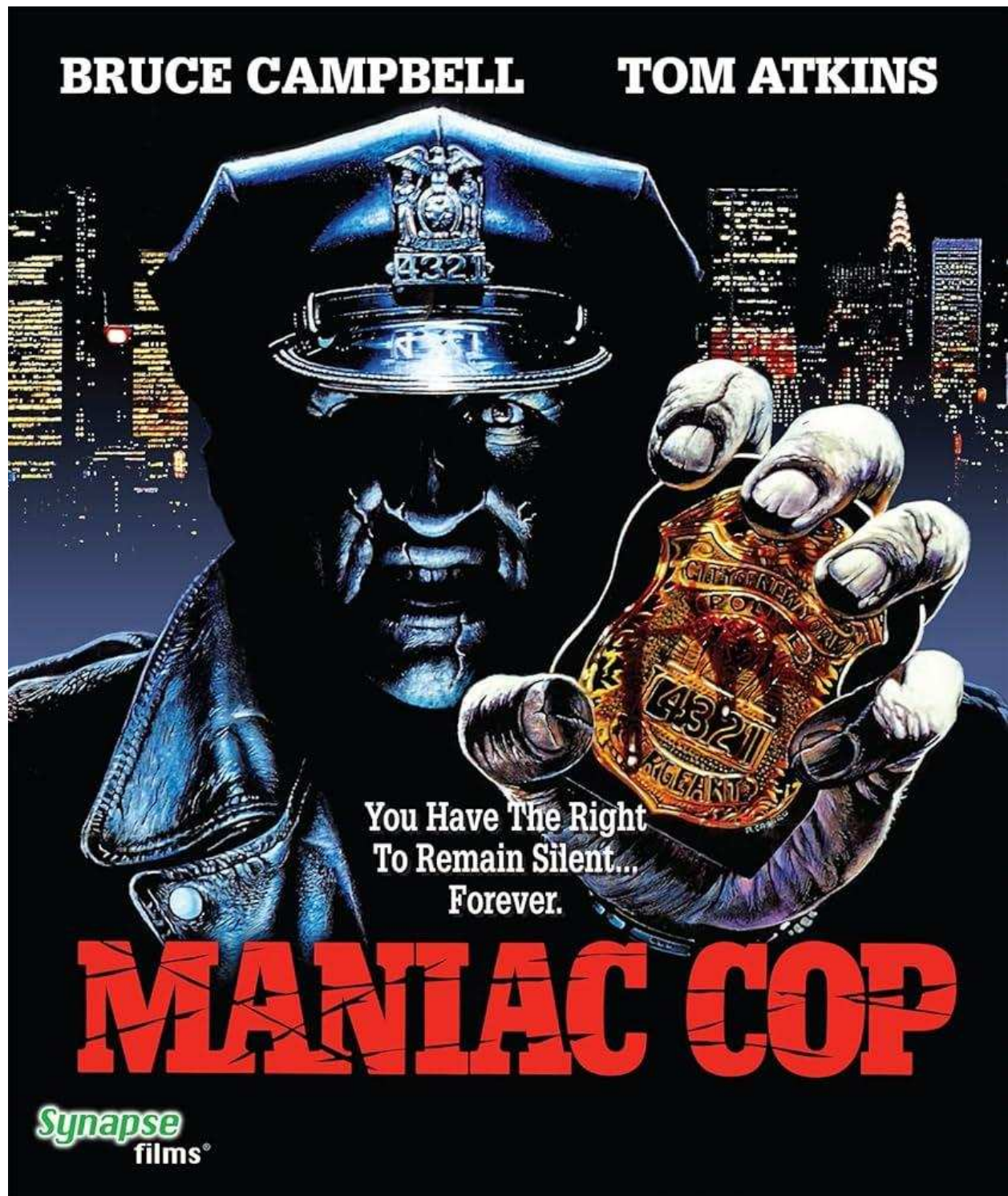


Maniac Cop Jump

Version 1.0.0



Welcome to New York City, presumably in the late 80s. Crime is rampant. And a new criminal is about to hit the streets, one who has taken to dressing as a cop. You're entering the world of Maniac Cop, a trilogy of low budget horror films made in the late 80s and early 90s about the hero cop Matthew Cordell who was sent to Sing Sing after being framed by corrupt superiors where he was beaten to death by killers he had put away. It was easy to do given the way he skirted the line of excessive violence and police brutality, and now he's back, having suffered irreparable brain damage that should leave him a vegetable but has only left him a mute, violent killer who instead of turning his violence against low lives, crooks, dealers, and junkies has decided that the innocent of the city and most of all its police force needs to pay.

