



*By Valeria*

### **Introduction**

Sunny beaches, misty mountains, historic temples and an ocean of the undead to chop up and splatter blood everywhere with. Doesn't it sound like a fantastic holiday destination? You're off to the world of The OneChanbara, where bikini-clad zombie slayers roam and make a living hunting down all manner of undead monsters. Where schoolgirls rise up and form armed militias against invading zombie armies. Where Vampiric babes cut down demons and zombies by the hundreds and where deadly yet alluring scientists raise whole hordes of monsters to try and take over the entire world.

This is a world that appears at first glance to be like our normal world. Look even a little closer and you'll realise that it's quite a bit stranger. With the near yearly zombie plague outbreaks that occur around the world, and other monster attacks too, the public are well aware of the existence of the supernatural. Entire international task forces, such as the Zombie Prevention Force, have been set up with global support to counter these threats and are armed with technology quite a few years ahead of what modern Earth has now.

There are supernatural bloodlines running in humanity such as the Banefuls, zombie blood infused humans that hunt down monsters to protect humanity. Vampirics are a race of blood suckers that feed on and control humanity from the shadows, though a few of them prefer to protect their human friends than to eat them. And of course, you have all manner of creators running around the world. Scientists making high tech robot armies or zombie plagues, witches creating cursed weapons or more zombie plagues, mixed discipline geniuses making even more zombies on top of that! And sometimes, maybe, there might be some giant alien bugs. But that's another matter entirely.

It's really quite the zombie-fest here so I do hope you brought a proper weapon. A chainsaw perhaps? You'll be arriving in this world just as one of the last of the Banefuls, a lovely lady named Aya, goes out on a zombie hunting mission and encounters a strange little girl called Saki. You'll spend the next ten years in this undead world and to help you out in that time, take this set of 1000 Choice Points (CP) to spend.

### **Location**

The whole wide world is open to you now. The battles in this world take place all around the globe and the heroes and villains both hop around the planet often in short spans of time. Thus you are able to choose any place on Earth to start off in, so long as it is a publicly known area. If you are a Baneful, you may choose to start in one of the last few homes of the Bloodline that remain, a secret dojo that trained you. If you are a Vampiric, you may begin in the main castle of that race in Romania, years before anyone thinks to attack the fortress. If you are a Creator, you may begin in your initial laboratory in a remote location in any country on Earth that you want it to be in.

## Origins

### **Baneful**

The Baneful Bloodline is a long line of monster hunters, empowered long ago by mixing their blood with the supernatural monsters in this world and charged by their ancestors to keep the world purged of the living dead. They have superhuman strength and agility, enough to easily kill ordinary humans in a single blow. When a Baneful comes into contact with the blood of an undead being, they slowly become more and more soaked in bloodlust, eventually entering a berserk state once fully coated in blood where they gain greatly increased power at the price of losing their sense of reason temporarily. To help control these urges, the Banefuls are taught to be expert fighters and given training in a small number of combat spells, much like you yourself now have. You are one of the last of the mostly extinct Baneful Bloodline, possibly even a sibling to Aya and Saki.

### **Vampiric**

The Vampirics are vampires by another name. Primarily hailing from Romania, the Vampirics are a varied race but you are among the most powerful of the breed. You are even stronger and faster than a Baneful, as well as being much tougher and even having the ability to heal anything short of a lost limb in a few seconds by staying still and concentrating. By letting go of your control over your instincts, you are even able to turn yourself into a batlike monster. These come at the cost of several weaknesses. You must feed on the blood of other humans to survive and burn in the rays of the sun quickly, though particularly old Vampirics can resist this. Vampirics are also able to briefly empower themselves by drinking a lot of blood at once. As Vampiric nobility, you're likely either holed up at one of their castles or have abandoned the ways of your race and struck out among the humans.

### **Creator**

All these zombies need to come from somewhere. You are a brilliant young scientist, well versed in both magic and technology relating to your chosen fields here. You've got the knowledge to raise the living dead, to create strange monsters, to craft magical or advanced weaponry and armour or even special tools and vehicles. You might not be at Evange's level but with the right resources, you could whip up a zombie plague like few others. You've been living off the grid for a while, which is good since the ZPF does not look kindly upon people like you, but you do have a small laboratory of your own. You probably can't make hundreds of ghouls here but maybe what you can do here can lead to bigger and better things.

