

Dead Rising Jumpchain: version 1.002

Well, you've been doing pretty good haven't you? Want a challenge, do you? All right then, I can oblige. Welcome to Metport City, once the very embodiment of a West Coast American metropolis. The majority of its citizens have since become infected and it is now overrun with thousands of zombies. On top of that, the infection is due to an evil government plot and they're going to do a bombing run in a week's time to level the entire city and destroy any evidence and any survivors left in it! You're going to have to deal with zombies, king zombies, gang bangers, looters, psychopaths and the military all as you try to put the pieces together and keep those few sane innocent individuals safe.

Your mission, which you've already accepted by selecting this jump is as follows:

1. Get the evidence to expose this horrible conspiracy.
2. Rescue any survivors.
3. Escape before the bombs come in.

Secondary objectives:

1. Defeat any psychopaths you encounter.
2. Totally screw with the zombies in an amusing manner.

Additionally, any superpowers, magic, psychic, or otherwise unrealistic abilities aside from skills and improved mental faculties are reduced to 1/75 of their former glory for the duration of this jump. You may not access your Warehouse or any other equipment storage from previous jumps during this jump, although you will have the option to take any vehicles you construct or find during this jump with you afterwards. And yes, even though we are dealing with not in fact undead zombies, but rather infected, you will fail if you become one. Don't worry, however, gauntlets don't count right??

You now have +0 Choice Points

Races

Perfectly Normal Human : Free

You are a perfectly ordinary run-of-the-mill 1d8+20 -year-old human being of whatever sex you'd like. Might come in handy if you don't want people to freak out about being saved by a dragon or colossal orc.

Infection Immune Human: 200 CP

You are unable to get infected by the parasite/virus that causes humans and animals to become zombies, as well as possessing a general resistance to disease and parasites in general. Additionally, you have moderate regeneration capacity and can heal from flesh wounds in a matter of hours.

Backgrounds

Average Citizen: Free

You are a perfectly normal middle-class American with no special skills, abilities, connections, or anything else, although you do have a chip inside you that allows the government to track your movements. However it does time release two weeks worth of Zombrex into your system before it needs checking and refilling so at least you don't have to worry about getting bit right?

Police Officer: Free

You're an officer of the law, sworn to protect and serve. You will do your damndest to maintain order in the city. Start with riot gear or handgun or shotgun, \$1,000 cash, self-defense training, firearms training, knowledge of the law, and a powerful motivation to uphold order and justice in your beloved city.

Gangster: Free

You are a gangster, you are familiar with the application of violence, stealth and the accoutrements thereof, if you need to sneak or when a firefight. This will put you well ahead of the average person. You start with a durable set of well-made civilian clothing, a fully loaded basic handgun, semi-decent mob connections, self-defense training, firearms training, a thorough desensitization to violence and the evils that humans do and \$5,000 cash

Illegal: 100 CP

You're one of the illegals, you have knowledge of the symbols used to denote safe houses, access to the illegal's safe house network and weapons lockers, as well as a cell of other illegals as allies. You're used to fighting zombies and living off the grid, but solving this mystery might not be your forte. You are extremely fit physically, able to sprint long distances and routinely catch yourself on ledges and climb up, as well as other feats of parkour. You are quite used to fighting zombies and have basic proficiency with nearly everything that can be used as a melee weapon, although you are not specifically trained for combat.

Photojournalist: 200 CP

You are a photojournalist. In addition to being better able to expose this cover-up and document it you have a special ability; taking photos empowers you in the same manner as exercise or skill training. You gain different degrees of experience depending on the quality of photos you take. If you can manage to snap the next "Afghan Girl" you might find yourself at a level of strength and skill unparalleled by any other man. You start out with a decent set of clothing, a high-quality ruggedized digital camera, and plenty of hands-on experience at taking pictures and solving mysteries in dangerous situations.

Terror Is Reality Contestant: 200 CP

You are a real athlete, whatever pushed you into riding a chainsaw-equipped motorbike and wrestling zombies in a flaming two-story high ring with wood chippers for turnbuckles you got what it takes to do it! You have a reinforced leather motocross outfit that zombies can't bite through, a thorough desensitization to violence, \$10,000 cash, Physical strength and stamina on par with a professional athlete, a chainsaw equipped motocross bike, and hand-to-hand combat experience.