The sequels see him come back as a zombie, and then, after he's cleared of the trumped up charges and put to rest, called back again by a voodoo priest to continue his crusade of violence and claim a bride.

You'll be spending some time here. To help you with that take these:

+1000 Cop 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.

Cop: You're a cop. Maybe you're a beat cop, or maybe you're a detective, but you're the front line against crime in this criminal infested city. It's not an easy job, and wears on your faith in humanity, with high rates of suicide or post-traumatic stress, but someone has to do it, and you're still on the right side of the line. You can be a fresh faced rookie with neither history nor connections in the world, beyond legal identification and just enough paper work to be employed by the city as a police officer if you want to Drop-In.

Maniac: You're a maniac. Maybe you used to be a cop, but you crossed a line that no cop should ever cross. Maybe you're just a crook. You've got a history of crime, though thankfully the police don't have a case against you yet and might not get one if you don't give them reason to. Still your past puts you with red in your ledger.

Bureaucrat: You're part of law enforcement but you're not on the front line. Maybe you work in records, maybe you're a secretary for someone higher up, you could be a public defender or someone working for the DA's office, or with the right choices you could be the DA or police chief or commissioner. What's certain is that you're part of the legal system of New York City.

Location:

New York City of course.

Age and Gender:

Your age and gender can be anything appropriate to your origin.

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.

Campbell Charm (50 CP): You've got the looks, and charisma, to be a B-movie star. That is to say, you're likable and definitely look better than the norm.

I Love the Sound of Gunfire (50 CP): You're immune to permanent hearing loss. While loud noises may temporarily affect your hearing, and someone stabbing your ear drum will still cause you to go deaf, your hearing will always recover over time even from the ear drum stabbing. This also protects you from sensory overload due to loud noises, while it's not complete and total immunity you are far less affected by it than a normal human both in what could cause it for a normal human will not necessarily cause it for you and when something does cause it it will be far less crippling, or total and of a shorter duration. Similarly while temporary hearing loss from loud noises is possible, it will take louder noises, and last for a shorter period.

Wry Humor (50 CP): You've got a touch of black comedy and wry humor about you. You're good at making jokes, on the fly, in and about the darkest situations.

Best in the Trauma Ward (150 CP): You might not be a cop. You're a surgeon, and one of the best in New York City's trauma wards, maybe the best in New York City. If nothing else it pays better than being a cop.

Selling News (200 CP): You possess an excellent eye for the news. That is for what is 'newsworthy' and how you can sell a story as the news. You have a good sense for what would be taken as sensational, and what will motivate people to care about a story... as well as what parts of the truth to leave out to make sure that the story sells and spreads better. This is less about shaping public opinion, for that you'd want **Talking to the Press**, and more about knowing what people are willing to pay for and how to ensure that people are talking about it.

Zombie Whisperer (200 CP): You're pretty good when it comes to dealing with the undead. Even when they're completely mute, and not particularly expressive or communicative in other fashions, you can get a good idea as to their goals and desires. You also find it easy to become their friend, or at least ally, if your goals and desires align with them. You can maybe even trick them by just pretending to be on their side. This works better for free willed undead than for those being controlled by someone else, but

it will help you recognize the fact that they're being made to act in ways ungoverned by their own goals and desires and what they feel about that.

Clinical Psychologist (300 CP): You're not a doctor, but you are a fully trained psychologist. And you're a good one. You've got a Hollywood psychologist's skill at psychoanalysis, and creating psychological profiles of individuals. You're good at understanding other people's psychological state and determining what motivates their actions whether they're a crusty detective recently promoted to chief detective or an undead horror risen from the grave.

