Starling Girls will be immune to any mind control, harem, 100% attraction, or whatever such perks you have. Charisma is fine, seduction skill is fine, but all three are strong-willed and have been raised well enough not to be taken in by the first pretty face with smooth words that comes along; but if you manage it, then you have got a girl willing to slay armies for you and is hot as hell to boot. Can be purchased multiple times if you think you can pull it off.

- **Cordelia Starling:** The eldest of the Starling girls, Cordelia holds numerous records for sharp shooting, big game hunting, and rifle twirling. Furthermore, she works as an assassin and hitwoman as a hobby for when she isn't out slaying monsters and other gribbilies. She is cool-headed, blunt, to the point, and... A bit absent-minded and oblivious to things that involve social skills, such as the names of people she meets, why some people get uncomfortable when she discusses how hard it is to get brains out of her jackets, and other such things. Despite this, of the three sisters, she is the most cunning and the one with the sharpest mind, possessing great problem-solving skills and a killer instinct for achieving her goals. She'll be tough to woo, mostly due to how difficult it will be to get her to remember you, but if you manage to bust through her social obliviousness, you'll have a girl more than willing to bring home the bacon.
- **Juliet Starling:** Ah yes, the protagonist of the game. She is a teenage girl of contradictions. She loves her family's work as monster hunters, delighting in the slaughter of zombies and other beasts, yet also delights in living her teenage life to the fullest. She longs for a true, genuine romance, and after she and her family were made to move around the country for most of her life (Turns out people get really judgy when your family business involves cutting up their dearly departed among other monsters) and has decided the only way to actually get it is to keep her real profession a secret. Needless to say, Juliet is a bit insecure, and given she has been killing zombies since she was 6 months old, this runs deep. If you want to romance her, you will need to not only help her feel like a normal girl but actually manage to make it through some genuinely gruesome and unpleasant things without complaint, showing you genuinely care about her for her. She is, at once, the hardest and easiest of the Starling girls to romance.
- **Rosalind Starling:** The youngest of the Starling sisters, Rosalind Starling is, by most metrics, absolutely unhinged. She revels in destruction and chaos, gleefully charges into danger, and has been voted "Most likely to blow up the school for laughs" four years running and has made a go at it twice. Rosalind is a perpetually cheerful girl, gleefully and happily pointing out everything good and bad with whatever she sees, and when she sees something she wants, she goes for it full force without a single thought in her head. While violent, destructive, and manic, none of it is malicious, with the term "Head Empty, Heart Full" applying to her rather well. Now, most

guys are put off by her collection of yeti skulls and idle comments on how, one day, she hopes to add Justin Bieber's skull to her collection, but not you. To win her heart, you need to be able to ride Hurricane Rosalind without being blown away, managing to keep up with her energy, match her crazy, and survive around her long enough. You might think it sounds simple, but there is a hospital ward named for her for a reason...

150 CP - Swan: Ah Swan, the goth/emo sorcerer who set the entire game in motion. Once he thought Juliet was his only friend, the one light in his dark life, he longed to make her his, so when she started dating Nick.... He kinda snapped and went full school shooter. With this, Juliet is no longer his only friend, as now, for good or ill, Swan views you as a friend to the point of, if events of the game occur, telling you to stay home the day of the attack. If you are dating Juliet, this might not apply, though he will be very clear that he feels incredibly conflicted about hurting you in that case. Regardless of events, you will have the option of bringing Swan along as a companion. He comes with the full loadout of the Teenage Sorcerer perks and items, as well as a suitcase full of dark clothing and his personal makeup kit.... Which isn't anything special, but it's his.

Scenarios

After completing a scenario, you may end the jump then and there and move on to the next.
Alternatively, you can move on to the main combined continuity.

Worst Birthday EVER!!

Requires True Love - Juliet purchased and Juliet successfully wooed

Nick had it tough with everything that happened, having expected just a normal birthday date with his girl, maybe take her out to the movies, just an average day for an average guy....

Unfortunately, he got caught up in a jealous teenage sorcerer's rampage, got bitten, and finally got stuck as just a head left to act as basically a mere accessory for Juliet as she tried to save the world, and when it was all over... A horny old man managed to finagle things to give his withered old body a shot at nailing his hot student by proxy.

