

## **Deadend - A Small Town Horror - Jumpchain Document**

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### **Intro:**

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The moon is bright on this dark winter night, it is the 28th of October, 2023. It is a High Hunters moon and I'd suggest that If you don't wish to end up as someones meal you may want to rush inside, I hope you've picked your location well... .

Welcome to Deadend, population 155,000. This small town is located at the bottom of Hades Valley, Virginia, USA and is surrounded on three sides by thick woods and large mountains. The town rests next to a large freshwater lake, the contents of which flow from the mountains and out of the valley.

- To the **North, East and South** of town are the Howling Woods, a place filled with Wolves of the mundane and supernatural variety, on top of a large number of survivalists and supernatural creatures of various kinds.

- To the **West and North** of town is Lake Logos, a beautiful and quite large body of water which acts as a lovely fishing spot and tourist trap, though be wary of the late night siren calls or you may end up trapped for good.

Hades Valley itself is quite massive, too big by far to fit all of its contents into its observed size, or at least the scale observed from the outside.

It's a nice, quiet place for the most part and you can have plenty of fun here, as long as you stay indoors at night and don't go out into the woods or lake alone just in general.

Oh who am i kidding, you're not content to just sit around and do nothing while horrors lurk around the corner and there are mysteries to solve! Well unless this is your holiday...

Regardless, here are **1,000 Points**, you won't need them to survive but they'll make fighting the horrors in the dark a whole lot easier for the 2 months you'll spend here or otherwise make your holiday a whole lot more comfy. You will leave this world at midnight on new year's day as soon as the clock strikes 12 and the year changes.

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**TL:DR** A fairly Low threat 'Horror' setting with lots of hopefully not OP potential Perks, Items and Companions.

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**What Brings you to Town? :**

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**Special Discount Tokens :**

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This is a big universe, there is lots to see and to find, far more than you might expect from looking in from the outside.

As such, I felt that leaving discounts restricted to a specific background was too... Limiting.

So here, take **6 Terror Tokens**

A Token can be used to do one of Three things, each a quite terrific effect in its own right.

- **Freebie** - Provide you with 8 [25] Cost purchases , 4 [50] Point purchases , 2 [100] point purchases or 1 [200] point purchase for free.

- **Discount** - Provide a 50% Discount to one type of purchase of any cost, making the first purchase of that item as well as all following purchases of that type of item cheaper. You may only discount a purchase this way once. This discount method does stack with any other discounts you may have with an item.

- **Empower** - This allows you to essentially upgrade a purchase, doubling its performance in every metric. For example a power which lets you run at 300kph would now let you run at 600 kph, an item that provides you with 10 followers would now provide 20 with each being twice as skilled, a 4 bedroom house would now have 8 of higher quality and so on. This allows you to choose your favourite purchases and make them even more useful. Empower can only be used once per purchase but it does also effect upgrades bought for the empowered perk, power or item.

Even with these tokens you won't be able to gain even a fraction of the Perks, Powers or Items available in this world, but they should help make your experience just a little bit more special.

You do not need to take tokens if you do not want to. This is an optional extra, to help survive in this dangerous world.

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### **Moral Alignment:**

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This is a world filled with Darkness, but a glimmer of light always shines. There are Heroes and Villains, Monsters and those who would fight them as well as everyone else who simply wants to live their lives.

I can't tell you what your moral alignment is, Jumper. Well I totally could, but I won't. You should already know which side you lean more towards.

This is an abstract representation, not a strict thing you have to stick too. Moral alignment can and does shift based on actions, meaning yours can too.

Your moral alignment will determine how certain people you meet will view or interact with you and can help influence certain discounts as well.

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- **Good** -

- **Neutral** -

- **Evil** -

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### **Species:**

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Pick a species you prefer or roll randomly to gain 100 points for free, if you land on a species that costs points you won't need to pay that cost if you have rolled randomly.

- **Hybridisation** - You may pay 600 Points per extra species to be able to choose additional species, gaining all of the discounts and benefits that come with it. You can choose how this hybridisation affects you in terms of aesthetics and such.

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- **Human** - [ Free or 100 ]

- - **Normal Human** - Free -

An Ordinary everyday human, you know all about these kinds of people. They don't stand out, but that can be an advantage in itself.