Houngan Malfaitour (300 CP): You are a houngan, what some might call a voodoo priest. You possess knowledge of how, through the use of a ritual involving a fresh human head (it can be from a dead body you happen to have laying around), you can give the souls of the dead a path back to the world of the living through their body. In short you can raise people as zombies. They won't necessarily be as super powered as Matthew Cordell, he was pretty powerful when he was a living slasher and even before he was attacked to the point of being declared legally dead he was exceptional, but they'll be a similar zombie. This does have a few caveats. First, this is apparently an extremely painful, horrifying, and terrible experience for the dead soul and the state of unlife is a horrible existence which is painful and terrible. Second, this requires the soul to be willing and they will have a clear idea of how terrible this existence is. As such, you'll need to find someone who is strongly motivated to return to the living, and might want to be careful with who you grant this terrible half-life to lest it drive them to madness.

You'll also be made aware of a ritual to put them back in the grave. We're not shown one, and one isn't even mentioned, but presumably there is one, and really if you're calling up the dead in a way that doesn't give you control you at least need a way to put them back down. Though this is a ritual, it probably requires some specific ingredients, timing, and takes a lot longer than you'd like if one of your zombies turn on you.

Horror Survivor (500 CP): You seem to have luck in staying alive as if a suit of armor made from narrative was there keeping you alive. This isn't foolproof, and can be pressed too hard, but you do seem to have a better chance of not dying in a situation than you really should. It is especially likely to show up in help arriving to distract your would be killer and usually dying in the process drawing their fire for a few moments, or in a warning that gives you a chance to know you're under attack such as an ally being targeted first, a stray hunch that gets you to look in the right place at the right time to see them before they can attack, or a failed attempt that makes it clear you're being targeted, but you are very, very unlikely to be killed without warning even by foes that normally do

just that. Even outside of these things, it just seems to be harder to kill you, and your foes seem more likely to take their time about it or go for non-lethal wounds in a way that's against their usual MO. You'll still need to use your wits and keep your head about you to face someone like Matt Cordell as a normal person, but the story seems to be stacked in your favor.

Officer Perks

Better Scores at the Range (100 CP): You're an excellent shot, especially with a handgun. You'll find that your skill with handguns doesn't seem to degrade over time as well.

Stunt Driver (200 CP): You are an excellent driver, especially in less than ideal circumstances. You can drive while fighting an enemy, steer a car while running along beside it and handcuffed to the steering wheel, drive a car while an undead slasher is pulling it to the side, and do all sorts of stunts like you'd expect to see in cinema. This isn't actually perfect, but thankfully you'll find if you do get into a crash – due to all your adventurous driving or some other reason even if someone else is driving – you're injuries will be much lighter than they normally would be, oh you might break a wrist if you're handcuffed to a wheel or maybe you'll get a bloody forehead but injuries are substantially reduced.

Scared Shitless (400 CP): You've got a calm, clear head in a crisis, capable of quickly coming to a course of action in an emergency; it won't always be a perfect one, but you're good at making a decent decision on the fly. You've got pretty good survival instincts as well, especially in situations of physical danger like shoot outs or when facing a re-animated murderer.

Detective (600 CP): You're no common beat cop, you're a detective. Maybe even a chief detective. And you're more of a cinematic detective than an average one. You're not a consulting detective solving things from a sitting room and a newspaper article, you'll need to put in the legwork, but you're good at putting together pieces of mysteries, sorting the relevant and useful away from the inconsequential, picking up on the little things, and making the intuitive leaps to aid your deductions to reach the solution. Even if it's something supernatural, and which should be impossible, you'll not be easily stymied or dead ended.

Maniac Perks

Slasher (100 CP): You are able with your body, and facial, language express a pure feeling of intimidation and menace. This hides your other emotions, if you have them, leaving you with a great, if murderous, poker face and a body language which speaks only of how dangerous you are.

Silent as the Grave (200 CP): You are able to move silently. As in a big, brute well over six feet tall moving so quietly that a blind man on a quiet night doesn't hear him silent. You aren't perfectly noiseless, but you're close. And this isn't reliant on you moving slowly and carefully either given the way Matt Cordell disappears the moment someone looks away.

