



THE LAST HUMAN

By Aleph_Aeon

- **Introduction:**

At 2:00 P.M on February 14, 2018, a meteorite carrying a mysterious virus fell into the Earth's atmosphere, but before landing, it shattered into numerous pieces, falling into all corners of the planet, which allowed the virus it carried to spread instantly through the air. Initially, everyone affected by the virus was unconscious for up to twenty hours. Around 30% of humans developed some degree of resistance against the virus' properties, being able to resist the initial mutations, but the other 70% couldn't resist and become monsters, known as the Infecteds. The survivors and the Infecteds started to evolve, developing new abilities. The humans capable of using the virus to become stronger are called Evolvers (or Evolveds).

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

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

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

+1000 CP

- **Starting Location:**

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

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

- 6. Chu Prefecture:** After the Apocalypse, Chu Prefecture became a city with a unique condition compared to others. The Infecteds here, especially the high level ones, become more active during daytime, unlike the ones from the rest of the world, due to the interference of the true ruler of this city, the Demon Crimson. There are also numerous zombie nests, occupied by rival factions of Infecteds. During the night, the streets are dominated by the survivors. The main power between the survivors is Wu Ye, known as the Five Dragons, and his four main allies, known as the Four Tigers. The biggest fragment of the second meteorite will fall in the center of the Chu Prefecture, causing a huge disaster and increasing the speed of evolution of the Infecteds.
- 7. Huabei City:** Huabei city is the biggest city in the central region of China with a population of about 60 million people. It has mountains around it and a river flows through the city, forming a natural barrier. There is also a military base here. Nothing is known of what happened here after the outbreak, but in the Alternative Future, this city was the base of one of the greatest survivors bastions on China, controlled by Ling Sheng.
- 8. Free Choice:** You may choose any of the starting points mentioned above, or even another city in any country of the world. No country is in a better condition than China.

- **Origins:**

Your gender stays the same from your last jump and your age varies according to your origin. You can pay 50 CP to choose both yourself.

1. **Drop In (Free):** You just appeared in this world after the outbreak. No memories, no allies, no enemies. You're a completely unpredictable element in this story. Your age is 12+1d8.
2. **Citizen (Free):** Before the outbreak, you were a normal citizen, living a normal life, probably a student. But the Abola Virus changed everything and now you're one of the survivors. Maybe your family is still alive, but nothing is certain in this nightmare. Your age is 12+1d8.
3. **Police Officer (Free):** Your profession gives you a great advantage in this apocalypse. You are a police officer or even a soldier, if you prefer. Independent of this, you're a trained combatant and someone fighting together with the good guys. Your age is 18+1d8.
4. **Gang Member (Free):** Before the meteorite fell, you were a member of one of the many existent gangs here. Maybe you were part of one of the most known gangs, like the Zhao Family, the Azure Mountain Gang, the Maple Nest or even the Black Bandana Society, or part of another gang, created by you. Your gang may or not have survived the attack of the Infecteds. Your age is 18+1d8.
5. **Infected (100 CP):** Before the outbreak, you were a simple human, but now, you're part of the unlucky 70% of the population that was incapable of resisting the initial mutations caused by the Abola Virus. You're an Infected, being no more a human. Even in Stage 1, your appearance is obviously inhuman and becomes more inhuman as you evolve. Your age is 16+1d8.

- **Perks:**

Each perk is discounted to each respective origin.

General Perks:

Abola Virus (Free): You got caught by the same virus that caused the apocalypse, but unlike the unlucky 70% of humans, you developed a good initial viral resistance and resisted the uncontrolled mutations, staying human, instead of becoming a mindless Infected (unless you take the Infected origin, in this case you're part of the unlucky 70%). Now, you have the ability to control the mutation and evolution of your body, becoming stronger with time. There are various forms of this, but for every of them there is a risk: if you overuse the virus energy without increasing your viral resistance, you'll lose the control of the virus and become a special type of Infected, a Fallen One. If it happens, it's the end of your chain.

