

Red Dead Redemption: Undead Nightmare v.0.2

By Batman Anon



You begin in the last decades of the Wild West. The American civil war ended nearly half a century ago yet the ramifications still show in this society. The landscape is beginning to fade as the modern era begins. Automobiles, machineguns and oil drilling projects are beginning to appear. The current law enforcement is relegated to sheriffs who enforce the law in their towns but the U.S. government is beginning to change this as they bring the west into their fold. Wait... why are there zombies? Mythical creatures walking the earth? The four horses of the apocalypse running free? Huh... looks like something's going on here. Maybe you should find somewhere to hide. Or you could let that desire for guilt free violence against zombies run free.

Either way you spend the next decade with 1000cp

Age: Roll 1d8 or 50cp to choose any possible age for a human.
20 + 1d8 years

Gender: Same as last jump or 50cp to change.

Location

Roll 1d8

1. **Great Plains:** A region consisting primarily of rolling hills, low-lying vegetation and few trees. There are many plants and animals in this location. Keep in mind that there is a zombie apocalypse happening and most of these animals will be undead and hungering for your flesh
2. **Henningan's Stead:** These vast open plains hold a diverse series of locations including swamps, scrubland, forests and flat grasslands.
3. **Cholla Springs:** This area is largely desert with many cacti and desert scrub. Many outlaws roam across this region meaning that being caught alone can have dire consequences.
4. **Gaptooth Ridge:** This location is mainly grassland with its most noteworthy feature being that a gang known as the treasure hunters can be found here. Due to the apocalypse they are most likely zombies now and will be coming for you if they know your there.
5. **Rio Bravo:** Rio Bravo is extremely hazardous due to the prevalence of cougars and wolves that attack travellers. Given that you'll be dealing with zombified versions of them I hope you're prepared. You are not likely to find many people here.
6. **Perdido:** Populated by very few settlements, the aftermath of the civil war still touches this region with many abandoned and ruined building left behind.
7. **Punta Orgullo:** Also known as pride point contains the San Luis river and is a sun scorched desert of white sand. Here you find the largest town in Nuevo Paraos, Escalera.
8. **Diez Coronas:** Also known as the ten crowns due to the largest mesas in the region adding up to ten.

Origins

Drop In [Free]: A recent arrival in the Wild West, you are a complete mystery. You have no memories or connections to anyone in this world and you have no idea what's going on either. You're in the Wild West and there appears to be a zombie apocalypse apparently.

Survivor [Free]: You are one of the few survivors of this apocalypse. You know many of the other survivors and know whom to contact for aid and many of the useful local knowledge.

Undead Hunter [Free]: The apocalypse has come. You're going to stop it. You have dedicated yourself to killing every zombie you see, finding the source of this madness and ending it.

Undead [Free]: You wake up in complete darkness in an enclosed space. Pushing desperately you force your way out of the ground. Looking down at your body you notice the rotting flesh and rags that cover you. You also notice a great hunger...

Perks: Perks are discounted for origin with the 100cp perk for that origin free

General perks

Basic Shooting Skills [Free]

If you're going to be living out here you're going to need to know how to shoot. Considering the prevalence of undead monstrosities trying to eat you face this is probably a necessity. You can hit a target with the rest of them, you're nothing exceptional but you won't be a laughing stock at least. Comes with the knowledge of how to maintain 19th century weaponry as well.

Horse Riding [Free]

Living out on the frontier without knowing how to ride a horse? During the apocalypse? That'd be insanely dangerous, good thing you know how to ride with the best of them.

Dead Eye Targeting [300cp]

You can slow how you perceive time to the point that a second can stretch out to ten. You can hold it for five seconds before having to wait a minute for it to recharge. While in this state you are also able to plan actions that after deactivating this ability you can take at speeds far exceeding your usual reflexes.

Drop In

Last Survivor [100cp]: Zombies usually are attracted to the living, with an unstoppable hunger for their flesh. You however seem to slip by their notice. While they won't ignore you, you will be the last person that they would target in a group and have far more leeway than most would when travelling.

Anti Zombie Expert [200cp]: You know how to bless water so that it's touch burns the unholy, make bait that will attract them and know of a phosphorus coating that when applied to weapons causes the undead to burn.

Amazing Elixir [400cp]: You have knowledge of a medicine that prevents its drinker from being twisted into one of the undead. You also have the ability to teach how to make this elixir to others. You begin with a case of ten vials, the recipe for more and the knowledge of how this was accomplished. Perhaps with practise you may discover other methods of inoculation that can stop other methods of transformation provided you can get to people before they are infected.