Brain Undamaged (400 CP): You're immune to brain damage. Well Matt was definitely changed by his, but he was still able to think and function, just being filled with rage. Even shots to the head didn't do much to him when he was still alive. Damage to your brain might cause you emotional trauma, and even some emotional control issues, but it won't impair your basic ability to function or think. There's no single part of your brain which losing it will kill you, though this perk alone won't save you from dying if you lose a substantial majority of your brain including parts that would be normally fatal to lose. Damage won't even affect your emotional control as much as it should, though unlike motor functions and your ability to plan and think it is possible for damage to affect it to some extent.

Legally Dead (600 CP): You're not an undead zombie, but people could be forgiven for mistaking you for one. You're inhumanly strong, easily able to throw around grown men like they were children, being multiple times stronger than a human should be though only on the lower superhuman end. You're also slasher-villain-tough. You don't seem to feel pain at all, and are able to shrug off bullets from police handguns. Repeated point blank shots can start to add up, and you don't want to take too many headshots, and a shotgun could be a threat as you're not immune to bullets, but you're a whole lot more resistant than a human should be.

For an **additional 300 CP** you're an undead zombie. You are strong enough to throw people through a row of glass walls separating cubicles and send them flying dozens of feet. You're strong enough to hold a car in place, or to slam a person through a concrete or cinderblock wall. You're tough enough to ignore small arms fire, bullets no longer even serving as a deterrence, and even being lit on fire and left burning not seeming to do much to you. It's possible to hurt you, driving into a metal pole at high speeds with your

arm out the window and grasping onto something could take off your arm, and being allowed to burn for a prolonged period before having an oxygen tank explode in your car, exploding its gas tank could maybe bring you down after enough bullet damage before hand, but you're incredibly tough and as the living dead you don't have vitals, need food, or water, or to breathe making you that much harder to put down. You're in full zombie slasher killer territory now. Unfortunately while this does come with the ability to toggle this state on and off, in case you want to be alive, it doesn't come with any enhanced healing ability.

Bureaucrat Perks

Paper Worker (100 CP): You're a good bureaucrat. You know how to file paperwork, tell if it's filled out correctly at a glance, and generally find your way around the forms and paperwork that a bureaucracy naturally produces. In short: you make your way through paperwork faster than you normally would. Good if you want to work in records, or even higher up in the chain of command.

Plea Deals (200 CP): You're a pretty good negotiator. You know how to bargain, haggle, and press your advantage in a deal. Now, whether you're looking for the best deal for the city, or for yourself is another question, but you know how to cut deals that end in your favor.

Talking to the Press (400 CP): You're fantastic at talking to the press. Whether you're trying to cover up a series of crimes, expose a cover up, or sell yourself to the populace, you know what to say and how to say it to talk to interviewers, and get what information you want out there to the public at large. You're not limited to video interviews either, this makes you pretty good at speaking to the public in a press briefing or getting your side of the story out in print as well.

Corruption in Charge (600 CP): Power exists to be abused, and you know how to take advantage of positions of power and authority, especially social or governmental power and authority. Cover ups, under the table deals, taking bribes, framing people to take the fall for your actions you name it and it seems to come naturally to you. And you're good at not getting caught too. It just all goes more easily for you than it should. As long as you're not too reckless or brazen, it'd take an unusually skilled and determined detective to uncover you and even then it'd not be easy and it'd be even harder to prove, or something like an angry revenant rising from the grave to take revenge.

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.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Cigarettes (50 CP): This is a pack of cigarettes. It refills over time when you're not paying attention to it. You could probably smoke one of these cigarettes constantly and not risk running out.

Pain Cure (50 CP): This is a pint of ice cream and a whole lot of whipped cream. You're not stuck with mint chocolate chip either as you can pick a new one whenever you go to get it, and it'll be waiting for you once per day. And somehow it will never fail to lift your mood at least a little when you eat it.

Cop Items

Handgun (100 CP): This is a police pistol. It won't jam, and will maintain itself, as well as reloading itself over time.

