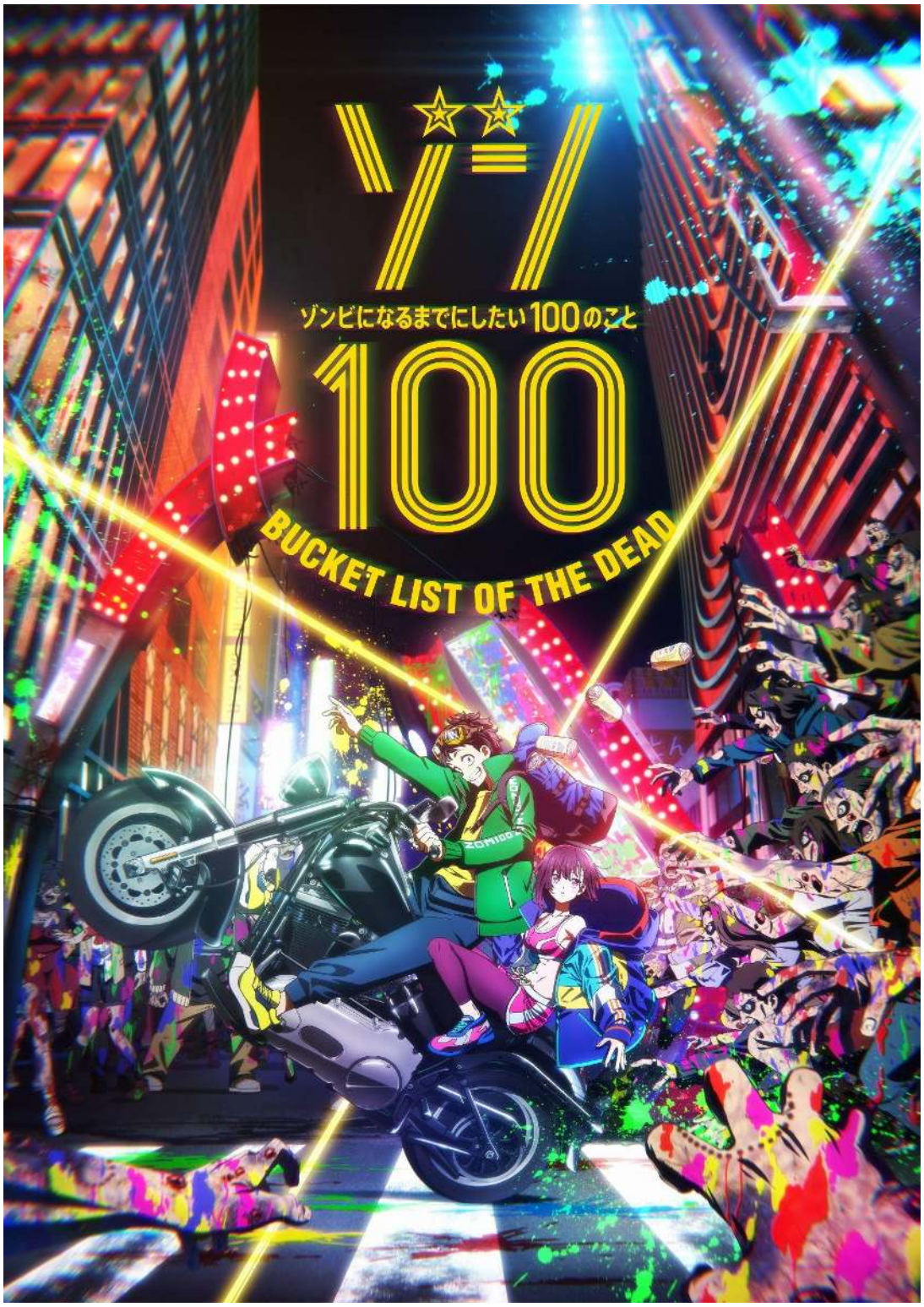
Zom 100 Jumpchain

Version 1.0.0



Akira Tendo has spent the last 3 years working at an exploitative black company, slowly reducing him to nothing more than a zombie who works without questioning or thinking until he exhaustedly falls asleep. This morning he woke up to find that while he slept a zombie apocalypse had happened. Unless you change things he will find a new zeal for life in the zombie apocalypse, saving his best friend from college, and setting off with him on a series of adventures which will see their group grow in size as he attempts to complete a bucket list of things to do before he becomes a zombie.

You will be joining this world. It's a strange mixture of zombie apocalypse and light hearted embrace of life. With society in shambles what you do here will be your own choice, and to help you make it take these:

+1000 Choice Points

Good luck and good jumping.

Location:

You arrive in Japan on the island of Honshu. The zombie apocalypse hit at some point last night, spreading across the world literally overnight leading society to already be well on its way to collapse. If you're anywhere metropolitan you can expect zombies to be outside even now.

Age and Gender:

Your gender is your own to choose. Former Salarymen, Former Professionals, and Former Salesmen are at least 23 years old, having finished college and having a few years of work experience behind them. Former Management are at least 30 years old, having had a touch of seniority. Future Pro Gamers are 18 or younger. Finally Foreigners can be 18 years or older unless they choose to drop-in, in which case they are whatever age they were at the end of the last jump.

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.

Former Salaryman: Until today you worked a relatively low paying job. It was long hours for little reward, with tons of mandatory, unpaid overtime, and sleepless nights. Of course given zombies have overwhelmed Tokyo, the rest of Japan, and most likely the world, you're now free.

Former Professional: You were raised as part of the elite, with parents who were powerful players in business. Your own life has been spent preparing you to obtain wealth and power in much the same way. But now zombies have overwhelmed the world, and your old life, like so much else, lies in ruins, and you must find your own path.

Former Salesman: Whether it was real estate or some other field, you worked at the task of convincing people to buy things usually things they didn't really want, definitely didn't need, and which were overpriced at that. Of course now your life has been turned upside down along with the rest of the world.

Foreigner: You're not from Japan. Maybe you're a foreign exchange student, or someone who came to Japan for tourism purposes. Or maybe you come from further afield, like nowhere from this world at all. You have no connections in Japan, and possibly none in this world, and must find your way through the apocalypse on your own. This can be used as the drop-in option.

