Quarantine Zone: The Last Check



Welcome to the end of the world, Jumper! Unfortunately, the apocalypse isn't nearly as exciting as the movies made it look. There's a mysterious virus spreading across the United States, the dead have developed a rather unpleasant habit of getting back up, and what remains of Civilisation is desperately trying to keep the infection contained. As you might imagine, things aren't going particularly well.

It all began in Miami, Florida, where a strange, gene-altering virus started spreading through the population, turning ordinary people into bloodthirsty monsters. As the city descended into chaos, a makeshift quarantine checkpoint was established to screen survivors, investigate the infection, and hopefully find a way out aboard a damaged luxury yacht. Meanwhile, scientists have begun experimenting with the virus, producing some truly horrifying mutations in their attempts to understand it.

By the time the outbreak reaches Chicago, the situation has only deteriorated. Military checkpoints have become humanity's last line of defence, where desperate refugees must undergo increasingly invasive medical examinations before being allowed inside. Those deemed healthy are admitted, suspicious cases are quarantined, and the infected are disposed of. All the while, dwindling supplies, overwhelmed defences, and hordes of ravenous zombies threaten to bring the whole operation crashing down.

As for you, you may choose to begin your Jump during either the initial Miami outbreak or the later Chicago outbreak, placing you at the beginning of your chosen campaign. Whether you're a desperate survivor seeking safety, an inspector deciding who gets through the gates, a soldier

holding back the hordes, or a researcher poking things that really ought to be left alone is entirely up to you.

If you've chosen to become one of the Infected, you'll begin somewhere appropriate to your condition and Origin. Perhaps you're a particularly unusual patient under observation, an infected individual secretly employed by the authorities, or simply another monster wandering outside the walls. Whatever the case, your circumstances will allow you to fulfil your chosen Origin without immediately being executed for your condition. What happens afterwards is your problem.

You'll receive 1,000 Choice Points (CP) to help you survive whatever horrors await. Spend them wisely, because there's no guarantee you'll live long enough to regret your purchases. You'll be spending the next ten years in this world, so try not to get eaten.

Now then, welcome to the Quarantine Zone. You'll be here for ten years.

ORIGINS

You can pick and choose your age and gender freely.

Survivor: You're an ordinary person trying to survive the outbreak. Whether you're a frightened civilian, a resourceful scavenger, or an opportunistic smuggler, you've learned that survival often requires bending the rules.

Inspector: You're responsible for deciding who gets through the quarantine checkpoint and who doesn't. Your authority extends beyond medical screening into administration, resource allocation, and managing the facility itself.

Security: You're part of the armed personnel responsible for maintaining order and protecting the quarantine zone. Whether you're a soldier, police officer, or military engineer, your responsibility is ensuring the facility survives whatever comes through its gates.

Researcher: You're a scientist, medical professional, or technical specialist working to understand the infection. Your expertise might eventually produce a cure, a biological weapon, or something considerably worse.

SPECIES

You may choose to begin as either a Human or one of the Infected, with both options being free. Those wishing for something a little more unusual may purchase one of the mutated Infected subspecies instead. All Infected subspecies retain the basic abilities and characteristics of

regular Infected, alongside their unique mutations. The listed prices are the total cost of each species, rather than additional charges.

Human - Free

Congratulations! You're still human, which is becoming quite an achievement these days. You're an ordinary person with all the usual strengths, weaknesses, and biological needs. You might not have any fancy mutations or superhuman abilities, but at least you can walk through a quarantine checkpoint without immediately getting shot. Probably.

Infected - Free

Well, that's unfortunate. You've caught the zombie virus, but somehow managed to retain your intelligence, memories, and free will. Your skin is discoloured, your eyes look rather unhealthy, and you're stronger and tougher than an ordinary human. You can also withstand injuries that would incapacitate most people. Unfortunately, your bodily fluids remain infectious, and convincing people you're not interested in eating them might prove difficult.

Giant - 300 CP

Apparently, the virus decided you weren't big enough. You've become an enormous, heavily muscled mutant, possessing tremendous strength and durability at the expense of agility and subtlety. You can tear through light obstacles and overpower ordinary humans with ease, although fitting through doorways might prove challenging. You may resemble the Green, Red, or Violet Giant mutations, with the differences being purely cosmetic.

Pygmy - 200 CP

Rather than making you bigger, the virus decided to shrink you down to a miniature humanoid. You're remarkably agile, difficult to grab, and capable of squeezing through spaces that ordinary humans couldn't hope to enter. Unfortunately, your reduced size also means considerably less physical strength. You may resemble either the Red or Yellow Pygmy mutation, with the differences being purely cosmetic. Just try not to get stepped on.

Big Head - 200 CP

You've developed an enormous head perched atop a comparatively scrawny body. Fortunately, that oversized skull isn't just for decoration. Your enlarged brain grants improved memory, faster information processing, and enhanced pattern recognition, making learning and problem-solving considerably easier. Unfortunately, your awkward proportions and relatively frail physique can make physical activities troublesome. Finding a hat that fits might also be a challenge.