You begin as the gender you were previously and your age is 13+2d8. Either of these may be changed for 50CP each.

## **Perks**

All 100CP perks are free for their origins and other perks are discounted for associated origins.

### **It's Time To Heat It Up- Free**

Watching you tear through the zombie swords is certainly a sight like few others. You've gained mastery over two different fighting styles of your choice, enough to let you pull off all kinds of incredible acrobatic moves even when fighting dozens of opponents at once. You could be a master of using a pair of swords and an unarmed style focusing on kicks, or any other kind of combination of weapon and/or unarmed fighting styles, and you can easily combine these two styles with each other to create deadly and breathtaking combination attacks.

### **Bikini Babe- Free**

It's not just your style that makes you stand out in a fight. You're pretty enough that you'll have people to stop and stare even when they're meant to be shooting you. You look fantastic, on your own and even in what should be entirely ridiculous outfits. In fact, it appears that you can fight just as well as if you were naked no matter how awkward, uncomfortable or bulky your current outfit is. It'll feel pretty comfy too, ensuring you can always show off and not have to deal with fighting or feeling less than your best.

### **Blood Shedding- 100**

With all these zombies to cut and cleave through, you and your weapons will start to get a bit bloody. All those guts and gloopy bits don't do wonders for your blades' sharp edge or the chain in your chainsaw but thankfully, you can instantly take care of that issue. So long as your current weapons, which can include your fists and feet, are not entirely destroyed, you are able to restore them to pristine condition with just a flick of your wrists. Any material you do not want on them will be shed and any damage to the weapons will be removed, allowing you to keep on killing with the barest moment of rest.

### **Free Mode- 100**

Ever want to stop and admire yourself in the midst of battle? You're pretty good in a fight but not that good. Thus it's excellent news that your skill doesn't matter as with this, you are able to mentally pause time to get the chance to have a look around. You won't be able to move or do anything but think and look around when in this state but you're able to look at yourself from any angle from a short range away when in this state.

## **Baneful**

### **Instant Change- 100**

There's no point in carrying around a small armoury if you're not going to make use of it all. You're able to instantly swap what weapon you are wielding, so long as it is within arm's reach of your body, replacing whatever you've equipped with what you just had equipped. Not only are you able to seamlessly work these swaps into your existing combos but you can also tag out just as easily with any allies you have, letting you set up team attacks that are devastatingly lethal.

### **Defence Force Recruitment Practices- 200**

Either your power, your beauty or some mysterious air about you has everyone eager to have you work for them. Most people want you on their side and even your enemies that don't hate you too badly are often willing to extend an offer of employment. So long as you show some kind of special power or skill, you'll find yourself able to join up with almost any faction or individual that exists. The only people that won't accept you are those who don't find you have anything neat or those that really don't like you.

### **Berserker- 400**

All Banefuls have the ability to enter the berserker state once soaked in enough blood, preferably from monsters. But for most, it is a form entered only sparingly, as it damages the user just as much as it empowers them. You've managed to find a way to avoid this flaw in this state and others like it. You are able to maintain transformed states that normally damage yourself to use without being damage, instead taking on fatigue. The more the state would have damaged you, the faster it will instead tire you out, eventually resulting in you losing consciousness.

### **Xtasy- 600**

The Baneful blood within you has not yet reached its full potential. Powerful as it may be now, especially when berserking, there is a unique state known as Xtatic that can be achieved. In this strange state, the abilities of the Baneful in it are massively enhanced, turning them into whirlwinds of death and destruction, though the Xtatic state only lasts for short bursts at first. Not only have you mastered this state already instead of needing years of experience to unlock it, you have also become able to push other transformations you possess into a secondary stage like Xtatic is from the normal berserker mode that Banefuls use. To do this, you will need to be experienced in the use of the transformation in question and activate it during a time of intense emotions that cause you to run wild for a few moments. Once you have unlocked it, you can enter it freely and begin to master and extend the time you can use it for.

## **Vampiric**

### **Noble Mentality- 100**

Most Vampirics don't exactly care for whether they eat a few humans in their day to day life or not, so most don't learn any kind of self-control. Given that you're not some wild beast and actually have class, even if you're not a nice person, learnt how to force your own desires down when needed. You're able to retain full control over yourself, regardless of any desires or impulses that bubble up from within you. Even the strongest of instincts that result from your unnatural nature will not force you to act differently unless you want them to.

