

Die!Namite Jump

Version 1.0.0



DYNAMITE

"What a wild, wild ride. The art from Carratú and Perez is pure joy."
- COMICAL OPINIONS

DIE!NAMITE[®]
VAN LENTE | CARRATÚ | DIAZ | OTSMANE-ELHAOU **LIVES!**



Welcome to Die!namite, Dynamite comics attempt at doing a sweeping, comic line connecting zombie apocalypse in the vein of Marvel Zombies, or IDW's Infection. Closer to the former than the latter it involved a new reality and only really affected it, but normally these characters might not even exist in the same universe. The world's story ran in 3 5 issue mini-series, and a single special, and sees Red Sonja, Vampirella, and her sister encounter, fight, and team up with the likes of John Carter of Mars, Tarzan, Ash Williams, Jenny Blood, Evil Ernie, golden age superheroes returned to action in Project Superpower; Captain Future, and Thunderbolt... better known as the silver age character that Ozymandius in Watchmen was an expy for after DC decided not to let Alan Moore use the newly acquired characters directly. All during and across the backdrop of a reality spanning zombie apocalypse affecting Earth, Barsoom, Draculon, and even the Hyborean kingdoms. Though we only really see it playing out on two of them.

You will be arriving here as the comic begins. Sort of. Kind of. You will be arriving as the aged John Carter dies in a nursing home and is returned to Barsoom once more. By the time an attendant finds out he's dead, he'll have been killed by zombies on Barsoom and his earthly body will have been reanimated along with his Barsoomian one starting not Earth's first outbreak of the plague - the Himalayas seem to be dealing with a persistent and pretty nasty one - but the one that will kick off the plot and the apocalyptic spread when before seemingly soon after the superheroes of Project Superpower arrive and become its first super spreaders.

How this aligns with the other storylines going on is a bit hard to follow. As it's shown starting first, but in the time it takes for that to happen Peter Cannon leaves a Himalayan monastery, gets on a private plane, flies to the United States, goes to a strip club, gets 2 lap dances and a slurpee, and drives to the nursing home. So we probably aren't seeing all the scenes in chronological order. It's night on Earth - both in the Himalayas and America - throughout the entire first miniseries - though day in the special which takes place between 4 and 5 - and it might actually only take place across the events of a bit over 24 hours. There's some time skips between each mini-series and even scenes; Sonja disappears from the city Ash's S-Mart is in, then is in Russia, marching across it and China to cross the Pacific to reach the US... and this seems to happen over 24 hours? Also America and China seem to have the same time of day... If you don't interfere this whole zombie apocalypse, at least on Earth and Barsoom, might end in only a week, or really just at the speed of narrative. Still this is a world of superheroes, pulp adventure, and even demonic zombies preparing a war against heaven. You shouldn't be bored even after the canon story concludes. Still for your time here take these:

+1000 Comic Points

Good luck, and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Any origin may be taken as a drop-in if you don't want a history and connections in this world. You'll probably fit in more with other major characters here that way too. If you choose to drop-in you appear somewhere on Barsoom, or Earth where zombies will soon be appearing but are not currently, and your age and gender are the same as they were at the end of the last jump.

Ambassador: You are a native of Drakulon, or failing that someone linked to them. Either way you're part of the task of observing the Earth and seeing if it would serve as a potential new world for the people of Drakulon should the Death Plague overwhelm the homeworld. Or well given it may have already at the start of the jump, now that it has. Your age and gender are your own to choose, though you should probably be an adult for your species, and you may choose whether to appear in the monastery at the roof of the world, upon Vampirella's ship, or even alongside Tabu and probably Peter Cannon.

Governmental: You're connected to the government one way or another. Maybe you're part of the military. Maybe you work for the White House. You could even be part of Project Superpower. You're an adult for your species, but other than that your age and gender are yours to choose. You begin either in a military base under General Fields, at the White House, or in Project Superpower's satellite headquarters.

Hyrkanian: Or maybe a Hyborean? Either way you are a fellow inhabitant of Sonja's world. Your age and gender are yours to choose, though you probably should be an adult for your species. You can begin in these Hyborean kingdoms, dealing with however the Death Plague is manifesting within them - we don't really get to see - or on Barsoom where Red Sonja was or will be transported to, having just passed through the dimensional well.

'Ordinary' Person: You're a person. Just a person of this world. Maybe you're an S-Mart employee, a vigilante house wife, an English lord raised by apes, a Martian princess, or maybe you're something else. You just sort of pass through the story appearing and disappearing as needed. Your age and gender are yours to choose, and you may either start on Barsoom with Carthoris, at an S-Mart closing for the night, or in the depths of darkest Africa. Zombies will come soon enough wherever.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Cover Art Worthy (100 CP): Red Sonja, Vampirella, Dejah Thoris... You're surrounded by icons of beauty around here. Even the guys can get in on it with Ash Williams' chin and the sheer sculpted muscles of John Carter and Tarzan. We wouldn't want you to be left out. You look good, even like an idealized version of your preferred form. You have the sort of appearance that could get called an 11 out of 10, and as a special bonus if you end up damaged, or undead and rotting, this damage and rot has a way of happening so you'll still be attractive - if only in a sort of weird way - despite it.

Golden Age Pulp (100 CP; free with Hairless Ape or Thunderbolt): You possess the physique and skills necessary to play the role of a pulp hero. You aren't superhuman, but you are trained to the pinnacle of human fitness, not quite reaching some sort of enhanced super soldier, but still in the realm that comics would call 'peak human.' In addition to that you're a highly proficient acrobat and athlete, with skill in unarmed combat; no formal martial arts, but you know how to throw a punch and kick.