Future Pro Gamer: You're a good bit younger than the others, not having yet really started your adult life. Maybe you were a highschool senior, preparing for college or to start a full time job, maybe you were even younger. Still your whole life was ahead of you, and now you need to fix this whole zombie mess so that you can have a future once more.

Former Management: You worked in a managerial position, in a rather abusive company. Your position of comfort and authority has been taken from you by the collapse of society this morning, and the sheer plague of the dead now sweeping across the world. Or maybe you were a NEET with a grudge against the world. We won't judge.

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.

Painting with Gore (Free): It'd suck if your jumpchain got blocked for being too gory. This might help you to get past the censors. You may cause blood to be a variety of colors, looking something like paint. No one else will notice this is weird and abnormal if it's not pointed out to them, though they will be able to recognize the different colors of blood. You don't control which specific color blood from a given wound will be, and this affects all blood when it's active. You toggle this perk on or off, and it will apply to already spilled blood when toggled on, and affected blood will revert to its natural color when it is turned off. It doesn't really do much, but it will help you avoid being banned from Japanese tv.

Omake Life (200 CP): Small extra side stories are a staple of Japanese manga and anime releases. Now they're a staple of your life as well. You seem to often run into the chance at light hearted little mini-adventures. These are extra stories, unnecessary for the main plot, and as such these little mini-adventures are things that have no real lasting impact other than to give you a bit of light hearted fun, de-stress a bit, and maybe provide extra development between you and friends that helps reinforce what is already happening. Similarly they will never have any serious danger, no major threats, and no real chance of disaster. You will be able to recognize when you encounter one of these chances or when you are acting one through, though if you'd like you can toggle off this recognition. No matter how dark or dangerous things get, you'll continue to occasionally find these light-hearted spots, providing you with just a little bit of happiness and joy.

You may choose to toggle this perk off entirely if you don't want to be a magnet for light hearted side stories.

Wonder Carpenter (200 CP): You are a highly skilled carpenter, with all the woodworking skills of someone who has spent a lifetime working as a carpenter. This goes beyond a mere 10 years, to the level of skill someone would reach working as a carpenter from their youth until they were a white haired, old man. Beyond these skills you just seem to get the job done faster than should be possible, easily doing the work of several men.

Survival Instincts (300 CP): You're surprisingly good at thinking on your feet when it comes to surviving immediate danger. Whether it's realizing that you can knock a zombie out of a building, jump to another roof, or the path you'd have to drive your motorcycle to escape a crashing gasoline truck explosion you can quickly recognize chances to escape your current predicament and survive especially if they would normally seem crazy. This won't help you with long term planning, or even things like ensuring you have enough food and water to survive the week, but you are great at finding immediate solutions to immediate problems.

Former Salaryman Perks

Ex-Black Company Employee (100 CP): Your experience working under horrible, and downright illegal, conditions has left you with surprising endurance. You could run an ultramarathon without any pre-conditioning or experience running long distance, and with proper motivation (say zombies chasing you) you could manage to complete a Spartathlon again without any real training. This won't give you the speed to stay ahead of zombies, and you won't be at a dead sprint the whole time, but you could jog for over a day straight without resting. Beyond this endurance you have a generally reduced need for sleep or rest; you can work all-nighters with ease, and get by on 3 or 4 hours of sleep a night for years on end if you have to while working an average of 16 hours a day. It's still not good for you, or enjoyable, but you could do it for years without significant health issues.

Don't Underestimate Us Jocks (200 CP): You might have spent the last 3 years as a desk jockey without free time to exercise but it doesn't mean you've lost your physical fitness. And believe me, you are physically fit. You could be a bit below average in height and build, and you'd still be strong enough to tackle a large, tall, overweight zombie, and not only knock it back several feet, but send it through a cheap apartment wall and down to the street below, regularly bicycle around town leaving zombies stuck merely chasing you and slowly being forced to give up, or with a running jump leap from a building to a building a few stories shorter across a street. And best of all this fitness seems to be resistant to malnutrition, lack of sleep, and lack of exercise. As long as you're eating enough calories, and not completely sessile your physical fitness will not degrade.

Favored by Karma (400 CP): Whatever forces ensure that what comes around goes around seem to like you. People you help, even if just because it lets you fulfill your own hedonistic desire, seem to be more grateful than usual, and more happy to repay the favor than they normally would be. You might actually be most fortunate when they have no way to pay you back at the moment, though, as you find that people you have helped and who haven't been able to pay you back yet are liable to arrive to help you when you need it. This won't summon them from too far off, but if you go around helping people, you shouldn't be too surprised if when you need help as well they just start popping up around you to finally pay you back.

I'd Rather be Eaten by a Zombie (600 CP): The more you live by indulging in the moment, not caring about the past or the future, but hedonistically doing what you want to do now because you want to do it now, the more life seems to help you along with it. This doesn't have to be wine, drugs, and women, or anything carnal at all, but is based on how much you want to do it for the sheer enjoyment of doing it. When you live in the moment in this way, you will find circumstances and events around you seeming to help you out. The more you indulge in the moment without care for the long term consequences the more you'll find opportunities to fulfill your desires and wishes, and the more you'll just seem to be blessed by luck. This luck doesn't only apply to your own hedonism; it may keep you alive, cause you to arrive just in time to help those you cared about despite - or even because of - having detoured for your own pleasure on the way, see you coming upon a solution to a pressing problem despite - or even because of - having squandered time and resources on 'frivolous' pleasures, and other things. In short, when you live in the moment and for your own enjoyment first and foremost (though not necessarily exclusively) good things happen for you. This won't necessarily be enough to make ignoring the danger the world is in to enjoy yourself more effective than applying practical skills to the problem, but it will be a much more viable option than it realistically should be.

Former Professional Perks

Life Skill (100 CP): Choose a modern profession. You have the equivalent of a decade of training and experience in that field. You may take this perk multiple times, with additional purchases being only **50 CP** each (but not Free even for Former Professionals).

Dignity, Soul, and Pride (200 CP): Sometimes people get caught up in patterns of behavior enforced on them by others, forgetting who they themselves are and what they want and believe. You are able to give stirring speeches which encourage people to think and act for themselves. This will help to snap people out of brainwashing or indoctrination, and to stir people to stand up for their own beliefs and do what they think is right for themselves despite the arguments of others. You won't be able to control what they do afterwards, at least not with this, as it is about them thinking and choosing for themselves, but you can make sure that they remember to make it for themselves and not because of habit, indoctrination, or social pressure.

