

This will all seem very familiar to you. Highschool, smartphones, cheerleaders, jocks, goths, domestic terrorists...I assume none of that sounds strange yet. Zombies? Yeah, the media is oversaturated with that schlocky nonsense. Zombie hunters? An odd sort without a zombie apocalypse to accompany them. Zombie sorcerers and zombie gods? Isn't that just D&D? Goth necromancer terrorists fighting spunky cheerleading zombie hunters. Now we're talking. And did I say there wasn't a zombie apocalypse? Well, there will be. Aaaaany moment now.

Have **1000** points to spend.

You'll need it.



Origins

Select one origin. Associated perks are discounted half-off, 100 CP perks are free.

Cheerleader - age 14+1d4

You are a veteran member of San Romero's cheer team. Unlike your fellow cheerleaders, you are also a zombie hunter, meaning you have been trained in matters martial and occult from the moment you could walk. You are everything one would expect of a stereotypical cheerleader, but much, much more.

Student - age 14+1d4

Just an ordinary student of San Romero High. Not a zombie hunter or sorcerer, just a helpless mortal. You might be an athlete, but none of that really matters now. Hopefully you have a stronger shoulder to lean on. Untrained humans do not survive for long.

Mentor - age 40+3d8

You were once a mighty zombie hunter, but age and complacency has sapped much of your strength. The skill, though, that never left. Still, you are getting up there, and you know the world needs to stand without you, which is why you've spent the last several decades training this world's up-and-coming protectors.

200 - Zombie - age irrelevant

Now, here's something you don't see everyday. A sane zombie. Your mind has stayed intact, despite the Rotten World's corruption. You are stronger and tougher than most humans. Only problem is, you crave living flesh, not that you need it to survive. The urge is strong, though.

Goth - age 14+1d4

Kind of. You rock the style, but you're more of a whiny 'emo' than someone who actually immersed yourself in the goth subculture. To be honest, you're a bit of an outcast, definitely not a popular member of the student body. And you wouldn't be regardless of your fashion choices. Though no one was actively hostile up to this point, for what little it will matter.

Gender/sex is not important and may be changed at no cost,

Perks

Cheerleader

Schoolgirl Fantasy (100): Snap, crackle, pop. Girlish beauty, nimble athleticism, with considerable curves and ‘assets’ have left you the subject of many of your peers’ fantasies. Not only are you a solid 8/ or 9/10 in looks, but this appearance is miraculously easy to maintain. With even basic exercise, your body will naturally gravitate toward an attractive fitness, and you can basically eat whatever you want without unflattering yourself.

May I Have a Card (200): Those Dark Purveyor dudes are kinda crazy, huh? You got thunder vikings, reality-shaping druggies, godlike DJs... not to mention that they’re all the next closest thing to immortal. Punch them to bits, slice them in half, and they’ll just get right back up. I mean, they’re zombies, though. If any of them were really, truly perfect, wouldn’t they have never died in the first place? Thankfully, you have some insight into what makes them tick... and what might make them *stop* ticking. On your first meeting with a significant enemy, you’ll have a paper curtain pop up between the two of you. This “boss card” will have a short list of some of their likes and dislikes, which will often (but not always) include some of their strengths and weaknesses. It’s not exactly the most reliable method of finding those things; but hey, it’s better than nothing, right?

Soul Power (400): Throwing dynamite may or may not be a martial art, but a smart zombie hunter will use everything that works. In this world, that just so happens to include magic and semi-mystical kung-fu. By practicing a regime of meditation and secret katas, you have awakened your inner energies. This would, theoretically, allow you to incorporate spells and “jutse” into your zombie-slaying arsenal. Unfortunately, you slept through your few lessons and are thus poorly-studied in supernatural arts. Really, the only thing you’ve retained is a ritual that traps the target’s soul and life essence in their living head, whether they like it or not.

One of the most important benefits of this training doesn’t require much thought, however. Like other zombie hunters, you are immensely resistant to the zombification process, owing to your pure and noble spirit. Your soul grants a passive resistance to supernatural sources of corruption and transformation, which improves with your spiritual strength. At a base level, you are effectively immune to the ambient zombifying air from the Rotten World. A stronger hunter could survive being zombitten and clawed. The strongest would stay unsullied in the belly of a zombie god.