Police Car (200 CP): This is a police car, complete with an emergency siren. Besides being a particularly sturdy and well-built car, it will repair, maintain, and refuel itself over time when not in use. Finally you'll be able to use the siren in future jumps as a police siren would be used and unless you do so very often, or are actively being hunted by them, the authorities seem to simply not notice or take it as a legitimate and authorized use. Even in places where a police siren would not normally be recognized it will see traffic stopping to let you through.

Firing Range (400 CP): This is a firing range which you might find at a police station or any other place where marksmanship is learned and taught. It can be an independent structure, attach to another property, or exist as a warehouse add-on. Whatever you choose, it provides several advantages. First the noise from gunfire here seems to be muted enough that it will not damage ears, the noise cancelling earphones don't seem to need to do much – or do much as conversations can be held with ease while wearing them and firing guns – but people don't seem to notice this effect. Second it will provide ammunition for any guns being practiced with. This ammunition only works for target practice and only works here. Likewise it will provide a replenishing supply of targets to practice with. Finally, while practicing here the effectiveness of gun training is increased, helping the student to learn better, learn faster, and even retain their skills longer.

Uniform (600 CP): This is a police uniform. It will pass basic inspection as a police uniform wherever you go, even perhaps adapting to match local police uniforms, though it won't magically put you on the roster or give you a legal badge number (it will have a badge though).

When you wear it, it helps you weaponize the reputation and feelings associated with the police. It seems to massively magnify either the trust and respect people feel for police or the fear they feel for them when you wear it, and you can shift between these feelings on the fly. This seems stronger on the trust and respect side than the fear, and if people see the police as protectors, you could get them to follow you alone into a dark alley without the least hesitation, and to trust you implicitly when wearing this, at least till you give them a good reason not to. Of course, if they don't trust the police as a general rule, or are ready to shoot cops fearing they're a killer, magnifying the trust and respect won't do

much. Of course with fear you won't see as great of a magnification, but people will still definitely feel the fear of authority and police in the uniform and you.

You may, if you'd like, choose to get a military uniform instead of a police one with the same effects. This is a one-time choice and it won't simply change between military and law enforcement; though some places and time those are one and the same.

Maniac Items

Baton (100 CP): This is a police baton. It's surprisingly sturdy; Matthew Cordell could use his despite his superhuman strength without deforming or breaking it, and yours will continue to be useful as a bludgeon no matter how strong you become.

But it hides a secret. It can be pulled apart, the baton actually being a sheathe for a dagger. Like the baton it will remain sturdy enough for you to use it as a weapon no matter how strong you become, and it will keep its edge better than it should.

Shotgun (200 CP): This is a single barreled pump action shotgun. Its recoil is a bit heavy, but no more than would be expected from a higher power shotgun, but it hits harder than it should even then. It's powerful enough to send people shot with it flying, launching them through the air. This of course means the projectile, whether a single bullet or scattered shot, is hitting a lot harder than it should be.

This shotgun won't jam, and will maintain itself, as well as reloading itself over time.

Informants (400 CP): This is an informant in law enforcement who is willing to pass you information concerning you. Or really more than one as you seem to have a similar informant in any major legal jurisdiction you find yourself in. They don't know everything, but they seem to be well placed to hear the watercooler gossip and observe the information that flows through the precinct. They'll not necessarily give you other material aid, you'll have to woo them yourself if you want that, but they are willing to support you and pass you information about cases or investigations about you.

They'd count as followers, though given you seem to have a different one in each jurisdiction they won't follow you between worlds directly, instead having their fellows in future jumps.

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When you wear it, it helps you weaponize the reputation and feelings associated with the police. It seems to massively magnify either the trust and respect people feel for police or the fear they feel for them when you wear it, and you can shift between these feelings on the fly. This seems stronger on the trust and respect side than the fear, and if people see the police as protectors, you could get them to follow you alone into a dark alley without

the least hesitation, and to trust you implicitly when wearing this, at least till you give them a good reason not to. Of course, if they don't trust the police as a general rule, or are ready to shoot cops fearing they're a killer, magnifying the trust and respect won't do much. Of course with fear you won't see as great of a magnification, but people will still definitely feel the fear of authority and police in the uniform and you.