Mechanic: 200 CP

You know your way around machinery; you are a practical engineering wizard able to repair anything right on the spot. Additionally a lifetime of hard practical work has made you physically fit, on par with a professional athlete. Although you don't necessarily have any combat training, your awareness of your body and what you can do with it still gives you a powerful advantage over the average person. You can repair things and maintain things so any equipment you find or make will last twice as long, not counting ammunition, which is handy when one more swing of a sword is the difference between getting clear of zombies and being surrounded.

Abilities

Everything Is A Weapon: 100 CP, Free Photojournalist and Mechanic

You are a master of improvisation, quickly able to categorize everything you can get your hands on into the nearest approximate instrument of mayhem, and use it thusly.

Third Person View 200 CP

Your point of reference is not necessarily your own, although you can see as far as you would normally be able to see in whatever circumstances you are under. Your point of view is mobile with a range of up to a yard and half away from your head and can be fully adjusted in a complete sphere. If you wish to aim a weapon or do fine detail work you can however shift back to seeing out of your own eyes. Note that this does not allow you to see everything from every point of view simultaneously, you still need to pan around, although this takes no more concentration than turning your head.

Safehouses: 400 CP, Discount Illegal

You know how to best set up safehouses and have a general knowledge of where to find them. Occasionally you're going to have to clear out the zombies that somehow managed to break in, but they will be really safe afterward. Plus, that's where the weapons lockers are and there's usually a fair amount of edible food and maybe even some skill books for you there. After this Jump you'll find that you have a strong ability to identify out-of-the-way places and tricky paths that lead you to them, these are their worlds equivalent of efficiency apartments, though they only offer forty-eight hours of safety and privacy, so it's best to keep moving.

Bootlegger: 100 CP, Free Illegal

The first batch of Zombrex was cooked up out of photo developing solution, cold spray, a first aid kit, and several queen zombie parasites. This process has been refined into the prescription strength Zombrex we know today, but it is still possible to whip up bootleg Zombrex that's just as good, and you know how.

Weapons Lockers: 200 CP requires Safehouses, Free Illegal.

Well, it looks like you are in luck, safehouses have a weapons locker that allows you to withdraw and deposit any force multipliers you might happen upon into or from your Warehouse.

Waypoints: 200 CP Free Photojournalist, Mechanic, Terror Is Reality Contestant

You'll have an absolutely perfect range sense and ability to navigate by dead reckoning. In addition, you perfectly remember any map you have seen from now on, and are even able to make annotations in these maps mentally.

Clear Objectives: 800 CP Discount Photojournalist, Mechanic, Terror Is Reality Contestant

Not only are you supernaturally aware of where you have to go to do anything you might need to do, but you also have a similar ability regarding how long you have left to do it.

Sometimes it might simply lead you to an area no larger than a large room you have to search but you definitely have a serious leg up on knowing where to find the next piece of the puzzle.

We Are Survivors: 400 CP, Discounted Illegal

Good news, your friends from previous Jumps have found you here. They all gain similar backgrounds and are thrust into this nightmare alongside you. . However you may only take up to four Companions rather than usual eight.

Book Smarts: 200 CP

Reading isn't just a hobby for you; you are able to push the usefulness of books past simply imparting knowledge. Simply by having it on your person a translation dictionary grants conversational fluency with the language it's translating to, hobby guides can greatly improve the durability of things related with that hobby, cookbooks will allow you to regain health simply by eating, and many more effects based on the print matter you are holding. You don't even have to do more than skim them to gain these benefits.

Vehicle Lots: 200 CP, Free Mechanic.

Can't stand having to wait for your favorite vehicle? Simply by heading to a mechanic's shop or the office of a parking garage you can pull out with any suitably sized vehicle from your Warehouse. You can even deposit vehicles you find or build here into your Warehouse.