A Long Way to the Top (600): If the training of an action movie hero allows them to transcend the limits of humanity, you are, like, the action movie hero of action movie heroes. Further honing your zombie hunter techniques, your physical attributes (strength, agility, dexterity, reflexes, etc.) have become noticeably superhuman. You can break zombie bones without even trying, shrug off getting hit by a semi-truck, and can even block bullets with a great deal of effort. With time and dedication, you’ll be able to improve them even further. With training, your physical condition will peak at roughly the same level as the Starling family patriarch. You will also find in yourself a superhuman talent for athletics and martial arts, most notably for acrobatics and cheerleading.

Student

Vertigo Ve Gone (100): As a talking, not-so-walking magical talisman and motivational aid, you're bound to get dragged around to a few places you wouldn't go willingly. That and get thrown around, shaken, stirred, jostled and otherwise get forced into all manner of uncomfortable positions and circumstances. Let alone the fact that lacking a body will take some getting used to. You're better at rolling with the punches, more able to retain your sanity when your worldview is shaken, and you will never again suffer from vertigo. If you ever end up as a living head, you'll be grateful you took this.

Jumper Roulette (200): Being an abomination of life and nature is not the only benefit of being a living head. Other than a frankly shitty form of life, the most notable advantage is the [Insert Name] Roulette, a manner of spellcasting whose results are left in the hands of chaos. By burning a "[Insert Name] Ticket", any ability that the head *could* have used if it had a body, will be randomly selected and activated, much like a roulette wheel of arcane power. This occult lottery is yours now. So long as you are living (or at least undead), an ally will be able to roll on the wheel with a symbolic Jumper Ticket, allowing you to use any spell, jutsu, or other ability you would normally need a body to use. Jumper Tickets do not actually exist, representing sacrificial power that has a chance to manifest from slain enemies. Thankfully, still owning a body, you don't need this yet.

Heads Up (400): The head ritual normally is done as a last resort, but a superior version was cast on you as a contingency. The magic was stronger, and it sunk deeper into your soul. Your head is the only part of your body required for life... as a head (if you're not careful, the rest of your body is no harder to kill). If you are decapitated or your body (from the neck down) is destroyed beyond repair, you will still retain a semblance of life as a head. Without other powers, you'll be immobile and helpless, but at least you'll be alive, for a given value of "life"... Maybe it'd have been better to die?

Get Out of Death Free Card (600): Life and death are funny things in this world. Zombies. 'Nuff said, really. But we also have ghosts and fluffy afterlives. And can't forget about people (soon-to-be body parts) like you. It may or may not come as a surprise that true, bona-fide resurrection- actual do-over lives- are a thing here, albeit rarely. In fact, it has only happened (or will happen) once that we know of, but maybe some miracles and saints owe their existence to the same phenomenon. Whatever the case may be, whichever powers that run the Land Beyond Words sometimes see fit to reward the good dead with another chance at life, which is now something possible for you once-per-jump. By living a moral life, and ultimately sacrificing yourself, you can be restored from any state of death. It seems the forces of light are prone to err, however with...comedic mixups, though the revival process invigorates your restored body nonetheless (if your head was grafted onto the body of an old man, your lifespan would be unaffected, for example).

Mentor

Bloody Nose (100): In some animated cartoons from across the seas, perversion is often portrayed almost as cosmic law, usually in the name of humor. Men and women just happen to experience unlikely coincidences that lead to the sexual gratification of themselves (and anyone watching). Beyond all sense and reason, the same applies to Sensei Morikawa in reality, and it applies to you as well. Your propensity for stumbling into opportunities for 'ecchi' and 'fanservice' edges into the absurd. You will often fall into the private areas of people you're attracted to, and you are good at playing this off as nothing more than a harmless quirk. Feels are where it stops, though. You'll need to work more magic to get laid.

Sensei (200): You're great at teaching. You'd think most teachers would be, it being their job and all, but no. A lot of them suck at educating the next generation. Some of it comes down to indifferent students, but sometimes it is just horrendous teaching techniques. Thankfully, you do not have any problems sharing your wisdom with the future of society. Not everyone has it in them to learn, but all but the most unruly students will succeed under your guidance. Sometimes even those.