You may, if you'd like, choose to get a military uniform instead of a police one with the same effects. This is a one-time choice and it won't simply change between military and law enforcement; though some places and time those are one and the same.

Bureaucrat Items

Suit (100 CP): This is a nice suit, or business dress. It looks good on you, and seems to be resistant to damage, messes, and disarray. They can still happen to it, but it'll fix itself with a bit of time and not require you to make the effort to do so. The tie will even tie itself.

Limo (200 CP): This is a fancy limo. It's not the top class among top classes or anything like that, but it's still a comfortable, luxurious ride. It will repair, maintain, and refuel itself over time when not in use. It comes with a chauffeur to drive it for you. They're a follower, probably. They don't seem to leave the car, or do anything but drive the car, though they can hold basic conversations. They also respawn very quickly if killed.

News Contacts (400 CP): These are some names and numbers in the media. If you call them up and call in a favor they can get your message out there, or get you an interview on live tv. They're even on your side, so you can give your piece without having to fear they'll edit it against you or anything. You won't be able to just call them up any time you want, and you won't be guaranteed to get national coverage, but you can expect them to give your story how you want it at least once a year and to be from a (relatively) trusted and respected news outlet.

They'd count as followers, though given you seem to have different contacts wherever you go they won't follow you between worlds directly, instead having their fellows in future jumps.

Commissioner (600 CP): Congratulations you're not just some individual in the legal system, you've got the position of police commissioner, or maybe district attorney. You're near the top of the law enforcement hierarchy in the city of New York, or wherever you happen to be, and while you can lose this position if you're incompetent, obviously corrupt, or otherwise might get removed from the office, but you can expect not to lose it immediately just because no one has ever met you before or something like that.

You can expect a similar position in future jumps. This won't make you the head of something like the FBI or CIA, or a supreme court justice, being more on the 'city' scale than the 'nation' scale, though this could vary with the scale of a setting; a galactic empire might treat planets like cities, and a setting that's only a single city might see you as merely the leader of a precinct. You can elect not to take this position at the start of a jump if you don't want it, but if you do you'll manage to have it or soon be appointed to it if you're a drop-in (even though no one knows you).

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin 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 non-undead canon character. The undead, like Matthew Cordell, cost 100 CP, though they will be able to shift between living and undead forms post jump as if changing alt-forms.

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 first film starts a little before Saint Patrick's Day. The second film is around Christmas, so probably 9 months though given how long internal affairs can take to investigate something it could be longer between them, and indications are that the 3rd is supposed to take place soon after though it's possible that it's less immediate than it seems given there's no indication it's still winter. Still things might be over in 10 or so months. As such you can reduce your stay down to as short as 1 year though if you reduce it to less than 5 years you'll only receive ½ CP from drawbacks.

Uncle Sam (Toggle): The same director-writer team which made Maniac Cop would make a later slasher film about a revenant risen from the grave and well it's similar enough to fit in the same world and setting. If you'd like, you can have it be in the same world a few years later. If you stick around in NYC, this won't matter much, but if you want to visit there just go to the right town at the right time. This can also be used to shift your start time and location to the events of Uncle Sam; which can even allow you not to be a cop.

Cold Dead Flesh (+100 CP): Your body is cold to the touch like a corpse. To anyone touching you it's as if you don't produce body heat at all. You've got no human warmth to your body.

Framed (+100 CP): You've been framed for a crime, and a major one, something like being a serial killer. The evidence isn't necessarily conclusive, but the city has decided that it'll save face to pin it on you, and they're pretty good at getting juries to give the answer they want, especially if you lack a really big money lawyer. Maybe you can fight it in court, go on the lam, or find the real culprit.

Memories of Death (+100 CP): You have a traumatic memory which haunts you. It replays in your mind often. It haunts your dreams, and it is a painful memory to re-experience, something on par with being brutally murdered at minimum and one of the worst from your chain, or a new one from this jump if you don't have a memory that is bad enough.