Blood Pact [600cp]: You have a pact with the four horses of the apocalypse: Pestilence, War, Famine and Death. This allows you to summon any one of them to your side at any time and be unaffected by any of the abilities they hold. Famine is a horse as thin as a skeleton that exudes a cloud of locusts. Famine is the fastest of the four being able to run as fast as a car and all who look on it will know the despair of hunger. Pestilence is a diseased horse surrounded by green miasmas that will sicken all who touch it. Pestilence is nearly impossible to kill and all who look on it will know the fear of an unstoppable plague. War is a horse with a blazing mane, tail and hooves. War will carry a burning fire that seeks to consume all in its wake, igniting the weak that come near it. All who see war will know the horror of conflict. Death is a pale horse that trails a mist that chills all to the bone. All living things near Death shall weaken and wither. All who see Death will know the terror of the unknowable. All of these horses have unlimited stamina and will run for as long as you wish and are extremely durable. If injured badly enough that they die they will be unable to be called for a week. Extremely powerful beings may resist their effects.

Survivor

Zombie Survival Strategies [100cp]: You gain the knowledge required to survive in a zombie apocalypse including where to look for supplies, the best places to hide from monsters and when to move on to safer pastures.

Board The Windows [200cp]: Reinforcing buildings so zombies can't get in are one of the most basic things you need to be able to do to survive in this wasteland. You gain all of the necessary skills to do this and experience in creating barricades designed to stop zombies.

Rationing [400cp]: During an apocalypse resources are scarce and there are very few safe locations. Thankfully you only require a tenth of the food, water and sleep that the average person would need.

Mayan Apocalypse 2012 [600cp]: They called you insane. Well you're alive and they're dead. You have an uncanny ability that allows you to foresee an apocalyptic event up to a year before it occurs. You will not know how it starts and will only have a rough idea of the time that it will occur to the point you know the month that it will occur in. You will only foresee it if it is a genuine threat to the survival of at least an entire planet of people. You will however get an idea of how it will threaten the world and with up to a year to prepare there are few things that you cannot at least ensure your survival from.

Undead Hunter

Physical Training [100cp]: You gain an increase to your physical abilities such that you can easily overpower the average zombie breaking their grips with ease, outrunning any zombie but the fastest breeds and an increase in stamina such that you can run for an hour easily.

Zombie Hunter [200cp]: Hunting zombies is different from most enemies as the only sure kill is a strike to the head or disintegrating the body. With this perk you gain the skill to hit a zombie in the head with a thrown weapon from twenty metres and the tactical awareness to prevent yourself from being surrounded by the hordes.

Go For The Head [400cp]: Zombies have very well known weaknesses. Go for the head, use fire and disintegrate the body are all options that are very effective at ensuring they stay dead. You have a talent for finding these weaknesses and when looking at a creature can get a basic idea of any supernatural weaknesses inherent to it and the best ways to ensure that it will stay down.

Holy Warrior [600cp]: You have been blessed. When you strike the undead vibrant blue flames will erupt from where you have damaged them causing massive damage. This is to the point that you could kill an average zombie with a single punch even if you were a normal human. Weapons held by you will also gain this property, as will any projectiles you fire. With time you may learn how to infuse this property into any supernatural abilities you possess granting them an increase in effectiveness against the undead.

Undead

Undead Physiology [100cp]

You're a zombie now; you thankfully retain your mind and soul. You possess a rotting corpse that you are able to move with the same ease as your usual body. You are extremely resistant to physical damage, however you also gain a weakness to fire and anything holy. You also no longer need food, water, air or sleep. **You Hunger For The Flesh of the Living** is a required drawback that you don't get points for.

Special Infected (Requires Undead Physiology and can be taken more than once)

[200cp]: You are a special type of zombie. Perhaps you are a Bolter, able to scamper about on all fours at speeds exceeding the usual. Maybe you're a Bruiser, a zombie that can absorb far more damage than other zombies and possess great strength. Or maybe you're a Retcher, glowing with an eerie green light and able to vomit toxic bile that will paralyse any human you target.

Resistant [400cp]: While the average undead is extremely weak to fire or holy weaponry and effects you stand apart from your fellows and gain a resistance to these things such that you could bathe in holy water and laugh off a bottle of flaming liquid that hits you in the face. While you are not immune, there are few things holy enough to threaten you and it would take a truly excessive amount of fire to ensure that you die.

I Am Me [600cp]: There's something different about you. Transformations that should leave you an empty shell of the person that you once were at best can't affect who you are. If someone turned you into a frog you would still keep everything that made you you and retain rational thought. If you were transformed into a creature that has no soul, then you would keep yours. Note that if the process of transformation would kill you it still counts as death.

Companions

Sasquatch [200cp]: The Sasquatch have lived in Tall Trees for over a thousand years and are a herbivorous gentle species. They are large, hairy ape-like creatures standing between two to three metres tall and covered in dark brown or reddish brown hair. One of them has expressed an interest in joining you on your journey with their basic details being decided by you. They are of human equivalent intelligence and are very skilled at remaining undetected. Also keep in mind that there are rumours of some maniac that's been murdering them. If you ensure the survival of their species you would get undying loyalty from the Sasquatch that has joined you.