Nick... Kinda got screwed over... The thing is, Nick isn't dating Juliet. You are, and now YOU have to go through at least some of what he did.

On Juliet's 18th birthday, you *will* be bitten by a zombie, Juliet *will* remove and animate your

head to save your life, and you *will* be stuck with her until the events of the game are resolved.

You will retain any powers or abilities you had before you became a head, but now they will be locked behind Jumper Tickets, which will temporarily allow you to use some of your powers for a short time before the energy of the ticket runs out.

The goal of this scenario is to help Juliet save the world. How this is done will determine your rewards. However, to prevent cheating, you will lose metaknowledge of the events of the game as well as the victory conditions and rewards beyond “Stop the Apocalypse”. Feel free to take the drawback that does that normally for some free points

- **Prevent the hole to the Rotten World from opening entirely:** The whole thing started when Swan began using explosives and dark magic to bust a temporary hole between Earth and the Rotten World, but it was a massive bomb set at just the right mystical point that stabilized the hole enough to bring forth the Dark Purveyors. Stop this bomb from activating entirely!

Reward: Wow, despite being just a head, you have somehow prevented Swan from setting his plans in motion. By achieving this, you manage to gain **a lifetime supply of Jumper Tickets** as well as **600 additional CP** to spend on the jump sheet.

Lifetime Supply of Jumper Tickets: This pocketbook of tickets bearing your face can, by pulling one out and ripping it, temporarily double any magical or other esoteric powers you may possess for about 1 minute with a 30-minute cooldown, or can restore lost powers or abilities for the same amount of time if, for some reason, you somehow have lost powers or abilities. The pocketbook never runs out of tickets.

- **Defeat at least one Dark Purveyor without Destroying or Slaying them:** By subduing a Dark Purveyor without slaying or otherwise destroying them, you have broken the ritual which bound them to Swan’s will and, in doing so, freed them from Killabilly’s control. Now they follow a new master... You.

Reward: Each Dark Purveyor you defeat without slaying or destroying, you may take as a **Companion or Follower with their full powers intact**, as well as **the zombie legions** they command. Alternatively, you may use them being cut off to return them back to life, revealing them to have each been either **powerful Sorcerers** or **Master Monster Slayers** before the Rotten World corrupted them. Whatever the case, they are powerful and ready to serve.

- **Defeat Swan without Killing Him:** Swan’s ritual needs him to die to have his body act as the vessel from which the Avatar of Killabilly may manifest. Defeating him without killing him will not be easy, especially as, if he feels he cannot die by your hand, he may decide to just off himself by his own hand, and he has prepared numerous methods to do so in a pinch. By disrupting the ritual, you have the opportunity to usurp from Swan the power gathered and take it for your own, and you or a companion may now gain the perk **Nascent Avatar of Killabilly**

Reward: The Perk “**Nascent Avatar of Killabilly**”

Nascent Avatar of Killabilly: Upon your death, your body shall become the core of an Avatar of the God of the Rotten World. This avatar isn't particularly smart, but it *is* incredibly powerful, with the scale of said power depending upon your own. A teenage sorcerer who had to use a bomb on a magical weak point to kick off the ritual made a kaiju which threatened to infect the entire world with Rotten Vapors, so feel free to use that to scale upward.

The divine avatar of rot will be incredibly happy and grateful to you for letting it out to play and, assuming you have some way to revive yourself, will offer you a blessing for allowing it to rampage upon the world of the living. Each time the avatar of Killabilly is summoned to rampage, you gain a 10% boost to any and all necromantic or similar dark magic, which caps at an additional 100%. This resets at the end of the jump.

- **Destroy Killabilly:** An avatar of a god, even one whose power is limited by the vessel which brought him forth, is no minor foe to face. His very presence weakens the barrier to the Rotten World, allowing undead from it to spill forth and, if allowed to linger, can bring forth yet more powerful undead as well as waves upon waves of rotten vapors to corrupt any living thing that breathes it in. This avatar is the size of a large skyscraper and has powers that not even the entity itself can fully comprehend... In canon, it took Nick sacrificing himself to take control of Swan's body and using its connection to Killabilly to blow it up, and him along with it, and there is a chance here that might not be an option depending on how Swan was killed. The goal is simple yet nearly impossible... Kill the avatar of a god before it can destroy the world.

