

# Call of Duty: Zombies



What if Zombies were real? What if you could abandon society and become a survivor after civilization collapses, looting ruins and building up a new home in a strange and hostile world? Whatever the case, zombie apocalypses are quite popular in this day and age. And in this jump you might get to live out your zombie apocalypse fantasies, as you'll find yourself in a world where zombies have become very real, and very much a problem. In particular, this is the world of Call of Duty, but not the normal world that you might expect of the campaigns, but as you can guess, the one of CoD's zombies modes. Appropriately, small groups of soldiers or maybe just normal people with guns will generally be able to influence the course of history, and indeed tend to have more impact than whole armies and nations.

Maybe you'll fight against ancient alien invaders who want to destroy reality. Maybe you'll fight against divine forces, or perhaps just the results of a Nazi scientist's experiments. Maybe you'll be thrown into a movie, or find that you're dealing with some kind of ancient Earth civilization that looks like aliens instead of actual zombies. Maybe you'll gather artifacts that could change the course of the entire multiverse, or perhaps the conflict is just a small one confined to Earth. There are quite a lot of possibilities here, and you will be in this world for a full decade, so have this:

**+1000cp**

You might need it. Good luck, and make sure you're not bitten.

# Timeline

Here you will choose what variant of zombie outbreaks you want to deal with, as well as which world you end up in.

## Aether

Long ago, the universe, called the Aether, was seeded with life by the Keepers using an artifact called the Summoning Key. They also discovered a dark version of the universe, the Dark Aether, warred with them, and sealed them away. Unfortunately, these enemies managed to spread a material across the universe in an attempt to destabilize things enough to let them invade again, which was later discovered by Germany during WWII and named Element 115. Forming Group 935 to research the strange material, they developed things such as teleportation, reanimation of the dead, as well as weapons and drinks that offered some form of power. You'll have three choices here; you can choose to be part of the Ultimis group, in which case you'll wake up as you're being unfrozen from cryosleep by a mad scientist called Richtofen in order to fight off zombies, you can choose to be part of the Primis group in Dimension 63, a different but connected timeline, in which case you'll be a spy sent to France by your nation, to investigate the research of Group 935, and will come across three other spies during your investigation. Alternatively, you can be part of Victis, a group formed from a bunch of survivors once zombies started overrunning the Earth. You can choose to enter into an unbroken or a broken cycle. In the latter case, when the multiverse is destroyed you will find you can harmlessly move onto the next one alongside Samantha and Eddie.

## Dark Aether

In the Aether timeline, the multiverse was destroyed for the sake of the creation of a new universe free of the Dark Aether's corruption. Turns out that failed, the Dark Aether is still worming into reality, and in this timeline you'll even find that the inhabitants of the Dark Aether have figured out reality exists beyond their personal shithole. During WWII, Element 115, now termed Aetherium, is discovered and experimented on again, creating zombies again, and this time even letting through a few warlords from within the Dark Aether into reality. It certainly doesn't help that the pages of an ancient tome detailing the magic of the Dark Aether have been spread across Earth, leading to a race between various superpowers to get as many pages as possible before someone else does. You can choose to fight against the occult Nazi group Der Wahrheit during the 1940s as part of the Special Forces that fight against his schemes, or you can be one of Requiem's Strike Team operatives during the 1980s.

## Chaos

Since ancient times, a strange and wondrous material known as the Prima Materia has been used by man to produce endless amounts of wealth and bring incredible prosperity. It also caused many wars, as you can guess. Eventually, however, the world's supply of Prima Materia ran thin, and an order known as the Nine hid away the remaining supply of it as well as all knowledge related to it, in hopes of preventing the world from falling to such ruin again. That said, as the Nine are still mortal men, they were once convinced that they shouldn't hide this knowledge so much. After the world fell to bloody wars again, they learned their lesson and hid the knowledge once more. Still, the Nine believed that some people might still be worthy of wielding the power of Prima Materia, and thus they arrange trials and challenges to test people. You'll find yourself during the 1910's as one Scarlett Rhodes tries to find her missing father, and finds out about a group of dissidents of the Rosicrucian Order formed a new cult under the High Priest of Chaos, with the goal of using the Prima Materia to force humanity to evolve, whatever that means. It is worth noting this timeline may or may not be connected to the Dark Aether. If it is, it's at least in an earlier time period.

## Nazi Zombies

Long ago, in the city of Thule, an Emperor possessed a sword said to be capable of bringing him back to life once he died. Unfortunately this sword was disassembled and its pieces scattered when he actually died. Later, in WWII, a German scientist discovers one of these pieces and the existence of the others, and uses the Geistskraft energy imbued in them to create armies of undead soldiers. Unbeknownst to him, he was being influenced by a being called the God-King. You'll be an MFAA operative sent to assist an operative called Marie Fischer in retrieving ancient artifacts from the Germans, find her brother, and rescue a spy scientist unwillingly working in the undead army project.

## Exo Zombies

In 2065, the paramilitary corporation known as Atlas had developed a chemical weapon called Manticore after they obtained nearly complete global authority, in order to target anyone other than their side. Unlike in the normal story of Advanced Warfare, Manticore turned anything it killed into a zombie instead, causing a massive mess. You'll be a normal employee in an Atlas facility, one where experiments on these zombies will go awry and unleash the undead. Are you ready to deal with corporate nonsense while zombies are spreading everywhere?

## Spaceland

Williard Wyler is a renowned movie director, specializing in horror movies, and he's planning on making a return to the world of cinema. In order to do this, he gathers up four people as well as yourself, and uses an artifact called the Soul Key to trap all of you in movies of his own design, forcing you to survive against waves of zombies and stranger enemies in bizarre and cinematic environments. You'll have to work quite hard to fight past the hordes and take your vengeance, but killing him will result in the whole group becoming the supernatural movie directors and being trapped in the theater for the foreseeable future. Perhaps someone will suggest escaping into hell?