Blisters of Pus - 200 CP

Of all the mutations you could have developed, this one's particularly unpleasant. Your skin is covered in swollen, infectious pustules that continuously produce and replenish their revolting contents. Fortunately, they cause you little discomfort, and your body is protected from the usual complications of such extensive skin damage. You can deliberately rupture these blisters to spread infectious fluids onto nearby surfaces or unfortunate bystanders. Needless to say, you're probably not getting invited to many parties.

PERKS

Each Origin receives its associated 100 CP perk for free, with all other perks in its tree discounted by 50%. You may purchase perks from other Origins at their full listed prices. General Perks are available to everyone but receive no discounts.

General Perks

Just Another Tuesday - 100 CP

You've become remarkably accustomed to the horrors of the apocalypse. Rotting corpses, grotesque mutations, and horrific injuries no longer make you gag, panic, or lose your composure. You can still experience fear, disgust, and sympathy for those suffering around you, but unpleasant sights won't prevent you from getting the job done. Just another Tuesday, really.

Another Day, Another Shift - 100 CP

Twelve hours on your feet, a hundred survivors demanding attention, and the same bloody alarm going off every ten minutes. You've learned to endure long, repetitive shifts without losing concentration or becoming worn down by boredom and discomfort. When you finally get an opportunity to rest, you can fall asleep almost immediately and wake feeling refreshed. You'll still need food, water, and a normal amount of sleep, but getting through the working day is no longer such a miserable experience.

The Little Things - 200 CP

Even at the end of the world, there's something to be said for enjoying the little things. Bland food remains palatable, uncomfortable weather bothers you less, and even the most miserable living quarters can become reasonably homely. Dirt, blood, and unpleasant smells are also remarkably easy to clean from your belongings and person. Most importantly, no amount of hardship will automatically rob you of your ability to appreciate life's simple pleasures.

Stable Strain - 400 CP

Well, congratulations! You've contracted the zombie virus and somehow come out better for it. Your infection has stabilised into a beneficial mutation, enhancing your strength, speed, stamina, and resilience to at least the upper limits of human capability. Your wounds heal twice as quickly, your immune system is considerably stronger, and you're immune to becoming an ordinary zombie from this particular strain. Better yet, you retain your intelligence, personality, and free will without suffering biological deterioration or uncontrollable mutations.

If you've purchased an Infected subspecies, your existing mutations become considerably more stable, functional, and less monstrous in appearance. A Giant might resemble an exceptionally large, muscular athlete rather than a bloated monstrosity, while a Big Head mutant would develop more natural proportions without sacrificing their enhanced

intelligence. Those with Blisters of Pus might instead develop specialised vents in their skin, allowing them to deliberately release infectious fluids without constantly being covered in disgusting boils. Your mutations retain their original benefits, and you may decide precisely how their stabilised appearances manifest.

You cannot accidentally infect others, although you retain the ability to deliberately transmit the virus if your species possesses such capabilities. These benefits persist in future worlds, but provide no immunity to unrelated supernatural diseases or transformative infections.

Capstone Booster: Purchasing this perk enhances every 600 CP Origin perk you've purchased, regardless of your chosen Origin, granting additional abilities associated with your stable mutation.

Survivor

Everything but the Kitchen Sink - 100 CP

When everything you own needs to fit into a backpack, packing efficiently becomes rather important. You're an expert at organising supplies, allowing you to fit roughly fifty percent more equipment into containers, provided everything could physically fit inside. You can also distribute weight comfortably, making heavy loads easier to carry, and always know exactly where you've stored something. No more rummaging through your underwear while a zombie tries to eat your face.

Just Hear Me Out - 200 CP

There's nothing quite like having a rifle pointed at your head by someone convinced you're infected. Fortunately, you're exceptionally good at talking people down. Even frightened, suspicious, or hostile individuals are considerably more willing to hear you out, and you instinctively know how to present your arguments convincingly. This won't make undeniable evidence disappear or guarantee someone's trust, but when there's room for doubt, you're far more likely to receive the benefit of it.

Waste Not, Want Not - 400 CP

An abandoned pharmacy, a stripped-down workshop, or a ruined supermarket. Where others see empty shelves and worthless junk, you see possibilities. You have an instinct for finding overlooked supplies and recognising what can still be salvaged, even from badly damaged equipment. With a little ingenuity, you can repurpose discarded materials into useful tools and makeshift equipment. You'll also find yourself drawn towards places likely to contain whatever you're searching for. You can't scavenge something that isn't there, but you'll rarely come away empty-handed if anything useful remains.

Not Dying Today - 600 CP

Death has been trying to collect you for quite some time, and frankly, it's getting embarrassing. You possess an almost supernatural instinct for survival, allowing you to recognise escape routes, exploit unexpected opportunities, and react to danger with extraordinary precision. Pain, exhaustion, and serious injuries are considerably less likely to

incapacitate you, while sheer determination allows you to push beyond your normal limits. Circumstances also seem to favour your survival whenever there's a genuine chance of escaping death. You're not immortal, and truly unsurvivable situations remain fatal, but killing you is going to require considerably more effort than anyone expects.