Reward: You did it, Killabilly's avatar has been destroyed, and the world has been saved! By achieving this feat, you **gain the entirety of San Romero as a property** that will follow through this and any future jumps as well as **the entire Starling family** with it. Furthermore, you will gain the blessings of the Land Beyond Words, letting you use the opposite of the Rotten Magic of the Rotten World. You shall gain the **Purifying Light** of the Land Beyond Words.

Purifying Light: You are a conduit of the power of the Land Beyond Words, and with it you now have the power to purify rot and cleanse the unclean. With a touch, you may turn any zombie or zombie-like entity back into their base form; you may purify the atmosphere of any contaminants, purge curses with a word, seal rifts to infernal realms with a short chant, and any and all holy-aligned beings will recognize you as an ally or at least will come to view you positively, so long as you do not abuse this trust.

Let it all Rot!

Requires Swan Companion purchased

Swan has a hard life. Dude was humiliated, tormented, and just plain bullied until he finally snapped. Dude might not have any real claim to Juliet, but yeah, a lot of the stuff he went through has him right to be mad. It doesn't help that just about everyone here are idiots, rude, vulgar, or just plain insane! In the land of the mad, it is the Sane who are called crazy.

Maybe... Maybe he was right. Maybe this world *does* need a reset, and between you and Swan, you're ready to let this world rot and, hopefully, something better will grow in its place.

There are a few different goals in this Scenario, but all of them come down to one primary one... End the world and everything in it that makes it suck so much.

The scenario begins the moment you arrive, as you encounter Swan as he is moping and you get to talking. You will find an immediate kinship with the young man, and he'll share with you his "Plan B" for if he ever feels the world stops being worth saving... And that is where things begin to diverge.

- **Complete Swan's Original Plan:** Ah yes, the events of the main game. Breaking a hole into the rotten realm with explosives and dark magic, summoning the Dark Purveyors to lure Juliet into slaying each of them to open the way for an avatar of Killabilly to manifest, and then die to summon the Avatar to destroy the world... Thing is, he has you now, someone present to make sure that the Nick Bomb never goes off and Killabilly can corrupt the entire world!

Reward: By allowing Earth to be consumed by the Rotten World, Killabilly is greatly pleased and will gift you and Swan dominion over **The Rotten World** while he takes over Earth. Much more manageable and has far more fun playthings to enjoy as he spreads the rot across the galaxy. In addition, you gain the power to **Rot the World** in future jumps to add to your new hell dimension.

The Rotten World: A functionally infinite expanse of decaying urban and industrial landscape filled with vast amounts of, admittedly decaying, resources. This place is your personal pocket dimension and will naturally draw in corrupt and evil souls from whatever world you go to to be reborn as new Rotten World Zombies to serve you and form an infinitely growing undead army from which you may conquer new worlds.

Rot the World: You are a herald of ruin and decay. More than even a Dark Purveyor, you are a conduit of the dark and decaying magic of the Rotten World. When activated, you begin spreading a corruptive rot in everything you touch, from the air you breathe to the ground you walk upon. The more the rot spreads, the faster it grows until the entire world and all living upon it are corrupted by your power. Such worlds may be combined with any pocket dimension you possess, along with all the newly undead residents upon it who will follow your every command.

- **Reform Swan:** Swan's main issue is the world itself seems out to make him suffer, or so he believes. The dude cannot for the life of him catch a break from his constant torment. Going

this route means actually helping fix the issues plaguing him, from the rampant bullying, the ostracization, to even things not shown in the games or comics... Nobody reaches the point of ending the world through bullying alone. It won't be easy; the world itself will seem to try and stop you and ensure Swan hits his breaking point, but if you can manage to get Swan to see the world as worth saving, that there is a future for him where he can be happy... Then you'll have achieved something great and denied the Rotten World its pawn and shot at escaping onto Earth.

Reward: By saving Swan and helping him realize that life can get better for him, **the CP you spent to make him a companion is refunded**, and **Swan no longer takes up a companion slot and may be imported for free into any future jumps**. Furthermore, you gain the **Shining Bright** perk to let you better help people like him in the future.