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

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

Weapon Expertise (200 CP/Requires Basic Training or Combat Experience):

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

Mutated (300 CP): You were infected and now you're one of them. But, fortunately, you acquired a rare mutation that allowed you to fully retain your personality and memories. Unlike the others with mutations like that, you don't need to worry about losing control of the virus and becoming a full Infected and don't need to devour others of your kind to increase your potential. The Abola Virus inside you can be consciously manipulated like an Evolved, even if you're a Infected. Basically, now you're a hybrid between an Evolved and an Infected. If you have a human origin, you get an extra +500 IP and access to the Mutations tab.

If you already were an Infected, you get a human appearance, an extra +500 EP and access to the Evolutions tab.

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

Drop In Perks:

Combat Experience (100 CP): Even if you aren't a real practitioner of martial arts, you have a great experience and are proficient at close quarters combat. Your ability also extends to some melee weapons, like crowbars and swords.

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

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

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

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

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

Second Chance (600 CP): Ten years in the future, Zuo Tian Cheng got attacked by a zombie horde and apparently died, but he awoke in his body before the apocalypse, getting a second chance. The reasons for this happened are still unknown, but you have this same opportunity. Once a jump or once every ten years, whichever comes sooner, you can choose at will return to the start of the jump, with future knowledge. If you die, this is activated automatically, acting like an extra life. You don't need to worry about the second timeline being more dangerous than the original.

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

Citizen Perks:

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

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

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

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

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

Ever-Present Hope (400 CP): Despair can't ever touch your mind. Independent of what traumatic situations you need to face, you'll never lose your hope and your will to live. You'll still be hurt and extremely sad by these situations, but you can always recover with enough time.

Virus Craftsman (600 CP): You have a very unusual talent. You can create items and resources using the various byproducts of the Abola Virus. For

example, you can infuse an Meteorite Fragment with a metal alloy to create meteorite-infused weapons or use pieces of Flower Resins to create medicines capable of greatly enhancing the user's viral resistance. You can even use Infected Plants' vines to create a very resistant armor. These are just some basic examples of what you can make with this talent. With more time and more resources, the quality of what you can create increases. Post-jump, you can still use supernatural power sources to create new types of derived high quality equipment, like, for example, you can create a serum capable of giving temporarily or even permanently a quirk to someone using as base material the genetic code of the quirk user or you can create magitech combining a magic system with technology.

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

Police Officer Perks:

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

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

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

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

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

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

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

tactics, because this is a time of war, but with your leadership, this can become a new age of peace.

Prodigy (600 CP): With your evolution speed and your talent, you're definitely a genius, a true prodigy. When the Evolvers with decent talent are just reaching Stage 1, you're already in intermediate Stage 2, without using any external energy source or some special technique. Post-jump, this perk increases the growth speed of your powers, with a learning boost of around fifteen times. To show your high aptitude with your controlled evolution, you get an extra +300 EP.

Gang Member Perks:

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

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

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

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

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

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

The Red Butterfly (600 CP): You weren't just a simple gang member before, you're an experienced assassin, a hitman working for some gang or acting independently, and not just a mundane assassing, but being one of the best in the world. You have experience in how to fight using the most lethal way possible, be it using weapons or your own abilities, and even when direct combat isn't an option, you know certain more discrete methods, like infiltrating the enemy's base, filled with an army of soldiers, to poison them or put explosives there, without no one perceiving you. Even without evolving, your abilities as a hitman are already peak human, with the potential to become stronger.

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

Infected Perks:

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

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

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

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

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

Berserker Mode (400 CP): When you want, or when your life is really threatened from a critical blow, you enter in a Berserker Mode, enhancing the strength of

every of your abilities and constantly generating energy. This mode has a cost, because when activated, you'll lose most of your rationale, incapable of recognizing friends or foes.

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

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

- **Items:**

Each item is discounted to their respective origin. Infecteds, instead, get one free 100 CP item, one discounted 200 CP item, one discounted 400 CP item and one discounted 600 CP item. You can't discount general items.

General Items:

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

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

Pure Infected Sapling (400 CP): This sapling absorbed mutated genes from both Infected and Evolvers and became an early stage Infected Plant, but, for now, it's still a simple sapling and, more important, it absorbed a portion of your viral energy and became loyal to you. If you plant it somewhere and take care of it, in around a month, it'll grow at the point of becoming a tree. The tree's energy repels the energy from other hostile Infected Plants. The tree itself has an intelligence compared to a human, capable of understanding your commands, and has every natural ability of an Infected Plant. It can still continue evolving and, with enough time and energy, it can reach the same level of an Infected Plant Matriarch.