Four Armed Martian (100 CP/200 CP): You are a green martian. You stand head and shoulders over a human, and possess four arms and great strength. You won't quite be ripping people in half while alive, but as a zombie you could. Now, normally you'd expect to be significantly weaker under Earth gravity, but given the Drakulon ships have Earth-like gravity, but green martians function the same there as on Barsoom you will not. Your lifespan is at least 1000 years. Post-jump this becomes an alt-form.

For 200 CP you're instead one of the white apes of Mars. The most fearsome predators of Mars, you are a 4 armed white furred monstrous ape. You possess the ability to perform great leaps, somewhat similar to an Earthling on Barsoom. Your strength is also immense, enough to tear a green martian apart, or overpower a strong Earthling on Barsoom - though like a Green Martian your strength will stay the same on Earth and Earth-like gravity. Post-jump this becomes an alt-form.

Joining the Winning Side (400 CP): You seem to be one of those infected with Earth's version of the Death Plague - just in case that's different from Barsoom's though given the main outbreak was brought to Earth by John Carter, Drakulon's, or Sonja's world's. What this means is that you're nearly unkillable, or well you're already dead but you're not passing on, instead continuing to act as an unliving zombie. Oh your body is

necrotizing pretty quickly, but it seems to pause at 'slightly rotten' at least. And when we said nearly unkillable, we meant it. You're able to survive being decapitated, and even a 20 kiloton bunker buster bomb dropped into the middle of the horde managed to kill 3 times as many normal people on the outer side of its blast radius compared to the number of zombies it incinerated to the point of destruction. It's unclear if you even need your brain to be intact, though it does seem necessary still. Plus as is often the way with these things as a zombie you are stronger than you were alive, at least in raw physical strength. Got to be able to bite into people's arms, and rip off those damaged limbs.

And this plague is infectious. The smallest bites will spread it, and can even do so through supernatural bonds and links, as John Carter catching it on Mars brought it to his dead body on Earth, and Green Lama was infected through one of the plants he was mystically controlling.

Normally being infected would turn you into a near unthinking vector of the plague. Sonja retained her mind, but she wasn't infected, instead turned into Hel's executioner, and Peter Cannon managed to maintain it with his meditation skills and constant concentration - and even there it's unclear whether he was always working to bring the zombies down from within, or merely sliding between a smart zombie and himself. You're a special case, and will retain your mind and individuality, instead of becoming just another of the dead. You might feel some craving to eat the flesh of the living and spread the plague, but this won't be anything that even a normal human will can't control on its own, and will fade with time. Those you infect will, however, be affected normally.

Post-jump you can toggle this rotting, undead form on and off as if it were an alt-form.

Fan Service (600 CP): Red Sonja is a competent and skilled bad ass, and possibly the most badass character to come out of Marvel in the 70s, but there's still a definite link between sex appeal and survival in these mini series with the likes of John Carter dropping like flies and the 3 characters who actually make it through all three volumes. And it seems to be a link you carry with you into future worlds. It's almost like you seem to have seduced the grim reaper or something, as the sexier and more attractive you are the less likely you are to die, and the more likely it is that danger misses you by a hair, that you manage to escape destruction by the very skin of your teeth, someone trying to kill you teleports you away from nuclear devastation an instant before it goes off in your face, or that where everyone else is turned into a mindless zombie, you are chosen to be imbued with a portion of a god's power when you would be killed instead of just becoming another zombie. How effective this will be is all dependent upon just how attractive you are, but if you're sexy enough it's a rare, rare thing that could actually kill

you, and even then they can expect random chance and the actions of others unaware of your plight to pull you away from death time and time again. I'd normally warn you not to rely on this sort of luck, but if you're sexy enough...

Ambassador Perks

The Trick is Not to Swallow (100): I guess that sort of makes sense, but when you literally ram your open mouth through a zombie it doesn't seem like it really ought to work. Seems that as long as you don't intentionally consume it, you can bite poisonous, or diseased creatures without concern. Sure you took a bite out of a zombie, but as long as you spit out most of the contents you'll be completely fine.

Of course you're also just mostly immune to ingested poisons or contagions. Even supernatural ones like the death plague have trouble affecting you through ingestion; you could actively drink a zombie's blood and as long as you stopped after noticing that it was already spoilt there'd be no danger. Your resistance extends - though at a reduced level - to all poisons, toxins, and disease you come into contact with, though if anything is airborne and breathed in, or directly injected into you such as a virus through a zombie bite, or venom, your resistance won't apply at all.

Hunter's Instincts (200): You're good at tracking things down. It doesn't matter if it's animals, people, or objects, you know the basics of how to find information on a target and follow it down. And once you've caught something's trail it becomes easier for you, as you seem to have an instinct, or really a gut feeling for what it is. It's not a precise sense but you make pretty good guesses at where they'll run, or where someone hiding it would have put it.

Vampire (400): You seem to be a vampire of Drakulon. A form of pseudo-undead, you are unaffected by ultraviolet radiation, and actually don't seem to possess any of the traditional weaknesses of vampires. However you possess enhanced strength - enough to kick doors off its hinges and send it flying in the process, and overpower even the likes of Tarzan - and enhanced speed and reflexes though they're not enough to put you clearly above or even quite equal to Tarzan. That said you're nigh immortal with a lifespan measured in millennia, effectively immune to mundane diseases, and simply able to survive more damage and blood loss than a normal human, and of course you heal fast too - you could have your cheek cut open by a weedwacker and be healed within minutes.

You possess the ability to drain blood from others, turning them into 'vampires', granting them a lesser enhancement to these aspects, but leaving them with a hunger for blood, and sensitivity to ultraviolet light. You also possess the ability to transform into a second form. You may choose between a monstrous, human-bat hybrid capable of flight, a giant vampire bat of the same size, or a panther with deadly claws. Regardless of your choice it

comes with further increased strength, speed, and agility when in that form, capable of tearing a human apart with ease.