Zomboid Science (400): Part science, part mystic mumbo jumbo, with a dash of wishful thinking. This, along with magic, is the intellectual side of zombie hunting. You have learned a great deal about the phenomena stemming from the Rotten World and Land Beyond Words. You know enough about "rotten air", zombification, and zomboid lore to predict outbreaks of the undead and the resulting apocalypses. In other worlds, you will always be able to gain enough information to predict end-of-the-world scenarios, and you will have a general idea of how to prevent them. Though doing so may ask much of you, if it's within your abilities at all.

36th-Level Blackbelt (600): Yes, that's a thing. And now it's your thing. Taking anti-zombie arts to a whole nother level, the moves you can bust would be at home in all but the most outlanding of wuxia flicks and ninja anime. We're talking things like spammable teleportation and slashing your sword so hard and fast that the very air cuts your enemies in half. You're something of a glass cannon compared to more physically-focused zombie hunters, but your small library of esoteric techniques more than makes up for it. Moving forward, you will gain a moderate affinity for similar esoteric martial arts.

Zombie

Just a Flesh Wound (Free, Mandatory, Exclusive): Turns out, being reanimated through necromantic energies means half of your body is redundant or obsolete. You don't need to eat, breathe, or stay hydrated. You won't die from shock, blood loss, or really anything that would kill a normal human- unless it destroys your brain or at least half your body. Pain doesn't bother you- or, more accurately, you don't feel it. Note, that being dead, damage you accumulate does not heal. About what you would expect from someone who runs on deathly "lifeforce" instead of ordinary needs.

Genre Revival (100): For zombies, the Dark Purveyors are pretty damn stylish. The stereotypical sorcerer discards vanity, and the typical zombie dispenses entirely with looks, but they are not your stereotypical zombie sorcerers. Each of them positively oozes style, evocative of a particular subculture of music like Punk Rock or Funk. You may choose a theme of your own, though it doesn't have to be a genre of music. The visual effects of your powers will change to fit this theme, though this is just a cosmetic thing. You can't make them invisible or otherwise harder to deal with.

Funeral Dirge (200): The Rotten World finds work for idle hands. And that work is sick jams, most obviously in the Dark Purveyors, who each embody a genre of music: Punk Rock, Viking Metal, Psychedelic Rock, Funk, Rock n' Roll. For whatever reason, all of them work their magic through musical instruments, even in the heat of combat. You too can use magic through music: Playing an instrument can substitute for normal somatic components, singing can replace verbal components, and magical musical instruments can stand in for any foci.

Dead Ringer (400): If you haven't caught on by now, the Dark Purveyors are actual, no-shit sorcerers. Each wields enough wizardly power to make Merlin blush. These are some of the strongest magicians the afterlife has to offer, and some have had centuries to hone their craft. As you would expect, some are more studious than others. You have magical ability equal to the 'weaker' Dark Purveyors, Zed or Vikke. This is something on par with shooting magical swear words at people, or infusing your weapon with lightning. By paying an additional **800 points** undiscounted, you can have something a little more impressive, like the magic of Mariska or Josie. Their mastery of magic allows them to emulate almost any physical effect by crafting related constructs such as bombs and spacecraft.

"That is Not Dead (800): ...*Which can eternal lie, and with strange aeons even death may die.*" If death is not yet dead in this world, it wouldn't be surprising to find him crying in a corner. With the Rotten World, one might wonder if true death even exists, but the Dark Purveyors certainly make a joke of it. Now, so do you. Having attained this state, your body will not decay further, and your wounds will heal as if you were still alive. This is the case for states of (un)death and unlife you enter, whether from this world or elsewhere. Further, you share in the most vital traits claimed by the sorcerous lords of the dead. First, with but a thought, you may hover as swiftly as you can run. This same power may be used to achieve true flight, but the further you are above the ground, the slower you will fly, to a minimum of ½ your walking speed if you are hundreds of feet in the air. Second, your lifeforce does not care for physical connection, meaning you will retain sensation and control of any severed body parts regardless

of distance. Third, and finally, your resurrection charged you with unnatural vitality. When you would otherwise die, your lifeforce will flare wildly, allowing you to stabilize in any condition as long as at least half of your body remains. You could be bisected in either direction and still function as normal, or half of your body could be burnt to cinders, while the other half regenerates. This can happen up to twice per jump.