## Extinction

Earth used to be inhabited by a strange race that humans will call Cryptids, of which a certain variant called the Ancestors rose to prominence to control the rest in a form of civilization. Unfortunately, due to a comet impact, the atmosphere was set on fire, and the Cryptids were forced to flee underground. The Ancestors constructed great hives around geothermal generators and began hibernating, using a hypnotic virus to monitor the surface world to ascertain when would be a good time to return. Of course, it turns out that the Federation's attempt to control the ODIN Space Station and the subsequent crash revealing a Cryptid hive seems to be the best time for whatever reason. You'll be part of the Rapid Response Team, and you'll be on the frontlines for dealing with this new menace to humanity.

# Perks

You gain one floating discount for 100cp and 600cp perks, three floating discounts for 200cp perks, and two floating discounts for 400cp perks.

## Welcome To Call Of Duty -0cp

This is a Call of Duty world, so of course you'll see a lot of shooting going on. It would be a bit disappointing if you couldn't participate in shootouts, wouldn't it? So as a freebie, you'll gain a basic form of proficiency with any gun that appears in the various zombie modes of the Call of Duty games. Most are normal weapons, but there are also some weirder ones, like the Wonder Weapons. Regardless, you'll be able to at least use any gun or sword or whatever else that you pick up without hurting yourself accidentally. You'll also quickly figure out how to use any other wacky weapons you might find in future travels to a similar level.

## Point Buy -0cp

One of the more fundamental and common elements of zombie modes in CoD games are points. You get points for shooting and killing zombies, and from a few other things, and you spend those points on things like guns, repairs, fancy drinks that give you powers, and so on. It would be weird to charge you for such a system, or to attach it to any purchase in this jump that uses such a system, so you get these points for free. This by itself gives no way to use the points however. Non-lethal hits will net you 10 points, lethal hits give anywhere from 50 to 70 points, and lethal headshots give 100 points. Using melee attacks specifically nets you 130 points whenever you kill something. Killing enemies isn't the only source of points though; Things like repairing things can give you almost a hundred points when the repairs are completed, reviving someone gives you a small portion of the point total they have if they have points at all, and doing noteworthy things like killing a worthy opponent (read: Bosses) or achieving significant progress in your goals can give anywhere from a few hundred to a thousand points.



### Stubborn Science -100cp

There's an alarmingly high amount of corruptive elements in this world. Maybe it's chemicals with supernatural origins, maybe it's a supernatural material from another reality, maybe it's just a powerful supernatural entity actively trying to corrupt people to their service. It can be quite dangerous to be around. That said, for some reason some individuals (particularly the protagonists obviously) seem more resistant to such things, fighting them off and being exposed to such things for decades with little issue, when most people get turned into zombies or have their mind broken from mere hours or months of exposure. You'll be among such people, as any corruption fails to gain a solid hold on your mind, body, spirit, or whatever it is that it uses as a vector for corruption, at worst being slow (on the scale of entire lifetimes), and subtle (failing to change your personality or motivations) with incredible effort. It won't be too hard to wipe from your being if you have the means to do so too, even if normally it's nearly impossible to truly remove. Now go shoot the demon in the face to banish it back to where it belongs.

### Paradoxical Protection -100cp

Sure, being borderline incorruptible is pretty nice, but what if the universe is erased while you're still in it? That's not usually the kind of thing you can just resist. It's not impossible to protect against, however, and it seems that you've performed some process to do so. You've become a sort of cosmic paradox, having no real negative consequences on your own being, and completely protecting you from things like the universe ceasing to exist around you, or your home reality being destroyed. Going to the past and killing you there would have no effect on the present you, for example. Just try to not piss off any Powers That Be, they might not like someone surviving their home universe.

### Linguistic Talent -100cp

Sure, ancient precursor races and invaders from another reality are all fine and dandy, but what about their culture? Their language and writing? Those can be interesting too, you know? Well, with this purchase you'll definitely be able to investigate such things, as you've become indescribably talented at figuring out new languages. You could translate and learn new languages in mere minutes, and speak them fluently with less than a day of practice if you have someone who knows the language to teach you. This also does apply to ancient languages of precursor races or whatever, too, letting you do things like figure out what their incredibly old tome of magical lore says and use that to your benefit. You could definitely sell your services.

## Wall Buy -200cp

When you're gunning down hordes of zombies, you'll generally find yourself with a surplus of points and a low supply of ammo and possibly guns. Fear not, for with this purchase you'll be able to benefit from some very handy chalk drawings. This isn't a joke obviously, as whenever you're in a battle you'll find several outlines of guns drawn on chalk in various walls. Standing near these chalk drawings will present you with the option to buy whatever gun the drawing represents, manifesting said gun in your hands. You can also buy ammo from them, if you want to restock your ammo supply for that particular weapon. Obviously these take points to purchase, but if you're in the middle of a battle you very likely have some of those to spare. These weapons may cost anywhere from a few hundred to several thousand points, depending on how powerful the weapon itself is, although thankfully the ammo is somewhat cheaper.

## Elemental Bonds -200cp

Given this is Call of Duty, obviously you'll see a small cast of maybe about 4 people who are very important for the course of history. In the Aether timeline, this actually has a reason, mainly the Elemental Shard. It is crafted using the souls of four people, and one Edward Richtofen created it using the souls of three people; the American Dempsey, the Japanese Takeo, and the Russian Nikolai. Richtofen used his own soul to round up the number. The creation of the Elemental Shard tied the four souls together across time and space, and even in other timelines these four people were inevitably drawn together, for better or worse. With this purchase, you can skip the Elemental Shard business and go directly to connecting yourself to three other individuals of your choosing.

