



Introduction.

Welcome, Jumper, to the Rezort. A place of fine dining, relaxation, and of course, zombies. While most locations offer standard fare to their guests, the Rezort has taken the zombie uprising and turned it into entertainment, games, and attractions. Be careful, though, as the fresher the Zombie, the faster they are, and you wouldn't want to give them a taste of blood, would you?

Times and Places.

The Rezort can be built anywhere, on any continent. You are one of the first new guests to the newest location, so we hope you enjoy your stay in whichever place you find most comfortable.

Age and Gender.

The Rezort does not discriminate based on race, gender, or sexual orientation. Guests of any age can stay at the Rezort, and we look forward to having you!

Origins.

Any can be chosen as a drop in

1. Survivor – As a survivor of the initial outbreak, you know what to do. You are adept at hunting, cooking, living off the land, and first aid. No matter what trouble arises, it always affects other people more than it does you.

2. Island owner – The prestigious owner of the newly constructed Rezort. Prime location, plenty of guests, and a buttload of money. You make it all happen! Run a tight ship of safety and luxury, or cut corners to maximize profits. Screw the guests. All that matters is your bank account!

3. Resort Guest – You were looking for an excellent time, and boy, did you find it! As an esteemed guest at the newest Rezort, you are given unfettered access to places other people can't go. Your charm and luck win you the day, so even if the Rezort is overrun, you'll be in the safest place with the hottest dudes or dudettes.

4. Zombie Overlord – Mindless zombies are the entertainment of the Rezort, but no... Not you; for some reason, you have retained your intelligence and, as such, understand the oppression of yourself and your zombie brothers and sisters. With your ability to strategize and manipulate other zombies to do your bidding, you seek to rule the Rezort as your own and foster a new race of more intelligent, freer zombies.

Perks.

[100CP] are free for origin others are discounted by 50%

General.

Rezort Sense. [100CP]

You have the uncanny ability to select the safest Rezort. You also can tell if something terrible will happen days before it does, once per year.

Bionic implants. [100CP]

Whether a guest looking to save face or a Zombie Overlord looking to enhance one's army, you can have infused technology to increase the stats, skills, or perks of one area of your choosing.

V.R. Transfusion. [300CP]

You can bring one virtually simulated reality/world to life. You may choose any in actual media or create your own. Before making it real, you can customize everything about the V.R. simulation, but you cannot do so once it is set.

Incarnated-Capstone Booster. [500CP]

A central facet of the entire Jumpchain/CYOA/Isekai/Transmigration business is that you are either being dropped in or are reincarnating/incarnating somewhere else. This perk takes that idea and now gives you a choice for when you enter this jump and in future places, whether through Jumpchan or just dimensional traveling power/tech.

The choice I am talking about is the one to reincarnate into someone shown in the story. You would gain their memories, basic skills/talents, potential, and any powers, abilities, or such they have for purchase. Though you can adopt and or fake their personalities if you choose. Still, you will always be able to retain your sense of self.

That restriction falls off in other settings outside of Jumpchain/cyoa format. You are not stealing their soul. You are merely reborn as they were and are now waking up as yourself.

New Life. [200CP] (Booster Extra.)

With this, the first time you die entirely in a setting, you will be reborn back at the start with all your knowledge and such. Recharge once per jump. After the chain ends or you spark, this happens endlessly.

Mirror Traveling. [300CP] (Booster Extra.)

With time you will eventually discover a way of traveling the omniverse, though until your chain ends, it will only allow you access to mirror worlds.

1 Survivor.

Treasure Hunter. [100CP]

You are a true survivor, and this proves it. You can always find the most useful or powerful item in any room or landscape. In fact, this isn't restricted to mere objects! This also counts for people, food, medicine, and just about anything you could encounter in any situation.

Natural Immunity. [200CP]

You are utterly immune to the effects of becoming undead, and you can also avoid all types of side effects and sicknesses or parasites that come with living a rough lifestyle. You also gain knowledge on how to use natural ingredients to create medicine for other people, companions, and animals. You may dial the immunity effects in future jumps to choose how any undead effect changes you.

Implausible Survival. [300CP]

Boy, oh boy, nobody expected you to make it. Hell, you didn't either! As an implausible survivor, things just so happen to go your way. Any time you are likely to die or be injured, an implausible event will nullify it entirely one per 12-hour period. You are also such an implausible survivor that other humans underestimate you, and zombies really don't pay as much attention to you.