Meteorite Fragment (500 CP): After entering Earth's atmosphere, the Abola Meteorite disintegrated and broke into several fragments. You've found one of these fragments. The Meteorite Fragment contains a very high concentration of the virus, capable of causing rapid mutations. Any Infected or Evolved human under peak Stage 3 will mutate after touching it. A normal human would become instantly an Stage 2 Infected, an Evolver would become a Fallen One and an Infected rarely would become a Leader. You can use your fragment to reach Stage 4, if you're a human, or use as a huge power up, if you're an Infected. At

the start, you get a new Meteorite Fragment each year, but, once you reach Stage 4, you instead receive a new fragment each month.

Meteorite Ore (600 CP): The Meteorite Ore is a mysterious abnormal type of Meteorite Fragment, capable of emitting a special radiation that is highly damaging to the Infected, especially fatal to the high level Infecteds. With just a little portion of the ore in powder form already increases the effectiveness of any weapon against the Infecteds and a weapon created using the entire ore is capable of killing easily any Stage 5 Infected with just a single attack. You can also connect the ore with an amplifier to increase the range of the radiation to create an absolutely safe zone, with the size of a big city. You get one of these Meteorite Ores and, if spent, you get a new one at each year. If you're an Infected, you can choose if your fragment affects other Infecteds, with you being immune to the effects of the radiation, or if it affects just humans. If you're a science-focused Jumper, it's possible, with some research, discover some way to alter the radiation to make it able to affect other species instead of just Infecteds/humans.

Drop In Items:

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

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

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

Meteorite Infused Weapon (600 CP): You have come in possession of a very powerful and high quality melee weapon, made of titanium alloy with some other metals and infused with a Meteorite Fragment. It's up to you to decide what type of weapon this is, but, independent of its form, it has some very special traits. First of all, it's extremely resistant and sharp (if you choose a cutting weapon, like a sword or a scythe, for example), being able to easily cut through the flesh of a defense-focused Stage 4 Leader Infected. Second, the weapon still has the energy from the Meteorite, but in a much less hostile state, being easier to utilize.

Citizen Items:

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

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

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

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

Police Officer Items:

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

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

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

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

Gang Member Items:

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

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

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

Meteorite Crystal Polymer (600 CP): There is a slim chance of a Meteorite Crystal Polymer, a deviant type of Meteorite Crystal, forms inside the body of high-level Infecteds due to them having the instinct of take the crystal from the bodies of other defeated Infecteds as spoils of war. Its energy differs from usual Meteorite Crystals, having no side effects. The Polymer can be used to augment the user's abilities or as a power bank of viral energy, which is a better usage for this priceless treasure. You receive one Meteorite Crystal Polymer, capable of recharging itself overtime (a full day being enough to fully recharge it). If lost or destroyed, you receive a new one in the next month.

- **Evolutions:**



After the meteorite fall and the Abola Virus spread, the survivors discovered that using the viral energy is possible to surpass the natural limitations of their bodies and gain supernatural abilities, that way becoming Evolveds. All Evolved humans have a tattoo, a spot pattern, in a location of their bodies and depending on the location, they'll specialize in a certain system (ex. speed, strength, mental, etc). The evolution for humans consists in a Controlled Evolution, slower but more stable than the others. By gathering viral energy and consciously manipulating it, the users can slowly induce controlled mutations and use them to reforge their bodies to a higher state, but if their viral resistance is low, there is the risk of becoming a Fallen One.

There are five known stages of evolutions, with each one having specific conditions to breakthrough them.

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

To pass to **Stage 2**, the user must take their body to its limits and activate the virus, allowing a controlled mutation to form. Upon reaching this level the basic human abilities increase again and the Evolved develop a unique special power, which isn't restricted by their type of evolution. Those in this stage have a food consumption increase because of the increased energy usage.

The **Stage 3** is the final stage of the natural evolution for the humans and to reach this stage the Evolved must have successfully gathered a new spot pattern and must have condensed the Abola Virus inside both. In this stage the user starts to discover the true usage of the viral energy, being able to even absorb it from the environment, eliminating the food consumption increase from Stage 2. As this ability progresses they acquire the skill called Energy Control, which increases significantly their attack power and allows attack using pure viral energy.