Peerless Under Heaven (400 CP): You are something of a genius. You absorb information and learn skills at prodigious speeds, several times faster than an average individual. Your retention is excellent as well, keeping skills and remembering information and knowledge far better than an average person. This also boosts your comprehension in general, helping you to understand what you're learning. Even as a young child you could teach yourself basic medicine from veterinarian textbooks, and remember it into adulthood well enough to put it to practical use in a zombie apocalypse.

Three Kingdoms (600 CP): You might not be a true military tactician like Zhuge Liang, but you can put on a good impression of him. You are able to quickly and easily analyze how dangerous a situation is, or analyze the ratio of risk to reward for potential actions. While not all-knowing, you are definitely good at intuiting potential dangers and getting a mostly sound estimate without total knowledge. Beyond being good at knowing how dangerous something is and quantifying how much you would gain from success, you're a natural at logical deduction and planning in general. You're no Sherlock Holmes, but if you studied military tactics you really would be a phenomenal tactician and if you studied criminology and criminal investigation you'd be a top tier detective. All of these talents seem to be turned up a little further, however, when it comes to securing your own survival, plans coming to you that much more easily, intuitive leaps helping your logical deductions, and even being particularly good at figuring out which tropes from fiction may apply to the strange situations you get yourself into.

Former Salesman Perks

Instant Stripping (100 CP): You are bizarrely good at quickly removing all of your clothes. You seem to be able to remove normal clothing, even multi-layered business wear, in two or at most three motions, stripping completely in seconds at the most, and possibly in the literal blink of an eye. And you can do this all without any apparent effort on your part either, stripping off a suit in the middle of a leap while still being ready to grab onto a ledge or land in proper form at the other end.

More intricate and hard to remove things - such as armor or protective suits for environmental or bio hazards - may take a bit longer, but are still massively easier and quicker to remove. You can even help other people remove their clothes; it won't see the same increase but it will still be faster and easier than normal.

Put a Smile on Their Face (200 CP): You know how to. You're excellent at cheering people up, spreading happiness, and making them feel better. You seem to have a good idea what to say, or do, to make someone laugh at all times, and to make even a child who lost everyone smile. And while you're not a trained therapist, you seem to have a lingering effect on people, helping them put their trauma and pain behind them by putting smiles on their faces. This won't fix someone overnight, but the more often you make someone happy, the more they seem to be able to become happier even when you're not around, and to recover from those things in their past which crushed their spirit in the first place.

Shark Bait (400 CP): There's just something about you. Something that makes things want to attack you. Hostile entities are prone to target you first, even when other targets are closer or easier. This isn't an absolute effect, an intelligent foe might still pick someone else first if given reasons (such as knowing you're too strong for them), but entities consider you a better target than they normally would or really should. You can maximize this effect in a few ways, though. First it's much more effective against creatures that want to eat you. Second, if you seem to be in a state of extra vulnerability, even if others are closer and just as vulnerable, the effect will be much stronger; if you removed your armor, for example, even if you were still extremely formidable and their chance of beating you remained slim, the effect would be noticeably stronger. Finally if you are naked it will become much stronger, and several times stronger if you point your naked ass at them. If you moon creatures that want to eat you, even normally highly intelligent and tactical foes will forget easy targets to attack you even knowing you are powerful enough to oppose them or escape.

You are able to toggle this effect off and on at will. In case you don't always want to be targeted first.

God Among Men (600 CP): It's obvious why you were a salesman. You're good at it. You have a natural charisma and charm which makes it very easy for you to get people to accept you and like you. You also know the tricks of the trade, how to convince someone that something is worth buying or what they want. You are especially good at it when it comes to yourself, easily able to convince people that you'd make an excellent friend or ally if you put your mind to it, though you're best at it when it comes to as a lover able to seduce a total stranger over a single dinner, and to get one to agree to that dinner in the first place with ease. These sorts of tricks and techniques are not always the best for long term relationships, but you're very good at convincing people for short term things, and getting your foot in the door is important.

Beyond being good at charming people, you are also highly skilled at lovemaking. You won't be leaving them disappointed by the experience, and even someone who has a rather wide base of experience would be almost certain to never have met a lover in the same league as you, much less your equal. You might not always leave them satisfied, but that has more to do with choice, and making them want more than not being good enough.

Foreigner Perks

Japanophile (100 CP): You possess an extensive knowledge about Japanese culture, society, history, and especially cultural heritage. You could recite the history of major Japanese temples, and note any particularly significant or unique facets of them or what visitors traditionally do at them, know what individual towns are known for and why, and can generally go on and on and on at length about any particular facet of traditional Japanese culture. It's almost like you're a living encyclopedia on Japan. This naturally includes fluency in the language.

You will possess a similar encyclopedic knowledge of Japanese culture, society, history, and cultural heritage in future jumps in which Japan exists or existed, as well as a reduced but still impressive knowledge of countries that are obviously supposed to be fantasy equivalents of Japan.

Blonde and Buxom (200 CP): You're very good looking. While you don't have to be blonde and buxom and may choose another aesthetic if you want, you are extremely physically attractive, and could easily be considered a 10 out of 10. Your appearance tends to have a touch of the exotic to it. Nothing too extreme, but enough to make you stand out and make yourself that much more attractive. This also helps your exotic features be taken as exotically attractive. They'll still be recognized as unusual and abnormal, but your elf ears will be cute instead of uncanny.

German Samurai (400 CP): You possess a surprising amount of skill with medieval Japanese weapons. You are able to cut down zombies with a katana cleanly and without damaging the blade, hitting at the right angle even on moving foes to slice straight through them, or reliably kill zombie boars with a single arrow between the eyes to the brain, taking out one boar after another with similar well-placed shots. Your skill with medieval Japanese weapons feels rather superhuman, more fit for an action movie than a zombie apocalypse. And, as samurai were traditionally mounted warriors, you are similarly skilled at riding a horse, able to get even a farming horse to ride into battle like a warhorse and manage to get them to do tricks that would shame an expert rider even when the horse has never really been trained for such.