### **Dhampyr- 200**

Vampiric is not quite the correct term for your being. More accurately, you are a Dhampyr, a half Vampiric. You possess all the strengths of the Vampiric race and yet hold none of their weaknesses, allowing you to go out in the sun without feeling the burn, admire your own reflection and happily ignore holy objects of all different kinds. It's true that especially powerful Vampirics aren't really affected by this stuff anyway but it's nice to not have to hang around in stinky dungeons for a few centuries before then. This affect will also apply to any other species that you may find yourself a part of, removing any racial weaknesses while keeping your benefits and powers.

### **Blood Queen- 400**

Blood is terribly important to Vampirics, given it is quite literally their bread and water. Few Vampirics see it as more than a source of food though, something you realised was quite foolish. With experimentation and study, you gained powers over the lifeblood that powers your people and humanity. You have control over blood, allowing you to create great waves of the substance and use it to attack or defend in battle. You can create giant hands made of blood to crush foes, throw dozens of bloody weapons through the air with your mind, drown your opponents in a lake of blood or even rip all the blood from their bodies with a touch. With time you may learn to extend your abilities to work even on strange kinds of blood, such as from aliens or magical beings from other worlds.

### **Daring Drivers- 600**

The Vampirics do not have the Banefuls ability to transform into a berserk state by default, though they can empower themselves by bathing in blood in a similar fashion. Instead, a rare few powerful Vampirics have the ability to achieve a powerful new form by drinking the blood of a Baneful. This monstrous form is called the Dare Drive, holding greatly enhanced abilities but only lasting for a short time at first. Normally it requires the Vampiric to drink Baneful blood any time they transform into this state but that limitation can be worked around in time. Your nature allows you to extend this to more than just Baneful blood however. You are able to give yourself a new transformation whenever you drink the blood of a new kind of supernatural being. The first few times you take on this state must be through drinking the blood of the same kind of supernatural being but soon enough you'll be able to attain it on your own too.

## **Creator**

### **Brain Buster- 100**

The problem with zombies is that they're a bit dull. It's very fun to raise a whole horde of zombies, demons and monsters but if none of them can fight worth a damn, they're really just sacks of meat waiting to be chopped up. You've learnt how to give them a chance though. You're able to impart knowledge, skills and memories that you yourself possess into your creations and creatures, even including personality traits you yourself possess. The stronger the creature, the more you can put into them. An ordinary, mindless zombie might only be able to get the knowledge of how to use a gun and who to use it against but a creation that is equally powerful as you could receive all that you know if you wished to give it.

### **Up One, Down Two- 200**

Well roundedness is great to pursue when you have the time, as your beasties will come out all the better for it. But sometimes you need someone good at a particular thing right now and have to cheat your way to get that. You're able to greatly boost certain aspects of your creations and creatures in exchange for taking a serious downgrade in at least two equally important areas to that creature. You could make a zombie with fantastic defence, taking dozens of times as many hits as normal to kill it, but that zombie would be crippled in speed and attack power. You could create a gun with shockingly powerful shots in exchange for incredible short range and a very lengthy reload time.

### **The Science of Corruption- 400**

Creation is just the start of what is possible. When you already have incredible materials to work with, you are far more effective than normal. Your abilities and skills with creating new objects and creatures can now be easily applied to enhancing existing objects or creatures that you understand. In addition, you are incredibly skilled at twisting the minds of those whose bodies you work on, allowing you to use a mixture of pain and verbal manipulation to quite easily alter the minds of anyone whose bodies you are altering at the same time. With this you could not only turn the hero's closest friends into mighty monsters but at the same time, make those monsters into your own loyal followers. Just be aware that mental conditioning can be broken with enough time and effort.