Capstone Boosted — Nobody Gets Left Behind

Apparently, your mutated biology has decided that surviving alone isn't enough. Your survival instincts now extend to your allies, allowing you to recognise threats to their lives and coordinate escapes with uncanny precision. Those actively working alongside you also receive a lesser version of your extraordinary survivability, improving their reactions, resistance to pain and exhaustion, and chances of escaping dangerous situations. These benefits are strongest among small, closely cooperating groups and diminish with distance. You can't save absolutely everyone, but you'll certainly make Death work for its collection.

Inspector

Something's Not Right - 100 CP

A bite hidden beneath a watch strap. Someone favouring an arm they insist isn't injured. A familiar face wearing someone else's identification. These are the little details that catch your attention. You can spot subtle abnormalities in people's appearances, movements, and behaviour that most would overlook, and your memory for faces makes recognising someone you've previously encountered almost effortless. You won't necessarily know what you've discovered, but you'll know when it's worth investigating.

I've Heard That One Before - 200 CP

After listening to your hundredth survivor explain why the blood on their clothes definitely isn't human, you start recognising certain patterns. You're an experienced interrogator, able to pick apart inconsistent stories, recognise evasive answers, and persuade people to reveal information they'd rather keep hidden. More importantly, you can tell the difference between someone concealing something and someone who's simply terrified. Skilled liars can still deceive you, but they'll have a much harder time maintaining their stories under questioning.

The Full Examination - 400 CP

There's a reason the more questionable cases keep getting sent to your examination station. You can conduct detailed physical examinations with speed and precision, identifying symptoms, concealed injuries, contraband, and abnormalities that others might miss. Unfamiliar diagnostic equipment is easy for you to understand, and you can interpret complicated examination results without getting lost in the details. You also know which tests are worth performing and when you've gathered enough evidence to reach a conclusion. You're not necessarily a doctor, but very little escapes your attention once someone is on your examination table.

The Last Check - 600 CP

Every person approaching your checkpoint represents a decision. Admit the wrong one, and you could condemn an entire settlement. Reject the wrong one, and you've just sentenced an innocent person to die outside the walls. You've become exceptionally capable of making these judgements, weighing evidence, recognising connections, and identifying threats with remarkable speed. Given sufficient information, you can instinctively assess how dangerous someone or something actually is, even when dealing with unfamiliar diseases, strange creatures, or supernatural phenomena. Missing or falsified evidence can still lead you astray, but your ability to make sense of the facts is second to none.

Capstone Boosted — The Virus Knows Its Own

Your mutation has developed a rather useful sensitivity to other infections. Within ten metres, you can sense infectious diseases in living organisms, including those showing no outward symptoms. Each disease possesses a distinctive biological signature, allowing you to identify familiar infections, estimate their progression, and judge how contagious someone might be. Unknown diseases will initially register as unfamiliar abnormalities, requiring investigation before you can recognise them reliably. Purely supernatural afflictions are more difficult to detect, but ordinary pathogens have very few places to hide from you.

Security

Check Your Corners - 100 CP

An open window, a blind spot behind the barricade, or a door that was definitely locked during your last patrol. Small mistakes like these can get people killed. You possess the situational awareness of a veteran security professional, instinctively monitoring entrances, exits, suspicious movements, and potential ambush points. You're also familiar with proper patrol procedures and securing dangerous areas. This won't warn you about threats you couldn't possibly detect, but anyone hoping to catch you unprepared is going to have their work cut out for them.

No Spray and Pray - 200 CP

Ammunition is becoming increasingly scarce, so wasting an entire magazine on a single zombie is a good way to earn yourself a beating from the quartermaster. You've received extensive military firearms training, becoming proficient with everything from ordinary pistols to heavy machine guns. Your accuracy, recoil control, and target acquisition are excellent, even under pressure, and you're equally comfortable operating mounted weapons, automated turrets, and combat drones. You also know how to conserve ammunition, making every shot count rather than emptying your weapon into anything that moves.

A Wall Between Them and Us - 400 CP

A good barricade needs more than a pile of sandbags and someone praying the infected won't notice the gaps. You know how to turn almost any defensible location into a fortress, using terrain, existing structures, and whatever building materials are available. Reinforced entrances, overlapping firing positions, obstacles, and emergency escape routes are all second nature to you. You can identify structural weaknesses before they become problems, and your designs

require less labour and material than conventional fortifications without sacrificing their effectiveness. Given enough resources, even an ordinary warehouse could become a nightmare to assault.