You also have fairly decent knowledge of firearms. You're not a top class sniper, but you could put the average soldier to shame with your skill and knowledge of them.

Overcome Our Psychological Limits and Transform (600 CP): You no longer have hard limits to your capabilities. Oh, there are still limits and caps, but these have become much softer for you. When you push yourself to your limit you are sometimes able to go beyond it. This won't be easy, it will usually require immense willpower, as well as need, danger, or other strong impetus, but by pushing yourself to your absolute limit and then continuing to push yourself harder you are able to go beyond your limit. The further you push the more powerful an impetus you will need, and you still need to be careful not to bite off more than you can chew. Pushing yourself past mere psychological limits is naturally easier than physiological ones, and pushing yourself to greater supernatural feats will be harder still. There is a benefit to pushing yourself thus, though, as when you do so you will find that your limit increases somewhat as does your ability and skill in question. Step by step you can transform into a new, better you.

Future Pro Gamer Perks

Gamer (100 CP): You are extremely talented when it comes to video games. It doesn't matter the genre, you are good at figuring out the strategies and tactics required, mastering the controls, and just in general playing and winning them. You have the sort of talent to make becoming a professional gamer a very real possibility with only a little effort, and to master any video game in a small fraction of the time it'd normally take even a professional. And since at the top levels of the gaming world being good at the game is not enough, you also have exceptional reflexes among the best possible for a human and an excellent sense of timing.

I Always Know What People Want (200 CP): You might make this claim, though it is rather exaggerated. Still, while you don't always know what people want, you are a pretty empathetic person, able to readily pick up on the needs and desires of others and so have a general idea of what other people want. This isn't perfect, you might pick up on your overworked mother's need for help, and throw yourself too far into it not recognizing their desire for you to have a life of your own as well, but you are good at picking up people's moods and insightful into what they want and how to please them. You won't know the exact words, and this won't tell you how to provide it, but your empathy is well above average.

And while this keeps saying people, this actually applies to other organisms as well. Zombies, mutated bio-weapons, animals. If it has desires and needs you can get a decent feel for them. In fact it works better with simplistic creatures with a simple drive. You could tell at a glance that the zombie standing over there doesn't have any desire to attack you because you're immune to the virus, but that the mutated bio-weapon will kill you in a heartbeat. The one thing whose wants this won't help you figure out is your own.

MMO Sergeant (400 CP): You know MMO tactics really shouldn't be applicable to real fights. Still you seem to make it work. Maybe they're not really MMO tactics? Well wherever you got your tactics from they're good. You are a natural at commanding small squads in combat. You are able to quickly determine the resources of your squad, and figure out how to distribute them during a fight, adapting your tactics as the battle proceeds and not relying on some pre-planned strategy. You're even good at analyzing an enemy's attack pattern to determine when your team needs to dodge, or when the best time to strike is, and quickly identifying where the big glowing vulnerable spot that you should be aiming for is. An enemy with a simplistic fighting style is easiest, but you don't need to see much of what they have before you can figure out how an enemy fights so

that you can fight back against it. This comes with a commanding voice, and an air of confidence to help get them to listen to you.

Antibodies (600 CP): You possess a rare set of antibodies which works to stop the zombie virus. Well ok they seem to go a little beyond that as they seem to be capable of stopping any zombie virus. And some things that aren't zombie viruses. You are immune to zombification regardless of the cause, and cannot be turned into other forms of undead either. In addition zombies do not see you as food, and other forms of undead which feed on the living won't consider you a possible meal either, in a horde that's gotten riled up already they might still attack or bite you, but they can somehow recognize you aren't applicable food. Even if a zombie did bite you it'd not cause you to get sick or die from the bite, well at least not from it being a zombie bite the blood loss might still kill you. Finally your blood could be used as the start to making a vaccine against a zombie virus, or any sort of infectious undeath and can be used more readily and easily (vaccines take time and a lot of work) to make a blood serum (much less time and research intensive than a vaccine) which is able to cure someone who hasn't undergone full transformation into a zombie or other form of undead yet.

Former Management Perks

Ambushes and Traps (100 CP): You have a talent for setting up ambushes and traps. You can recognize good places to set in wait for an ambush, or places where traps will be hard to spot or avoid. This also gives you the skills needed to make simple traps. You're no mechanical mastermind but you could put together a simple snare or cover a pit where the covering will break under the weight of someone but won't just collapse on its own.

Agent of Chaos (200 CP): Malicious forces are able to sense a certain kinship with you. As long as you are working to aid them in their goals and desires they will recognize this. Zombies, and other similarly 'unintelligent' forces of malice such as predatory animals will not attack you as long as you are working to give them more prey. More intelligent individuals will recognize on a subconscious level that you intend to aid them, though sapient beings may not always accept your presence based on this.

This only works on things which have desires or wants. Even then it only works on those that would normally be considered 'evil', 'bad', 'malicious', or generally hostile such as zombies, predatory animals, or villains. It does not work on completely insensate things such as natural disasters. It also only works as long as you intend to aid them. The moment you no longer are planning to help them in their goals they will no longer have this unconscious sense of your willingness to help them and in the case of non-sapient forces will consider you back on the menu.

Seeing My Superior Eaten by Zombies isn't on my Bucket List (400 CP): People don't seem to believe in capital punishment or even karmic death when it comes to you. Even those you have actively abused have a tendency to prefer you being alive. They might want you in prison, and if there's no other option to make you stop they might kill you, but they'll try non-lethal means of stopping you first if possible, and prefer imprisoning you to killing you. You can expect to be given second chances, and warnings, as people try and stop you without actually killing you. This only protects you from being killed as punishment for your misdeeds or revenge, people who are willing to kill innocents will still kill you.

People are also willing to overlook your misdeeds when it comes to saving your life. This won't make someone save your life if they'd let an innocent person die, but you could have wronged them personally and if they're the sort to risk their life to save someone then they'll risk their life to save you. This won't make them help you avoid fates less than death, and they'll be happy to let you be imprisoned forever.