Finally you possess some level of mesmeric abilities. You are able to hypnotize others with your gaze. You don't have a particular talent or training in this art, but you could beguile the weak willed and make them more suggestible.

Thunderbolt (600): You have been trained since birth to possess a seemingly mystical mastery of your mind and body. In the least of this you have obtained the physique and skills of **Golden Age Pulp**, though your mastery of your body gives you far finer control of your body making you a significantly better acrobat and unarmed combatant. Your mastery of your body pushes to the seemingly unnatural; you are capable of precise timing to make 'wall jumping' possible, consciously controlling autonomous functions and reactions, turning off your feelings of pain, or even using concentration and will to improve a specific part of your body's functions to some level above its normal level such as using meditation to fight a disease assaulting your flesh.

This mastery of your body is ultimately born from your mastery of your mind. Your focus and mental discipline are iron-clad, giving you a truly powerful will. Your meditative techniques are even such that you could hold back the Death Plague through sheer force of mental mastery, and possibly other diseases as well, and while the Death Plague would still eventually kill you, you could maintain your consciousness and self even in it, able to resist the hunger for flesh, and even the control of a goddess of death who has absolute command over all others under the effects of the plague. This meditative mastery will help you fight other forms of control over your mind, allowing you to use your will to resist and hold back even the most esoteric - or physiological - forms of mental control. This isn't wholly passive, it will require you to pit your will against the powers arrayed against you, but if your will is strong enough you can win even in the face of the power of gods and things that should ignore the will completely. This can even allow you to retain your cognitive faculties while afflicted by a transformation or corruption that would normally rob you of them; all the other zombies may be near mindless vectors of the plague but not you. You are the master of your mind and no one else is.

Also this mental training includes mesmerism, allowing you to make your eyes into hypnotic foci and beguile the wills of others. The canon example almost hypnotized Red Sonja when his self-control slipped, before he refused to 'win' her heart that way. Who knows how far he could have gone if he had actually tried.

Government Perks

Never Too Old to Kick Evil's Ass (100): You age gracefully. While you do still age, visibly and otherwise, you will find that its effects on your body are reduced. If you'd been a top notch vigilante crime fighting acrobatic in your youth, even in your 80s you'd still be able to kick ace. Oh you'd be a little slower, and your joints would ache a little more, but your bones wouldn't be too brittle to jump from rooftops to kick zombies flying, or for you to still fight alongside your more super powered contemporaries. Similarly while your skills still degrade with lack of practice they do so many times slower than normal.

Smarter Than Zombies (200): That really doesn't take much. But you're smarter than Hyrkanian Warrior Women, Golden Age Vigilantes, and politicians too; and two of these are people who live by their wits and intelligence on a daily basis where slipping up means you're dead. You're an adept plotter and schemer, capable of plans that involve predicting and baiting the actions of your enemies. You could figure out how to get your enemy to send away their flying bricks immune to conventional weaponry and how to blast them into space with a nuke packed satellite, or conversely how to get your opponent to capture you 'alive' to get past their main security. Your plans aren't flawless, random chance or overconfidence will still bite you in the ass, but you are highly adept at planning, plotting, and scheming. You're no Moriarty, but you could easily vie for the place of smartest character in this series, and think several steps ahead of most people.

Advisor for the White House (400): It's easy for you to get governmental backing as a super powered agent. You have to be willing to submit to their authority, but you arrive with futuristic tech claiming to be from the future, and instead of considering you a major threat to be watched closely in every way they can, you'll find politicians are quite willing to make you a major advisor to the highest echelons of power and give you no more scrutiny than any other such advisor. Prove your special powers and abilities are useful and it'd even be less. They'll even put up with a lot more shit and attitude from you; yeah you treat everyone like trash but as a living god that's to be expected. It's almost like people look at the benefits you can provide and allow those to blind them to the dangers you represent.

The further removed from politics someone becomes the less this will affect them; just because someone became a queen by murdering the last one won't make them affected.

Project Superpower (600): You possess superpowers. Specifically yours seem to be similar to the flying bricks that are part of Project Superpower. You are tough enough that small arms don't hurt, and a zombie would break its teeth before your skin; as a zombie you'd actually tough enough to survive being near the epicenter of an exploding 20 kiloton nuclear bomb, whether this would normally kill you from rupturing internal organs is a bit unclear, though if I was trying to take you down for good I'd want to use something rather heavier or more focused. You're not just tough, though. You're strong as well. Casually tearing apart people, cars, and walls strong. We don't get a good impression of your upper limits, but given time you could tear your way through a reinforced bunker, and it probably gets into comic book science - if admittedly lower end - before they're making walls you can't tear your way through with time. And as those two pieces of your nature make you a brick, it's time to cover the flying bit. You are capable of high speed flight. Out running cars this way is easy while also maneuvering rapidly, gets a bit harder when we're talking aircraft, though you'd still probably compare to a fighter jet, and whatever pulp magazine nonsense powers your flight doesn't require fuel, so you can just keep going, and as long as you're going in a straight line keep accelerating. You're tough enough to go hypersonic in the atmosphere if you keep going straight long enough, and if you didn't need to breathe flying to the moon would be a day trip for you. Though don't get too overconfident; a zombie projectile vomiting blood in your face could still turn you, this gives you no protection against magic, does nothing for your mind, and while your strength and flight does give you high speed, your reflexes and agility aren't particularly superhuman.

Oh, and before it's forgotten you have eyebeams. Only thing we see done with them is burning through a zombie's head. But the tropes say it can almost certainly cut - quickly - through metal. So that's nice.