Goth

Faces in the Dark (100): They rejected you. They LAUGHED at you. Fight fire with fire. After a frankly embarrassing amount of time spent in front of a mirror, you have perfected your broody faces and maniacal cackles. Your edgy monologues and one-liners. When they pay, you really rub salt in the wound. More with the fact they were outsmarted by some emo edgelord than whatever you hope to convey, but it's not like it matters when they'll be dead soon. Who's laughing now? Them, but also you.

Mad Bomber (200): Crazy people and explosions, a match made in the Land Beyond Words. In fact, this whole thing started with a boom. More specifically, by some social outcast using a bomb to blow a hole into the afterlife. Interesting what can be done with household supplies and a bit of knowhow. You yourself are good at homemade chemistry, knowing enough to synthesize explosives, poison gas, and other things with common materials. And while you're not quite a master demolitionist, you have a talent for that field.

Checkmate (400): Do something wild enough, and people will have no choice but to act as your pawns. Something like, say, unleashing a zombie apocalypse where the zombies are just sacrifices for your ritual. But it's not like they can just leave them around, either. You have a knack for engineering similar lose-lose scenarios, where the only options are either to leave the immediate consequences of your attacks unaddressed, or deal with them only to advance your larger schemes. Technically, they can choose another way, but you excel in turning anything they do to your advantage.

Sad Magic (600): Magic always seems to cause problems, the 'dark arts' even moreso. Necromancy is almost always among the worst of these so-called 'dark arts', and that holds up here. Raising zombies, binding them to your will, and even pulling souls from the afterlife. You've dug deep into these arts and know almost everything there is to know. This is knowledge of the Necromancy of this world, and while much of it relies on the presence of the Rotten World (which this perk does not guarantee), you will also find yourself with an impressive talent for the dark magic of other worlds. You take to such sorcery like a duck to water, and it is even moderately more powerful in your hands, approximately half-again as effective as it would be for others.

General

Bedazzling (50): Zombie hunting, or hunting as a zombie, is gory by nature. You cannot expect to stay clean through that. Or you couldn't before this. The gunk of violence, the blood and guts, just doesn't stick to you that well, and it washes off easily. Probably magic.

Wow Them (50): For some reason, powerful zombies have a music aesthetic. Presumably, they've got the skills to match. You have commendable skill with an instrument and a modest talent for improvement. Needless to say, this is a good idea if you want to cast spells musically.

Items

Previously owned items may be imported into purchased items at no additional cost. Items lost, stolen, or destroyed will be replaced in a year unless otherwise stated.

Hunter Items (Discounted Cheerleader, Mentor, Student)

Helmet (100): Head protection. It's very important, especially if you're just a head. This helmet in particular is extraordinarily durable and resilient, suffering almost no wear at all. It also fits snugly and comfortably to any head within normal human limits, and it stays on through almost anything.

Fashion (100): Just because you're fighting zombies doesn't mean you have to wear dull browns, camo pants, or dreary rags. If anything, looking good is a lot better for morale, and zombies are rarely smart enough to notice the difference. That's why you've purchased a very stylish and cute outfit- anything from cheerleader to anime magical girl...I mean, it can be mens' dress, but where's the fun in that? Whatever you choose, it is amazingly easy to clean and very hard to get dirty in the first place.

Custom Weapon (200): Zombie hunting is a mostly solitary affair, and you're going to get lonely sooner or later. It's no surprise that a lot of hunters form an attachment to their equipment, even less of one when you take into account the necessity for upgrades. You own a custom weapon that was modified to better whack zomboids back to the dirt. It is rugged in the extreme and capable of taking loads of punishment, more than enough for a superhuman zombie hunter to put it through its paces without fear of disarming themselves. It also just doesn't seem as prone to breaking or misfire, purely from a luck perspective.

How to Cook Zombies: Morikawa's Book for Zombie Hunters (200): A guide on zombie-slaying written by perhaps the foremost expert in the field, Junji Morikawa. This book contains practically everything a hunter needs to know about zombies, from common varieties and their weaknesses, to common mistakes, to general tactics and first aid, plus some interesting trivia. It's no substitute for experience, but it will help you avoid the most humiliating forms of death. In other jumps, you will receive a similar guide for 'common' supernatural threats.

Phone (400): You must be thinking, "Everyone has a smartphone these days, so what's the big deal?" Well, the deal is, this phone isn't limited to earthly cell towers. It gets reception literally everywhere and can even receive calls from people in the afterlife. We don't know how it works. Don't ask. This latter feature isn't the most reliable thing and requires an attempt from the dead to contact you, but they don't need anything like a 'spiritual phone' to do so, and they do need a decent 'signal'. Nevertheless, this can provide critical information you that would have otherwise been lost to you, and calling a location on the physical plane is never an issue.