Shining Bright: You are a beacon of hope to those in despair, to those who have lost hope for the future, for those who feel the world has nothing left for them. Such people will find themselves drawn to you and, if you extend a hand, will find themselves living for the chance to bask in the hope your presence brings. Such individuals will soon find new meanings in life, new opportunities to better themselves, and, with your guidance, will soon be living their best lives all because of you.

Drawbacks

0 CP (Toggle) - San Romero Where?: You know, the town of San Romero is canonically in California, but this toggle lets you allow this jump to supplement or be supplemented by any zombie-centric jump doc.

0 CP (Toggle) - Supernatural Shenanigans: Aaaaand now it's a crossover. This jump can now be treated as a crossover of any urban fantasy monster hunter type setting so long as you can make the lore play nicely together. This allows both jumps to share a CP pool and drawbacks but comes at the cost of introducing elements from both into this new, combined setting.

0 CP (Toggle) - Comics Continuity: This toggle makes it so things follow the manga's continuity more than the games, meaning that, unless you interfered, Nick knows about the supernatural after a giant swing music-themed zombie attacked San Romero (Though he doesn't know about Juliet's family business), along with a few other minor changes.

200 CP (Requires Comics Continuity) - Wherefore Art Thou?: In the manga, Juliet quit monster hunting because she wanted to stop scaring off every guy she meets after zombies or other monsters inevitably pop up around her and she chainsaws them to bits. Guys tend to freak when they see a girl rip apart monsters with a chainsaw; who knew? Unlike canon this time... This time Juliet actually sticks with it, and without her the Starling Family is in far more danger, given they are all trained to fight together as a team and with each other's support... And without Juliet fighting to save the world, Swan will use Rosalind to set off his plans, and unlike Juliet.... She is more likely to gleefully usher in

the end and then be left with no way to stop it.

If you take this with the “Worst Birthday Ever” scenario, then instead of being stuck with and requiring Juliet, you are now stuck with and require Rosalind.

150 CP - It's like the Karate Kid!: It's unfortunate, but you're.... Kind of oblivious. From now on, any and all instructors you have that are not your biological family will be perverts. This doesn't turn your instructors into perverts, but rather you can only seem to get perverts to teach you anything. You will justify any and all perverted behaviour and, fortunately, they won't go any further than looking, possibly filming, and having you do some seriously suggestive acts as part of your “Instruction”, and the instructors will always be the sort of people you normally wouldn't be willing to allow to collect said “Material”. This won't affect the quality of the education you receive in any way, but yeah... You will look back at this and shudder, and other people will be more than aware of what is going on.

- **150 CP - Let me Shoot Them:** That's a frequent request your companions and followers are likely to make on your behalf, but you will always stop them... Especially given your instructors will now go further than just looking, having you dress up certain ways, and act suggestively. Now they are going to get a bit more “Hands-on” in your instruction. They won't actually go all the way, but groping and molestation are now very much on the table, and the various creepy old men/ladies, sweaty fat people, and so forth are going to take full advantage of what is now available for their pleasure in the course of their instruction.

300 CP (Requires Everyday Average Teenager origin) - Flowerpot Woes: For some strange reason, any time you get near the supernatural, even if you are aware of it, a flowerpot or similar will smash

you on the head and knock you out. This will always be painful and will always, at the very least, leave you stunned and dazed for a while, as well as make it hard to remember what happened in the next few minutes after impact. The concussions will never be fatal, but they will be painful, and you will never be harmed while knocked out or otherwise stunned by said flowerpot.

100 CP - Spending Spree: You just can't resist a cute outfit! Or accessories... Oh, and shoes, cool cars, fashion magazines, and.... Oh, right. Anyway, you struggle greatly to keep your spending in check; any money you gain will soon be gone, spent on outfits scandalous and adorable as well as various other impractical things you probably didn't really need, but you just *had* to have.