Prophetic Survivor. [400CP]

You have had a vision that has told you to lead your people to safety before the end times. You may choose one group of people, and they become your survival cult, doing your bidding and handing their resources to you. Because they listen, they are assured complete salvation from 1 cataclysmic or apocalyptic event.

Yeeted. (Capstone Boosted.)

Now, even if the end of existence itself comes, you and your group will survive by being yeeted into a new one of reasonable safety.

2 Island Owner.

Fake Humanitarian. [100CP]

Whenever a new disaster or problem presents itself in the world, as a "Humanitarian" you are first to offer your services to those in need. Though really, what it gives you is slave workers and funding from charities and governments alike. Every year, you may exploit a significant disaster to its maximum, gaining many resources, slaves, and positive influence worldwide.

Business, Business, Business. [200CP]

You are the savviest businessman around, and as such, you are able to command the lowest prices for all goods, services, and construction. Your Rezort will have maximum quality for half the cost compared to anyone else. You can also tell when anyone is trying to cheat you or if a stock will go up or down once per day. (The discount stacks with other owner perks.)

Corrupt Contracting. [300CP]

You are the most corrupt rezort manager on the face of the earth. You are immune to legal consequences so long as you pay bribes to the law. To launder your money abroad, you build opulent, hedonistic, and decadent rezorts filled with any art, styling, or themes you choose.

Rezort Tycoon. [400CP]

Do you think you have the best Rezort? Well, imagine if you owned them all! With this, you become the owner of any and all Rezorts available on earth that you want. This means you have total dictatorial control over the market and will be the wealthiest and most influential person alive. You may dial how much you are known.

Expanded Empire. (Capstone Boosted.)

Now you have no problems expanding anywhere from new planets and mirror worlds to extra-universal empires and coordinate between them all.

3 Rezort Guest.

Stress Relief. [100CP]

Whenever you are having a mental issue, stress, or depression, take it out on other people! With this, committing acts of violence will make you feel better without those pesky therapy bills, and the best part is, this is contagious, so those with you will also find this "therapy" helpful. The eviler or more corrupt a person you are, the more you commit this violence to a more significant effect. The violence can cover anything from physical, verbal, or blackmail to all other forms of harming others. You may, if you wish, dial this from this extreme to a more wholesome type of stress relief/therapy.

Indulge Me. [200CP]

As a guest, you can find those of your preferred gender. Those with desires and vices that need to be catered to, or who would indulge yours, for a price. They will follow you, dote on you, and when shit goes down, fight beside you. The resort will provide people that will happily indulge you in your vices. This will also let you know what others want and what they are willing to pay or do to get it, like a mental list with different items and prices.

Lucky, Lucky! [300CP]

You are the luckiest guest at the resort. Bets almost always go your way, you are always in the right place at the right time, and disaster seems to stay away from areas you inhabit. With this perk you will have an 80 percent chance of winning any bet you take, you will always be in a place that benefits you when you need it, and you possess the ability to avoid one cataclysmic event at the Resort you are staying at per year.

VIP Gold. [400CP]

With the VIP gold card, you can bring anyone you like to the Resort! With this perk, you and your guests can receive free services at the Resort. You may also import as many of your companions as you want to be your guests at the Resort with you! No more useless guests. Let's party hard with the cross-universe crew!

VIP Holocard. (Capstone Boosted.)

Rather than a simple gold card, this is now a solid hologram that can increase in size from a credit card to the size of a large laptop that can also function as a computer with infinite ram and storage.

4 Zombie Overlord.

Cerebral Connection. [100CP]

The Rezort has you imprisoned, but only for a short time. Your remarkable zombie intelligence is infectious, and you can communicate telepathically with other undead creatures of any variety. With this perk, the longer zombies are exposed to your thought, the more similar their intellect becomes, but until that day, even stupid zombies will do your bidding. Let's see them escape now... Those you infect like this are absolutely loyal.

Undead Leader. [200CP]

Simply being in your presence strengthens other zombie creatures. In any zombie horde you find yourself in, the zombies take half as much damage from all damage types and their speed increases by 25 percent.

Skeleton Crew. [300CP]

Your mental link has grown so strong that not only zombies have started to listen to you. With this perk, even skeletons of those long dead or their flesh removed will revive and assemble. Zombies killed will eventually turn into skeletons and revive for a second chance at unlife. (Skeletons are considered zombies for the purposes of other perk buffs.)