Hold the Line - 600 CP

The eastern gate has fallen. Ammunition is running low, three of your soldiers are wounded, and the remaining defenders are starting to panic. You've dealt with worse. You command defensive operations with the skill of a veteran military strategist, coordinating personnel, equipment, and fortifications to withstand attacks from overwhelming numbers. Those following your orders act with greater discipline and coordination, while even inexperienced civilians can become capable defenders under your leadership. When a defensive position begins collapsing, you can reorganise your forces, establish new firing lines, and conduct orderly withdrawals before panic takes hold. As long as you've got people willing to fight, the enemy is going to pay dearly for every metre of ground.

Capstone Boosted — The Living Barricade

Your infection has given you the means to become a defensive position all by yourself. When threatened, your muscles strengthen, your bones thicken, and your skin can develop hardened plates of biological armour capable of resisting claws, blunt impacts, and ordinary small-arms fire. You can trigger these changes deliberately or allow them to activate instinctively when defending yourself or others. Your reinforced body is also extraordinarily difficult to knock down or push aside, making you a formidable obstacle even against larger enemies. Maintaining these adaptations is exhausting, and extensive armour limits your mobility, but you can reabsorb the additional tissue once it's no longer needed.

Researcher

Don’t Touch That! - 100 CP

If there's one thing more dangerous than an unknown pathogen, it's an unknown pathogen being handled by someone who doesn't know what they're doing. You've received professional laboratory training, covering sample collection, hazardous material handling, equipment maintenance, and containment procedures. You can operate standard scientific equipment, conduct routine experiments, and recognise when something is going dangerously wrong. Accidental contamination and sloppy procedures are unlikely to be problems under your supervision. Deliberately creating something horrifying, on the other hand, is an entirely different matter.

Is There a Doctor in the House? - 200 CP

Gunshot wounds, infected bites, broken bones, and whatever the hell happened to that poor bastard they just dragged inside. Someone needs to keep these people alive, and apparently that someone is you. You possess the knowledge and experience of a highly competent physician, including emergency medicine, surgery, pharmacology, and infectious diseases. You're particularly skilled at improvising treatments with limited resources, while

patients under your care experience fewer complications and somewhat faster recoveries. Unfortunately, curing the zombie virus is still going to require a little more research.

Let's See What Happens - 400 CP

Science has always involved a little trial and error. Unfortunately, when you're experimenting with a virus capable of turning people into grotesque monsters, the errors tend to have teeth. You're a gifted experimental scientist with expertise in genetics, biochemistry, pharmacology, and biotechnology. Even when faced with completely unfamiliar biology, you can develop meaningful hypotheses, design effective experiments, and extract useful information from unexpected results. Failed experiments frequently reveal new avenues of research, helping you reproduce desirable effects while reducing unwanted complications. You'll still need suitable equipment, materials, and time, but understanding the unknown has become your speciality.

The Cure Is Worse Than the Disease - 600 CP

The virus has rewritten the rules of human biology, and you're determined to understand exactly how. Your mastery of virology, genetics, and biological engineering allows you to unravel complicated biological mechanisms and develop methods of manipulating them. With sufficient research, you can create treatments for previously incurable diseases, engineer beneficial viral strains, and reproduce useful mutations without necessarily inheriting their original drawbacks. You might discover how to reverse the infection entirely, or decide that its potential for enhancing living organisms is simply too valuable to abandon. Whatever direction your research takes, few biological challenges are beyond your ability to eventually solve, provided you have the necessary time, materials, and facilities.

Capstone Boosted — Evolution on Demand

Your stable infection has become a biological engineering platform, with your own body serving as its first successful experiment. You can deliberately develop, suppress, and combine compatible mutations you've studied, altering your physiology without relying entirely on laboratory procedures. By using your viral strain as a foundation, you can also develop treatments that produce specific, stable transformations in other organisms, from enhanced musculature and regeneration to altered senses and anatomy. These changes can be reversed, and compatible traits may be combined into entirely new forms. Your creations need not suffer from instability, mental deterioration, or infectious side effects, while your own body accepts compatible modifications with little difficulty. Complex alterations still require proper research, but you've acquired the tools to guide evolution in whatever direction you please.

ITEMS

All Origins get floating discounts they can apply to two 100 CP items, two 200 CP items, one 400 CP item and one 600 CP item. Discounted 100 CP items are free and all other tiers are 50% off.

Basic Inspection Kit - 100 CP

A sturdy equipment case containing the essentials for examining potential infected: a powerful flashlight, thermopulsometer, reflex hammer, and high-quality stethoscope. Every instrument is reliable, durable, and requires very little maintenance. They can also be calibrated for unfamiliar species, assuming you know what their normal vital signs should look like. It's not the most impressive collection of equipment, but you'd be surprised how many infected can be identified with a few simple tests and a little common sense.

Inspector's Tablet - 100 CP

Finally, somewhere to keep your notes that isn't the back of your hand. This rugged tablet contains a comprehensive database of diseases, symptoms, examination procedures, and quarantine protocols. You can maintain patient records, photograph suspects, and expand its database with information from future worlds. It's waterproof, shock-resistant, and never runs out of battery. Perfect for cataloguing every unpleasant disease you encounter.