### **Bloodlust Blade- 600**

In a world where magic exists, it is only natural that science compensates and grows as a result. Before, you worked with physical matter and the minds of beings with physical form. Now you are able to take a more abstract approach to creation. You are able to take the feelings, desires, ideals and even abstract concepts attached to yourself or a willing partner and form those things into physical weapons, armour and devices. A deep desire for revenge can be turned into a powerful enchanted chainsaw. The belief one has of protecting the weak can become a shield that grows stronger the weaker the user is. However, as strange and powerful as this can be, it comes with costs. The more abstract the targeted concept, the most costly and difficult the process to make it physical will be. Even simple emotions and desires will take huge amounts of energy, large stores of rare materials and high levels of skill from you to make, though the results are powerful tools indeed.

## **Items**

### **Basic Outfit- Free**

You're good at fighting but without the weapons you need, how will you make use of that training? For no extra cost, you'll get two sets of weapons and a fancy outfit of your choice. These weapons won't have anything magical or special about them, beyond being really hardy against wear and tear, but you can feel free to choose almost anything you can imagine. Want a pair of katanas and a chainsaw? Go for it. A razor sharp boomerang and a chain gun? Be my guest. The only real limit is that you can't pick anything more innately powerful than a bazooka. Your outfit can be anything you want, within reasonable limits. If you want a full tactical armour outfit or a skimpy bikini with a cowboy hat, it's up to you.

### **Alt Outfits- 50**

Zombies aren't any threat at all to a veteran zombie slayer like yourself. Why not take the time to have some fun and show off to anyone watching while you clean up? This large closet is filled way beyond what should be possible with hundreds of different outfits. From senate hero costumes to buckets of paint to splatter on your private bits, from bits of fruit and whipped cream to the most risqué of bathing suits, from business suits to all manner of occupational uniforms. You can find just about any sort of specialised clothing or special gear here, though all of it is cosmetic. You might find some skimpy armour here but it won't have any protective value on its' own.

### **Magatama Necklace- 50**

A special little jewel that brings purity to the user when it is broken. Breaking one of these will cleanse your being of any kind of corruption, including both magical kinds and mundane things like poison or disease. Those who break one of these jewels will also be protected against being corrupted again for the next few minutes. The necklace contains six magatama jewels and each one reappears one day after being used.

### **Blood Boxes- 100**

For those few Vampirics who look down upon eating human beings, this should come in handy. Those who prefer a moral life will appreciate this set of twelve containers of blood, each a replenishing store and more than enough to keep even a small pack of Vampirics well fed. The containers can be filled with any kind of human blood, chosen each time you open their lids, and they will refill when the lids are closed and opened once more. If you have a special kind of blood you'd like to have to drink in the future, you need only pour the blood into one of the containers and they will be able to produce that blood in the future.

### **Gem Bag- 100**

You have a supply of magical gems in your possession here, from quite a few different colours. When shattered, each gem confers a specific kind of magical buff to the person who breaks them for a few minutes at a time. Green gems heal the user of all but the very worst injuries to their being, red gems significantly increase the users attack whilst blue gems do the same for their defences. Finally the yellow gem greatly increases the speed of the user's movement and attacks. You have 6 of each gem and all gems will replenish one day after being used.

### **Combos- 100**

A set of ten highly advanced communication devices, these earbuds are one to a person and allow communication between a team even with each member being at different points around the world.



The devices grant clear and undisturbed contact so long as even a weak signal is possible but do not protect from people hacking into the communications. However, the earbuds are almost completely unnoticeable to the naked eye, pick up only the voice of the wearer and never fall out no matter how crazy your fighting gets.

### **Meat Room- 200**

Zombies don't come from nowhere, they need corpses. Preferably fresh and mostly whole corpses. Sometimes that can be in short supply but you'll at least always have a few for your own uses. This large freezer room, attached to a property that you own, contains one hundred prepared, constantly fresh human corpses. All different shapes, sizes, races, ages and genders can be found here. They're all ordinary humans but it's as if each one just suddenly dropped dead only seconds ago, leaving a healthy new corpse for your uses. Each corpse will replenish a week after being taken out of the freezer room and if you want more of a particular type of corpse, you can have the replacements fit a particular mould instead.

### **Carrier Plane- 200**

A big ass aeroplane, just in case you needed to shift an entire house across a continent. Or, you know, a whole company of soldiers. Or just four girls. Bit wasteful, isn't it? This enormous carrier jet can carry a pair of battle tanks with ease and is surprisingly comfy to stay in for hours at a time. It's no faster than a normal military carrier plane but never seems to run out of fuel and can fly easily at any altitude short of outright space flight. It comes with a loyal, veteran pilot that never questions all the strange people you bring onto the plane, aside from making a few jokes.