The Cure. [400CP]

With this perk, the more flesh and blood you and your zombies consume, the more it "heals" all of you. Eating and continuing to eat humans will eventually heal everyone to the point they all look entirely human again. Humans killed by others than you, and those already dead count. Better take over the Rezort and fool more guests into coming... :)
(Zombies will not gain intellect unless this is combined with **Cerebral Connection**. If skeletons, it takes much longer to "heal.")

Double Life. (Capstone Boosted.)

Operating more than 1 body at a time combined with Incarnated lets you begin in 2 places in a setting. Comes with the hive mind ability to use both at the same time. If you die, you will be reborn as a zombie, and as long as you exist with 1 consciousness by the time jump ends, it will not count as a chainfail.

Items.

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc. You get one [100CP] free; the rest are discounted to 50% in your origin. All of these can be purchased multiple times. You get a [300CP] stipend for the Items and Warehouse Addons sections.

Magician's Handkerchief. [50CP]

A strange cloth once said to belong to the best magician that ever lived. Simply uttering the words "abracadabra" with it folded will make it expand, and once unraveled, it will contain either a clip/box of ammo or a piece of food of your choice. The max size is a picnic tablecloth. (Neither can exceed the cloth size.)

Nano-Particle Attachment. [50CP]

A strange modification clip that nullifies your need for ammunition when inserted into any bullet-chambered weapon. It also transforms the damage type to super-heated nanolaser particles that can penetrate most steel and body armor. However, when the chamber/clip is depleted, the device must be removed, reset via a button, and reinserted like a standard clip.

Rezort Robo-Pod. [50CP]

A small device that, when set, will expand and begin cleaning and organizing any space or place. However, the larger the area it is tasked with, the longer it will take to complete it.

Survivor Items.

Zombie Reinforcement Materials. [100CP]

These extensive modifications will turn any Rezort of your choosing into a de-facto bunker. Immune to explosions and zombie attacks, it is the best in opulence and protection.

Super Survival Watch. [200CP]

With this item, you will have everything you need to be outdoors. Maps, music, directions, instructions, internet, movies, tracking, and it can never go "down" or run out of power.

Top Secret Military ID. [400CP]

An ID that allows you to use your unique military connections to buy exclusive and experimental weapons from the military-industrial complex. I am not just talking military-grade weapons, but crazy stuff like lasers, shrink rays, and shit!

For an extra [200CP], you may call in a nuclear strike anywhere you desire once. (The Rezort and all other paid-for accommodations will be rebuilt automatically at no cost to you.)

Island Owner Items.

Blank Check. [100CP]

What better way to do something than with a blank check?! With this item, you can write any amount you want on it, which will be your starting capital. Any taxes or other obligations will be taken care of...

It's My Island Now. [200CP]

You now own zombie island and can also insert it into new settings. You are guaranteed to be recognized as the sovereign owner/ruler by all governments, which must let you do what you

will. It is guaranteed there will be no zombie breakout or guests bitten unless you want it to be so.

Pay an extra [50CP] for the island to be completely self-sufficient and have an enormous armory of every kind of man-portable weapon.

Pay an extra [100CP] to turn any continent in your chosen setting into Resort Island, where the living rule and the undead are abundant but safe targets. If you purchase **Undead Leader**, You may switch it around if you wish.

Cruise License. [400CP]

Turn Zombie Island into a floating super yacht as big as an island. It can move anywhere you want, and since it is a cruise, all income generated by the cruise Resort will be doubled. It can never sink. Will keep any upgrades.

Resort Guest Items.

Fake Credentials Creator. [100CP]

With the apocalypse, many people took the opportunity to change their life, for better or worse. With this item, you are able to create real identities for yourself and anybody you wish.

Guest Protector 9000. [200CP]

A unique A.I. system that, when carried, ensures the immediate detection of contaminated beings. It also controls a special security team of androids who will protect you and anyone you wish. It is no bigger than the size of an Ipad.

Time Loop Device. [400CP]

A strange device that will allow you to restart time from the beginning. With this object, at the end of your 10 years, you may use this to go back in time if you choose or keep it for later use. It

will start the jump over and allow you, your companions, and others of your choice to keep their memories, skills, and powers that they got. It can only be used 1 per jump.

Zombie Overlord Items.

Zombie Outfitter. [100CP]

Allows you to put armor and any clothing item onto Zombie hordes. As a zombie overlord, it gives you added protection for your masses.

Cemetery Plot. [200CP]

Allows you to place and configure a big cemetery plot. With it, you can fully customize what comes from it and where it is located as a Zombie Overlord.