Protective Equipment - 100 CP

Nobody wants to discover a hole in their hazmat suit halfway through examining a contagious patient. You receive a complete collection of professional protective equipment, including a full-body hazmat suit, respirator, goggles, gloves, boots, and disposable medical clothing. Everything is comfortable enough for extended use and offers high-quality protection against biological hazards. Damaged equipment repairs itself overnight, while disposable supplies replenish daily.

Emergency Supply Cache - 100 CP

Civilisation might be collapsing, but that doesn't mean you need to survive on whatever's growing in an abandoned refrigerator. You receive a sturdy backpack containing three days of preserved food and drinking water for one adult, basic medical supplies, a portable stove, emergency blankets, a multitool, and other survival essentials. Consumed supplies replenish daily, although you cannot stockpile the replacements indefinitely. The food isn't exciting, but it's considerably better than starving.

Advanced Diagnostic Suite - 200 CP

Asking someone whether they've been bitten isn't always the most reliable way to detect infection. This collection of advanced inspection equipment includes a handheld body scanner, portable X-ray device, Matioscope for examining the eyes, and an ultraviolet examination lamp. Together, they allow you to inspect concealed injuries, internal organs, ocular abnormalities, and suspicious substances. Everything is portable, easy to operate, and requires minimal maintenance. The instruments also work on unfamiliar species, although interpreting the results still requires some knowledge of their biology.

Syringe Analyser - 200 CP

When every examination produces contradictory results, sometimes you just need to stick a needle in someone. This handheld device analyses biological samples for known pathogens, providing highly reliable results. You can expand its database by supplying reference samples of unfamiliar diseases, allowing it to remain useful in future worlds. It comes

with three sterile sampling cartridges that replenish daily, although completely unknown pathogens must be identified before the device can recognise them.

Checkpoint Weapons - 200 CP

It's all fun and games until the patient you're examining decides your arm looks delicious. You receive a reliable semi-automatic pistol with several magazines, a rechargeable Taser with adjustable electrical output, and the accessories needed to maintain both weapons. Ammunition replenishes daily, while ordinary damage repairs itself when the weapons aren't being used. They're hardly military superweapons, but more than adequate for handling most ordinary threats. Just remember that some zombies don't particularly care about being electrocuted.

Who's a Good Boy? - 200 CP

Sometimes the most useful employee at the checkpoint is the one who spends half his shift licking himself. You receive an exceptionally well-trained service dog of your preferred breed and sex, capable of detecting suspicious biological odours, illnesses, concealed contraband, and potential threats. Your dog can learn to recognise unfamiliar substances through training and makes an affectionate, loyal companion. Food, grooming equipment, veterinary supplies, and bedding are included and replenish or maintain themselves as appropriate. Your furry friend accompanies you between jumps and, should they die, returns healthy at the beginning of the next one. Please look after them. They're a good dog.

Research Ward - 400 CP

A fully equipped biomedical research facility, complete with diagnostic laboratories, isolation chambers, secure examination rooms, sample storage, pharmaceutical equipment, and the machinery needed for advanced genetic and viral research. Whether you're developing vaccines, synthesising experimental mutagens, or investigating something that really shouldn't be alive, you'll have the facilities necessary to conduct your research. You'll still need the relevant knowledge and materials, of course.

The Research Ward can be deployed as a standalone building or integrated into another property you own. Its equipment maintains itself, and basic laboratory consumables replenish weekly, although specialised chemicals and research materials must be acquired separately. The containment systems are designed to handle dangerous biological specimens, but you might want to reconsider your experimental procedures if something starts punching through the reinforced glass.

Drone Defence System - 400 CP

Whoever decided that quarantine facilities needed remotely controlled aircraft armed with heavy weapons deserves a promotion. You receive a military-grade combat drone equipped with sophisticated targeting systems and interchangeable armaments, including automatic cannons, anti-armour weapons, and guided rockets. It can patrol autonomously, track designated targets, or operate under direct control from its included station. Ammunition replenishes daily, and the drone completely repairs itself within twenty-four hours of destruction, provided its control station survives. It's excellent for defending fixed positions, although dedicated anti-aircraft weapons remain a problem.

Evacuation Convoy - 400 CP

Getting survivors into your settlement is one thing. Getting them out when the walls start collapsing is quite another. You receive two heavily reinforced evacuation trucks, each capable of transporting approximately twenty passengers, depending on their equipment. One is configured for passengers and supplies, while the other contains medical facilities for injured or quarantined individuals. Both possess reinforced windows, communications equipment, navigation systems, and emergency supplies. Fuel and basic medical stocks replenish weekly, while ordinary mechanical damage repairs itself overnight. You'll still need drivers, and neither vehicle is surviving a direct encounter with a tank.