- - Frankenstein - 100

- - Cyborg - 100

- **Spooks** - [ Free, 100 or 300 ]

- - Ghost - Free

- - Phantom - 100

- - Poltergeist - 300

- **Werewolf** - [ 100 or 300 ]

Hairy, Loud and Smelly these creatures luckily only come out once a month, for the most part anyways. For the rest of the time they are virtually indistinguishable from normal humans.

- - Normal Werewolf - Free -

- - Silverfang Werewolf - 100 -

- - Nighthowler Werewolf - 300 -

- **Vampire** - [ 100 or 300 ]

Bloodsucking parasites with pale skin and and long pointy fangs

- - Normal Vampire - 100

- - Vampire Lord - 300

- Mermaid - [ Free, 100 or 300 ]

- - Mermaid - Free

- - Swamp Thing - 100

- - Siren - 300

- Demon - [ Free, 100 or 300 ]

- - Imp or Lesser Demon - Free

- - Normal Demon - 100

- - Demon Lord - 300

- Angel - [ 100 ]

- - Normal Angel - 100

- - Archangel - 300

- **Monster Girl** - [ Note you do not need to be a woman, all can be men ] - [ Free or 100 ]

Pick any species of monster girl, you now are that species and possess the natural abilities of said species.

- - Human Level Monster Girl - Free

- - Superhuman Monster Girl - 100

- **Alien** - [ Free or 100 ]

- - **Human Level Alien** - Free

You're an alien, but one who isn't particularly superhuman in terms of ability. You might be a tentacled octopus creature from mars, or a little grey man from beyond the stars but as long as you aren't super strong or super fast you can take that species for free.

- - **Superhuman Alien** - 100

Think something like the Elites and Brutes from Halo or the Predator from AVP.

- - Monstrous Alien - 100

- Dinosapien - [ 100 ]

- Gorgon - [ 100 ]

- Eldritch - [ 300 ]

- Parasite - [ Variable ]

- Physical

- Spiritual

- Digital

Boogeymen

Closet Monsters

Fungi

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### **Backgrounds:**

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Any background may be taken as a Drop-In

- **Diversification** - You may pay 600 points to select an additional background, gaining all of the perks and benefits that come with it, you may do this as many times as you can afford.

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### **- - - / Mundane Backgrounds / - - -**

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- Civilian -

- Bureaucrat -

- Priest -

- Business Owner / Manager -

- Waiter / Waitress -

- Doctor -

- Police Officer -

- Fire Fighter -

- Teacher -

- **Soldier** -

Trained in Survival and Combat, you might be one of the deadliest persons in town, at least one of the ordinary people anyways.

- **Gunsmith** -

Building, Modifying, Repairing and Maintaining Guns are tasks you are intimately familiar with. You likely also know how to use Guns as well, though no better than say an average person who has shooting as a hobby. You could easily find a job working at one of the Gun Stores in town, if that was something you were interested in.

- **Lumberjack** -

You know how to handle an axe and how to best Cut wood to chop down trees quickly and efficiently, you can identify trees, both healthy and unhealthy and know well how to also conserve and grow them, as part of a sustainable future. You are quite Strong, perhaps strong enough to take on a werewolf with just your wits and your Axe.

*[ Based on the Woodsman from Little Red Riding Hood ]*

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**- - - / Unusual Backgrounds / - - -**

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- Angel Hunter -

- Demon Hunter -

- Werewolf Hunter -

- Vampire Hunter -

- Ghost Hunter -

- Alien Hunter -

- Time Traveler -
- Space Patroller -
- Men in Black -
- Slasher -
- Mad Scientist -
- Horror Hero -

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**Arrival Location:**

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Each location will have a Companion and Scenario related to it, you do not need to choose that location in order to recruit a companion or take a Scenario but it may make your meeting the Companion or starting the Scenario a little easier.

Each Location will have an equivalent available for purchase in the items section, should you be the kind of Jumper who enjoys purchasing their own properties.

Please pick one of the options below.

You may Choose randomly in order to gain an additional 100 points, on top of whatever extra points you might gain from the option chosen if it provides points.

You may choose again to randomly roll in order to determine your secondary / sub location and gain an additional 100 points, or else can choose yourself for free.

You can ofcourse also choose to spend your time outside of the Valley, after all its a wide wonderful universe out there, just be sure to keep one eye open and a weapon at the ready if you venture out after dark.

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**- - - / 1 - Deadend Locations / - - -**

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1 - **Town Hall and Library** -

- [ TL:DR , it's a town hall and library, nothing weird here. ] -

The second oldest building in town, located right at its core. It's a grandiose structure with roman style columns and a statue of the town's founder standing proudly out front.