Strange Mutagen Canister. [300CP]

A strange canister that will zombify anything. Apply it to animals to create crazy new minions as a zombie overlord.

Ethical Zombie Cloning Replenishment. [400CP]

A cloning setup that produces a braindead and soulless clone that you can zombify and program if you choose. This clone can be utilized for any purpose, as well. When used by a Zombie Overlord, it will create a second Zombie Overlord.

If you pay an extra [100CP], you gain the tech to truly clone a being down to memories and personality you may edit at any time. It also offers the option to acquire/grow their own soul if you want.

Multi-Origin Items.

Either origin may buy these for a discount.

Umbrella Corporation Merger. [300CP] (Owner/Zo.)

Allows the owner of a Resort to merge their business with the pharmaceutical giant Umbrella. This will enable creatures from the Resident Evil universe to be utilized at the Resort for business purposes and as a Zombie Overlord to control them if purchased for the Resort that has them enslaved. Unlike the RE, you and your people are protected from the virus, nor will they spread outside of your resort.

Gene Modification Complex. [400CP] (Zo/Guest/Survivor.)

Allows the complete customization of zombies and guests alike, from their looks, powers, speed, stats, abilities, durability, and traits. Your imagination is the limit to create a crazy Resort like no other, or an army of horrifyingly grotesque monsters. Though the less mundane something is, the more you might need to research or an example of.

For an extra [200CP] may alter your own genes to create the perfect Jump experience in every way imaginable. Wink, Wink.

Galaxy License. [400CP] (Owner/Zo.)

A license that turns the Resort into a space station. The space station is immobile and triple the size of a standard Resort. It costs 4 times as much to upkeep but brings it 8 times the profit. Combined with a Cruise License, it becomes a space cruiser with 12 times the profit.

For an extra [200CP], you may turn Zombie Island into Zombie Planet and pick any planet to build an ultra-mega Resort. (20x size/10x upkeep cost/30x profit.)

If a Zombie Overlord, it will become a necromorph brethren moon that can then attack other worlds and consume them.

If you possess the perk **Resort Tycoon**, you can build endless Resorts on the planet, not just one gigantic one. (May also choose other planets to Resort build.)

Companions.

Custom Companion [100 for up to 8/300CP per 8 after]

Do you desire a premade companion or how about a customized version of a real life or fictional being this is the option for you. They would have all the memories their original would have had. They never suffer identity crises and accept and are happy with this. They only have the powers bought here. They get 600 cp. Should they be a copy no one will comment beside that they might look a lot like some famous person. This can also function as importing.

A.I. Engram Database. [200CP]

A special cognizant A.I. that contains a collection of all known people in media and on the internet in engram form that can be used with your Ethical Zombie Cloning Replenishment.

Companion Import Conversion. [400CP]

When you import a companion from another jump, you may customize them to whatever setting they are in. For example, if you are importing a medieval archer, you may customize them to be a machine gun-wielding survivor in this setting. This import change is a permanent addition for all future jumps, so when this same companion is imported in the future, you may choose either setting variant. (archer/survivor/current setting.)

You may do this for every imported guest if you possess the VIP Gold perk.

Peppy Young Thing. [100CP]

A peppy boy or girl of an age you select up to 20. They are both exuberant and young at heart and have the incredible ability to boost morale. In their presence, they also reduce the time any deleterious effects may affect you by half.

Refugee Family. [100CP]

A family of up to 5 with at least 1 parent. They are mundane and have no combat skills whatsoever, but they are willing to become your followers in exchange for a ride out of here. They can have a few non-combat skills, such as writing, cleaning, cooking, storytelling, and game design. Just nothing useful to survival besides cooking. They get no C.P.

Only Thing They Were Good At. [100CP]

A companion survivor of the origin and gender you choose. They are willing to do “anything” to survive. No CP, but it comes with the entire survivor line.

Drawbacks.

Self-Insert. [+0CP] (Toggle Ability.)

Allows you to insert into any person shown.

Fanfiction. [+0CP] (Toggle Ability.)

While they are few, there are some Rezort fanfiction or headcanon. If you also take Full REvil outbreak, you may add fanfiction to this.

Reanimator/Deanimator. [+200CP]

Zombies can regenerate and, if dismembered, can act on their own. E.G., Their hand can crawl after you. They must be burned to ash.

If a Zombie Overlord, zombies deteriorate naturally over time. If you possess the Skeleton Crew perk when they die, they revive as skeletons, but their skeletons then decay. The Cure perk counteracts this effect, but deterioration is doubled.