Chop2Shop.zom (400): In the worst crises, there are always people trying to make money in the aftermath. Some are bold enough to sell you shit while it's happening, but a zombie apocalypse is perhaps not the best time to discuss ethical concerns. What you have here is a link and invitation to the premiere zombie-hunting supplier in the entire world. They will sell you everything from consumable magic items, to secret martial arts manuals, to exercise equipment, to cosplay that is sexy but nonetheless practical. Just be prepared to pay a premium. In fairness, all of their deliveries arrive in an hour at most. Somehow. In other worlds, they will sell the closest equivalent to these things. When your chain ends, you'll be able to order anything they've ever sold.

Lucky [Insert Name] Ticket (600): Zombie hunting is not only lonely, it's dangerous. Duh. But some people seem to treat it like a game. For you, it kind of is a game, at least while this is one your person. At any point while holding this ticket, when you should die, you will instead activate the Lucky [Insert Name] Ticket. A companion (if applicable) or past ally will suddenly appear, invulnerable, to rescue you from your current predicament. Then the ticket burns into ash, with you none the worse for wear. You will receive a new ticket once every ten years.

Bedazzled Chainsaw (600): Magic varies in rarity. While almost every zombie hunter knows a cantrip or ritual, the flashy fantasy stuff is mostly reserved for true masters of the art. Elder mystics or semi-immortal liches. Magic items seem a bit less common, even among those initiated into the occult. This kind of artifact might well be one-of-a-kind. It never breaks, period. It never runs out of fuel for its motor. It is perpetually razor-sharp. And it can shapeshift into several forms. Currently, it has Dash and Blaster forms which enhance the wielder's movement and allow ranged attacks, respectively. With some tinkering, more forms might be possible.

Rotten Items (Discount Zombie and Goth)

Boss Card (100): Don't they know who you are? No, they say they've never heard of you. What, have they been living under a rock? You *made* music *what it is*. Kids these days. No respect. Thankfully, you have an index card-sized piece of paper that you can write on, glue pictures to, whatever you want. More importantly, you can summon an illusory copy of this card big enough to fill up a whole wall, forcing them to educate themselves on you. Assuming they don't just barge through it like a sheet of newspaper.

Burial Shroud (100): Some faiths say that one's belongings follow one to the afterlife. There's a solid chance that's true here, but what matters is that you have some sick threads. They're the kind of style you'd expect from a musician that was really into their genre of music, almost like a caricature, but tasteful. They will never get soiled by the rot of your flesh, always as pristine as the day you received them.

Bear Pelt (200): A bear pelt, like one might expect on a druid or shaman of old. But it's not just for appearances' sake. It is actually alive, er, un-alive. It can't move much on its own, but its head is still intact, with all the senses and noise-making apparati of a bear. Meaning it can alert you to sneaky individuals. As a zombie, your senses are probably not as good as they were.

Lesser Instrument (200): The Power of Rock. And Funk. And probably Blues. Some have blurred the boundaries between music and magic, and it might be due to artifacts like this. This is, by all appearances, a normal musical instrument. In truth, it is a moderately powerful magical focus, and it will notably aid attempts at magical music, making them more stable than usual.

Instrument of Destruction (400): This is a violent world. Musical instruments are fine for master sorcerers, but anyone else would be courting death. Something deadlier would be more fitting. This is a melee weapon, and like before, an adequate focus for your magic. It is nearly invulnerable and never loses its edge, which is sharp but only mundanely so.

Mortal Quill (400): Knowledge is power, as the Necronomic demonstrates. Knowledge must be recorded, however, for its true power to manifest. This quill will aid you. Occult words and symbols, particularly those written in blood or onto skin, are empowered when drawn using this raven feather. They are more persistent, powerful, enduring... and malicious. Be careful with your manuscripts, lest your curses rebound upon you.

Ferry of the Dead (600): Dark Purveyors have levitation as one of their many powers, but other zombies are not so mobile. Maybe you are a lesser zombie, or a mortal, but even a Dark Purveyor has use for minions. And waiting for their long march will try anyone's patience. You own a flying ship, up to the size of a spanish galleon, which may be used to carry your possessions and retinue. Your power is not needed to keep it 'afloat', and while you may have it land on the ground at-will. Any other form of control requires it be helmed like a normal ship.