Hyrkanian Perks

Such Grace Such Power (100): Red Sonja isn't able to match the acrobatics and physical feats of golden age pulp heroes. Even on Mars, where the lighter gravity explicitly affects her like it does John Carter, she's not as fast or agile, and she never shows the same level of brute strength. It doesn't matter, though, as with a sword in hand she can outfight them all.

You are the same. You are a master of the sword, not in any formal style, but the mix of techniques you'd gather by living as a highly successful sellsword across a world of brigands and sorcerers. Beyond sword skill you possess excellent situational awareness, and an ability to keep track of threats around you in real time, making you excellent at dealing with multiple foes or fighting while surrounded. You might not beat these pulp heroes unarmed, but you're a lot less likely to leave yourself open to a zombie's bite, or projectile vomit, and with a blade in your hand you're not going down without a fight.

Jumper Does Not Mourn (200): One doesn't have the chance to when your true love has turned into a murderous zombie attempting to kill you. Such a thing wouldn't stop you from putting aside your emotions and doing what needs to be done. You can feel bad about it later on, but in the heat of the moment you can push aside emotions that would stop you from functioning until you have a safe time to feel them. Even there you are extremely psychological resilient and while something - like being killed, turned into the personal executioner of a goddess of death, and then killing her and usurping her place pushing your mind into contact with a constant chorus from a hivemind of flesh hungry ghouls, could overwhelm you for a time, you will always be able to overcome and recover from trauma and grief.

Hel's Executioner (400): Well you're not some immortal entity filled with Hel's power, but you share a specific trait with what Sonja managed as Hel's executioner. Specifically she killed Hel and you can replicate the same. You possess the power to kill immortal beings, even those such as a goddess of death who can deny death to others. This won't necessarily be easy, but immortality isn't a thing before you, or those who act directly under your control - that is without any will of their own but those which you puppeteer directly.

Hail to the Queen (600): The queen of the dead is dead, long live the new queen. When you kill someone you gain their authority both temporal and supernatural. There might be some people who possess personal loyalty or ambition to ignore this, and it works better in an absolutist system than a constitutional one, but you kill a king and you will be recognized as possessing their authority as king by right of conquest. And if they possess supernatural or divine authority or the like you will gain their authority in that regard as well. Kill a god of death and while you might not gain all their power, but whatever special authority they have over death will be yours. Should you kill a creature that served as the central will of a hive mind this will allow you to usurp their position.

‘Ordinary’ Person Perks

Just Remember Ladies He’s Betrothed to Me (100): You’ve got that certain something that makes you appealing to members of the gender of your choice. This won’t make them all throw themselves at you or anything, and does nothing for your appearance, but how you carry yourself is generally appealing, can flirt easily and convincingly, have a good instinct for what to say to be appealing, and even probably have a nicer than average natural odor and sexy voice.

Hairless Ape (200): You surpass the peak of normal humanity. Like Tarzan you’re strong enough to match an angry ape, fast enough to out compete jaguars in reflexes, and fast enough to run down animals. Physically you go beyond humanity, if only just a bit, even other golden age pulp heroes. And it’s not just things like strength and agility, even your senses are just better than human, and your immune system. It’s not a great deal, a human could theoretically best you through superior skill, but in all physical manners you surpass even the best of normal humanity. Of particular note is your acrobatics as you are able to leap, swing, and even brachiate like some sort of monkey more than a human, your acrobatic skill putting you seemingly beyond even human masters - though someone who had obtained total mastery of their body might match or even exceed you here - and your while one couldn’t call your fighting pretty, you possess combat instincts like a wild beast, making you a dangerous foe in combat.

Finally as would fit the king of the jungle you possess a bond of empathy with animals, easily able to recognize their behavior and emotional state. They also tend towards feelings of respect for you, almost treating you like a member of their own species. You can even understand the ‘speech’ of certain species - and learn it from others with time and exposure - and even make yourself understood to them; this is easiest with apes with whom you can have full conversations, arguments, and even debates.

World’s Biggest Expert (400): In killing the undead. It just comes naturally to you. You might not have the skill of a Hyrkanian Warrior blessed by a goddess of vengeance, or the physique and fitness of some chosen one trained from birth by alien monks or a British lord raised by apes, but when it comes to fighting the living dead you could outdo them all. You hit them harder, find their weaknesses faster, and everything you do is simply more effective against the living dead. Shoot a gun without using a sight or bothering to really aim beyond swinging your arm and firing when it feels right and you won’t just get a head shot you’ll hit the zombie behind them too. The opposite is true as well as they seem to have more trouble doing anything against you. They’ll miss, or you’ll dodge by sheer dumb luck, and blows that should dismember people will leave you with no lasting

injury. It's just like everything they do against you is less effective. Simply put when you're fighting the living dead you have an unfair advantage.

Bonafide Natural Badass (600): Are you skilled? Do you have killer instincts? Maybe. This won't make you skilled or give you those instincts. But the universe likes you, and violence loves you. Things just seem to break your way, and it almost feels like you follow your own laws of physics. Your luck in combat and dangerous situations is absurd, events seeming to coincide to help you, and the environment breaking in your favor. You've got the right instincts and gut reactions to take advantage of this, taking to battle as if you were born for it, or had some sixth sense guiding your actions. What's more, the laws of physics seem softer and more cinematic around you. You can pull off movie style bullshit in real life, things like propelling yourself backwards with recoil or taking blows that should knock people's heads off and just sort of rolling with it, the environment is extra easily destroyed, and you seriously seem to be living in an action movie where you're the star. Put it all together and you can generally punch up because well reality has decided you are a badass.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Barsoomian Ship (100 CP): This ship of Barsoomian design flies through the use of the 8th Ray of Light which provides it with lift to make it lighter than air. Capable of being flown by as few as a single helmsman, though for combat operations you'd want some more individuals to make maneuvering quicker and to man the 2 large, radium cannons - beam turrets capable of vaporizing a human. And while it's more durable than its seemingly wooden construction would let on - closer to a battleship - it's significantly slower than modern flying machines of Jasoom - that'd be airplanes - and won't really do too well against missiles.