Combo Vehicle: 100 CP, only available to Mechanic. Requires Welding Torch, Duct Tape and Multi-tool

You have stumbled across the secrets of merging vehicles of similar tech levels into kludged together engines of destruction, whether it's taking a steamroller and a motorcycle and forming them into a fire-spewing speedster that crushes everything in its path or melding a forklift and a fireworks van into a rocket-powered spiked wall of slaughter.

Gear

Transceiver: Free and Mandatory

It's a standard ruggedized transceiver. Additionally someone somewhere on the other line is monitoring the city and providing you with information about people, events, clues to the mystery, people you can help and psychopaths who need to be stopped. Yes, this does transfer between worlds; however, the person on the other end will only be able to give you information about your starting location. These little side quests will always provide you with a moderate quality ally or access to new equipment or abilities.

Welding Torch, Duct Tape and Multi-tool: 300 CP, Free Mechanic

No more hunting around for maintenance rooms when you wish to combine something, just go ahead and merge those items right where you are. Also allows construction of combo vehicles, although you might want to watch out and make sure that no zombies are coming when you're hunkered down working on these little projects. All of these are essentially unbreakable, the welding torch has an infinite supply of fuel and the duct tape will never run out.

Zombrex Supply: 100 CP

Not lucky enough to be part of the secret experiments that make humans immune to zombie infection? You start off with seven doses of prescription Zombrex, the miracle drug that prevents people from turning into zombies. When injected once every twenty-four hours you can keep living your life, of course in this situation there has to be some more somewhere and it's very valuable if you decide to sell it for some reason.

Drawbacks

You may take as many drawbacks as you like

Special Infected :+300 CP

Whoa, what is with these zombies? If they aren't midgets climbing onto your back then they are superfast ladies with deafening shrieks and powerful claws, either that or they are bile spewing monstrosities, maybe even 7-foot-tall goliaths with an overabundance of muscle, any way you look at it these aren't your typical zombies.

There's More Coming!: +100 CP

It seems like whenever you turn around there are more zombies, you can slaughter the entire population of the state in zombies and there always seems to be more. No matter what you do zombies will keep coming.

Old Enemies, New Challenges: +500 CP

Something is off here, these aren't ordinary psychos. It seems like some of your worthiest foes from previous jumps have followed you into the world of Dead Rising, with most of their abilities intact, even if they have suddenly turned human. You're really in for a fight now, especially since three of them are guarding key information that you need for your mission.

Bad Timing: +100 CP

Your Transceiver always rings at the worst possible moment, either alerting an enemy or finding you objectives and mysteries all the way across the island. Whenever it is ringing you can be sure that it's going to him involve quite a bit more hassle than it otherwise would.

Unprepared: +400 CP

You lose all skills, memories and abilities from previous jumps, including most of what you would have gained with a background. Any friends or loved ones you would've had from this life find you as an amnesiac in the gutter three days before the events of this Gauntlet. It will take five days of practice in order to gain this knowledge back.

They've Got Your Number!: + 400 CP cannot be taken by Illegal., Requires Zombrex Supply

You've been chipped, this means that not only does the government know where you are at all times, but also your supply of Zombrex is time released by the pump in the chip, so you cannot barter it. Expect lots of trouble from the military as they will always know where you are. Fortunately, safehouses are Faraday cages, if you can get into them or any other signal-blocking room. You just have to make sure they weren't following you this whole time.

Bad Intelligence: +200 CP

Any companions and allies you might find are ridiculously stupid and ineffective outside of short bursts of social interaction. Expect to be greatly slowed down and have to rescue their asses a lot.

Victory!

So you've persevered through it all, the zombies, the weakness, the bombing, the mystery, everything . Well, what you have to show for it? Not much, just these conditions have been you with the ability to kit bash things together to a frankly preposterous degree, whether it's getting two motors out of one chainsaw, building a functioning lightsaber out of perfectly normal precious stones, and a flashlight, combining the best of two frankly incompatible things without any of the drawbacks, or even manifesting two machine guns somehow when

you put together a war bike out of unarmed consumer vehicles. What's more, none of these little projects will ever take more than a minute, so long as you have the parts at hand. The sky is the limit!