

Go Goa Gone Jump

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Three friends Hardik, Luv and Bunny are tired of their recent misfortunes and go to Goa, the premier vacation destination in India and unfortunately get caught up in a zombie apocalypse.

Have fun in this zombie apocalypse and have 1000 CP and 4 tokens to use on the jump. Everything costs 100 CP unless specified, you can use a token to take anything that costs 100 CP for free.

Perks

The heck is a zombie?: Zombies are a new concept in India, but your experience of watching Hollywood movies helped you out and you're an expert on how to deal with zombies and all sorts of Hollywood apocalypses. Perhaps, most importantly, people listen to you during apocalypses and don't act stupid.

Not my work: You have an easy time finding excuses to skip chores, as long as you did something earlier. Don't want to clean the room, just tell your roommate that you brought lunch today.

Death and taxes: Even jumpers need to pay taxes and bills. You have a sixth sense for whatever bills or taxes you need to pay and always seem to have enough cash ready to pay for taxes or bills you pay to the government.

Bloody Mondays: Who invented Mondays anyway? You've adapted to the soul sucking nature of today's work culture and work a normal job without giving into depression or tiredness, even if you work 20 hours a day.

Strictly recreational: Drugs are bad for your health. But by buying this perk, you'd be protected from all kinds of substances you imbibe that are harmful to you. You might get a temporary high or happiness but the negative effects of a cigarette or drug? They don't stick.

Vacation time: Once every year, you can take a vacation for two weeks and tell the plot to take a hike. Nothing important happens during this time and you can finally relax.

Sex appeal: You're really beautiful, at least a 9 out of 10. 10 if you put in effort to look good. Anyways, you turn heads wherever you go. Due to this being an action heavy jump, you don't get scarred by injuries.

Word on the street: People blab things they shouldn't, all the time. You just seem to be around when they are speaking about things they really shouldn't have. This perk basically brings in all the rumors in the city you're currently in, only for your ears.

Breaking bad: This zombie apocalypse started because of the drug known as D2RF. You are an expert chemist and pharmacist with the knowledge on how to make a wide variety of drugs. With enough effort and the samples of the D2RF drug, you can create an antidote. Maybe in a few decades, you might make a superhero serum.

My car for a boat: You're really good at knowing what people want and selling things that are mostly useless to you to get something useful. You always seem to have whatever your buyer needs to get him to sell the thing you want. If for any reason (the item's really rare or you can't part with it), you can't find what the person you're selling to or bartering with wants, you can quickly market the things you have in the best light possible to get a good deal.

Most important skill in a zombie flick: You have a decade or two of experience in combat. Guns, swords, hand to hand fighting, etc; You're better than average in most types of combat but pick one to specialize in, like shooting or melee weapon usage. Who am I kidding, picking guns is the best option in a zombie setting.

Attraction of warm bodies: Useful people group around you, like a marksman in a zombie flick, a survivalist when you are lost, etc. When you go out of your way to save people, you'll keep finding more and more people who are really useful to you, like a farmer to help grow crops or a good car driver and so on. These people can be taken along with you on the chain as followers.

For mother Russia: You can speak all known languages in the world, with the native accent. In future settings, you can speak all the languages in the setting with the accent of a native.

Are you really Russian: You can successfully pretend to be from a different nation or state by changing your appearance (using makeup or wigs, etc) and behavior. Optionally, your looks are slightly modified so that it's really hard to figure out which part of the world you're from.

Split the group: It's a bad idea to split the group in a horror setting, if for some reason you really need to split the group, this perk would help you out. Once per month per friend, if any of your friends get separated from you while fighting enemies or in hostile territory, they get saved miraculously.

Zombie the musical: It isn't an Indian film if there isn't at least one song and dance in it. Now, you can dance and sing along with the best of them. Additionally, you have a pleasant voice.

Short by a few dollars: Anytime you seem to have bad luck it ends up secretly being good luck. For example, that new drug you wanted to try but didn't because you didn't have money? It has a dangerous side effect where the users become zombies. That enemy who escaped you would lead you to his hideout, etc.

A job: This is useless in a zombie apocalypse but you always have a job that pays enough for a single person to stay in the city comfortably. You just need to put in the minimum amount of effort for you to retain the job, no matter what else you do when you're on the clock.

A lover: As long as you put in effort for the relationship to work, your lover won't cheat on you or break up with you. You always know when you're overextending yourself to make this relationship work and harmlessly break up with them. If they somehow still leave you even after you're doing everything you could to make the relationship work, you'll find a better lover in a few days.