300 CP (Cannot be taken by Everyday Average Teenager or Rotten World Resident origins) - It's a Secret~: And it totally is! You have to keep your involvement in the supernatural aspect of your life from becoming public knowledge, especially from your friends and other "normal" people you interact with regularly. Now if they become monsters or turn out to be hunters themselves, this doesn't matter, and you *will* be required to keep in regular contact with "normal" people, so hopefully you're good at subtle probing for info or damned good at spinning excuses. If it becomes public knowledge, expect to be ostracized and treated as some sort of freak, murderhobo, or a psychopath

- **200 CP - I'd Totally Cry Forever!:** Remember how there would be no consequences beyond being made a social outcast? Yeah, now it's worse. If it becomes public knowledge that you are involved in the supernatural, you will become so depressed that you will choose to head back home after this jump rather than go on with the newfound depression and despair at how people are suddenly treating you like a freak.

50 CP - Undead Insults: For some reason, the undead seem to target you in particular for their insults

and crude remarks. These insults will always get under your skin to some degree.

100 CP - Gribbly Galore: While undead are the major and most common enemy here, now other beasts are coming out of the woodwork for you to deal with. From Choculas stalking candy stores around town to Yetis getting stuck in ice trucks, San Romero is becoming the supernatural hotspot of America! Fortunately, these beasties are more pests than actual threats and are able to be fended off by even a normal person, though they can still kill someone if they are unlucky or reckless.

- **150 CP - Big Beastiest:** Not so harmless anymore, are they? Now these supernatural creeps are far from harmless. These silly-sounding monsters now are deadly threats on par with or exceeding even the classic monsters! While you might laugh at a Were-House, you won't be laughing when it gets up and starts chasing you down to devour you!
- **200 CP - Universal Baddies:** And now the big names are coming out; the original "classic" monsters are now popping up besides the bog-standard zombie. Now Vampires, Flesh Golems, werewolves, and more are now migrating to San Romero and are eager to make this place the new monster haven of the world, with all the mundane people as their delicious snacks and/or slaves.

250 CP - Magical Cannibal Baby: So your parents had you in a rather unconventional way. A method involving magic, a skin sample, and a petri dish. Now there was a 50% chance of you growing up to be a cannibal, and guess what? You are! You are now incapable of surviving without human flesh as a part of your diet, and you cannot digest any other meat besides long pork. On the bright side, human flesh, raw or cooked, now smells and tastes absolutely divine.

200 CP - The Quiet Kid: What is it with maladjusted crazies getting obsessed with you? For some

dang reason, you just seem to keep attracting weirdly possessive psychos and creeps who cannot stand the idea that you exist outside of the pedestal they mentally placed you on, and god forbid you even look at someone other than them. Fortunately, none of these are like Swan. Nope, these are just your standard *normal* school shooters, mad bombers, kidnappers, and nascent serial killers. Once you deal with one, another will pop up within a month, and these guys won't always be obvious until after they snap.

- **400 CP - You Were Meant to be Mine:** Hehehehe, remember what I said about them being normal? Yeah, not anymore. These crazies now will either already have, stumble onto, or otherwise find ways to go above and beyond what a normal crazy can do. We are talking “Try to set off the apocalypse” level crap, though “Try” is the operative word. Unfortunately, they will tend to have or eventually acquire the resources to make a decent stab at it. Fortunately, it won't *always* be an attempt at the apocalypse. For extra variety, some will try and mind control you to be theirs forever; others might try and send anyone you show interest in into another dimension; others might try and impress you by sending killer robots after anyone who made you mad, even if you *really* don't want them to; a few might try and time travel into the past to make it so you always loved them... Fortunately, crazies of this level will only pop up a year and some change after you deal with the last one, so you'll have some breathing room just... Just expect things to get real hectic once these ones are set off, and this in no way stops the crazies of the previous tier from popping up.

100 CP - Exchange Student: Well hello there! What? Don't understand me? Ah well, let me explain for everyone who can, and you can read the subtitles. Anyway, you no longer speak English. Select another modern language besides English, and that is the only language you are capable of speaking and understanding. It's kinda cute. Like a kitten! A kitten that doesn't speak English. After this jump,

you retain knowledge of this language.

200 CP + 100 CP for every 2 jumps or gauntlets before this one - Familiar Faces: Um.... You know all those enemies you've killed? The big bads? The mooks? The random ants you stepped on in fourth grade? Turns out when you came here, they followed right into the Rotten World. Expect to see old enemies or even random other things you've killed in past jumps spawning in as especially powerful undead. Fortunately, retained intelligence scales with power, so hopefully the vast majority will be moronic idiots whose main asset against you is "CHARGE AND BITE!!" but who knows... Perhaps you are going to have to face down something on par with the dark purveyors, or perhaps something even *worse*.