Futuresteins (100 CP): This is a trio of large, bulky minions made from stitched together corpses like Frankenstein's monsters. Controlled by mechanical implants in their necks, they can even resist the control of a goddess of death. They're not exactly intelligent, but you get a transmitter to send commands to them and they seem to be able to do basic tasks like fight or paradrop down onto enemies. Plus they don't rot.

Army of Darkness (300 CP/600 CP): Well army might be a bit of an exaggeration. This is an undead horde of about 100 zombies. They carry the death plague and are fully capable of spreading it. These zombies will obey you as if you were their own personal goddess of death, but unless you pay an additional 300 CP (600 CP total) those they infect will not be under your control and merely mindlessly seek to spread the Death Plague. If you do pay you will be able to exert your will over any they create or those created by their creations, and so forth along future generations.

These zombies don't particularly retain their intelligence, but count as followers, though only the initial 100 will follow you between jumps.

Ambassador Items

Wig (100): This is a wig in the color and style of your choice. If you put it on your head it will affix itself to your head and stay there as if it was your own hair, only coming off when you intentionally remove it. If you decide on another color and/or style and stow it away unobserved and undisturbed for 24 hours the wig will be changed to that color and style, or maybe it's replaced with one matching it?

Dreamtime Suit (200): This full body suit, like an acrobat or circus performer might wear including a full head mask, is linked to the Australian Dreamtime. When you only think about your end result, and not the way to reach it, the suit will guide your body to act with expert skill as long as you don't think about what you're doing. This only works for physical actions, and it will only put you near the top of human excellence in a skill - in a world such as this one you might find those who surpass this suit though it will be close even then.

Vampire Club (400): This is a nightclub. It even comes with a follower staff to keep it up and running for you. And while it very much is a nightclub, that's also a front for its role as a meeting place for the occult world. Something about this club tends to attract those who are involved in the occult and supernatural, who feel that it's a good place to meet up. They might not do their most secret dealings here, but it still has a way of attracting the occult community as clientele.

In future jumps it will insert into an appropriate place, and already be well known by the occult community if appropriate, and continue to attract such clientele.

Drakulon Ship (600): This is a drakulon ship like that which carried Vampirella into the solar system. It's capable of timely interstellar voyages, and can even fly from Earth to Mars in under a day. Of course it also has an arterial transport capable of teleporting between planets, but besides being somewhat uncomfortable to travel through, it does require a receiver. Thankfully it comes with instructions for building these receivers, and they can even beam things back to the ship, though their range as a transmitter will depend upon their power sources. Try not to beam any zombie aboard.

Governmental Items

Like a Full Body Corset (100): This is a rather basic superhero suit. It adapts to your powers so that it won't interfere with them or be damaged by them, won't be torn or damaged by things that can't hurt you so if you can fly at hypersonic speeds without being hurt it won't be burnt off by the resulting plasma either, and always fits you no matter how much weight you gain as you get older. On that last note, it actually constrains and tightens your fat and forces your body into a more attractive arrangement like a full body corset and does it somehow without being uncomfortable.

Head Bulb (200): This glass helmet when worn provides you with its own, continuously replenished air supply ensuring that you are not at risk of any airborne contagion or pathogens, or dangerous gasses. And you know it provides you with breathable air in outer space or underwater. And it does this without interfering with your hearing or ability to speak to others. It even has a universal translator built into it.

It also possesses the ability to cover your body with a forcefield. It doesn't have a great battery life, but it is strong enough to protect you from zombie bites - if not sword blows - at least for a short period, and at a lower intensity it could maintain a skin tight barrier against contact with the outside atmosphere as long as nothing hit you too hard.

Future Medical Bay (400): This automated medical bay seems to be built on technology from this world's future. Capable of repairing a brain that was cut in half and stomped on if attended to quickly enough it's a pretty impressive medical suite, though regrowing the hunk of skull might take a while and resources. Once per jump if you suffer wounds that would be lethal without medical attention it will teleport you to it and quickly attend to your injuries; its already impressive abilities seem to be raised significantly during this, able to bring you back from the brink no matter how close to dead you are, though it might take time if the damage is sufficient.

Secret Base (600): This is a fully functional - and top secret - modern, American style military base. One which is equipped to hold and launch nuclear ICBMs, containing several dozen thermonuclear devices; more than enough to completely wipe the base off of the map. In addition to the nuclear missile silo, it has hangars and buildings for containing vehicles, and a high end medical and scientific lab for your personal use. There is a forcefield which can be extended over the insides of the base, or just one section, keyed to your heart beat to prevent anyone other than you from passing through it, and which will disintegrate necrotic tissue on contact.

Hyrkanian Items

Good Sword (100): This is a good, sturdy sword of Hyborean steel. Cuts cleanly and is quite keen, being superior to modern steel and swords. It won't dull, and won't break from normal use no matter how strong you become.

Deep Well (200): This is a deep well which serves as a passageway between worlds. It will connect to either Barsoom or Red Sonja's Hyborean world, allowing you to dive down into it and at some point down will become up and if you keep going you will reach the surface in the other world.

In future jumps it will exist in and link 2 different dimensions or planets appropriate for the jump; though it can link a dimension you possess to another dimension if you prefer.

Explorer's Temple (400): This is a large, ancient, stone temple dedicated to you. It serves as a beacon point for any divine powers or special authority you may possess as if it and its immediate surroundings were part of your personal 'realm' or 'domain.' Any power which you possess which only works in certain dimensions will work in its immediate surroundings as if it were the proper dimension. This will insert into future jumps somewhere isolated and appropriate.