You arrive at a bus stop located just outside of the Town Halls 150 Steps, there aren't many people around but you can see a bus coming by from up the road and it might be able to take you somewhere if you have a better idea of where you would like to go.

If you need a place to stay for the night, Mary the receptionist , librarian and assistant mayor is more than willing to let you stay in the building and help you find a place to stay if that is an issue, she is a public servant after all and takes that role to heart.

- [ Skill Check ] - [ Perception ] - *[ If you happen to be quite a perceptive person, you'll realise that Mary is quite worried about the idea of you being out so late potentially by yourself and that is what prompted her to ask if you need a place to stay for the night. It would take some doing but you could convince her to reveal what she knows, it isn't much but she does know there is something strange around town, something... evil and she's not willing to let another innocent person be harmed by it if she can help it. ]*

If you're looking for the Mayor you won't find him here just yet, his working hours are 12:00 till 15:00 and he only answers to appointments and doesn't accept walk-ins, though now knowing his schedule perhaps you are willing to ignore his preferences.

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1 - **Saint Roberts Church** - [ Gain 100 Points if you are a good person ]

- [ TL:DR , Demon worshipping cult hideout ] -

The oldest Church in town, one that is far larger than you would expect for its supposedly humble origins. Located near the centre of Deadends on the main road just a few blocks away from Town hall. This Church is currently run by the seemingly young reverend Thomas Clarence, a well beloved member of the community who is known for his years of charity work and running the local Orphanage, which you can find out of town.

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- [ *Morality Check* ] - [ Good ] - [  
.....

.....  
- [ *Morality Check* ] - [ Evil ] - [  
.....



Ah [ Brother / Sister / Gender Neutral version of that word that might apply to your character ] welcome to our house of worship, i'm glad you managed to find your way here safely.

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1 - **Cassie's Cosplay Cafe and Hotel** - [ Gain 100 Points if you are a bad person ]  
- [ TL:DR . Monster Girl hangout spot ] -

This fairly large yet cosy Inn is run by Miss Cassie De Silvia Unos, or Cassie Dee as the locals know her. She is a youthful looking cheery woman who loves baking, even going so far as to take custom orders and you won't find better food anywhere in town and at bargain bin prices too! You can buy yourself a Full three course meal, Desert and refillable drinks for just \$2.50 and a fairly luxurious room for just \$10 per night!. You might wonder how the place stays in business, what with how popular the cafe is.

The primary draw for Locals and Tourists alike is not just the dirt cheap delicious food, but the 'Fantasy theme' of the Inn. The Staff dress, talk and act like individuals from a fantasy setting, you'll see rave reviews about the incredible acting, make up and prosthetics that go into it. However, these are not actors in expensive cosplay but are in fact real people of various alien species from Elves and Dwarves to Lamias and Centaurs and more, with over 200 staff members there are many species represented here. The cafe acts as an interdimensional hub connecting the world of Avaria, a High Fantasy world with Earth. People from Avaria travel to earth staying at the Inn to allow them to experience a whole new world, it is these people who are the primary customers of the place, with them receiving special disguises that allow them to blend in seamlessly with humans for a pleasant holiday experience on an alien world.

Locals who are more aware of the supernatural aspects of Deadend can attain this disguise service from the Cafe, allowing them to venture out amongst the non human communities in the valley with relative ease.

The inn is located on a hill towards the centre of town, from it you have a lovely view of the town and surrounding locations.

As you arrive you find yourself sitting at a table in the Cafe, a corner booth where you can see much of the room, a Centaur waiter approaches you and asks if you'd like to order and that your food and room tab has already been paid for, so you can stay here for your full time in this world for free. You're welcome by the way. For food I'd recommend the Chocolate Sunberry swirl, it's like a sunrise in your mouth.

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- [ *Morality Check* ] - [ *Evil* ] - [ *If you are a bad person, often performing evil deeds throughout your life then you will find yourself approached by a 12ft tall , red skinned woman wearing heavy plate armour and holding a sword, she is one of several people dressed like a knight throughout the establishment, given the look in her eye you get the feeling she isn't fond of you. The Oni asks you to follow her, but you had best not because if you do she will*

*take you into a room downstairs and will attempt to trap you and find out who you are and what you are doing here. Luckily you can simply refuse and walk out of the cafe, with her not wanting to cause a scene in front of the civilians. ]*

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### 1 - **Holly Street Hospital** -

Built in the 1960's after the mysterious burning down of the previous town hospital, this humble hospital services the entire region and is often considered a 'neutral' space even for criminal elements and sapient supernatural entities, keep in mind i said often, not always.