A true friend: You're a good friend, always looking after your buddies. Your friends notice this too and go out of their way to help you out. This perk also makes it easy to form friendships with people who are good for you.

Globalization mod: Why are zombies in India? Maybe because of globalization? This perk acts as a mod that lets you find items or beings that are usually locked to a geological area or dimension. Like finding youkai in India or devils on the material plane, etc; usually this might create more problems but the results of this perk are beneficial to you in the long run, either by giving you new minions or magic items, etc. Any items or beings that appear in the jump would be scaled to the setting. So, don't expect Xianxia grade stuff in a slice of life setting.

Call of duty champion: Your skills in video games reflect in real life, if you're good at shooting games, you'd be a good shooter in real life. This perk only applies for real world skills, unless you have the relevant mystical skills (like being good at a Harry Potter game makes you a good Harry Potter style mage as long as you have Harry Potter magic), this perk doesn't make

you the best but it gives you the opportunity to better yourself. No, this perk doesn't make you good at video games, you have to put in effort.

What do we know, what have we learnt: You have wonderful observational skills and you compartmentalize everything you know in a mental palace style structure to bring up anytime you want.

I'm the expert: Just like how Boris understood more about zombie physiology and habits after killing enough of them, you can learn more about creatures or beings as long as you kill them. Kill 30 or so of them and you'd probably count as a researcher of their habits, behavior and anatomy.

Seatbelts do save lives: Your lives, that is. The more careful and cautious your enemies are, the more they'd get caught in their own traps or be unable to act against you.

Dead or alive: You can seduce anyone, as long as they have a functioning brain. Flirting lines, innuendos, etc keep popping endlessly in your brain, the best one for a given person would be at the forefront of your mind.

Karma's a bitch: Anyone who hurts you or scorns you with no fault on your end would get their own fair share of bad karma and end up getting hurt. This perk doesn't work if you deliberately goad or manipulate them into triggering this perk.

Items:

Baseball bat (free): A rare item in India, but this baseball bat is unbreakable and tough enough to kill a zombie with a good strike to the head.

Guns: A must have in zombie apocalypses, you get a dozen guns per purchase, along with a case of 1000 bullets that replenishes weekly. All guns come with laser aim guides. Further purchases are discounted to 50 CP.

Drugs: Zombies freeze when they're hit with cocaine or any other drug, due to their bodies already run ragged by the drug that turned them into zombies. This bag is enough to freeze a group of 50 or so zombies for a few minutes. Replenishes weekly.

Medicines(free/100 CP): First aid kits, some basic medicines, etc that replenish weekly. Further purchases give more medicines and rarer stuff.

Food (free/100 CP): Enough food and seeds to feed a dozen people, replenishes every week. If you manage carefully or farm/forage, you can feed more. A second purchase doubles the food you get and adds secret stashes all over the world people can access for food weekly,

this can be done via airdropping food or something other way. This item can be purchased multiple times with subsequent purchases discounted.

Vehicles: A vehicle of your choice, doesn't need fuel. Further purchases are discounted to 50 CP.

Protective equipment: Clothing tough enough to shrug off zombie bites. You can decide how it looks and functions, as long as it isn't too supernatural or sci-fi. Comes with a helmet or similar headgear to protect your face.

Safehouse: A house big enough to house 12 people. Comes with food, electricity, etc. It's in a hard to reach location but people or zombies might reach it if they're tenacious or determined. Consumables replenish weekly.

Private island(300 CP, tokens can't be used): Has a mansion and three dozen or so houses filled with food and other supplies for people to live in. Supplies replenish daily. If you don't want to pay 300 CP, you can take this item for 100 CP but the island is filled with 200 zombies you need to kill to make the island safe for your stay. Electricity is provided via solar panels or wind turbines. The island doesn't appear on maps or satellites and can be reached only if you or your companions are escorting people there. Becomes a warehouse attachment post jump and it can be inserted in future jumps.

Companions:

You can insert all your companions in the jump, each of them gets 400 CP to spend on the doc, they can take drawbacks as long as they only affect them.

If you can convince them, you can take anyone in this setting along with you as companions.

You can take any two of the below companions for free, with the rest needing 100 CP per option to get added to your chain or the world for you to recruit. If they are dropped in the world for you to recruit, you know their location and they'd be safe for a few months into the jump.

A Soldier: She's an army brat who joined the army because that's what her family has been doing for generations. She was a pretty good soldier in the army, who came to Goa on vacation and found you interesting. Due to the zombie apocalypse, she's sticking close to you, determined to save your life.