Deployable Quarantine Checkpoint - 600 CP

Congratulations! You're now the proud owner of a fully equipped quarantine facility, complete with all the headaches that entails. This modular settlement includes fortified walls, guarded entrances, inspection stations, quarantine cells, medical facilities, survivor accommodation, kitchens, sanitation systems, storage, administrative offices, and defensive watchtowers. It comfortably accommodates approximately one hundred survivors and possesses electricity generation, water purification, communications equipment, and renewable food production sufficient for a modest population when properly maintained. Automated systems handle basic utilities and security monitoring, although you'll still need personnel to operate the facility.

The entire checkpoint can deploy itself on suitable terrain within an hour, or be packed away and relocated once evacuated and no longer under attack. Any permanent expansions, modifications, or purchased facilities you integrate into it will accompany you into future jumps. You also receive a week's worth of emergency food, medicine, and essential supplies for fifty people, replenishing weekly. Supporting additional survivors requires greater production or outside resources. Whether you establish a sanctuary for desperate refugees or a heavily fortified dictatorship is entirely your decision.

The Miami Yacht - 600 CP

Beautiful beaches, tropical sunshine, and thousands of infected lunatics trying to tear your face off. Fortunately, you've acquired something considerably more useful than a holiday souvenir. You receive the large luxury yacht from Miami Zero, fully repaired and ready to sail. Its interior includes comfortable accommodation for a sizeable group, recreational areas, a kitchen, storage, medical facilities, and a modest biomedical laboratory. It possesses reliable engines, navigation equipment, communications, water treatment systems, and enough provisions for extended voyages.

The yacht includes an advanced autopilot, although navigating particularly dangerous waters may still require an experienced captain. Fuel and ordinary provisions replenish weekly, while damage gradually repairs itself when the vessel isn't in use. Any permanent upgrades or modifications you make are retained between jumps, and the yacht can be stored or imported into suitable bodies of water. It remains an ordinary seagoing vessel, however, so don't expect it to fly or travel between dimensions without additional modifications.

COMPANIONS

Purchased Companions will always be available to recruit, regardless of whether you begin in Miami or Chicago. Characters originally encountered during the Miami outbreak may have survived and subsequently travelled or been reassigned to Chicago, with the exact circumstances left to your discretion. Purchasing a Companion ensures they'll have the opportunity to join you, even if their original fate would normally prevent it.

Original Companions based on characters from other franchises are native counterparts who have been adapted to fit this setting. They retain their recognisable personalities, backgrounds, and talents, but do not automatically possess abilities or equipment exclusive to their original universes.

Import/Create - 50 CP Each or 200 CP for Eight

Surviving the apocalypse is considerably easier when you've got someone watching your back. With this option, you may import an existing Companion or create a new one native to this world for 50 CP each, or import/create up to eight Companions for 200 CP. Each receives 600 CP to spend on Species and Perks, along with a free choice of Origin and its associated discounts. They cannot purchase additional Companions. Newly created Companions may have their appearance, personality, and background customised to your liking, and will begin with a friendly relationship with you.

Companions may also take Drawbacks to receive additional CP, provided those Drawbacks primarily affect them personally rather than altering the wider setting. World-altering Drawbacks, including both +800 CP options, are unavailable to Companions. Any additional CP earned belongs exclusively to the Companion who took the Drawback.

Georgie - 100 CP

You know that fellow in the blue protective suit who's always hanging around the checkpoint? That's Georgie, an experienced quarantine employee who somehow manages to remain cheerful despite spending his days surrounded by infected civilians and increasingly disturbing medical examinations. He's familiar with inspection procedures, diagnostic equipment, and the general operation of a quarantine facility, making him a valuable colleague for anyone trying to keep the infection contained. Georgie isn't a particularly impressive fighter or a brilliant scientist, but he's dependable, friendly, and always willing to lend a hand. He's taken a liking to you and is more than happy to accompany you into future worlds.

Torres - 100 CP

Some people see the zombie apocalypse and assume it's simply an unfortunate disaster. Torres isn't one of those people. A survivor of the Miami outbreak, he's become increasingly suspicious of the authorities, particularly the strange experiments being conducted by the Adaptive Recovery Clinic. Resourceful, determined, and stubborn to a fault, Torres is willing to risk his life uncovering the truth, even when doing so might attract some very dangerous attention. He's not particularly trusting of authority figures, and his obsession with

finding answers can occasionally get him into trouble. Nevertheless, he's a capable survivor and a loyal friend to those who've earned his trust. Fortunately, you seem to have made the list.

Dr Schultz - 200 CP

Dr Schultz is a brilliant virologist working in Miami's Research Ward, where he's been conducting some rather questionable experiments involving the zombie virus. An accomplished medical researcher, he's fascinated by the infection's ability to alter living tissue, and has developed numerous experimental compounds with results ranging from promising to downright horrifying. Unfortunately, Schultz isn't particularly concerned with letting a few ethical considerations interfere with scientific progress, and he has more than a few secrets he'd prefer to keep buried. Nevertheless, his expertise in virology and experimental medicine is undeniable, and he's willing to accompany you into future worlds. Just be careful about volunteering for any of his clinical trials.