Smiling Sword (600): This bright yellow sword, possesses a tooth, smiling 'face' upon its blade, and a long, flexible tongue. This sword is able to talk and think, and it is able to consume part of the essence of those things it kills and grow more powerful from doing so. The more powerful the being the more the blade will grow.

‘Ordinary’ Person Items

Cellphone (100): Not a smart phone, but an older style flip phone (unless you import a smartphone into it). Even so, it never runs out of power as long as it’s only used as a phone and not a computer, and always seems to have service unless actively jammed.

Radium Necklace (200): This hunk of Barsoomian radium the size of a hand serves as a universal power source. It’s safe to carry around and despite radium in the original story exploding on contact with sunlight is non-explosive. Doesn’t stop it from containing a huge amount of energy for its size, though. Just wire it up to something, or hold a plug against it while willing it to provide power and it will provide electrical power without overloading the device. Yours can even be recharged if you wire it up to a generator or other power source, though it will recharge slowly over time as well.

Evil Button (400): This is a yellow smiley face button with a crossbones behind it. It’s got a particularly wicked smile. Oh and it’s alive. It’s able to talk, and move its mouth. It is also able to see people’s sins and evil. By glancing at someone it could see how morally ‘gray’ they are, recognize that someone is a hardened killer, tell someone was a zombie, or the like. It’s mostly judging their overall level of evil, and greatest sins, so don’t expect a full rap sheet. Your button won’t parasitically bond with you, or wrap tentacles around your heart.

Prosthetic Hand (600): This is a metal gauntlet turned into a mechanized prosthetic hand. It counts as part of your body when beneficial, sharing all your perks, powers, and like; you even possess full proprioception and awareness of this hand as if it was your flesh and blood (though it isn’t flesh or got blood). Besides not being flesh and blood so no zombie bite on it is gonna turn you, it is metal and will always stay harder and more durable than your body. You can replace the hand with various attachments, socketing in power tools, or weapons designed to be held and carried in one hand, and they’ll benefit from this status as a part of you too. Comes with a weed whacker which doesn’t need gas, and is surprisingly good at cutting through human bodies.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who does not possess supernatural or superhuman powers. This includes Peter Cannon, Tarzan, and John Carter; as long as they pass as a normal human by this world's standards. For a character who became a zombie you can still recruit their pre-zombification self. Hel, Issus, post-Hel's executioner Red Sonja, Evil Ernie, or the Necronomicon costs 300 CP. Everyone else costs 100 CP.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Toggle): The events of the comics take place over a few days, weeks, definitely not a long time at all. You may shorten your stay here down to as little as one year, or if you'd prefer however long it takes to put an end to the zombie apocalypse - including Issus's invasion up to 10 years if your actions extend it that long. This only requires you to stop it on Barsoom and Earth, not other worlds even if odds are it will reach the Earth from them with time. If you reduce your stay length to less than a year you do not gain any CP from other drawbacks, and if you reduce it at all you'll only gain ½ the normal CP.

Darling Welcome Home (+100 to +300 CP): Your companions are those you trust most. Only maybe that's a bad idea now. Your companions, pets, and followers seem to have been infected by the Death Plague, becoming flesh eating zombies, and they have a special taste for your flesh. Even if you're on the side of the dead yourself, your companions will be doing their best to make you really dead. This is worth 100 CP if you imported two or less companions, 200 CP if you imported 3 to 7 companions, and 300 CP if you imported 8 or more; though it won't only affect imported companions as it also affects pets, followers, and non-imported companions. You do need at least some followers, pets, or companions to take this drawback.

Marvel Zombies Lite (+100 to +300 CP): So Die!namite isn't the only, or even first, time a comic publisher decided to cash in on the zombie craze by zombifying their universe. And now you'll find that at some point during your time here another zombie-infested multiverse will begin to overlap with this one, sending in a new slew of super zombies and horrors to deal with.

For 100 CP this will be IDW connecting the Transformers, Star Trek, GI Joe, Ghostbuster, and Pocket God universes. For 200 CP this will be the Marvel multiverse. For 300 CP this will be the DC multiverse.

Regardless of which is chosen the infection will have spread thoroughly across the universe, not everyone will be zombified but the zombies will be coming from them and will include some particularly dangerous individuals; unless you're on the side of the dead in which case they'll arrive quite alive and non-zombified to take you out. Either way they'll be inclined to cause you trouble. If you'd like you can have multiple or all

three, but this won't make things easier on you than the hardest of the three alone, and only give CP for the highest ranked universe.

Dick! (+100 CP): You are a raging asshole. You just can't seem to help but be a dick to anyone and everyone around you. It's almost like you're going out of your way to make people dislike you.

I Prefer to Get Up Close and Personal (+100 CP): This is the zombie apocalypse, you'd think somebody would wear some armor to stop bites, or at least grab a weapon instead of trying to punch and kick the undead. But that somebody isn't you. You refuse to wear any armor - including force fields or skin tight suits or defensive spells - or use any weapon other than your own limbs.

If We Find a Cure (+100 CP): When you're fighting the dead, hesitation can kill. And you have a tendency to hesitate. It's not just when fighting the undead, you'll find reasons to hesitate in combat, or in other high intensity situations where every second counts.

Projectile Vomit (+100 CP): Zombies are messy at the best of time, and these sometimes regurgitate blood as projectiles. You're going to find yourself dealing with icky, messy, disgusting things. Well that was probable regardless, but you'll be running into extra, and not all zombies, and anything you have that automatically cleans itself (or yourself), or prevents you from getting revolting stuff on you won't do so.

Sins of the Flesh (+100 CP): People here can't seem to get their minds out of the gutter. And now neither can you. Your libido has been cranked up to 11, maybe 12. Safe to say you're going to be thinking about how to get yourself some downtime a lot while you're here.