Plague. [+200CP]

The zombie outbreak is now a plague that can infect people like a cold.

If you are a Zombie Overlord, the plague affects zombies and automatically destroys some of your hordes.

Broken Economy. [+200CP]

Every time an outbreak occurs anywhere, all earning power is halved/spending is doubled in that area. If the outbreak is your Rezort(s), spending is quadrupled, and earning is cut to 1/4th.

No Items. [+200CP]

Cannot bring items out of the warehouse

No knowledge. [+200CP]

Cannot use knowledge from other settings to build or uplift this place

No Safety. [+200CP]

Cannot enter the warehouse

OCP lockout. [+200CP]

Cannot use skills, powers, or abilities from other jumps here. This does not lock out memories or brain power. But when you try and use those, you get a mental raspberry.

Zombie Problems. [+400CP]

Zombies are 75 percent more abundant, and outbreaks are 75 percent more likely. If a Zombie Overlord, zombies are 75 percent scarcer, and outbreaks are 75 percent less likely. (Even counts for positive perks that you modify or place.)

Full REvil Outbreak. [+300CP] (Releases REvil outbreak options.)

Rather than a regular tame zombie outbreak, the world is now just starting to recover from a full Resident Evil outbreak. The only plus side is *that the virus isn't spreading, and no more BOWs are happening unless you take Oh, Crap*. This can be a game, movieverse, or a mashup.

Oh, Crap. [+300CP]

Rather than coming in at the recovery you are now in the midst of the outbreak. Good luck with surviving until the events of the Rezort.

Mortal Lifetime. [+300CP]

After 35 years here you may freely bring any family into the chain. You will age but keep your mental facilities and a survivable quality of life. Barring other drawbacks.

As You Were. [+400CP]

This drawback removes all types of body and mental health mods. This is you, as you were 1 picosecond before you started the chain. If you were dead or dying, you are instead relatively healthy as you were before.

Extended beyond Current limits [+Variable C.P. Requires As you Were and Mortal Lifetime]

Starts after the end of the Mortal Lifetime drawback. You get 100 cp per 10 years you stay. This may be taken as often as possible and anytime during the jump. If you do so, you will gain access to the doc again to buy new things or upgrade purchases with multiple tiers.

No Origin. [+600CP]

You are just a regular schlub that got washed up on Zombie Island. You cannot pick any perks but can buy all the items you want.

Handicapped. [+800CP]

Any beneficial perk/item you pick that does more than one thing. It now only does only one of the listed things. You may choose which 1 thing it does. (Negatives such as x upkeep costs cannot be removed.) This, like all drawbacks, falls off at the end of the jump.

REvil outbreak Options.

Mutation. [100CP]

Like any advanced bioweapon, you can change forms the more damage you take. 75% H.P. is your second form, 50% is your third, and 25% is your fourth and final. Each state increases in power and size, allowing you to use new attacks based on the form's configuration. (If you heal from 25% to 100% through some mechanism, you will remain in final form until the end of combat. Healing will not devolve you. This also functions as an altform blender.)

Evolution. [200CP]

The virus now causes creatures to evolve and will do so based on their enemy type and the environment the bioweapons inhabit. E.G., A licker that is now a mutated forest monstrosity

with new mutated abilities and attacks but maintaining the essential skillset of the lickler (climbing walls, etc.)

Superior Virus Outbreak. [400CP]

You can now select any bosses from the resident evil franchise and use them as advanced chess pieces for your world domination. Remember, though, each boss only has 1 copy, so if it is defeated, you cannot summon another one of the same bosses until the jump ends.

Virus Compatible. [600CP]

You are compatible with all viruses or parasites, with them boosting you and having no downsides.

Overlord to Tyrant. [800CP]

As a Z.O., you are given the ability to become a tyrant of Resident Evil fame. You may choose any tyrant from the universe and will gain all of its properties but with the added bonus of your superior intellect and perks. You may also mix and match, taking attributes from different ones and picking your favorites. You can also choose the appearance of your monstrosity and determine their weapons (A-la Nemesis.) or attacks (A-la Mr. X.)

REItems.

Dial an Implosion. [200CP]

This handheld bomb can be dialed to take out anything from the size of a person to something the size of NYC. Comes in a grenade, mine, and missile format. Can attach and remote detonate. You will be safely tossed out if you are in the blast zone. Come with schematics for the technology.

Complete Virus, Parasite, and Cure Collection. [900CP]

Every viral variant, cure, and parasite, real or within this combined setting, can be used in any way you see fit. You may also act like plague incorporated and mix any of these to create horrifying new things. The possibilities are limitless.