Team Leader (600 CP): You really do belong in a black company. Oh not as one of the abused lower rung employees, but as middle management at least. In other words you're a slavedriver for the modern age. You are an expert at psychologically abusing your underlings in a way that manages to instill a sort of unquestioning loyalty in them, of making them feel that their job and their place in whatever system you set up, is more important to them than their happiness, and their health. They won't be happy, in fact they'll be quite unhappy, and you might have a high turn over rate due to suicide, but they'll obey you. Your leadership leaves permanent scars on the psyche as well, so even if circumstances and outside influences do pry someone from you, you will find it easy to bring them back into this unquestioning and obedient mindset. And fitting with higher levels of management, you have a good eye for choosing subordinates that can do this to a lesser extent themselves, building pyramids of abuse all the way down to the bottom.

It's important to remember, though, that this does have its limits. It is possible for you to push someone too far, but even separate from your leadership style you're an excellent judge of how much you can abuse someone before they will snap. You can tell who you can really push, and who you have to keep a softer touch with. Someone who does resist, however, is extremely dangerous to your organization, though. If someone successfully resists then this will weaken your hold on everyone who is aware of it, and the more that resist the more this will weaken until it crumbles entirely. So make sure to deal with rebels quickly and efficiently.

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.

Bluetooth Speaker (100 CP): This is a speaker controlled by bluetooth, wi-fi, or other wireless means and compatible with any wireless capable devices you have. Besides whatever audio you have on such devices, the speakers themselves seem to develop a playlist of songs based on each jump you have visited and each jump you visit in the future. Finally playing the speakers at high volume is extremely good for attracting or distracting unintelligent zombies causing them to converge on it.

Isolated Village (200 CP): This is a village like you might find in rural Japan. It's on the small and isolated side even by those standards, but it is a peaceful place and given the surrounding mountains require either a narrow cliff-ledge passage or a single, easily blocked tunnel it is very relatively safe during a zombie apocalypse. It is also capable of self-sufficiency; it might not be able to maintain modern standards of living, but as a farming village they know how to feed themselves and keep the buildings standing. The people here don't recognize you as the leader, but they do recognize you as one of their own. Does have an electric fence to keep out zombie boars powered by a water wheel on the local river.

In future jumps it will import into a similarly isolated location. You may choose to keep the same village continuously, or have it be a new village adapted to the setting but equally minor and isolated. With the latter choice you will continue to be recognized as a member of the community even if you dropped into the jump in question. You must make this choice when you purchase the item, though if you choose to have a single continuous village you may restore it to factory default at the start of any jump in case it was destroyed or its people slaughtered. The specific villagers will not be the same on such a reset.

Safe Apartment (200 CP): This is a small apartment made primarily for one, though it can instead be a small (emphasis on small) house if in a place where that'd be more appropriate. Either way it's all paid up in your name, don't worry. Those with malice against the inhabitants will never find it by chance; zombies could swarm all over Tokyo and you could be the last human alive and they'd not find it unless one followed you to the door. Even rigorous searching and active hunting is less likely to find it, and enemies with animal-level intelligence will never find it unless they manage to follow you to it.

Former Salaryman Items

Camper (100 CP): This is a campervan, somewhere between a large van and a recreational vehicle. It is a car built for the purpose of extended trips and camping out in it with enough room for a proper bed and for a few people to travel in comfort even if by the point that you've got 4 people it will be a little cramped. It automatically repairs, maintains, and refuels itself when not in use, taking a week to repair and reappear if totalled or lost.

Jumpraiger Suit (200 CP): Your very own superhero suit. Or well it's a shark suit, a full body - plus helmet - suit designed to be water tight and for swimming with potentially man-eating sharks. Made from titanium alloy mesh, in effect extremely fine and tight chain mail made to snuggly hug your body and prevent penetration of the suit. And it's good at doing so being made for preventing shark bites and to withstand the bite force of a great white shark. It won't stop the pressure of the impact, but it will stop the actual penetration. Beyond what should be expected of mere titanium mesh, yours cannot be penetrated by bites or claw strikes no matter how powerful they are; this doesn't stop other forms of penetration any better than the suit realistically should, just claws and teeth. It's also important to remember that while they can't bite through it, the crushing force and pressure is still there, so try not to get bit by something that can kill you with the sheer pressure of its jaws.

Jumpraiger 2 (400 CP): This robot is more than half again as tall or broad as an ordinary human. Controlled by a motion capture device that comes with it and can be worn over a tight suit such as the Jumpraiger Suit, the robot is powerful enough to overpower a large, zombified brown bear with relative ease. It is also waterproof enough to function under water, at least by the shore, even in sea water and ocean currents. It does not seem to need fuel or electricity either.

Alternatively you can have a larger and more powerful animatronic t-rex controlled in the same fashion. It will be tyrannosaurus shaped instead of humanoid with all the advantages and disadvantages that brings.

Bucket List (600 CP): This is a simple notebook that says on its front "100 Things I Want to Do Before Becoming a Zombie". Alternatively you can have it say "The #1 Thing I Want to Do Before Becoming a Zombie". Regardless of your choice, when you write down something you want to do in this notebook it seems to bend fate and reality to help create the circumstances to allow you to do it. The notebook isn't all powerful,

though. It can only fudge things so far in a single jump, and it only helps to create opportunities.

It can help with at most 100 things during a jump, though bigger things will take longer to happen, too many large tasks may drain it in less than 100 things, and it's possible for a large enough task to drain it completely; it could take an ordinary biochemist specializing in medical research far towards creating a vaccine to cure the zombie virus, possibly all the way, but if it's doing the lion's share of that work it will drain the book's power for the jump. Even then it is possible for something to be too much for it; it can't do the impossible. Writing down 'I want to wine and dine a flight attendant' would probably see you seeing a flight attendant soon over food, but writing down 'I want to become God' wouldn't do much of anything unless there was already a feasible way to do it. It will divide its efforts evenly between things written in it until they are marked off.

If you allow it, your followers and companions can add their own desires to this book. This will function like if you wrote in it yourself, draining on its power for the jump just like if you had been the one to write in it, except giving them the opportunity to fulfill the task instead.

This notebook can only help you do a single thing once each jump (it won't help you with repeat performances), it must be a discrete and concrete act, and it must be something which can be completed before the end of jump. This notebook does not help with constant or ongoing activity. If you wrote "I want to become a better person" it would create an opportunity for you to become a better person to an extent that you'd feel you had completed the task and possibly even multiple if you needed them, but it wouldn't work for "I want to be a better person each day than I was the day before".