The Future Is Dead (+100 CP): After your time in this jump is over, you will be transported to Captain Future's home timeline and time period where the dead have overrun the Earth, and you will have to stay there for another decade.

Unaware (+100 CP): While it's not true that none of the characters here have no idea what to expect - the Red and Green Lama do - but not to the extent that you do. You lose all of your metaknowledge of Die!namite or even the Dynamite universe. You still are familiar with the idea of zombies, but you probably won't know to expect a zombie outbreak.

I Shouldn't Have Asked for the Second Lap Dance (+200 CP): Really? Well yeah when you need to reach a place to save the world before it's too late, you probably shouldn't stop for a lap dance much less two. You, though, very well might stop thus. Or

something, since one way or another you seem to always arrive late whenever time is of the essence.

Nothing is Beyond My Extraordinary Brain (+200 CP): You are arrogant and overconfident. No matter how smart you are. No matter how good your ability to estimate your enemies is. No matter if you're from the future (or can see it) and know how things play out already, you will underestimate your enemies and it will bite you in the ass. Just try to make sure that it's not a deadly zombie bite.

Too Old to Kick Evil's Ass (+200 CP): Yeah, you're pretty old, and your body just isn't holding up as well as it used to. You're significantly slower, weaker, and frailer, and your mind isn't as sharp as it used to be, making it harder to adapt to new situations, and your piping just doesn't work as well any more. You're going to be feeling your age this jump.

Up Yours Charles Darwin (+200 CP): You seem to have chronic hero syndrome. You'll find yourself jumping headlong into danger to save others time and time again. And while this doesn't compel you to go looking for people who are in imminent danger, even without a zombie apocalypse going on you'll find yourself having an odd tendency to find them, and unwilling to turn off your special senses or awareness of others in danger.

Button Up (+300 CP): You are a button. You're able to talk, and perceive the world, but you're unable to otherwise act. However you may grant your perks and powers to someone who wears you - and isn't one of your followers, companions, or anyone who comes with you between jumps. You'll retain your durability and resistances as this button, but if whoever is wearing you dies you will too, and if you spend more than 1 month unattached at a time you will die.

Cleanse the Multiverse of that Stain Called Life (+300 CP; incompatible with Up Yours Charles Darwin): Your jump won't be ending in a year, or a decade. You will remain in this jump until you are destroyed - and fail it - or have rendered the entire local multiverse, at least this version of it, dead or undead.

Outbreaks (+300 CP; incompatible with Cleanse the Multiverse of that Stain Called Life): Now it's theoretically possible that the death plague could be stopped. In canon Red Sonja sends away the undead on Earth, and after defeating Issus seems to end it on Barsoom. Now it's not. No matter what happens zombies will continue to have outbreak after outbreak across anywhere you go to; invading from other planets or dimensions if you manage to destroy everything in your area to the point where there can't even be zombies. And even if you're a zombie they'll be trying to kill you just as hard. There's no escaping it, and unfortunately it'll have a tendency to include at least some rather

exceptional figures - like Red Sonja, Peter Cannon, or the heroes of Project Superpower - among the zombies more often than is comfortable.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I used Die!namite Lives #1 instead of Die!namite #1 because most of the covers are zombie women in barely there outfits, and I wanted to avoid something even bordering on NSFW as the cover image. Probably could have found one of the half a dozen variants that fit, but google image went to the other and this was easier.

The comics did John Carter real dirty. He might not be the only one, I'm guessing Tabu and Thunderbolt got done real dirty too, but John Carter is one of the few characters here I know and love (Ash being the other but he's not done dirty so much as just a side character). And I'm not even saying it was a bad narrative decision. Somebody was gonna be done dirty, and Carter was a fitting choice to bridge worlds and as he isekais via death bringing the zombie plague back from Mars via him was a bit clever. And space constraints meant he couldn't be given an issue to be bad ass as much as I wish it. But even if it was for a good reason, John Carter was done dirty.

How hard the zombies are to kill varies. Sometimes they are stated to be able to control dismembered body parts (though only Red Sonja who was death goddess and Thunderbolt when he was attached to one of Captain Future's Futuresteins showed the ability to do so), and continue to function as a decapitated head. Usually destroying their head seems to stop them. Sometimes it just takes decapitation, or bisecting them brings them down. And other times blowing them up with a nuke makes them mutate and grow giant growths larger than their limbs. It can't stay consistent even within a single issue at times.

Similarly how infectious they are is reduced across the series. In the first one vomiting into a superhero's face infects him, and biting magically controlled (but possibly linked) vines infects Green Lama. In the second Pantha bites through someone without trouble because she 'didn't swallow'. In the third, you have Tarzan getting swallowed whole by a zombie t-rex and bursting his way out and wading through zombie gore in a loincloth.

I am unsure how comparable characters in this series are to those from their own series. Ash Williams (Army of Darkness) is the only one I'm really familiar with and he seems *off* the whole time, with the Necronomicon especially seeming different especially in how easily it was destroyed. Looking up about some of the others, apparently Captain Future was Zeus in his appearances in Project Superpower, the dreamtime suit was a demon, and... I didn't read them just the wiki, but from the sounds of it characters aren't really the same. I could be wrong, but it felt like it'd be more accurate to assume that they

didn't equate to their main continuity counterparts any more than Earth-1610 versions of Marvel heroes were equivalent to Earth-616 ones. And just like I'd not use the Ultimate Universe for main verse Marvel I therefore didn't want to pick up stuff from the main comics series for them.

That said some elements of Ash snuck through in the World's Greatest Expert perk, mostly because both it and the Tarzan perk seemed weak for a 400 CP perk, and even stretching Tarzan with stuff about instincts and situational awareness it felt weak, while bringing up Ash's ability to survive blows from deadites felt fitting for bringing up the anti-undead perk to 400 CP.