You'll find yourself drawn to the three individuals you chose (and they to you and each other), and no matter the context, you'll all be important fixtures in each other's lives. In future worlds, you can choose a different set of three characters from those worlds (or perhaps only replacing one or two of the characters you picked before), or you can alternatively come across local versions of the characters you were bound to, who will be in positions appropriate to whatever they used to be, likely with some differences such as not being a crazy psychopath if the original person you bonded to was one. That said, if the people you knew have the capacity to travel between dimensions somehow, you might find some old friends instead of (or maybe even in addition to) the local version of themselves. Hopefully you develop friendly relationships with these people. You're all stuck with each other after all, regardless of what you think of the matter.



## Bullets Bullets Bullets -200cp

Isn't reloading such a pain in the ass? It stops you from wildly shooting your enemies and gives them a window to do things. Maybe you think that's just unacceptable, and this option is for you if so. In short, you don't need to reload anymore. Whenever you shoot you'll find another bullet or magazine or whatever it is your weapon shoots being magically and instantly reloaded. Spraying n' praying with a machine gun? No worries, shoot a magazine dry and you'll find it actually still has bullets. Exhausted an energy cell or something? It's replaced with a new one without you needing to do anything. All that said, this does only work if you could normally reload; only magazines you have on you or could feasibly grab in a moment for normal reloading will be used for this effect. Still, you could definitely stuff your pockets with as many magazines as you can fit and then some to be able to just shoot freely without having to worry about it.

## Powered Up -200cp

Shooting and stabbing can be pretty fun, but it can also get boring without something to spice up the fighting. So, here you go, with this purchase every enemy you kill has a chance to spawn a powerup. What are power ups you ask? They're floating metallic symbols that glow green, that can grant a wide variety of effects. Maybe you'll get one that looks like a money symbol, which will grant you a lot of points. Maybe you'll get one that looks like an open ammo crate, that gives you as much ammo you can carry for the guns you are using. Maybe you'll get the one that looks like a skull which lets you instantly kill enemies for several seconds (although that one only works on unimportant mooks unfortunately), or the one that looks like a nuke and damages any enemy around you as if you had set off a Fat Man nuke on your position. There's quite a few possibilities, and the only thing you need to do to get more is keep killing enemies.

## Time To Build - 200cp

There's more to life than just shooting things, and with this purchase you'll be able to engage in some productive engineering even if you have a horde of zombies salivating over your neck. You'll regularly come across weird work stations that each have blueprints for some kind of bizarre McGuyver style device, or maybe a gun, or perhaps something else, and directions for what kind of random parts to collect to build it. It'll never take too long to build them either, maybe ten seconds at most once you have all the parts, and you'll be guaranteed to be able to make them at all in some way, likely because the necessary tools are already in the work station. These will generally be surprisingly useful if you bother building them; a weird mannequin generator with a fan attached on top might turn out useful for powering automatic doors or enhancing machinery, shields that are weirdly tough against your enemies' attacks, or maybe just a fancy and powerful gun. It might be difficult to actually find the parts needed sometimes, but building these things will at least always be helpful in some manner.

## Saving The World, Again - 200cp

Being a shooter game, the people the player plays as tend to be disproportionately important to the unfolding of events. At the very minimum they tend to be in the right places at the right times to have an impact on events to come. With this purchase, you'll find yourself in a similar position; you'll be drawn to important events and conflicts, particularly at the right places and with the right timing to make the most impact depending on what you decide to do. Just keep in mind that the stuff you get involved in may be way above your pay grade, and rewards aren't guaranteed if you fuck with a cosmic being's age-old scheme. Perhaps gathering friends and allies would be a good idea.

## Unquenchable - 200cp

An unfortunate restriction on the very useful perk-a-cola drinks developed by Group 935 is that you can only really have 4 of their effects at a time. The side effects of drinking more are best avoided. However, there are ways to get around such limits. This purchase is one of them, removing the limit and letting you drink as many perk-a-colas as you want to receive their benefits. Unfortunately they don't stack if you drink the same one more than once, but there's still a wide selection to benefit from. This also works on any other obtainable abilities that are restricted to a set number of before you can't obtain any more, letting you keep gaining such things in the same way you can drink the other perk-a-colas with no issues. If the abilities in question don't stack with themselves already this doesn't let you stack them, and gaining any extra things is up to your own efforts, but just being able to get more stuff than others can be a big advantage already, no?

## Last Stand -200cp

When fighting whole hordes of enemies, it can be easy to make big mistakes and die. Well worry no more, as death is not so unforgiving anymore. Whenever you would normally die, and should there be at least one ally nearby that isn't also dead, you'll instead enter a sort of 'downed' state. When in this state, you'll find yourself generally crippled and crawling on the floor, and only able to use sidearms or small guns that can be used with one hand normally. Thankfully mooks and mindless enemies will generally ignore you in this state. It lasts a bit more than half a minute, and during that duration an ally can 'revive' you, so to speak, with 4 seconds of concentration while in arm's reach of you. If they fail to revive you before the timer is up, well you just die as normal. If they do revive you, then you'll be fine and dandy, although wounded, and can continue to fight, although any form of buff you (such as perk-a-colas) might've had on you will be dispelled. Still, try not to be downed too much, it might distract your allies and cause them to get killed as well.

## Keepin' It Techy -400cp

Were those angels you saw? Maybe a precursor race? Or maybe just figments of your own imagination as your mind tried to make sense of your newfound genius? Whatever the case, you're an incredible talent when it comes to technology and magical artifacts, particularly the weird technology and gadgets that can be found in this world. The Pack-A-Punch, the perk-a-colas, the Wonder Weapons, teleportation and time travel, there are a lot of things you can create with the right resources and some time to perform some mad science R&D. You can also develop more mundane technology like rockets and stuff, but where's the fun in that when you could push the boundaries of technology and science with that glowing rock you found that definitely doesn't cause demonic whispers in the minds of anyone that looks at it for too long?