A Cop: This young lady joined the police a few months ago. She's still a rookie but is good at managing people and coming up with solutions for any issues they face.

A Doctor: She's a really dedicated doctor who was attending a meeting in Goa but ended up getting stuck in her hotel room until you saved her. She decided to stick with you so that she stays alive and helps those who need a doctor.

A otaku: A conspiracy nut, this bespectacled young lady was waiting for this moment all her life, a situation where she can show off her wilderness survival skills. Despite her appearance and behavior she's really well versed in survival skills.

A team: Members of the University Beach Volleyball club, these 12 girls ended up attending the rave party in secret and survived until you found them. These girls count as followers and have different skills, like farming, vehicle repair, electronics repair and maintenance, etc; In future settings, they can be inserted in a single companion slot, with all of them sharing the perks or items you buy with their CP pool.

Drawbacks:

Time extender(+100 CP): Extend your stay by 10 more years to get 100 CP. Can be taken multiple times but only grants points the first four times.

Supplement mode(+0 CP): Want this version of zombies in a different setting? You can use this option to supplement this jump to another one.

Let me piss in peace(+200 CP): Anytime you're trying to relieve yourself outside your house, you'd find zombies approaching you.

Clothing accidents(+200 CP): Your clothes get stuck or removed all the time. On its own, this drawback is easy to workaround but when you pick this along with other drawbacks, this will become a nightmare.

Shitty aim(+300 CP): Your aim with ranged weapons is really bad. You keep missing targets that are 2 meters from you. Better stick to the baseball bat.

Allergies(+300 CP): You have a wide variety of allergies, making it almost impossible to rough it out in the wilds. Even though you bought the medicine item, your allergy medicine is unavailable once a month at least.

Addiction(+300 CP): You're addicted to alcohol or drugs of your choice, leaving you high as a kite daily. You could have somehow managed before the apocalypse but now, you're gonna be a zombie chow sooner or later.

Enemies(+300 CP): You had made some powerful enemies before or during the apocalypse, who'd do everything in their power to kill you or make your life miserable. This includes torturing or killing your companions, friends, family, etc.

With friends like these(+300 CP): Who needs enemies when you have selfish and self centered friends like these, who try to cut and run at the first sign of danger. Any companions or followers you have would behave similarly.

I thought we had a moment(+300 CP): You always get the wrong signals, trying to woo someone when they're really not interested, leading to disagreements and arguments, which are bad on their own, but in the middle of a zombie apocalypse it's a terrible idea.

Dear God(+300 CP): All this zombie nonsense has restored your faith in God, you keep praying at least one minute in a holy place or near a statue of a god every time you see one.

Hero's friends die(+300 CP): You're the hero of your story, but what about a hero's friends? These guys are meant to die dramatically so that the hero grows up. Any friend you make here dies horribly.

Crippled(+300 CP/+600 CP): You don't have an arm or a leg or an eye. Any prosthetics or healing powers you have won't work to heal it. You can take this twice to have another body part be removed.

Zombie bait(+400 CP): Where before the zombies were ok with eating any human, now they love to take a bite out of you, expect all the zombies in the city to follow you around.

No out of context stuff(+600 CP): Powers, companions or items from other jumps are locked for the duration of this jump. This drawback can't be taken by first jumpers.

Notes:

I originally wanted to do a Zombie the Coil Jump for the reddit monthly challenge but it was too big to do in half a month, plus I got distracted.

So, I decided to work on this one silly movie. Go Goa Gone is the first zombie movie set in and made in India.

What actually happens in the movie:

Three friends Hardik, Luv and Bunny go to Goa on a vacation and hear about a rave party on an island, organized by the Russian Mafia. They get a boat and travel to the island. The party's a launching venue for a new drug by the mafia, called D2RF. The friends don't buy the drug

because it's pretty costly. The next day those who used the drug were turned into zombies and killed most of the people on the island.

The friends go to a cabin on the hill after seeing a signal and rescue Luna, a girl Luv befriended the day before.

All four of them try to escape the island and get surrounded by zombies. Two mafia members, Boris and Nikolai save them. The rest of the movie deals with them trying to leave the island and finally leaving it to find that the zombies have already spread over the world.

The zombies in this setting are the usual horror movie ones, slow and dumb but with a hunger for human flesh. They can react to sounds and know if a normal person is near them.

https://en.m.wikipedia.org/wiki/Go_Goa_Gone