Psychiatric History (+100 CP): You've got a sketchy psychiatric history. Maybe you attempted suicide, maybe you have a history of anger management issues, maybe you spent a few years being treated for post-traumatic stress. It doesn't necessarily affect you,

but it's a part of your records and something that background checks can find out, and is known to the cops. Even if you're a drop-in this is part of your history.

Weak Stomach (+100 CP): You find yourself getting nauseous around murder victims, blood, gore, or other disgusting things. Hopefully you've not eaten recently or you might lose your lunch, and even if you've not eaten recently you'll be feeling terrible around such things.

I'd Rather Face the Muggers (+200 CP): Crime is truly rampant, and whether you're working as a cop, traveling as a zombie murderer, the police commissioner, or something completely unrelated you'll find yourself having to deal with a lot of violent crime which is somehow regularly directed in your direction.

Scars All Over (+200 CP): Your body is covered with terrible scars. To look at you one would have to wonder if you were alive with just how terribly messed up your entire body is. From the top of the head to the soles of your feet your entire body is a mass of scars. This does a number of your tactile sensory, and is prone to being painful, but it also leaves you very distinct looking and rather horrible to look at. If you'd prefer this could be full body burns.

Wronged the Dead (+200 CP): You did someone real dirty. Maybe you framed an honest cop, sent him to the highest security prison you could, full of the worst low lives he'd ever put away, and let them kill him to hide the evidence. Whatever you did, they've come back and they've been supernaturally empowered. They're at least as powerful as Matt Cordell, and no matter how powerful you are they're powerful enough to be a problem for you though not necessarily your equal. You can get rid of them for a time, but they will keep coming back.

Crossed the Line (+300 CP): And kept running. Maybe you were a good jumper once, a hero jumper, the kind that protected people from the bad people or did everything you could to help them. Now? You are a murderer, driven to violence and killing. Anger and rage eats at you, and you'll find yourself lashing out at those you'd normally protect or care about, or at least be less likely to hurt, and you will kill them even when it disrupts your larger scope plans. This won't automatically turn you against your companions and followers, though you will be more likely to hurt them than you'd normally be. If you'd normally kill everyone at random, you'll still kill everyone just in less convenient times and ways when you might not necessarily do so normally.

Horrible Existence (+300 CP): The existence of the undead in this world is implied to be rather horrible. And whether you are undead or not you will find your existence in this

world to be one of constant and terrible suffering. Some of this will be pain, some emotional distress, and some simply a feeling of having been removed from a higher, better existence and cast back down into the flesh. Life is a living hell, and loneliness can make it worse. The undead walks forever alone for there are not many other zombies walking the Earth, and you will be alone too in that your companions and followers will not join you in this world. You can pay to import your companions and let them purchase things with the granted CP but they will not actually insert into this world.

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

The zombies you raise with Houngan Malfeiteur might be closer to Sam Harper in Uncle Sam than the upgraded Legally Dead/Matt Cordell. It's a film with the same creative team and a similar zombie, but Sam Harper isn't demonstrably stronger than Matt Cordell in the first film, much less his higher feats in the sequels, and actually responds to bullets by flinching and being obviously damaged – if not particularly consequentially – unlike Matt, and is taken out with... an old/prop cannon that shoots some sort of incendiary as opposed to a big iron ball (though given bullets were obviously penetrating him an iron ball probably would have done the job more reliably and with a lot less property damage). Still significant, but if you want to create a super zombie you'd need a person who was super already.

Legally Dead at its base level makes you slasher strong. You'll not compare to zombie Jason, but Jason in Part 2 or 3 or Michael Meyers in Halloween 1 or 2. The upgrade makes you zombie slasher strong and much closer to Michael in Halloween 4 or Jason in part 6 and onwards. Matt doesn't show anything on the level of Jason's top showings, and doesn't match Jason's regeneration, but he's in the same ballpark of most of Jason's showings as a zombie though I'd give it to Jason.

Uniform is the same for both Cops and Maniacs because I needed to stretch for a 600 CP option for either, and given it worked to instill trust because it was the uniform a normal cop would wear it seemed fitting.

Changelog:

Version 1.0.0: Released.