## Survival Badass -400cp

There's normal operatives, there's experienced and skilled operatives, and then there's you. Plainly put you are a badass, the kind of stuff you would see in action movies that are thinly veiled military propaganda. Perhaps you are a true American Hero, or maybe an honorable Samurai Warrior, possibly an unstoppable Soviet Warmachine, or if you dare, a very intimidating German Doctor. Captured and locked in a bamboo cage submerged in disease infested water? No problem, you'll just gnaw your way past the bamboo bars and kill every enemy in the camp with nothing but a bobby pin and a medal of honor. And now that zombies are on the loose, you'll get your chance to shine even more than before. You could reliably take on whole hordes of normal zombies with normal weapons, and you will be very dangerous indeed if you get your hands on one of those fancy Wonder Weapons. Try not to get stabbed in the back while you're busy shooting. Scheming still happens even with the zombie menace around.

## Four Souls -400cp

Raising an army of undead to follow your bidding can be fun, but what about other applications of magic? Well, don't worry, as you've learnt a few powerful rituals that can be very useful when applied properly. They all revolve around the idea of using four souls for creating something and then cursing them. Unfortunately these require the souls of sapient people, something like animals won't cut it unless they're as intelligent as a human. With a lot of effort to set things up, you can use the deaths of four people to do things such as creating a time looping pocket dimension filled with zombies, where the four people you killed are trapped for eternity, or perhaps use their deaths to create four weird worm things that can be used together to tear open holes into sealed dimensions like the Dark Aether.

You can also avoid killing the four people you want to target, although in such a case you'll have to trick them into ruining their lives through murdering those who they have strong positive bonds with (such as a beloved spouse), in which case the ritual will work as intended to trap the four people you tricked. Unfortunately these rituals are all pretty much geared towards cursing the four people used to fuel the rituals; if you want to trap someone unrelated in a time looping dimension to be hounded and killed by zombies forever, then you'll have to bait them into the pocket dimension after it's created with four other poor souls. Who will you torment?

## Afterlife Arcade -600cp

Oh no, the zombies managed to eat your throat and you've died as a consequence! What could you possibly do in this situation other than die horribly? Well worry not jumper, as with this purchase you gain access to the Afterlife Arcade. When you die, you'll find yourself in a relatively large room with several different arcade machines, as well as one locked door. You'll lose whatever superhuman abilities you might've had in life, and you won't really be able to escape from the room forcefully. However, by playing the arcade games, you can gain a soul ticket, which will let you open the door and return to life in the spot you died, regaining anything your now reanimated corpse might've lost in the time it took you to return. Speaking of that, you have a limit of about a few minutes to get a soul ticket, enough to get a few tries at an arcade game before the timer runs out. If the time is up and you hadn't gained one already, well that's that and you die. But if you did gain a ticket, then you can return to life fine and dandy.

Unfortunately, on your second visit you'll find that the arcade games have become harder. Worse, the timer is exactly the same, forcing you to take the arcade games a bit more seriously than before to gain the soul ticket and revive yourself. This continues the trend; the more you die and find yourself here, the harder the arcade games become, while the timer to get a soul ticket remains. It'll never be truly impossible to get a soul ticket before the timer runs out, but if you die enough it'll certainly feel like it with how mercilessly difficult the games can become. You can generally expect the games to become unreasonably difficult by the fourth time you die and get here. Thankfully the difficulty resets when the jump ends and you enter a new one. Just make sure to die as little as possible and you'll be fine. Good advice in general really.

## Is It Easter? -600cp

A rather common thing in zombie mode are Easter Eggs, which are either neat little secrets or how the storyline is presented. What you're purchasing here is something similar. In short, whenever you're trying to accomplish something, you'll get a vague sense of how to do so even if you wouldn't be able to achieve it otherwise, such as going to some specific place and looking for something that might look unusual. You'll have to follow a number of steps, and by the end you'll have accomplished said goal. This scales with the difficulty of the task, getting more steps and higher difficulty the more ambitious your goal is. But of course, while they can become truly difficult, they'll almost never be truly impossible, even if past a certain point you'll have to do some bizarre things.

Trying to figure out what happened in an abandoned location? A few minutes of running around solving puzzles later and you'll figure it out. Trying to break a millennia long time loop and destroy the multiverse to catalyze the creation of a new one? You'll have to run around all over the place gathering things such as the blood of an eldritch god and a metal artifact crafted by a man buried under a continent on the other side of the world, and you'll likely have to fight one or two cosmic deities on the way, but eventually you'll find yourself with a device that can do just that. Next to nothing will be genuinely impossible to accomplish anymore, but actually surmounting the trials ahead is entirely on you and your allies. After all, biting off more than you can chew and dying like a fool is very much a possibility when pursuing great things. Or maybe the steps required are too arcane and confusing to make any real progress. Just remain persistent and you'll probably remain on the right path.

# Items

You get one floating discount for 100cp and 600cp items, four floating discounts for 200cp items, two floating discounts for 400cp items

## Just Some Whimsy -0cp

Phenomenal powers and useful abilities are all well and good, but sometimes you just wanna mess with the aesthetics of the world. From causing every enemy you kill to vomit violently before dying, to changing the colors you see, or changing the sounds you hear to something out of a wacky children's cartoon, you have a box with a bunch of pills that each give you some whimsical and largely useless effect when consumed. They replenish the moment you consume them too. Don't forget to share the fun.

## Basic Gunfire -0cp

It wouldn't be very nice if you were just dropped in the middle of a zombie apocalypse without a way to defend yourself, would it? For free, you gain a basic and unremarkable pistol, of whatever make would be standard issue for the military, and a normal combat knife. The pistol comes fully loaded and you have one (1) additional magazine for reloading. It's a solid start, but it definitely won't take you very far. It'd be advisable to get your hands on some extra guns if possible.

## Phantom Reloading -100cp

What you have here is a tiny bottle with one pill. When consumed, this pill gives any of your reloads a chance to not actually use up the magazines or whatever you're using to reload, functionally giving you an extra magazine of ammo. It lasts for about 4 minutes and the bottle replenishes itself an hour after you consume the pill. Maybe you'll use it with a gun you reload a lot for maximum chances of saving ammo?