Necronomic (600): Unquestionably the most famous book of the dark arts. Some of its imitators are among the most potent grimoires ever written. This book contains all the lore of the Rotten World, as well as every spell and ritual which might summon, bind, control, and raise the dead. The knowledge in this book is enough that a thoroughly non-magical person might eventually conjure Dark Purveyors and zombie gods. The contents are considerable on their own, but the book itself will serve as a conduit to the Rotten World, allowing you to summon its inhabitants wherever your travels lead you.

Companions

Import (50): You may import any number of companions at 50 points each. Each companion receives an origin and 600 points to spend. The cost of paid origins is deducted from this stipend.

Canon (100): You may recruit any canon character who agrees to follow you on your chain, so long as you have paid for them here. The sole exception is Killabilly and beings of similar power.

Drawbacks

Take as many as you can handle.

Take This Seriously (+100): Isn't this so fun? You just can't take this zombie stuff seriously. It's like it's all a game to you. This won't make you less competent, but your competence will come with a lot of laughter, jokes, and smiles. It's sure to grate on the nerves of friends and allies.

Admirers (+100): It's not every day you hear a zombie complement your appearance. To be fair, that it happens so rarely is probably a good thing. Well, now it's a semi-common occurrence. A surprising amount of zombies you'll meet during your stay will retain more of their intelligence, and they are often people who pined for or lusted after you, even friends on occasion. It'll make things a lot more awkward. Maybe introduce some moral ambiguity in your battles, seeing as these ones aren't so mindless anymore.

Fanservice (+100): Is a cheerleader outfit the best you can do? Yes. Everything you wear is revealing at minimum and could not be considered practical for a survival or combat situation. You can't wear anything more protective than bikini armor, even if someone else dresses you.

Crazy Girlfriend (+200): Wouldn't it suck if you were a powerless mortal who was dragged into the worst this world has to offer? Luckily for you, the 'powerless' part is negotiable depending on what else you select here, but the dragging isn't. You have 'someone' who will constantly rope you into their adventures, and they are quite adventurous. It might be a girlfriend, but it can also be a cousin, sibling, or friend. They will unceasingly seek out the strange and supernatural. They're stronger than you, so you won't be able to avoid getting into the thick of it. By the way, did you know that this world is also home to vampires, leprechauns, sasquatches, and frankenberries?

Don't Take it Too Seriously (+200): This is all too much for you. Zombie apocalypses, fighting for survival, all your friends dying. More than most people deal with in a lifetime, let alone in the span of hours. You didn't- and don't- take it well. For some reason, this doesn't really affect your performance, but it will make your time here pretty miserable. If taken with Take This Seriously, you act as such on the outside, but inside you will feel the effects of this drawback.

Birthday Bash (+200): Happy Birthday! Coincidentally, you share the same birthdate as Juliet Starling, and there always seems to be *something* supernatural happening on your birthday, which you will inevitably get involved in. If you avoid dealing with these scenarios, it will always come back to bite you.

It Gets Worse (+300): Everything that happens in your life will only be the tip of the metaphorical iceberg. Zombie outbreak? Turns out there are five super zombies, and *they* are just pieces to summon a zombie god who wants to zombify the world. Sasquatch sightings? The agents of a secret organization, who are only the vanguard of a sasquatch society, who are moving towards war with the human world. The threat and scale of events always escalates.

In Over Your Head (+300): You are a head, and you don't keep any perks or powers from outside of this world. For all intents and purposes, you are completely powerless until someone burns a Jumper Ticket in your vicinity, initiating a Roulette that will allow you some temporary agency and power. Any supernatural or martial ability is a potential 'slot' on the Jumper Ticket, and people who hold you will be able to find Jumper Tickets by killing zombies.

End of the Road

You have survived ten years in this world. What's next?

Return to Sender: You've seen enough. Go home and tell your stories.

Stuck on You: This world is actually kind of nice. End your Chain, settle down here.

Separate Ways: You've had your fill of this world, but your journey is not yet over. Other realms await.

Notes

Zombie/Just a Flesh Wound may be treated as either a perk or alt-form. In the former case, benefits and drawbacks apply to all forms you possess. In the latter, both are segregated to that form.