The Cookie Lady - 100 CP (Free for Survivor)

A seemingly harmless middle-aged woman, Carol Peletier was once a timid housewife trapped in an abusive marriage. The apocalypse changed that rather dramatically. Now she's a resourceful survivor, skilled scavenger, and surprisingly ruthless killer who has little hesitation about getting her hands dirty to protect those she cares about. Despite her gentle demeanour and fondness for baking cookies, Carol has become remarkably good at manipulating enemies into underestimating her, often with fatal consequences. She's taken a liking to you and is willing to accompany you on your travels. Just remember, if she ever tells you to look at the flowers, you should probably be worried.

Just One More Thing - 100 CP (Free for Inspector)

Lieutenant Columbo is a rather peculiar fellow to find working at a quarantine checkpoint. With his wrinkled raincoat, cheap cigars, battered car, and seemingly endless stories about his wife, you'd hardly mistake him for a brilliant detective. That would be your first mistake. Beneath his bumbling exterior lies an extraordinarily observant investigator, capable of unravelling elaborate deceptions through seemingly innocent questions and an almost supernatural attention to detail. He's particularly good at making arrogant suspects underestimate him, often catching them in their own lies. Columbo has taken an interest in you and is willing to accompany you. Oh, and before you go, there's just one more thing he'd like to ask.

Master of Unlocking - 100 CP (Free for Security)

A former member of an elite police special tactics unit, Jill Valentine has already survived more biological disasters than any reasonable person should experience. A highly trained combatant, she's proficient with firearms, explosives, lockpicking, and the rather specialised art of surviving encounters with enormous mutated abominations. Recognisable by her short brown hair, blue tactical clothing, and occasional blue beret, Jill is a compassionate but fiercely determined woman who has developed an understandable hatred of unethical biotechnology corporations. She's willing to join you, particularly if your adventures involve protecting innocent

people or exposing dangerous experiments. Just don't expect her to be enthusiastic about exploring another underground laboratory.

Please Don’t Use Explosives - 100 CP (Free for Researcher)

Dr Moira Vahlen is a brilliant German scientist whose enthusiasm for studying dangerous biological specimens occasionally borders on the disturbing. A leading expert in virology and genetic engineering, she's fascinated by the zombie virus and its potential applications, particularly the grotesque mutations produced by experimental treatments. She's methodical, demanding, and possessed of an almost insatiable scientific curiosity, frequently expressing frustration when security personnel destroy specimens she intended to study. Although she genuinely hopes her research will benefit humanity, she's not above some questionable experimentation in pursuit of a breakthrough. Vahlen is eager to accompany you into future worlds, if only for the opportunity to study entirely new forms of life. Just please, stop blowing up her specimens.

DRAWBACKS

You may take as many Drawbacks as you believe you can handle, with no limit on the CP you can earn. Drawbacks always take precedence over Perks, Items, and other abilities wherever their effects conflict. Even Fiat-backed equipment can malfunction if a Drawback demands it. You're free to overcome the challenges presented through your own abilities and ingenuity, but cannot simply negate the Drawbacks themselves. Choose carefully, because there's a good chance you'll regret your decisions.

Another Bloody Shift +100

Apparently, the end of civilisation isn't a valid excuse for taking a day off. Whatever responsibilities you find yourself saddled with, you'll have considerably more work than anyone reasonably ought to handle. Inspection queues stretch on forever, equipment needs constant attention, and there's always some idiot demanding your assistance with something that could have waited until tomorrow. You'll still have opportunities to rest, but don't expect to have much free time without deliberately making some for yourself.

Murphy’s Law +100

If something can go wrong, it'll probably happen when you're around. Your equipment will occasionally malfunction, important supplies will turn up in the wrong storage cupboard, and people will have an unfortunate habit of interrupting you at the worst possible moment. None of these inconveniences will be directly lethal on their own, but the constant accumulation of minor disasters is practically guaranteed to test your patience. On the bright side, you'll probably become very good at swearing.

False Positive +200

You know what's worse than being infected? Looking infected when you're perfectly healthy. You'll frequently develop harmless symptoms that closely resemble those associated

with the zombie virus, including suspicious rashes, bloodshot eyes, unusual body temperatures, and occasional bouts of coughing. These symptoms won't actually harm you, but they'll make getting through quarantine inspections considerably more difficult. Even worse, diagnostic equipment sometimes produces ambiguous results when examining you. If you're already infected, congratulations! You've somehow managed to look even more diseased.

Missed the Briefing +200

You might have played the game, memorised every symptom, and know precisely which survivors are carrying something unpleasant beneath their clothing, but none of that knowledge is coming with you. Any metaknowledge concerning the events, characters, secrets, and specific mechanics of this setting will be inaccessible for the duration of the Jump. You'll retain your general knowledge of zombies, medicine, and survival, but you'll have to discover the finer details of this particular outbreak the hard way. Hopefully, your first lesson won't involve something trying to eat your face.