## Cache Back -100cp

This here is a tiny bottle with one pill, that when consumed manifests as much ammo on your person as you can carry, for the guns you're using when you consume the pill of course. It basically restocks your ammo supplies in a moment. The bottle replenishes an hour after you imbibe the pill. Or maybe you'll give it to a friend who's running out of ammo?



## Wunder Waffens -100/200/400/600cp

Using the powers of Element 115, Group 935 and some other people created powerful weapons. Even in other timelines, you can generally see the local supernatural force used to create powerful weapons. Are you really surprised people harness weird supernatural forces for the purpose of violence and war? Regardless, here you can purchase these weapons, named Wonder Weapons as a catch all term, for an appropriate amount of cp. You can buy this item as many times as you want, getting either additional copies of any given Wonder Weapon, or simply gaining other Wonder Weapons to add to your arsenal. As a side note, should you have purchased the Wall Buy perk or the Mystery Box item, then both of them will have a small chance to include the weapons you've purchased in this item. They'll be very rare, but not so rare you won't see them every now and again.

For 100cp, you can get the weaker Wonder Weapons, that some might say are kinda disappointing, such as the Jet Gun, the Winter's Howl, and the Raygun. Of course these are still decently powerful guns, but they are usually either tricky to use properly, or just generally underwhelming compared to most Wonder Weapons. For 200cp you get some more decent Wonder Weapons, such as the Scavenger, the Raygun MK3, or the Paralyzer. These will actually be decently impressive and easy to use, and of course very powerful. Some might even have some weird uses, like the Paralyzer letting you fly if you shoot it downwards. For 400cp you'll get some very powerful Wonder Weapons, such as the Baby Gun, the Sliquifier, or the Crystal Axe. When used properly these can let you wipe out whole hordes of zombies in moments. And finally for 600cp you can get the best Wonder Weapons you can get, like the Thunder Gun, the Wave Gun, or the Apothicon Servant. Even without bothering to use these efficiently, they can still let you wipe out hordes of enemies with little difficulty. Of course, if you somehow break or lose the weapons you buy, you'll find them somewhere nearby a few minutes afterwards, good as new.

### Volle Deckung! -100/200/400/600cp

Wonder Weapons are well and good, but they're not the only type of fancy gadget that has been made with weird magical materials. Some kinds of special grenades have been created as well, and with this item you'll get to purchase some. You'll get 4 grenades of whatever type you buy, and as with the Wunder Waffens item you can buy more copies of the same grenade for more sets of 4 or just buy some other type of grenade. Same conditions as with the Wall Buy and Mystery Box things too. For 100cp you can get those who aren't all that impressive or useful for the most part, such as EMP grenades or the roll of the dice that the Quantum Entanglement Devices are. For 200cp you get to some actually useful grenades, such as the Matryoshka Doll or the Monkey Bomb. Then you can take a step up with the Homunculus or Time Bomb for 400cp. And finally, 600cp can net you the grenades on the level of the Gersh Device or the Pegasus Strike. Any grenades you use will be back on your person a day later.

### Auf Tuchföhlung Gehen -100/200/400cp

Sometimes, you just want to get up close and personal with your enemies. Well this is the item for you, offering you a variety of melee weapons to choose from. All the same stipulations as Wunder Waffens and Volle Deckung! in regards to Wall Buy and Mystery Box. 100cp gets you largely normal melee weapons such as nunchucks, a wrench, or galvaknuckles. They can be surprisingly effective with a good swing, even if they're mostly normal. 200cp gets you to the fancy stuff like the Ballistic Knife or the Slash N Burn. And finally 400cp gets you the really powerful melee weapons like the Golden Spork or Takeo's Katana. They'll be on your person a day after you somehow break or lose them, so don't worry about that and smack your enemies.

### Pack-A-Punch -200/400/600cp

Friends, neighbors, ladies, gentlemen. If you're feelin' underpowered, I'll help you make amends. Stick your weapon in the slot, and let it change your luck. With Pack-a-Punch, I have a hunch, your problems will be gone, but if you end up on the ground, sing a country western song. What you have here is the Pack-A-Punch, a wonderful machine that takes in any weapon you shove into it, and spits it out significantly better than before. It'll cost a lot of points, of course, 5000 to be precise, but the level of improvement on the weapons it processes is certainly worth the cost. Unfortunately it can only do this once per weapon, but you likely won't need any extras. Of course, if you still want more, for an extra 200cp your Pack-A-Punch machine will be upgraded to be able to process a gun twice (the second time it'll even have half the point cost). If this still isn't enough for you somehow, then a further 200cp will allow this machine to process guns four times. Yes, four.

The second time it'll obviously gain even better damage, but will also receive some kind of elemental ammo as well, such as rounds that set enemies on fire or electrocute them, or maybe propel the target and other enemies around them backwards as if hit by a shockwave. And, well, the third and fourth times will give it increasingly higher amounts of power as you can expect, to truly ridiculous levels. Additionally you can also keep throwing your gun into the Pack-A-Punch for a significantly lesser price, which instead simply rerolls the type of elemental ammo the gun has. It is worth noting that shoving a corpse into it ends up binding the ghost of the corpse to the location the Pack-A-Punch is in. They'll just hang out and not respond to anything, but perhaps you'll find it spooky? Also, please don't shove powerful artifacts into it. Last time someone did that the entire town they were in got teleported across the planet from a midwest American countryside to an underground cavern in Africa. So yeah, don't do that.

### Der Wunderfizz -200cp

Ah, what's better than a tasty drink that gives you some actual supernatural benefit? Why, a vending machine offering all of them, of course. What you have here is a large machine with an output slot and a bunch of fancy buttons, all reminiscent of soda drink designs of 1980s America. This lets you spend points (ranging from a bit more than a thousand to several thousand) to make the machine dispense a perk-a-cola bottle of your choosing. You can even spend twice as many points to dispense an improved form of the perk-a-cola, which has a Modifier effect on top of its normal benefit. Unfortunately these drinks only work on whoever purchases them with points, so you won't be able to share them with friends unless they have points to spend themselves.