The Hospital is ran by Khajar Rao, a highly skilled doctor who has spent his entire career in Deadend, coming in after the previous hospital was destroyed and much of the original staff perished and growing to love the town and its people.

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### 1 - **3rd Street Police Station , Formerly the Umbridge Building** -

There are only 20 Police officers in all of Deadend, not counting the Sheriff or the two civilian receptionists.

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### 1 - Fire Station -

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### 1 - Primary School -

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### 1 - High School -

Time Loop Teacher

Teacher targeted by Cannibal

Ghost student murdered as a kid who can't move on

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### 1 Flynn's Farm

Flynn Taggart

- [ TL:DR . A Farm ran by a retired Doom Guy ]

Historical Shop

Can buy things like Knights Armour, Swords ect

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Camping and Sports Good Store Shop

Can buy Tents

Can buy Camping Gear

Can buy Hunting Goods / Guns

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Electronics Store

Ran by a conspiracy theorist

Will make illegal mods to your items on request if you gain his trust

[ is it a conspiracy theory if the monsters are real? ]

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### **- - - / 2 - The Howling Woods Locations / - - -**

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#### **2. *The Howling Woods* -**

A large expanse of forest to the east of town with hundreds of tiny scattered groups and communities varying in size from 5 to 200 people. They generally don't count themselves as part of Deadend proper and tend to prefer to keep to themselves for the most part, outside of the odd trade here or there. While each group is different, many do not appreciate 'outsiders' from encroaching on 'their land'. If you're lucky you'll wind up on the territory of a friendlier group, if not you might find yourself being hunted down by a pack of pissed off werewolves or twisted hillbillies.

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2. Silverfang Sanctuary

2. Abandoned Shrine

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## 2. - Last Stop - Truckstop

The first place you'll see on a drive into the Valley and the last one the way out, this Retro Style truck stop and Diner sees quite a lot of traffic and rarely has fewer than a dozen Truckers stopping by at any one time.

The owners have a few Caravans they're willing to rent out, or sell, if you're interested.

Owned by a Middle Aged Couple

If you're making a stop here maybe you should order the house Special, a Bacon, Sausage and Egg Sandwich.

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## 2. Road into Town - Bus Crash Site -

A Pair of FBI Agents

One will offer you a gun if you aren't carrying one of your own, her private backup piece, she has two more guns on her [a personal desert eagle and her service pistol] These agents are staying at the Truck Stop on the way into town.

The two agents are investigating a crashed prison bus, it was carrying some of the countries worst and most well known killers who have no escaped out into the valley...

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Familiars Mansion

A Large Mansion that leads up to the Vampires Castle

Lived in by their human servant

People tend to avoid it

Vampire Castle

Hidden by an Illusion

3 Vampire Wives Power the Illusion

A Dangerous Vampire lives in the castle

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## --- / 3 - Lake Logos Locations / ---

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## 3. Lake Logos

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3. Lair of the Diver

3. Siren Shallows -

3 . Drake - A Town of Mermaids -

### 3. ***USS Endeavour Crash Site*** -

Around 100,000 years ago, the United Systems Starship Endeavour, a vessel belonging to an interstellar coalition of nations that 200 years in the future of this universe -[unless things are drastically changed]- will span the milky way, was pulled into a black hole and crashed into Hades Valley, creating the Lake. Over the millennia the ship would become buried under dirt and debris.

You find yourself standing on the Command deck of the Endeavour which immediately springs to life sensing the presence of a life form, the shipboard AI , Sina, believing you to be part of a long overdue rescue team.

Depending on how you respond to the AI she will either define you as a hostile entity and will transport you onto the shore by the lake -[a one time use defence mechanism thanks to the ships low power status]- or will provide you access to the rest of the ship where you will find over 2,000 people of dozens of sapient species held in chronostasis along with a ship in desperate needs of repair if they are to be awoken without risk of death.

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### **- - - / 4 - Underend Locations / - - -**

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3 - The Ashen World

3 - Multi Dimensional Labyrinth

3 - Shelter 002 , Valadius. The First Peoples Bunker -  
- [ TL:DR . Dinosaur Survival Bunker ] -

You arrive to find yourself standing next to a massive door, hundreds of metres across that connects into the wider Underend cave networks. From the disturbed dirt and rock on the caveside of the door you get the feeling that this door has only recently opened, as in within the past few minutes.