The **Stage 4** is a stage attainable only for those who reached the peak of the Stage 3 and have successfully fused with a Meteorite fragment, absorbing its power, after a period of Deep Sleep, where they improve their bodies and raise their viral resistance. A Stage 4 Evolver can also absorb an Energy Core to define which path of evolution they'll follow.

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

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

System and Type:

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

- **Physical System:**

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

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

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

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

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

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

- **Spiritual System:**

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

Spiritual Type (Free): Spiritual types have a very advanced detection mode and can manipulate viral energy better than any other type. They can even use their

detection abilities to enhance their reflexes. It's still unknown the exact location of the tattoo of this type, but for convenience of this jump, your spot pattern stays near your head.

Sensory Type (Free): Sensory types have very advanced sensory abilities, being to precisely sense the power level of others Evolveds humans or even Infecteds. Like mental types, they also lack combat prowess compared to the other types. It's still unknown the exact location of the tattoo of this type, but for convenience of this jump, your spot pattern stays near your head.

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

General Evolutions:

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

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



Stage 1 Evolutions:

You gain these abilities when you reach Stage 1.

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

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

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

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

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

Metal Control (200 EP): Another elemental ability, the Metal Control, as the name implies, lets you manipulate metal, but with some restrictions. At Stage 1, you can just manipulate the shape of molten metal, but once you become strong

enough, you can learn how to modify the shape of solid metal or even develop a type of telekinetic ability capable of affecting metals.

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

Aura Suppression (300 CP/Discounted to Stealth Type): Basically every Infected and Evolver with a decent level of power can sense the viral energy near them and some of them have sensory abilities capable of sensing another Infected/Evolver at hundreds of meters of distance. The Evolvers with great mental strength can suppress hostile sensory abilities, but you know a better trick. You can, at will, suppress your own aura, becoming undetectable to even an Sensory/Spiritual Type Evolver at Stage 2. At Stage 1, you are unable to hide your energy from a Evolved human at Stage 3, but your ability grows stronger as you evolve.

Stage 2 Evolutions:

You gain these abilities when you reach Stage 2.

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

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

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

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

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

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

Strength Drain (300 EP/Discounted with Stealth Type or Speed Type): You can use your viral energy to nullify kinetic energy from physical attacks, letting you perfectly block these attacks. As a general rule, stronger attacks require

more energy to be fully nullified. This is also an active ability, so surprise attacks can still affect you. Be careful when fighting against someone faster than you or someone specialized in stealth attacks.

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

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

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

Absorption (400 EP/ Discounted with Universal Type): One of the most feared abilities used by humans. During the military phase of the apocalypse, almost every Evolver with this ability was considered an enemy of all mankind. This ability lets you drain the viral energy and abilities of another Evolver, but doing it will kill the victim. The energy will just temporarily enhance your power, but you can maintain any stealed ability. You can use this in someone stronger than you, but just if they're weakened or dead. It's also possible to steal abilities

from the Infecteds, but this is dangerous due to the hostile energy inside them. Post-jump, you can steal biological abilities, like quirks or the power of mutants.

Stage 3 Evolutions:

You gain these abilities when you reach Stage 3.

Energy Control (Free/300 EP): During Stage 1, an Evolved human can use their energy to stimulate their spot pattern, but this causes a rebound effect after it. At Stage 2, it's possible to activate the virus without the rebound effect. Even with this use, it's only in Stage 3 that an Evolver becomes able to manipulate the viral energy within themselves to enhance their abilities and even absorb it from the ambient, but this is extremely difficult and it's the bottleneck for the majority of the Evolved humans. Once you reach Stage 3, you become able to learn how to use your viral energy, but paying 300 EP, you start with a decent talent to use it.