These can range from Juggernog, which makes you significantly tougher, to Speed Cola, which lets you handle weapons faster, to even PhD Flopper, making you immune to self-caused explosive damage as well as letting you cause a large explosion by diving from a high place onto solid ground, and even things like Vulture's Aid, which let you see important things such as Wall Buy outlines or enemies through walls on top of causing enemies to spawn small and temporary clouds of green gas when dying, which makes you invisible to enemies when standing inside them. It's worth noting that dying and coming back to life, or triggering the Last Stand perk, removes the effects of perk-a-colas you might've drunk, with the exception of the Tombstone one, whose purpose is preserving the perk-a-cola benefits you had in a tombstone you can go and collect.

An extra benefit of this particular vending machine is that you can choose any of the various versions of the perks. For example, Quick Revive can either let you revive once when drunk, let revival effects work on you faster, or regenerate faster. Unfortunately you'll generally be restricted to only having 4 of these at a time, with any extras overriding one of the other perk-a-colas effects you have. Of course, while you can't stack identical perk-a-colas, you can drink the different versions of one with no issue, such as having all three variants of Quick Revive mentioned above at once. The vending machine also has an option for an 'empty' perk-a-cola that lets you choose which of the perk-a-colas you might currently be benefitting of to drop, in case you want to change the set you're using. Maybe you have something to deal with that limitation though?

### Mystery Box -200cp

Do you like rolling the dice? Do you like leaving things up to chance? If so, this box is for you. Costing almost a thousand points per use, it'll spit out a random weapon, largely of the kind you could find in the world in the year that you use it in, which will generally be normal Earth weaponry in this jump. There's no guarantee the weapon will be one you like or that might suit the situation you're in, but there is indeed a chance you'll get a very useful weapon. Sometimes there's even a chance for a special weapon related to the location of the box, such as a Wonder Weapon developed in the lab you're fighting off a horde of zombies in. Unfortunately it also has a chance to spit out a teddy bear, in which case the mystery box will be teleported to some random place nearby, requiring you to locate it again before you can keep using it. At least the teddy bear gives you back the points you spent to get it. You'll generally find it somewhere whenever you're fighting some enemies such as waves of zombie hordes, but the mystery box won't disappear when the battle ends, so perhaps you'd like to build up an arsenal to use the massive amount of points you're not otherwise using?

### Disorderly Arsenal -200cp

What you have here is a tiny bottle with a single pill in it. When you consume this pill, you'll find that for the next 5 minutes the weapon you hold in your hands will be randomized every 10 seconds. You might get a machine gun, a shotgun, a sniper, a pistol, an assault rifle, so on and so forth. The guns obtained like this vanish once their 10 seconds are up to make way for the next one, although thankfully you'll regain whatever gun you were using before once the pill's effect ends. It is worth noting that if all the weapons you have on you when the pill is consumed are Pack-A-Punched, then so will every random will you get.

Additionally, if at least one gun you have on you uses some form of alternate ammo type, such as incendiary rounds, then so too will all the random weapons have a wide variety of possible alternate ammo types. The bottle replenishes 1 hour after you consume the pill. Have fun with the random weapons, and try not to die from a bad roll. Not all the guns you can gain from this might be decent after all.

### Slaughter Slide - 200cp

With this you receive a tiny bottle with a pill inside it. When you consume this pill, the next 6 slides you perform will generate two explosions, one where you start and one where you finish. These explosions won't hurt you thankfully, but it can be a good way of damaging enemies. The bottle replenishes an hour after the pill is consumed. Perhaps you'll slide beneath hordes to clear them out?

### Free Fire - 200cp

This here is a tiny bottle with a pill in it. When you consume this pill, you have infinite ammo for any weapons you use for half a minute. Technically speaking the actual effect is that shooting doesn't actually use up the ammo you have, but in practice it's basically infinite ammo for obvious reasons. The bottle replenishes an hour after you consume the pill. Use it well, and you could devastate your enemies.

### Sentinel Trials - 200cp

The order of the Nine had a lot of power at its disposal that it wanted nothing to do with, but had decided to test people to see if they were worthy of wielding the Prima Materia. So, they made these artifacts, looking somewhat like a disc, to serve as the trial. The way this works is that when the key is shoved into the top of the artifact, it generates a golden forcefield about 5 meters in diameter. Up to four people within this forcefield are assigned to be the contestants, and when the forcefield fades, the contestants will find themselves in a copy of the region they were in, save that anyone else is replaced with a zombie. Once the contestants fight their way through the horde, they'll find an incredibly strong opponent they must defeat, the boss essentially. If they kill this boss, then they can leave the trial having proven themselves worthy. If they can't? Well, the only other option is death. Thankfully no time seems to pass in the real world when the trial is being conducted, however it is that works. What you have here is one of those artifacts, styled however you want. You also have the key, in case you want to throw people into trials or something. Or maybe you'll use this to hone your own skills?

### A.P.D. - 200cp

This item grants you ownership of a large mechanical pyramid, the American Pyramid Device. It comes with some terminals to operate it, but it is powered by the souls of beings killed near it. Something like a sapient person works the best, but even something like a small rat would work to fill the power batteries a little. You'll need to kill at least four people to be able to activate the thing unfortunately. What it does is let you see into and manipulate the minds of anyone you place inside the pyramid. There's no guarantee they won't be able to resist, but most humans generally don't have ways of preventing you from rooting around in their minds. Not fucking with supernatural beings would probably be a wise choice though.