### **Vampire Castle- 300**

A very old, very large castle out in the dreary countryside. Your new home in fact and despite the ancient exterior, it remains both a mighty fortress even against a modern army's assault and a luxurious retreat on the inside, filled with all manner of comforts and delights for the tastes of a jaded Vampiric. The castle is populated by a large number of Vampiric guards and servants, utterly loyal to you and your family. Near the base of the castle is a sizeable human town, filled with people living in a mix of fear and awe of your dark majesty. These people are used for interaction with the outside world and as sparingly used food for the Vampirics in your castle. The castle also has an extensive underground tunnel network beneath it, guarded by large mutated moles.

### **Secret lab- 300**

Just the knowledge and skill to make monsters and weapons usually doesn't mean much without the tools and resources to match. Resources are an issue you'll have to resolve but with this new secret lab, tools shouldn't ever be an issue again. This large, many layered underground facility has just about all a budding evil genius could need to get by. With labs and workshops ranging from those focusing on making zombies and mutants to those aimed towards producing high powered weapon prototypes. As you become more knowledgeable and learn about new forms of creation, such as magic or learning about psychic abilities, the lab will expand with new rooms and layers filled with tools to interact with such things and work with the subjects of those things as well.

### **Z.P.F- 400**

The Zombie Prevention Force is a global organisation with one goal- destroy all zombies. Preventing their rise and purging any existing plagues. They do it pretty well for humans, as they have a small army of operatives around the world in command of a rather larger army of drones and mecha. With support and funding drawn from the international community, they are the ordinary worlds'

response to the supernatural. You are in charge of it now. A whole bunch of power and influence at your fingertips. You wouldn't be the first to abuse that power, indeed even the creator of the ZPF did not have altruistic intentions, but you are trusted as the leader of the ZPF by the world. Even using the force to take out personal vendettas on private citizens would not be looked as out of the ordinary so long as it was done sparingly and given a vague excuse. In future worlds you will retain leadership of a similar organisation, aimed at combating the supernatural beings of whatever world you are in or just the organised crime if there is no supernatural element to be found. In some worlds it may also be a secret organisation, still supported by the nations of the world but in secret.

### **Attack of the Clones- 500**

When you want it done right, do it yourself. But what if you want a lot of things done right at the same time? Make more of yourself. This large facility is a clone production laboratory, capable of creating intelligent and often powerful clones of any being. It can make clones quite quickly if you only want low quality versions that share greatly weakened abilities and skills to the original, making one such clone each day. A higher quality clone, coming reasonably close to the original subject, might be a week or so to make whilst a truly identical clone would take over a month of constant cloning work to make. Through the facility you can control just what is transferred over to the clone, including mentally, and with the right knowledge may be able to insert new things during the process. Also in the facility is an enormous super computer that you can link yourself up to. When linked up to the computer, you are able to take remote control over every clone produced by the facility as if they were your own bodies, with them powerless to resist.

## **Companions**

### **Import- 50 per**

This option allows you to import one existing companion that you have access to or to create a new, original character to become a companion for yourself with each purchase. The companions will gain a free origin, all associated discounts and freebies along with 600CP to spend on whatever they like from the document, including spending points to gain a costing origin. You may give your imported or newly created companions extra CP on a 1:1 basis, though this is individually for each of them that this must be transferred to.

### **Canon- 50CP per**

For every purchase of this option, you will gain a chance to convince one character in this world to come along with you as a companion. Whoever you choose will find themselves liking you on their first meeting with you, meetings that you are guaranteed to have at least a few of. You need to convince them to come along with you however. For an extra 50CP, you can have a pre-existing relationship with the chosen character, such as a family member or close friend, but this will not make them mindlessly obedient to you or grant you any powers or traits you have not paid for.

## **Drawbacks**

You may take up to 800CP from the following drawbacks.

### **Living Luddite- +100**

Perhaps the worlds of man and monster were never meant to mix after all. The way you work with technology might be that. Or you might just be really, really dumb. You're unable to use technology personally, any sort of device that you interact with in an attempt to benefit yourself will fall apart or break down straight away. Ovens belch out smoke, cars you get at the wheel of break down straight away and trying to fly a plane will have it drop from the sky in a second. Having other people use things for you won't activate this, such as being driven around or having someone cook for you.