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

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

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

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

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

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

Infected Control (400 EP/ Discounted with Spiritual Type or Mental Type): You discovered how to use your own viral energy or mental strength, depending on your type, to turn Infecteds into your loyal soldiers with just a touch in their heads being needed to you control them. For example, a Stage 3 Evolver can control two Dark Demons, a powerful type of Stage 3 Infected, at the same time. You can use your energy to kill any controlled creature. External factors like the parasitization of a Parasite can break your control. Su Rou Xuan used this ability to temporarily control the Infecteds and after the battle ends, she kills them but you can maintain your soldiers permanently if you want. Post-jump and with some training, it's possible to discover how to control other irrational beings.

Spiritual Place (400 EP/ Discounted with Spiritual Type): During moments of meditation, you can enter in your Spiritual Place, a mindscape where you see and can manipulate directly every type of inner energy you might have, be it viral energy, ki, chakra, nen or any other type of inner energy. Here your control over your inner energy is near perfect as long as you can stabilize and control it, which lets you refine and absorb hostile or corrupted energy if you maintain the balance.

Stage 4 Evolutions:

You gain these abilities when you reach Stage 4.

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

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



Stage 5 Evolutions:

You gain these abilities when you reach Stage 5.

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

- **Mutations:**



After the meteorite fall, those whose bodies and consciousness were unable to support the multiple mutations and collapsed into human-eating creatures, the Infecteds. Unlike humans, the Infecteds are capable of Natural Evolution, naturally following this path. They don't need to raise their viral resistance and the more viral energy they accumulate in their bodies, faster they evolve. High-level Infecteds also gain supernatural abilities, similarly to Evolved humans, but those are more instinctive than consciously controlled. Among them, the strongest individuals sometimes also develop an ego and gain a new sense of self. It isn't every Infected is capable of evolving. Only one in every 100 Infecteds will evolve to Stage 2, and the number of those capable of reaching higher stage keeps getting lower. If you're a Infected, you're capable of reaching Stage 5. The Stages work differently to the Infecteds, for example, a Stage 3 Infected is normally equivalent to a Stage 2 Evolver. You can use your Infected Points (IP) to buy mutations here. You can convert CP to IP, but not IP to CP, on a basis 1:1.

General Mutations:

Physical-Focused Evolution (50 IP/ Can't be taken with Mental-Focused Evolution): As an Infected, your evolution normally would have a random focus, but not anymore. Your evolution will focus on the physical aspect instead of the mental aspect, increasing your defense, speed and strength as you evolve. Unfortunately, your mental strength and commanding ability won't become stronger like would before.

Mental-Focused Evolution (50 IP/ Can't be taken with Physical-Focused Evolution): As an Infected, your evolution normally would have a random focus, but not anymore. Your evolution will focus on the mental aspect instead of the physical aspect, increasing your mental strength, including other mental abilities, and commanding ability as you evolve. Unfortunately, your defense, speed and strength won't become stronger like would before.

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

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

Stage 1 Mutations:

You start with these abilities already unlocked.

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

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

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

Stage 2 Mutations:

You gain these abilities when you reach Stage 2.

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

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

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

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

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

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

Stage 3 Mutations:

You gain these abilities when you reach Stage 3.

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

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

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

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

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

Memory Absorption (200 IP): You can absorb memories from targets using their blood or something similar, even if they have more mental strength than

your. You can't read all of their memories using just their blood. To be able to do this, you'll need to take control of their body or they need to willingly agree to share their memories with you.

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

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

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

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



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



Stage 4 Mutations:

You gain these abilities when you reach Stage 4.

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

Energy Absorption (300 EP): Like the Millennial Pear Tree, you developed a rare mutation that lets you absorb the viral energy of any being near you, but physical contact speeds up the process of absorption. You don't need to worry about absorbing any type of harmful energy and you can selectively choose your ability's targets. High level Evolvers or Infecteds with good mental strength or capable of controlling their own energy can resist against your ability.

Mutated Infection (400 IP/Discounted with Mental-Focused Evolution): Your body contains an abnormally high quantity of an easily mutable form of Abola Virus, being able to spread the virus with just a scratch. You can also manipulate how the virus will evolve inside your victims, but you'll need to evolve more to be able to exactly control their mutations. After infecting a human, you can implant a Virus Seed in them. The Virus Seed is a parasitic strain of the virus that strengthens the host, but once it absorbs enough energy, the virus will activate and turn them into a Fallen One or some other type of high level Infected. Any being infected by you will also have a compulsion to obey you, while Infecteds created by you will be fully loyal to you.