Drop Dead Gorgeous +300

The infection has developed an unexpected side effect: its victims are now disturbingly attractive. Instead of rotting flesh and hideous deformities, infected individuals develop striking features, impressive physiques, and an almost unnatural physical allure. This affects the infected throughout the setting, often causing survivors to hesitate or become distracted when confronting them. You aren't compelled to find them attractive yourself, but others may have a harder time remembering that the gorgeous stranger approaching the barricade still wants to eat their face. Apparently, being a zombie doesn't prevent someone from having excellent bone structure.

The Outbreak is Personal +300

It's one thing to fight a horde of anonymous infected. It's quite another to recognise the person trying to bite your arm off. People you've befriended, worked alongside, or otherwise grown attached to will have an unfortunate tendency to find themselves in danger of infection. This won't guarantee that they become zombies, and you can still protect them through your own efforts, but you can expect considerably more personal losses and difficult decisions than an ordinary survivor. Worse still, the infected sometimes retain enough recognisable mannerisms to remind you exactly who they used to be. Nobody ever said surviving the apocalypse would be easy.

They’re Coming to Get You +400

Remember those slow, shambling corpses that you could escape by walking at a reasonably brisk pace? Well, they've apparently decided to take up cardio. The infected are now capable of running at speeds comparable to healthy, athletic humans, and they possess enough coordination to climb obstacles, scramble over barricades, and pursue prey through difficult terrain. They're still mindless creatures driven by hunger, but outrunning them will no longer be quite so simple. Large hordes become particularly dangerous, as even a brief mistake can leave you surrounded by dozens of very enthusiastic cannibals.

Public Enemy Number One +400

Somewhere along the line, you've managed to develop a thoroughly unpleasant reputation. Perhaps someone believes you deliberately spread the infection, maybe you've been accused of murdering innocent survivors, or perhaps an influential official simply decided they don't like your face. Whatever the reason, damaging rumours about you have spread throughout the surviving population. Authorities regard you with suspicion, settlements are reluctant to admit you, and certain individuals may attempt to capture or kill you. You can gradually improve your reputation through your actions, but new accusations have an irritating tendency to surface whenever you start making progress.

Special Infected +600

Apparently, ordinary zombies weren't quite horrible enough, so the virus has decided to get creative. A small but significant proportion of the infected population will now develop mutations resembling those encountered in Left 4 Dead. Hunters can leap incredible distances, Smokers possess long grasping tongues, Boomers explode in clouds of infectious bile, Spitters produce pools of corrosive acid, Chargers smash through defensive positions, and Jockeys can forcibly drag unfortunate victims into danger. Worse still are the Witches, who become terrifyingly violent when disturbed, and the enormous Tanks, capable of tearing through fortified positions with frightening ease. These mutations will appear naturally throughout the world and become a permanent feature of the outbreak. Good luck explaining to your security team why the six-metre-wide concrete wall has just been demolished by something with fists the size of car tyres.

They’re Inside the Walls! +600

The worst thing about building a secure quarantine facility is discovering that the infected have somehow gotten inside anyway. No matter how carefully you maintain your defences, outbreaks will periodically occur within supposedly safe settlements. These incidents may result from concealed infections, contaminated supplies, unnoticed breaches, or simple human stupidity. You will always have some opportunity to recognise and prevent a developing disaster, but completely eliminating the risk is impossible. Larger and more populated settlements will face correspondingly greater dangers. If you're running a checkpoint, expect your staff to become distressingly familiar with the phrase 'containment breach'.

Countdown to Zero +800

Seven days. That's how long you've got before the military drops a nuclear weapon on your starting city in a desperate attempt to contain the outbreak. You'll know exactly when the bomb is scheduled to detonate, but the surrounding military quarantine makes evacuation difficult, and convincing anyone to cancel the strike won't be easy. The weapon is powerful enough to devastate the metropolitan area and leave extensive radioactive contamination behind. You can attempt to disable it, organise an evacuation, or simply get the hell out of the city. Whatever you decide, the countdown isn't going to stop on its own.

Extinction Event +800

Whatever hope humanity originally had of containing the infection has just gone straight out the window. The virus is spreading far more rapidly than anticipated, major population centres are collapsing, and military forces across the world are being overwhelmed by the sheer number of infected. Even previously secure settlements are struggling with shortages, civil unrest, and increasingly frequent attacks. Governments are losing control, international communications are breaking down, and entire regions are becoming effectively uninhabitable. You aren't guaranteed to witness humanity's extinction, and sufficiently determined survivors might still rebuild civilisation, but the world is now facing a genuine existential catastrophe. If you want humanity to survive, you'd better start working on a solution. Preferably before there's nobody left to save.

Ending

Well, congratulations! You've survived ten years of infected hordes, questionable medical procedures, and enough paperwork to make the apocalypse seem almost appealing. Now it's time to decide what happens next.

Stay: Remain in this world and make the most of whatever civilisation is left.

Go Home: Return to your original world, bringing your adventures to an end.

Continue: Move on to your next Jump. Surely the next world couldn't possibly be worse, right?