Seconds after your arrival you feel a horrid shock as if you had just been electrocuted, the pain reverberates throughout your body before ending abruptly.

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- [ Skill Check ] - [ Powers ] - [ *If you have any magical or psychic abilities, you get the feeling this was not an intentional attack, but rather something of a probe or perhaps even a rusty , hopeful and downright desperate attempt at communication. You're unsure if you've ever felt a psychic power this strong before, a strength cultivated over tens of millions of years of Solitude, Grief, Pain and Anger. ]* ]  
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You can run down the cave, it'll take you an hour or so but reaching the surface shouldn't be too difficult, you just need to follow the trickle of water flowing near the Bunkers entrance. Bioluminescent plants will light your way.

If you wait however, you'll hear heavy footsteps coming your way and after a few minutes will find yourself standing face to face with a massive Power Armoured individual. This person stands tall at 4 metres, they seem humanoid but you can clearly see horns protruding from their helmet and a long tail covered by their suit that stretches behind them. Once in view, the ancient being will ask you a question, not with words but with a thought.

*" I am Sentinel, what are you? "*

You sense more than a hint of anger and disappointment in her 'voice', you are not what she was expecting to find and you'll likely have a lot of explaining to do, if you come armed then expect a fight unless you can very quickly convince her you are not hostile.

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- [ Species Check ] - [ Dinosapien ] - [ *If you have the Dinosapien Species, she will instead of asking what you are or introducing herself will drop to her knees and begin to cry, believing her long wait is finally over and that the 65 million years of solitude was not spent in vain. Expecting you to be the long awaited rescue team come to say the world above is safe again for her people, unaware that there are none of her kind on the surface of the Earth and that their civilisation reconstruction project had failed. Be careful with how you approach her, the truth could break her heart. ]* ]  
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**Perks : —————**  
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Perks, Powers and Magic that cost 50 and 100 points are free when discounted

Free Perks, Powers and Magic are not just Free for you, they are free for all of your companions, imported or not, even ones who do not have points to spend.

You are not required to take freebies if you do not want to.

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--- / **Free Perks** / ---

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- **Average Fitness** - [ Free for all ]

This isn't the safest of places and while you can avoid dangers relatively easily enough, you may wind up becoming the target of nefarious forces if they happen to perceive you as easy prey. This Perk removes any physical or mental issues you may have and makes you about as fit as the average person, making you a no more tempting target for monsters and madmen than anyone else.

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- **Average Appearance** - [ Free for All ]

You might not be very confident with your appearance, don't worry a lot of people feel the same about themselves. With this perk you can fix that, not by changing your appearance but by removing your lack of self confidence in that area and by making others see you as average if they didn't already.

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- **Horror Genre Insertion** - [ Free for all ]

This perk, if you can call it that, allows you to take elements of the Horror genre into each future jump you visit. Allowing you to add specific aspects to those worlds, from superhuman slashers to mad scientists or monsters and anything else you might think fits. How this manifests will vary from world to world and you can decide what elements you would like to appear and what you wouldn't. As with all perks, you can decide if this applies or not and you can choose to not use it for future worlds.

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- **Personalised Soundtrack** - [ Free for all ]

Only you can hear this

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--- / 50 Point Perks / ---

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- **Parenting** - [ 50 , Discounted for ]

You might be a Normal Person, an Alien Queen or a Ghoulish supernatural entity, but regardless of who or what you are there is one universal truth, parenting is hard. With this Perk you will gain all of the skills and knowledge needed to be a great parent, able to look after your children, or your brood, as well as the best of parents.

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- Event Organising - [ 50 , Discounted for ]

This even works for Macabre or Ghoulish events

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World Class Author - [ 50 , Discounted for ]

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- Swordfighter -

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#### - Gun-Fu -

Allows you to Combine your gun fighting skills with your melee fighting skills in a more fluid way, creating a new form of combat that can be very deadly. Think John Wick or Equilibrium style gunfighting skills.

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#### - Quickdraw -

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#### - **Indoor Driver** -

You never know when you might need to Ride your Bike inside a Mall or Cinema dodging deadly Demons or hordes of the undead.