Stage 5 Mutations:

You gain these abilities when you reach Stage 5.

Flesh Sculptor (200 IP/ Requires Genetic Data Bank and Mutated Infection):

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

Perfect Life Form (300 IP/ Requires Genetic Data Bank and Mutated

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

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



- **Companions:**

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

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

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

- **Drawbacks:**

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

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

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

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

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

it's impossible to completely get rid of the Virus Seed, which means that you'll need to fight against it during your entire stay here.

Crimson Demon Mark (+100 CP/ Requires Virus Seed): Well, the Virus Seed inside your body isn't just a mundane parasitic strain of the Abola Virus, but something more complex and advanced, being a direct creation of the Chu Prefecture's Crimson Demon. This means that he has some degree of influence over you and is able to maintain a temporary control over you sometimes. The Crimson Demon will also be able to sense your evolution and how powerful you're currently and if you're worthy of being a "part" of his own evolution (this means being considered by him as a worthy target to be absorbed). If the Crimson Demon is killed, the Virus Seed will become just a parasitic strain of the Abola Virus again.

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

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

The Only God Here is Me (+300 CP/ Can't be taken with The Original World): The *protagonist*, Zuo Tian Cheng, has the main objective of reuniting with his former lover from his past life, Su Rou Xuan. Even if this is yet his main and first objective, now he has a new second objective: kill you. He knows every of your in-jump powers, as well your fighting style and how you think. He has every of his canon abilities and knowledge, as well as the plot armor and is guaranteed to survive until he becomes strong enough to be a threat to you. You can't negotiate

with him, you can't rationalize with him, and after finding Su Rou Xuan, he won't stop until he kills you.

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

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

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

The Reign of the Crimson Tyrant (+200 CP/Requires Welcome to the Bloody Jungle and Inside the Hive): Normally, the Crimson Demon that rules the Chu Prefecture is a normal Infected, but, taking this drawback, this is a different situation now. The Crimson Demon fused with a Meteorite Fragment to reach Stage 5 and become a Leader Infected, becoming a living calamity, much stronger than his canon version. He is responsible for the creation of both the Infected Plant Matriarch and the Rot Devourer that you must defeat. His evolution also affects his servants: the Plant Matriarch will be at peak Stage 5, near the hypothetical Stage 6, and the Rot Devourer will be at the beginning of Stage 5. After defeating his two servants, you must go to Chu Prefecture to discover where the Stage 5 Leader Crimson Demon is and destroy him and his army of at least one hundred thousand enhanced Infecteds, as well cloned Infecteds, like a clone of the Rot Devourer, two clones of the Infected Plant Matriarch (one of them fused with a clone of the Old Tree) and clones of other Leader Infecteds. To turn this into a harder task, the majority of the Chu Prefecture's Evolvers will become at least Stage 2 Fallen Ones and the remaining Evolvers will need to endure the effects of the Virus Seed. You must defeat the Crimson Demon, because if you don't stop him, he'll definitely become a threat to the entire mankind.

- **Ending:**

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

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

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

- **Notes:**

1. Every ability from the Evolutions tab and from the Mutation tab are boosted as you evolve;
2. You don't need to worry to accidentally spread the virus in future settings;
3. The zombies in this setting aren't undead, but instead still living beings. If someone is bitten, but die before becoming an Infected, they won't become one;
4. As general rule, each Stage of evolution is about ten times harder to reach compared to the previous Stage;
5. People with decent talent, without absorbing external energy or using some technique to speed up their evolution, take 2 months to reach in Stage 1, while a **Prodigy** would already be at the intermediate Stage 2 in this same time;
6. Obviously, beings in higher Stages will have bigger energy reserve and, if they stay evolving, their energy reserve will continue increasing;
7. If you started the Jump in another country other than China, the drawbacks that would happen in the starting cities will instead happen in any major city in the country where you started;
8. The label "Stage" and "Level" seem to be fully interchangeable, but usually Stage is used to refer to Evolvers while Level is mainly used to refer to Infecteds;
9. The series is still ongoing, so I will update the Jump, but I'll wait until we get enough informations about the Stage 5;

- **History:**

- V 1.1:** First Update

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

- V 1.0:** Released