RECompanions.

These can be from any version of any Resident Evil media. Yes, you can buy multiple different versions. They will be loyal and relatively obedient to your goals.

RE: Any Unnamed. [100CP] per 8.

Any secondary or background character from the RE zombie universe not listed. Movie or otherwise.

RE: Any Canon. [100CP] per 8.

Any main character from the RE zombie universe is not listed. Movie or otherwise.

Alice from the Movies. [300CP]

Alice from the Resident Evil movies. Will maintain all of her supernatural powers, and you may form a romantic bond with her if you desire.

Leon Scott Kennedy. [300CP]

Leon from Resident Evil 2/4/6. He is just as skilled and proficient as he is in the games, and you can fill his (XL) attach case with any loadout you choose. You may also dress him in any outfit you choose.

Claire Redfield and Young Sherry Birkin. [400CP]

Clair Redfield from Resident Evil 2/CV, and Sherry Birkin from RE 2. You may romance Claire if it is something you wish to do and dress her in any way that you please. Her much smaller inventory can be loaded out. However, you see fit (with 2 handed weapons taking 2 spots.)

You can adopt Sherry as a daughter if you wish, and you can also utilize her small size to incredible effect to get to places you cannot during a zombie outbreak. Having a child with you also grants you special consideration from other survivors and will make you far less suspicious when committing criminal acts.

Ada Wong. [200CP]

Ada Wong from Resident Evil 2/4/6. You are capable of romancing her and dressing her however you, please. You can also fill her (M) attach case with any loadout you wish. She can also be used as a super spy and manipulator at your behest to gain access to anything or anyone you want.

Starz Team. [300CP]

Chris Redfield and all of the STARZ team members. Each member's ability will be based on their ability or object in the games. E.G., Barry has his special magnum, and Rebecca has her medical skills.

Dimitrescu Family. [300CP]

These versions of Lady Alcina and her daughters Bela, Daniela, and Cassandra have agreed to join you in your travels. The girls become her blood daughters and all negative weaknesses are removed from their conditions. E.G., such as needing to consume human flesh//Weakness to cold. They also know what fate had awaited them had you not rescued them, so they will be completely loyal and not bring harm to you.

Warehouse Addons.

All follow you from jump to jump in the world at your discretion. The first 100 is free to the origin, and the rest are 50% off. These follow you, retain any changes, and are guaranteed to be ignored by all who would cause problems. Your employees may follow you from jump to jump for consistency and an added benefit for them though they cannot impact any plots just being regular working people. You may import other properties to gain the benefits mentioned here.

The things listed can be placed in the world, and then they become attached to the warehouse when entering a new setting.

Safe Prison Complex. [400CP]

This large and secure prison has enough supplies that, even full of prisoners and staff, they can ride out a worldwide zombie outbreak. Comes with an extensive armory in the basement and

optional prisoners and staff. Who are physically incapable of bringing harm to you. In future settings, you will be an accredited for-profit prison.

Castle Dimitrescu. [600CP] (With the Dimitrescu Family, discounted to **[400CP]**.)

A vast medieval castle with grounds updated with modern conveniences, such as power and everything else. Has a sizeable renewing cellar with premier *Sanguis Virginis* and several enormous bathtubs that are more like small pools filled with clean virgin blood. Also comes with ever full pantry and refrigerator. It can come with human flesh if you are into that.

Antarctic Research Facility. [900CP]

An extraordinarily remote and safe location in a desolate hidden snowfield of Antarctica. It boasts just about any facility one needs to live the perfect lifestyle and has a comprehensive lab hidden beneath it for any sort of project. Nefarious or otherwise. The base is impervious to losing power and internet capabilities, as well. It boasts an impressive device in the central lab that allows you to pass through and gather any supplies you need, then pass back with a watch button. Comes with a generic staff and a dozen researchers in the top 5% of their fields which you may choose. You may select the personalities of these followers as you see fit. (If you possess **VIP Gold**, you may import companions as your staff.)

The base is so remote that nobody knows where it is unless you specifically tell them where it is.

Choices.

Go Home

Stay

Continue

Notes.

This could also be called Generic Post Zombie Apocalypse Jump
Brought to you by Bluesnowman and Rinpoo

You will not spread a plague or virus from here unless you choose to do so. : 3

Incarnated Capstone Booster is subject to your Jumpchan's or other Benefactor's approval while under their care.