### Improved Arsenal - 200/400cp

Guns are very useful on their own, but for some people they're not quite enough. For them, there exists this thing called attachments. They're essentially small modifications or additions to a firearm, such as an extra grip, a larger magazine, or some kind of sight. With this purchase, you gain a mental list of every gun you could feasibly get your hands on, and attached to every gun is a smaller list of various possible attachments. You can assign this freely unless you're in battle. What this does is that when you get your hands on a weapon, you'll find it inexplicably possesses the attachments you selected for it, even if it really shouldn't. If this isn't enough, for an additional 200cp, making a total of 400cp, you also gain access to additional attachments to all of your weapons, which will always make the gun significantly stronger and more dangerous for your enemies, sometimes even on a level that some would consider 'broken'. You won't need to worry about customizing the guns you find anymore.

### Richtofen's Diary - 400cp

How curious. This little book you have here is the diary of one Edward Richtofen, filled with notes and research logs related to the applications and properties of Element 115. It can be incredibly useful for someone with a supply of the material and a desire to use it. If you're not in the Aether or Dark Aether Timelines though, then it'll be related to the local supernatural material instead if there is any, such as Prima Materia, or Geistkraft energy. In future worlds it'll expand to include a similar level of research on any other supernatural materials that may be found, giving you a good rundown of the most useful properties of them, although keep in mind it'll lack any warnings such as if the material is corruptive or something. Additionally, while you're protected from it, the book also has a corruptive effect on those who read it, driving them to gibbering insanity over months of investigating the contents of the book. Perhaps you should keep this hidden?

### Graceful Return -400cp

What you have here is a tiny bottle with a pill inside it. Consuming the pill gives you a 1-up, returning you to life when you die with no side effects. It takes a few seconds to bring you back to life, but that's not really an issue most likely. The bottle replenishes a month after it brings someone back to life. Or maybe you'll give it to someone else instead? Giving people a revival pill could be seen as a big gift.

### In Plain Sight -400cp

This here is a tiny bottle with two pills. Consuming one makes you undetectable to any enemies of yours for 10 seconds. Consuming the other pill before the first one runs out simply adds to the timer. Make sure to use it tactically, as the bottle only replenishes a day after both pills are consumed. You could use it for infiltration, or maybe just escaping a massive zombie horde without issue.

### Anywhere But Here -400cp

This gives you a tiny bottle with two pills in it. When consuming one of the pills, you get teleported to a random location within a kilometer. Certainly useful for getting out of trouble in a pinch. After both pills have been consumed, the bottle replenishes a day after. Could give one to a buddy to get both of you out of a pickle.

### Strange Vril Device -600cp

There are many powerful artifacts to be found in this world, and this is one of them. Being barely bigger than a human hand, it does one thing; stab it into a target, and your souls get swapped. For example, one version of Richtofen used this device to switch places with Samantha, who had been controlling the MPD (moon pyramid device) at the time, switching places with her and shoving Samantha into his body. This let Richtofen gain Samantha's power over the MPD and the Aether energy controlling all of the undead of that particular timeline by consequence. And now, you have this device as well. Please use this responsibly.



## Ragnarok -600cp

Wonder Weapons aren't the only powerful weapons that one can find. This pair of fancy technological pikes is also a potent weapon, the Ragnarok DG-5. Their basic function is slamming both of them into the ground for a very powerful shockwave attack, hurling away and electrocuting anything in range. It can be quite entertaining to watch zombies get flung into the air with this. You can do this with ease, such as perhaps spamming it for devastating results. The best part is that the more you use it in battle, the stronger it becomes. After killing a great amount of enemies, this weapon will gain the ability to remotely electrocute and ensnare enemies you target for the rest of the battle. Kill significantly more enemies, and you'll become able to plant these two pikes on the ground to generate a powerful gravitational trap for the rest of the battle, trapping enemies in the air and even reviving any allies that might be in range. Have fun.

## Scepter Of Ra -600cp

The wonders of the Prima Materia are many, and this artifact is one that resulted from it. Taking the form of an egyptian staff with what seems to be a faithful model of the sun floating off of its tip, the Scepter of Ra's main function is reviving the dead, even giving you great control over those you resurrect with it. Unfortunately a shining red dot will appear on their forehead while you control them, but perhaps you'll tell them to hide it? The scepter can also shoot a bright beam that heals your allies and damages (and even slows) your enemies. After killing a great number of enemies, then the staff will grant you immense resistance to any kind of negative status effect for the rest of the battle. Kill significantly more enemies, and the staff will become able to be planted, generating a large forcefield around itself for the remainder of the battle. This works identically to the beam it can shoot normally, except applied to anything within the forcefield, as well as automatically reviving any corpse brought into its area of effect (and also granting you control over them). Perhaps you'll pretend to be a god incarnate with this?

# Companions

## Multiplayer Teams -100/200cp

You could fight zombie hordes solo, but where's the fun in that? With this option you may import any Companions you may have, or perhaps create some outright. For 100cp you gain up to 3 Companions, enough to form a full team, and for 200cp you gain up to 8. Each Companion has 800cp to spend and can take drawbacks. Stick together and you may yet survive a decade of zombie hordes.

## Welcome The Cast -0cp

Or perhaps you like someone here? If so, you may freely bring them along with you as a Companion, provided you can convince them to come along with you. A surprising number of these characters are rather attached to this world, but given the zombie apocalypse thing, maybe you can get them to come along to other worlds. Or maybe you'd like to give some people here the opportunity to live a peaceful life, without needing to worry about zombies or aliens or whatever?

# Drawbacks

There is no limit to how much cp you may gain through drawbacks, although there's only so many of them to begin with.

## Dimensional Shenanigans +100cp

The Aether storyline really went wild, with alternate timelines, time travel, stable time loops, and the destruction of both individual universes as well as the entire multiverse. Now, you'll get involved in similar things, if perhaps not to the same extent if you are not in the Aether Timeline. In other words, one way or another you will get involved with past, future, and alternate versions of yourself. And also past and future versions of alternate versions of yourself. Really, it's like some kind of jumper festival. You'll find evil and good versions of you, and future jumpers will sometimes seem to have grand and secret schemes while past jumpers will generally bumble around trying to make sense of things. Or perhaps, depending on your abilities, it turns into some kind of competition between all the versions of yourself. Fortunately, unless you're particularly ruthless, this won't be too much more dangerous than otherwise, as the other versions of yourself will generally not want to kill you or something, but oh boy will things get very confusing very quickly.