### **The Stupid Nee-San- +100**

As long as you're awake and alive, you'll be bouncing in your seat and singing your own praises at the top of your voice. You've become probably the most hyper-active, reckless, prideful and over-eager person on the planet and you're quite happy if everyone knows it. Even more unbearable, you have a fascination for a foreign culture in this world, probably Japanese, and constantly use phrases from it inserted into the language of your own native, which you think is just the coolest thing ever. At least you get along very well with others like you...not that there are many as over the top as you.

### **Baneful Bitch- +100**

When coated in the blood of the undead, the Banefuls are prone to entering a furious berserker state and hunting down every undead in the area around them. What you've been afflicted with is a bit more serious. The mere presence of other supernatural beings will fill you up with a powerful desire to kill those beings and coming in contact with them, especially with their blood, will send you into a mad frenzy as you attempt to kill those beings for the next few minutes. Unless that's the sort of thing you're into, you might prefer a quieter life.

### **Combo Outbreaks- +200**

Every year there's another mad scientist, evil overlord or crazy monster queen out to rule and/or destroy the world. Sometimes they're not that picky about it. They've all got their own hordes of easily killed soldiers and handfuls of stronger captains and they all, without exception, end up drawing you into their evil plots. No matter where you hide, how far you run or how sick of having your vacation time interrupted, you'll be facing at least two zombie slaying marathon adventures each year, if not even more than that.

### **Maddening Isolation- +200**

Your mind is swathed in a constant fury and rage that you cannot drag yourself above. You are left to seek the deaths of any life that comes near you and even when none is available, the primary goal on your mind is attempting to find life to slay. But the presence of those you care for and who care for you in turn can alleviate this bloodlust. So long as you are in the direct presence of a loved one, you'll be able to control yourself. The more so cared for people around you, the better you can control your rage. Even a few moments of separation will send you crazy once again however.

### **My Evil Vampire Mother- +200**

The sins of your father weigh heavy indeed. In this world you have a family, biological despite whatever amount of sense it may make, and whom you care for quite deeply by now. Your single parent, either a mother or father, is someone you begin trusting greatly in but who actually sees you

as a tool to gain more power for themselves and even a potential threat to their own position. They'll try to use you for their own ends, putting you into dangerous positions, and possibly even killing you off if you threaten them. They're a powerful warrior in this world, certainly above the average Baneful or Vampiric by far. You'll have to realise what their actual intentions are and then get over your own emotions if you want to take care of them.

### **To Save Our Mother Earth- +300**

The new world enemy number one has been decided. The various nations of the world, along with the ZPF, have come to the belief that you are the cause of all the zombie incidents and that if you are left alive these events will only continue. Not only have you been made their enemy, they have managed to create a special force of soldiers fitted with incredible weapons and vehicles to take on supernatural monsters, even including flying super soldiers and giant robots. Maybe you might want to look into getting an army of your own.

### **Ever So Stubborn- +300**

Once is never enough for your enemies. The world just isn't creative enough to keep thinking up new foes and thus whoever is in charge decided that you can just deal with the same foes a few times in a row. Any enemy you have will need to be defeated or 'killed' several times for them to finally stay down for good, as they continually return from the dead or defeat to attack you once more. Even once you've finished them for good, your future enemies will often be stronger than they should be due to taking things from your previously defeated foes to power themselves up.

### **Blast From The Past- +300**

The past rarely lies silent and dead. Your own past appears to have come back to haunt you in a deadly way. A friend or family member that you once knew in the past, even in the past of another world, has reappeared in this world. They've been driven mad by some means and directed to hunt down and kill you, being provided with enough power and strange abilities to be a deadly foe no matter how strong or skilled you are. Perhaps you might be able to save them and send them to a peaceful rest if you could defeat them and stop them from coming after you.

## **Ending**

Have all the zombies been wiped out? Or have you led a plague to cover the entire world? Doesn't matter much in the end as your choice remains the same.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* in this world?

Do you want to *Continue On* to a new world?

### **Notes**

Special thanks to my ultra-cute darling NuBee. NuBabe? BabeBee? Pft. That last one is too silly even for me!