100 CP - Embarrassing Family: Your family here (if you are a drop in it will be a group that all but adopts you) are incredibly embarrassing. They mean well and care for you a lot but expect regular visits with them in weird outfits, showing mortifying pictures, babytalking you at the worst possible moments, and cheering you in ways that are a bit... Over the top. Unfortunately, you care for them a lot (or will quickly come to if you are a drop-in), and you know telling them to stop would break their heart, so... You just can't. Expect to see even zombies point and laugh when mom shows up in a mascot suit of you with a parade banner to cheer you on while calling you "Her little huggy wuggy baby".

150 CP - Save the Student!: Well damn! Looks like you moving on in your chain is now tied to a set of random survivors you must now save from the immediate danger they find themselves in. You must save at least half of these students, or else your progress on your chain ends here.

- **150 CP - Move Your Rear!:** And now these students are just plain slow, stupid, and generally seem eager to die. They will taunt zombies, limp along at a snail's pace, and even go so far as to be pretty dang crude or rude to you as well! But... Your progress on the chain depends on

at least half of them surviving.

- - **300 CP - Guardian Angel:** Remember how you only needed half to survive? Now you cannot let a single one of them die, or you're stuck between either staying here or going home. It's up to you to be the guardian angel of a bunch of ungrateful idiots with a death wish.

300 CP - Forget Me Not: Aaaaand you already forgot. What did you forget? Why any and all canon information you do not innately know as part of your origin, of course! No meta knowledge for you; don't want you cheating after all.

- **300 CP - Should Have Worn a Helmet:** Maybe you took a few too many hits to the head. Whatever the case, you wake up at your starting location, not even remembering who you are; any skills or the like are now limited to muscle memory of a body that knows what to do more than the mind, with no knowledge of how to use your powers beyond, again, muscle memory... Your only real clue is a well-chewed lollipop stick nearby, potting soil in your hair, and a broken flower pot nearby.

400 CP - You Have No Power Here!: And you don't! At least none that you didn't buy on this doc or a linked one. No out-of-jump perks, items, properties, and so forth will be available to you nor shall you have access to your warehouse.

200 CP - Forever Alone: And now you won't even be able to bring along Companions, Pets, or Followers, and any good impressions from purchased companions to help you get started are voided. Congrats, loser; you have to make friends the hard way. You may still import or create companions here, but they won't be available until the end of the jump.

250 CP - Play My Game: Now, as you spend your time here, you will regularly stumble into

situations where you are forced to play strange games with your life on the line. Things such as “Zombie Basketball”, where you have to cut off the heads of zombies trying to kill you and launch them through a basketball hoop and throw enough heads in the time remaining, or else be blown up... And this is just one example. Different monsters will have different games, and you will have to play these deadly games or die either as a result of the dangers *in* these games or the deadly consequences of failure to *win* said games.

200/500 CP - Hunted: AAAAAH, MONSTER!!... Or not. Anyway, this drawback makes it so you are constantly and regularly mistaken for some form of deadly and dangerous monster by the various monster hunters that exist in this world. Usually they’ll mistake you for a zombie, but you can also expect to be mistaken for a vampire, a frankenberry, a leprechaun, a werewolf, or any number of other gribbilies that hunt the people of this world. Expect to be randomly attacked and need to, at the very least, beat down your attacker before you can make them realize that no, you are *not* a vampire; you’re just pale, goth, and possibly autistic.

If you are a Rotten World Resident, this is worth only 200 CP, as you would be hunted regardless, and all this does is make you a “Higher Value” target.

Ending

Let the Chain Rot: You know what? You like it here and you ain't leaving! You keep all you have gained throughout your chain and remain here in this world

Homeward Bound: This whole thing has made you remember just how much you miss home. Return to your world of origin with everything you have gained, ready to settle down.

A Journey Beyond Words: There are yet more worlds to see, things to witness, monsters to slay. Continue onto the next jump.

NOTES

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