## 19382406 9:21 +100cp

As you can no doubt expect, ambitious and powerful individuals rarely if ever present the whole truth, usually just presenting fragments of true events and information in a way that would benefit their agenda in some way. While this is still the case and unchanged, this drawback also adds a few red herrings into the mix. You'll never know when a set of numbers scrawled on a wall is an incredibly important clue or just meaningless gibberish, and whenever investigating things such meaningless clues that seem like worth looking into at first glance are frustratingly common. It won't hinder your actual investigations into the truth of things, but you'll definitely waste some time on some of these before you figure out you're not going anywhere with them.

### Those Yellow Eyes +200cp

Zombies aren't exactly smart. They're basically little more than shambling corpses, after all. That said, in some Timelines you can visit there are those who gain power over them, and have the ability to direct them. Perhaps you've pissed them off, or maybe it's some weird quirk that the zombie condition now has, but every single zombie that exists will relentlessly pursue you specifically over other targets, and will always, somehow, be aware of your exact location, and the safest route of least resistance to your tasty, tasty throat. You'll have to constantly fight waves of zombies for your whole time here, and unfortunately you won't even be able to have some respite after killing all of them off, because more zombie hordes will inexplicably appear to try to eat you even if you've made sure to kill every zombie on the planet. Perhaps you should retire to some other planet to spare civilization the trouble.

### Keepin' It Real +200cp

Cosmic beings means cosmic rules. And apparently respecting the free will of lowly mortals is one of those rules. Like the Keepers of the Aether, now you're restricted in how you may act in the physical world. Telling people to go do things for you and whispering in their minds is fine and dandy, but acting directly yourself isn't, not unless you've already set up a scheme to start destabilizing reality outright. Even then, you wouldn't be able to unleash your full power against mortals, at best being able to use measured and proportional responses to any attacks on your person. And if they don't attack you? Well, hopefully you have a silver tongue or know how to insult them enough to cause them to become hostile. Generally you'll have to stick to the shadows and manipulate people indirectly to get things done.

### Mad Science +400cp

Messing around with corruptive materials for years on end can be bad for your sanity. Who could've thought? Unfortunately, it seems that you didn't get the memo, or that you got it too late. Your mind has been twisted, perhaps by the whispers of Element 115, or maybe just some more mundane cause. Either way the high pitch and chillingly joyful tone that your voice has taken is one of the tamest symptoms, as you'll find yourself not only going out of your way to torment people (if it wouldn't be inconvenient for you), but reveling in the act. You can contain yourself if it's a matter of life and death like running from a zombie horde of course, but you are very much not the kind of person who should be trusted in any capacity. Perhaps you'll use your newfound insanity to cook up some extremely unethical science experiments?

### A Mere Pawn +400cp

With how many corruptive supernatural forces there are up for grabs for those who know how to harness them, it's not exactly surprising that there are a lot of schemers planning to gain more power. Unfortunately, you no longer will have the opportunity to rise to such a position. You've not only lost any metaknowledge you might've had about the world you're entering, but will have the bad luck of regularly ending up in positions where those who know more than you and have less than benevolent intentions can trick and manipulate you for their own agenda. Even with great effort you might still have gaps in your knowledge which can and will be exploited. You will largely be a pawn for the duration of your stay here. Well, perhaps being told what to do is preferable to you?

### Sealed And Betrayed +600cp

Kortifex was a powerful warlord in the world of the Dark Aether. And of course, he fell not to a powerful enemy warlord, but to the treachery of his own allies. Sealed inside an artifact and stripped of most of his power, he's reduced to making deals with mere humans to regain what he lost. And now you find yourself in a similar situation. You've lost all your powers, perks, items, Companions, and what have you, keeping only the barest whispers of your abilities, and have been sealed inside an artifact of some sort, left to rot somewhere on Earth. Thankfully you retain an ability to communicate with those who touch the artifact you are sealed in, and when the jump starts you'll be found by german archeologists.

With some scheming and deals, you could break out of this seal and take revenge on the world around you. You'll have to journey far and wide, but you will be able to find and reclaim the things that have been taken for you. Of course, if you aren't sealed by the end of the jump you regain any such things even if you didn't fetch them, although you'll fail your chain if you somehow haven't managed to trick anyone into releasing you by the end of the jump. Unfortunately, there are quite a few powerful figures in this world that have spread your powers and items amongst them, and they are very determined to keep you sealed so you don't regain your former power and subdue them. You will have to fight to regain what you lost from them or find yourself sealed again. If you manage to defeat them, you may take these doubtlessly very angry and possibly very scared enemies with you as Companions. Maybe you'll like how they keep you on your toes?

## Endless Mode +600cp

Oh. Oh no. Are you really sure you're ready for this? Normally zombies are generally weak and you'll mainly have to worry about bigger zombies or powerful supernatural beings, but with this, that changes. Zombies won't remain weak mooks you can gun down by the hundreds; with each day that passes, they will grow stronger. They won't hit any harder thankfully, but they will be tougher, taking more hits to go down. By the end of the first year each horde might take heavy ordinance before they go down, halfway your stay each individual zombie will be a massive danger that might take a few minutes of concentrated firepower to bring down, and by your final year you better know how to run well without being cornered, because the zombies will have become unbelievably durable, and each one will take absurdly heavy ordinance to bring down, not to mention the danger entire hordes pose. By some mercy the zombies will remain just as dumb as ever, but the increased capacity to withstand damage can still be immensely terrifying. Needless to say, things will slowly but surely grow to be incredibly dangerous in this world. Let's hope your pride allows you to run away in fear.

# Notes

V1.0