And some elements of guess work had to be worked in. Like how Vampirella turning her sister into a vampire worked. Which was stated to give her a hunger for blood. The ultraviolet sensitivity got mentioned because I do know Vampirella is apparently notably resistant to UV compared to most of her species.

Joining the Winning Side does not make you automatically controlled by Hel. That said it does make you undead and therefore vulnerable to her ability to control the undead. It's just not automatic like other victims of the Death Plague. Invest in mental protections, or in avoiding her attention until she's dead, if you don't want to work for her.

Vampire + Golden Age Pulp would make you more agile and faster than Tarzan.

Vampire + Thunderbolt would make you more agile and faster than the above (and include Golden Age Pulp as a free perk), it would also make you an expert mesmerist for a vampire, and significantly better than one as you'd already be at the pinnacle of master. You'd probably need an uncapper to improve from your baseline.

Thunderbolt had some things going off of tropes of the character, vague knowledge of his other versions (he was the same one Ozymandius is an expy of), and guesswork at what his blurred jumping motions are supposed to mean. Because well it was a weaker 600 CP perk than the other options, giving 'you can control autonomous processes' while not shown - except that it was something that might have been done in trying to fight the disease - fits the tropes.

Smarter Than Zombies is something both Peter Cannon (Thunderbolt) and Captain Future have. I honestly went back and forth on whether it was better or worse than Advisor to the White House finally swapping it to 200 CP because it was more common and easily surpassed across a chain; Captain Future/Peter Cannon is pretty much the lowest level of strategist to be worthy of a plotting/scheming perk.

Things gained by killing via Hail to the Queen probably won't carry over to future jumps as that sort of authority isn't transferable to new settings, and the perk gives you the power to take them which would be the part actually fiat backed not the stolen authority, and to keep it balanced with the other 600 CP options that's probably for the best, but you do you. How having a god's authority without raw power will also vary a lot from setting to setting, but Sonja took Hel's control over the dead by killing her, and her place as Goddess of Death, but besides authority over the already dead she didn't show Hel's other powers (such as flight/levitation and teleportation - the lack of which became plot important) so you get the authority and not other power.

Bonafide Natural Badass is named for Jenny Blood who does manage to overwhelm Ash, though Ash is still possibly a better example of the perk, given how he manages to - as a normal not particularly physically trained human - put up a better fight against Panda and Vampirella than anyone else does against either of them alone, throw throwing blades to magically curve, and do things like headshot 2 zombies at once. Ash could be argued to have Bonafide Natural Badass and World's Greatest Expert but the universe likes to turn off Bonafide Natural Badass at random moments in his case, and his real showings of both of them would be in other Dynamite Comics (like dueling Jason Vorhees).

When talking perks that give you combat instincts Bonafide Natural Badass is the best, Golden Age Pulp in as much as it gives you any at all is the worst along with Thunderbolt (which including it can't be worse than it) and then Hairless Ape; Such Grace Such Power is really the perk for battle instincts (Bonafide Natural Badass does a lot more on the side) but does fall behind Bonafide Natural Badass on its own. World's Greatest Expert is undead specific but pretty close to Bonafide Natural Badass there.

Items in general were prone to liberties being taken.

Dreamtime Suit required liberties to be taken. It's based on what Tabu said it did and that it seemed to do when he was wearing it. Given a wiki check told me in the main continuity it's possessed and turned into a demon at one point so that seems quite different.

Head Bulb's force field comes from Captain Future having 1 for one scene... and its poor battery life comes from not having it in any other scene where it might have been useful. The lower level atmosphere suit level is a guess at how just keeping his head from being exposed was supposed to keep him from getting sick (though he could just have been lying).

How the smiling sword grows from killing things is unclear. The basis wanted Sonja to kill Issus to absorb her power as a death goddess and make it stronger, and stated that with each zombie it killed it absorbed their death energy and grew stronger, but what effect this had was not actually demonstrated except maybe by cutting through them a little easier and even that isn't clearly demonstrated. As yours isn't limited to death energy, it probably will depend upon the essence of beings it is used to kill and other properties it has gained from being imported. Kill enough demons and maybe it will gain demonic powers, or become super effective against them. Import a flaming sword into it and maybe it could eventually gain the ability to project fire outwards.

How much intelligence your zombified companions with Darling You're Home will maintain will vary based on what perks they have to keep their awareness, boost their intelligence, and the like. If they're normal people they'll be normal zombies, but once they've started stacking intelligence boosters you may find that they're fully capable of reason... just absolutely dedicated to ending you.

I have not read Infestation, I am just aware it exists. I would guess Marvel Zombies Lite especially the Marvel option is more dangerous than other drawbacks of the same value, but you can just be powerful enough to roll over it, and not everyone is a zombie so you can find powerful help as well. Consider it paying 100 CP for the chance of a crossover.

I feel the backgrounds were competing to out Drop-In each other. You've got 'literally from another dimension,' 'comes from the future' (though as it also covers Project Superpower the Governmental origin is probably the least drop-in of them), 'aliens arriving from another solar system and not integrating into society,' and 'randos who show up partway through, kind of should have had impact earlier, and then disappear while still alive and relevant before the end.'

To be honest the writing in this series was not that good, and it took a sharp dive in Die!namite Never Dies. I mean I enjoyed it due to it being a fun crossover of characters who... I mostly know very little about but combine a variety of themes and natures to create a colorful world (and only read because I was reading all of the Dynamite comics with Ash Williams), but even judged by the curve of comic book events it wasn't the best written. It was, however, a wild ride with fun art. The cover is true there.

Changelog:

Version 1.0.0: Released.