Former Professional Items

Sakura Mochi (100 CP): This is a small, restocking supply of sweet treats. It doesn't have to be sakura mochi if you'd prefer something else, and can even change when it restocks. Either way you get one portion a day. It's not enough to survive on, but it's enough to serve as a sweet dessert or a reward for a job well done.

Indoors Gym (200 CP): This is a small, personal indoor gym. A treadmill, a few weights, some form of weight machine. It's nothing too impressive or fancy, but it seems to scale to you so that no matter how strong or fast you become it can give you a good, thorough workout.

100 Things to Do to Survive (400 CP): This is a list of 100 survival guidelines. It will update to a new list at the start of each jump. These guidelines will tell you how to survive each jump, and if followed precisely will maximize your chance of survival. They don't care about anything other than avoiding death and/or chain failure, may forbid behaviors you'd rather engage in or tell you to do things you'd much rather not, but will always be accurate for minimizing your risk of chain failure and/or death. And yes, minimizing your risk of chain failure includes not telling you to do things which will cause your benefactor to end your chain, though in doing so it may reduce your chance of survival from following this list.

Mutton Butler (600 CP): This is a robotic butler designed to resemble an anthropomorphic sheep, and with an AI that allows for almost human like behavior. Its primary directive is to care for and serve you, and as such this will always be its main motivation and concern, though it cannot disobey your direct commands. Besides being an excellent - and self-powering - butler it is programmed to perform repair, maintenance, and modification on other robots. Its programming seems to expand to cover repairing and maintaining any CP backed technological items you possess as well as any technology you personally know how to repair and maintain; it will also be able to modify these items to an extent.

Former Salesman Items

Ultimate Upgrade (100 CP): A Harley Davidson motorcycle for cruising the apocalypse in style. It automatically repairs, maintains, and refuels itself when not in use, taking a day to repair and reappear if totalled or lost.

Club (200 CP): This is a burlesque club. You can be its manager, or simply its owner with a follower working to manage it for you. Either way it should give you a nice little stream of income, and if the dancers get turned into zombies they'll still instinctively perform albeit fairly poorly with their new lack of motor skills, their nature as dancers overtaking their zombie instincts. This works for other monstrous transformations as well. Still probably not advisable to get within biting range.

Alternatively can be a Kyoto style tea house complete with geisha. As with the burlesque club they'll continue to ape their old role over their instincts.

Shit Well (400 CP): This is a hole in the ground with a resupplying supply of all-natural fertilizer aka shit. It contains enough shit to fertilize the fields of an entire village, and will resupply at a rate of 1/10th its contents each day. Anyone covered in its contents becomes unappetizing to any creature that would eat them, and no longer registers as edible.

Love Boat (600 CP): This is a yacht designed for the pleasure and enjoyment of its passengers. It has a built in pool, in case you want to swim without jumping into the ocean, and comes with a small stockpile of canned food and fresh water which will resupply at a rate to feed 9 individuals (if you want to feed more than that you'll need to acquire it on your own). The boat will also automatically maintain, repair, and refuel itself at 2/3rds the rate it would consume fuel while moving at normal speed.

Of course for this price this is more than just a boat. Something about the yacht seems to make it a magnet for attractive individuals who are looking for a consensual good time. Young, beautiful people who would be amenable to partying with you will be regularly drawn to the boat. This seems to be especially potent during apocalyptic scenarios or in attracting the survivors of one, as even after the large majority of people have turned into zombies you could still find a boat load of highly attractive individuals to fill this ship within a few months.

Foreigner Items

Japanese Weapons (100 CP): You possess some of the most iconic weapons of the Japanese samurai. Namely you have here a katana (sword), a naginata (polearm consisting of a long blade on the head of a wooden pole), and a yumi (bow). If any piece is broken or lost it will be replaced within 24 hours, and you also get a quiver (likewise replaced) with a supply of arrows which seems to not run out when you're using them in combat. All of the weapons are of excellent quality, and will automatically maintain and repair themselves, sharpening their edges between uses, but are otherwise mundane.

All You Can Eat Sushi (200 CP): Well this might not really be all you can eat, but it is at least a fair sized daily meal of high quality sushi. You get a new one each day, either in a bento box that appears by you in the morning, or dispensed from your warehouse or a CP backed property of your choice.

Pilgrimage Outfit (400 CP): This is a traditional pilgrim's outfit consisting of long robes, a wide brimmed hat with a prayer or Buddhist saying on it, a staff (can be a shakujo with jangling rings on the head), and sandals. When worn this outfit grants the wearer luck related to traveling on foot. The weather will be better, and dangers seem to come less often and be more easily avoided. You could wander around a somewhat sparsely populated island during a zombie apocalypse and barely encounter any zombies while walking, and expect the weather to be overall excellent. Even strangers you encounter are more likely to give you hospitality, food, and shelter as would be traditional with a traveling pilgrim, and minor bouts of fortune are more likely to cross your path. Only applies when traveling by foot, though.

Samurai Armor (600 CP): This is a full suit of traditional Japanese armor. Since you're paying a premium for it, the armor will always be substantially more resilient than you, sharing any resistances, immunities, or special defenses you possess to a higher level than your own. No matter how powerful you become, this suit of armor will continue to be an effective defensive suit for you. In addition it seems to still provide full protection even if you remove the helmet, face armor, and torso armor, only needing the arm and lower body armor to be fully effective when worn.

Future Pro Gamer Items

Blood Sample (100 CP): This is about 100 milliliters of your blood. It will refill itself weekly. If you have multiple forms with different types of blood, or with different fluids used for its vascular system you can choose when it refills which form's blood/fluids it fills with. Maybe this could help make some vaccines or blood serums, or failing that you can donate it.

Handheld Gaming Device (200 CP): This is a handheld gaming device, by default similar in appearance to a Switch. It is capable of permanently downloading and copying any game which is installed onto it or which is inserted into its drive, can change into any other handheld video game device it has been put into contact with, and its disc/cartridge slot can transform to accommodate any handheld videogame cartridge or disc. It's an all in one handheld gaming platform. Enjoy.