John Marston [400cp]: An outlaw turned rancher. Currently on a mission to find what caused this apocalypse and stop it. He has skill at shooting, hunting, gathering and surviving in this world. He comes with all of the free perks, the dead eye targeting perk, the 100cp, 200cp and 400cp perks of the Undead Hunter tree, the 600cp perk of the zombie tree and the 100cp and 200cp Undead Hunter items.

Companion Import [50cp]: per companion and they gain an origin and [600cp] each

Gear

Drop In

Supply of food and water [100cp]: You start the jump with a pack containing a supply of food of your choice and water enough to feed four people for a meal that refills when eaten after six hours.

Holy Relic [200cp]: You gain a holy relic that can be used once per day to refill a supply of mundane consumables of a size that an average person would be able to carry them without any aid. The consumables can be any mundane ammunition or food supply.

Mythical Pet [400cp]: you gain a Jackalope, Unicorn or Chupacabra as a pet. They are non sapient and do not count towards the companion limit unless you make them sapient. They will stay the age of your choice and respawn after 24 hours if killed.

Survivor

Torch [100cp]: This flaming torch will never go out and its fire will burn the undead more fiercely than normal.

Holy Water [200cp]: You gain a bottle of holy water that refills when emptied after a day.

Camp Fire Rocks [400cp]: You gain twenty rocks the size of a baseball that when placed in a circle, such that they are touching, and a fire is lit in the centre the undead will be unable to enter within a hundred metres of the fire.

Undead Hunter

Undead Bait [100cp]: You gain a bottle of a strange glowing liquid that when poured on something will draw the undead towards it for ten minutes. It will be refilled after being used in a day.

Blunderbuss [200cp]: This rifle is of a curious design. It appears to require bones and pieces of flesh from the undead as ammunition. It is extremely effective against the undead to the point that an average zombie would explode if shot.

Legend of the Apocalypse Outfit [400cp]: You gain an outfit consisting of a black duster coat, a large feathered hat and a rosary around your waist. This outfit when worn will increase the damage any of your abilities cause to the undead. Fire that would burn becomes fire that would melt. This outfit also strikes fear into the hearts of the undead to the point that even mindless zombies would hesitate when seeing you.

Undead

Undead Cowboy Outfit [100cp]: You gain an outfit consisting of the blood stained remnants of a cowboy outfit. If worn as a human it will give you the appearance of a zombie.

Disguise [200cp]: This simple plastic mask when worn will allow you to physically appear to be a normal human. Allowing a zombie to mingle with normal humans.

Mask [400cp]: This jade stone mask appears to be of an ancient Aztec design. If placed on the face of a human it will take their life and cause them to arise as a zombie. They can then infect others and begin a plague that can increase exponentially. While this mask is on the face of its host the zombie plague unleashed will continue but if its host is killed or if its removed then all zombies created by its effects will die.

Drawbacks: Max [600cp]

The Legend Continues [0cp]: that if you have taken Red Dead Redemption before this jump that allows your actions and history to carry over into this jump

Low Ammunition [+100cp]: Ammunition just doesn't seem to go as far as it used to, you will frequently find that you run out of ammo far quicker than normal.

Hiding Bite Wounds [+100cp]: People will constantly hide bite wounds and turn just when it would be most inconvenient.

Food and Water are Necessities [+100cp]: Any perks that allow you to go without food or water are disabled.

Glitches [+200cp]: Bird people flapping their arms as they soar across the sky, giant skunks with the upper body of an elderly woman, people twisted into bizarre shapes with the minds of wild animals that will attempt to maul you and horses riding men will be common occurrences in your time here. No one will notice anything strange about this. Considering this is a land overrun with zombies this might get even stranger.

Overrun [+200cp]: There can't possibly be this many people out here. Where the largest groups of zombies you could possibly come across naturally might possibly make it to fifty, now groups of hundreds are a common occurrence.

Can't Heal [+300cp]: Maybe you're a zombie, maybe not. Either way any injuries you take will not heal for the duration of this jump.

You Hunger For the Flesh of the Living [+300cp]: Well you've got a horror hunger now. You might be able to resist this over the next decade but the hunger will always be on your mind and if you indulge; it will merely grow stronger.

Purge [+300cp]: You have ten years to kill every zombie that has risen. Unfortunately finding the source of the zombie outbreak will not help. The only way this ends is if you kill every zombie that walks the earth.

Powerless [+300cp]: Well here you are, in the Wild West during a zombie apocalypse with only the powers and items from this jump. Hope that's enough.

Notes:

Taking the Dead Eye Targeting perk in either jump counts as having it for the other and there is no benefit in getting it twice.

Amazing elixir can prevent people from being turned into any creature that can be classified as undead.

After jump the zombification becomes an alt-form

While normally when the source of the zombies is found and the mask returned to it's hiding place every zombie dies you will be an exception if you choose the zombie origin.

You can keep the zombie abilities in your normal form after this jump.

Taking the John Marston companion in both jumps while doing The Legend Continues will cause him to be imported into that position instead