Flamethrower (400 CP): This is a rather ordinary military flamethrower. Well except for one thing. It doesn't seem to run out of fuel when you use it, allowing you to (nearly) continuously spray gouts of flame from it and meaning you don't have to worry about it running out on you part way through dealing with some mutant monstrosity.

Pharmaceutical Lab (600 CP): This is a cutting edge medical research center. At least on the surface. It's also highly self-sustaining with hydroponic farms and outdoor farms on its grounds, a water recycling center, solar and wind power, various water traps for gathering rain water, and in general is made to hold out from a continual siege from zombies. This includes a cutting edge security system, electrical fences, and reinforced doors and windows. If you go deep enough in its basement you'll find out why as it is not merely a medical research center, but a biological weapons lab and the basement contains various tubes for growing lifeforms mutated by the zombie virus, and other such living weapons. It doesn't come with a staff, but the farms, water, and power system all maintain themselves even in the absence of people; maybe it's simple robotics.

Former Management Items

Baseball Bat (100 CP): This is a baseball bat with nails driven into it. It will always remain sturdy enough for you to put your full power into swings with it, and it seems to be extra effective when it comes to smashing heads. If lost or broken it will be returned to you good as new within 24 hours.

Supply Trucks (200 CP): This is a truck full of goods which will appear, restocked, at your location in semi-regular intervals. Goods vary from world to world, but will be capable of supplying several dozen people with the essentials for life and provide a small amount of luxury goods as well. This truck is guaranteed to never have a zombie hiding in it when it arrives, and will restock even if the supplies haven't been used.

Survivor Camp (400 CP): This is a fortified camp, built around a few buildings and walled to keep zombies - or raiders - out. It's not a true fortress, but defensible enough to stand up to zombie hordes or discourage raiders. It's a little smaller than the Isolated Village, but still has a few dozen individuals living in it, and the inhabitants recognize you as their leader with near absolute authority over them. It has some supplies, but will have to forage for more; post-jump you will find these supplies resupply themselves. You may choose to have it built around a fortified aquarium.

When you purchase this option you get to choose whether to have a single camp which follows you from jump to jump, retaining modifications, and can be reset to 'factory default' at the start of a jump or to get a new camp of survivors, or outcasts from normal society at the start of each jump which fits into the setting and includes natives of its world. In the latter case it will continue to be approximately the same size, and similarly fortified - not going to stand up to a military assault by any means, but capable of turning away a band of bandits or raiders.

A.I. Hotel (600 CP): This is a top class luxury hotel, or well actually arguably a bit beyond that. Fully self-maintaining it has its own small fishery, and hydroponic farms, all powered by renewable energy in the form of solar panels and wind turbines, and its outer wall is sufficient to keep zombies out barring someone actively attempting to rile them up. The entire hotel is staffed and maintained by robots, including a factory to make more robots or replace damaged furniture, walls, towels, clothes, or otherwise turn raw materials into finished ones that the hotel might need. This staff includes a robot high class chef, robots that can pass visually as human and designed to flirt with patrons albeit only with chatbot like flirtation skills, and a robotic butler to oversee the entire staff and system. The hotel is even capable of actively tailoring the experience to the guests

through biometric readings, altering the climate controls and music to their tastes, or launching fireworks for the purposes of celebrations.

The hotel does come with some specials. It is equipped with flying drones that mimic ideal zombie targets, making them serve as awesome zombie distractions and bait, though these only function for human zombies. It also comes with an underground AI research lab. This lab does not come with a mind transference machine; you'll have to figure out how to build one of those yourself. Still it is equipped for cutting edge research and development in the fields of robotics and artificial intelligence.

The hotel's AI is unable to disobey your orders unless an emergency threatens the hotel and the lives of its guests at which point they will prioritize evacuation. That saidm the AI's primary directive is to serve to the needs and wellbeing of its guests and while it will obey orders that are contradictory it may seek to subvert them while still technically obeying them.

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.

This is Fate (100 CP): There is someone in this world who you seem to be irrevocably connected to. Someone you'll keep encountering no matter what you do, who, while on the surface rather be opposite to you, is actually an extremely good romantic match for you. They possess a background other than your own, with all the perks of a background, its 100 CP item, and they are built with additional CP out equal to the amount of CP you took in drawbacks from this jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Live Action? (Toggle): By default you would be arriving into the manga continuity. If you'd prefer you can instead go to the anime, or live action movie.

Dating Games Aren't My Specialty (+100 CP): It would seem that romance isn't your thing. Not only will your charisma, seduction, and romance perks not work, you just seem to have bad luck in your romantic life, things always seeming to go wrong when you do try and start a relationship. It's not absolutely impossible for you to find love, but it'll be an uphill battle. And to make things worse you just don't seem to be good at understanding romantic relationships in general, either figuring out how to properly participate in one, or even to give advice for other people.

Exhibition is Comedy (+100 CP): You have a strange compulsive tendency to strip yourself naked. This seems to happen when you think the tension needs to be broken, or are feeling anxious especially socially, but will also happen at random intervals especially if such moments are few or far between. Unlike Kencho you don't pick and choose times where it'd be funny, and people rarely respond well to your sudden exhibitionism instead taking it as an offsetting behavior.

Hemorrhoids (+100 CP): You have a chronic case of hemorrhoids. While it's not always severe, it will regularly flare up to be severe. It's not life threatening, but it can be uncomfortable and when they're particularly swollen can make running or sitting difficult. You can never completely cure them and they will always return eventually.

Osakan Zombies (+100 CP): Normally the zombies of this world are relatively non-dangerous. While there are runners, there's a fair share of shamblers too, and they can typically be overpowered one on one by a prepared individual much less an armed and ready one. Now the undead have more gusto. They are stronger, faster, even a little smarter though still far from intelligent. Shamblers are almost non-existent, with all of the zombies you encounter being runners, or even beyond runners as ferocious, tireless sprinters. An experienced jumper still shouldn't have much trouble, but expect this to be a little less of a zombie apocalypse vacation and survival to take more effort. Thankfully this only seems to apply when you, your companions, or your followers are present, and other people don't need to deal with them except when they're around you.

The Point of Capital (+100 CP): You are in love with money. Oh well perhaps it'd be better to say wealth. You won't be risking your life for now valueless pieces of paper, but you can expect to be miserly and hoard trade goods. You'll go to rather unreasonable lengths for whatever it is that people use as wealth - such as canned food - and be stingy with it even when it drives a wedge between you and those you care about. And yet you'll always want more, more, and more.

Their Parents Entrusted Them to Me (+100 CP): Maybe you were a teacher previously because it seems you have a group of highschool students you have somehow been placed in charge of protecting through the apocalypse. Their death(s) won't cause you to fail the jump, but you will feel driven to do whatever you can to prevent it and should it happen you will be plagued with extreme guilt for the rest of the jump. They seem to be resistant to being given out of jump powers, or powers through out of jump means, so if you want to make them more capable than somewhat below average high school students you'll need to build them up the old fashioned way.

What is this Gyo (+100 CP): Normally the zombie shark full of zombie swimmers walking around on a mass of zombie legs that burst from its stomach would be a probably 1 off incident. Now you will find that zombified sealife with bizarre zombie legs are fairly common. They're most common near coastal regions, but there's nowhere in Japan that would be guaranteed to be safe from them, and even somewhere in the center of a continent might still find it rain zombie sharks once in a while. You might even encounter a blue whale running around on a mass of zombie legs.

Harbinger of Zombies (+200 CP): Your presence seems to bring devastating zombie attacks. These zombies aren't after you, but for one reason or another anywhere you stay at will have its defenses fail before too long. Zombies will breach the walls, or maybe someone inside will decide that what they most want in the world is to see a village of survivors turned into zombies and let them in. It won't even by your fault usually, but there will be a large group of zombies that get through the defenses - or a single one that succeeds in turning several more once inside - anywhere you go for too long. You might be able to stay in a place for two or three months, but you can expect it to usually be weekly. It's still possible for you to stop them once they've passed the defenses, but it will always be a threat to the community around you, and there will always be a chance for casualties before you can stop it. If you just stay in one place long enough it will repeatedly have its defenses fail in more and more dangerous ways.

Love Has Such a Bad Cost to Performance Ratio (+200 CP): And it's not just love, but so many things that are done purely for the 'happiness' that they bring. You are obsessed with maximizing your gain - in field of chance of survival followed by social standing - over your own happiness, and will drive yourself to misery seeking to optimize for 'success'. Happiness and pleasure will not factor in as things that are considered gain.

No Faith in Yourself (+200 CP): There is an emptiness in your life, as if you were hollow inside. Pleasure rings ashen and empty, though there is an exception. The only time you really feel alive, or good about yourself, is when you are putting yourself above another, and making someone beneath you suffer. That is your only pleasure. If taken with **Love Has Such a Bad Cost to Performance Ratio** you'll find yourself including the chance to abuse others as one of your causes to maximize, even above survival, but even it will ring hollow and empty.

Spasms (200 CP): Are you a zombie? You move sort of like a zombie. Your body seems to suffer from random spasmodic motions. They aren't constant, but unfortunately seem to be especially prone to come when you find yourself needing to really exert yourself making running often lead to you tripping, or reducing you to shambling like a zombie, and your limbs flailing wildly at the worst of times. You can expect your coordination to fail you at important moments, and from time to time even when it's not important, and to end up practically tripping over your own feet. It's also entirely possible someone will mistake you for a zombie the way you move.

Asset (300 CP): That's all you are. You are the servant of an abusive asshole, and you will find yourself unable to control them or kill them, and even if they are somehow removed from authority over you you will find yourself becoming the servant of an even worse individual. You'll thankfully be freed 1 week before the end of your tenth year, and they can't order you to do anything suicidal, but your powers and abilities will be at their beck and call for your decade here.

Bioweapons Testing (300 CP): The Umbriel Corporation, and similar corporations, have been informed of your jumper nature and abilities. They seek to capture you, or failing that kill you, and use you to create bioweapons. They'll send squads of soldiers and zombies against you, and bioweapons such as the crusher, and as time goes by they'll upgrade their gear and bioweapons to incorporate and counter your out of jump powers and abilities. Even if you somehow wipe them out, there will always seem to be another group ready to pop up out of the woodwork with all their research and the intention of capturing you to turn you into the source of their new weapons and technology. And let's

just be clear that being captured will not be a pleasant experience and will most likely be lethal by the end of the jump.

Enhanced Contagion (300 CP): So the zombie virus can spread to animals, but this appears to be rare as animal life is common and normally non-infected. It's unclear why some animals - boars, bears, sharks - are affected (though the shark might have been because of how many zombies it ate) and others - like rabbits, and birds - aren't. Still contact with zombie blood is usually no problem, and it's unclear if people who die from things other than zombie bites turn as it's never been directly addressed. Now, though, the contagion is much worse. The plague has become airborne, though it's unlikely to infect someone this way unless they wade through infected flesh for long periods, at least not above the extent to make sure that if they do die they will re-animate. But body fluids are now a very dangerous thing, and its cross-species infectivity is much much worse and you can expect to have to deal with things like zombie virus carrying insects that spread it through bug bites. To make things worse, while the virus won't resist in universe means of curing it, it will prevent out of jump means and methods, and will continually mutate around vaccines and immunity. This won't get around fiat disease immunity that you, or your companions, possess, but you'll find that granting it to others is difficult. You can say goodbye to your zombie apocalypse vacation, and hello to a decade in a world of the undead.

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, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Changelog:

Version 1.0.0: Released.

The exact means by which the outbreak started, or even if it is affecting places outside of Japan, is unknown in the manga. There is a reason to believe it may have been created as a bio-weapon but even that is unproven as of yet. Given the sheer amount of spread, and number of people who seemed to have turned while indoors it's possible there's a means of transmission other than biting which some people are vulnerable to; the characters in the manga have never questioned that though. Still you're no more vulnerable to the plague than the main cast (not counting the late comer who is immune), and baring drawbacks should not have to fear becoming a zombie short of being bitten.

Zombies in the live action film seem to be more dependent on hearing than in the manga where while loud noises will attract them, they depend upon various aspects of body heat, respiration, and even a sense of whether someone can be infected to choose target priority and will not normally skip over targets for beepers (though drones which somehow imitate those other factors can distract them).