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#### - - - / 100 Point Perks / - - -

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- **Genre Savvy** - [ 100 , Discounted for ]

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Weaponsmith - [ 100 , Discounted for ]

Melee Weapons as well as primitive ranged weapons such as Slingshots, Bows and Crossbows

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Gunsmith - [ 100 , Discounted for ]

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Armorsmith - [ 100 , Discounted for ]

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- **Fit** - [ 100 , Discounted for ]

You are fit, very fit, about on par with an Athlete or a professional labourer who has spent a lifetime homing and working on their body. This isn't peak physical capability, but you'll be fitter than most people.

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- **Tall** - [ 100 , Discounted for ]

You are tall for your species, how tall? Well it's up to you within a reasonable amount. Humans for example have an Average height of around 6 ft tall but this perk would allow you to be anywhere from that to 9 ft tall, essentially allowing you to be at max +50% taller than average. Keep in mind you don't need this perk if you are already a tall person, this just helps if you want to gain some height for yourself. This Perk does not grant any negatives that would normally be associated with extreme height as well.

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- **Stealth Expert** - [ 100 , Discounted for ]

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- **Guerilla Warfare** - [ 100 , Discounted for ]  
Ambush

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- **The Safe Floors** - [ 100 , Discounted for Managers ]  
Well, safe for you anyways. In every single building with multiple stories, you will always be able to find a 4th and 13th floor, assuming the building has at least 4 or 13 floors above or below ground.

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- Dead Spaces - [ 100 , Discounted for the spook species ]

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- Efficient Sacrifices - [ 100 , Discounted for ]  
You are not a wasteful person, at least when it comes to your kills / sacrifices. This allows you to get more out of those things or people you choose to sacrifice.

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**- - - / 300 Point Powers / - - -**

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- **Peak Physical Capability** - [ 300, Discounted for ]

- - Synergies - -  
- - Fit Perk - If you have taken the "Fit" Perk as well as this one then you will become superhuman, Human +1, Peak Physical capability+athlete capability.

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Personality Splitter - [ 300 , Discounted for ]

You can essentially split a person's ego, giving them split personalities. How this manifests will depend on the person in question.

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- **Price Slashing** - [ 300 , Discounted for ]

The more scary or spooky activities performed in an area, the cheaper property prices or goods prices will become, this effect scales well with the amount of horror going on in a specific area. For example, killing someone and leaving the body out might provide a 5% discount, a flaming demon marching through and smashing a car or two might provide a 50% discount while a zombie outbreak or vampire attack might make purchases in the area basically free or the local government might even pay you and others to redevelop the area.

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- **Giant** - [ 300 , Discounted for ]

This essentially allows you to be supernaturally tall for your species, a kind of height that is not possible under ordinary circumstances. An Average Human is around 6ft tall while this Perk would allow you to be up to 18 ft tall, allowing you to essentially be 200% taller than an average member of your species. This does not come with any expected downsides of being tall.

- - **Synergies** - -

- - **Tall Perk** - -

If you have the Tall Perk, you can be up to 300% taller than the average member of your species.

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- **The hands of the many** - [ 300 , Discounted for Hivemind ]

The more people you have working together on a task, the more effective you will be, the quicker completing the task will be and the better your solution for said task is likely to be.

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- **Setting Morality Modification** - [ 300 , Discounted for ]

is moral-rigid or moral fluid, and have it apply either to whole setting, select people or only yourself rigid: the standard good-evil dichotomy with ontological weight an consequence fluid: less benefit/karma for you but on the other side less punishment too

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- Puppet Master / Toy Maker - [ 300 , Discounted for ]

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They Live Amongst Us - [ 300 , Discounted for ]

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Mirror Mirror - [ 300 , Discounted for ]  
You can trap people in mirrors

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**Powers : —————**

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All purchased powers can be toggled on or off as you prefer

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**- - - / 100 Point Powers / - - -**

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- **Sleepless** - [ 100 ]

You no longer need to sleep, if you do not want to. This doesn't mean you are incapable of sleeping, you can sleep whenever you would like to however it does mean that you are no longer forced to do so if you'd rather not.

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- **Perfect Hygiene** - [ 100 ]

Sometimes it can be hard to get to a shower, what when you're hiding in a dank cabin in the woods that hasn't been used in decades fearing for your life or exploring dark crypts filled

with the undead. This power helps to alleviate some of the stress that comes from fighting the supernatural, meaning that you'll never have to worry about hygiene again. You will always be clean and you no longer need to use the toilet, don't worry the waste is disposed of in a safe environmentally friendly manner.

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- **Super Durability** - [ 100 , Free for Slashers ]

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- **Super Speed** - [ 100 , Free for ]

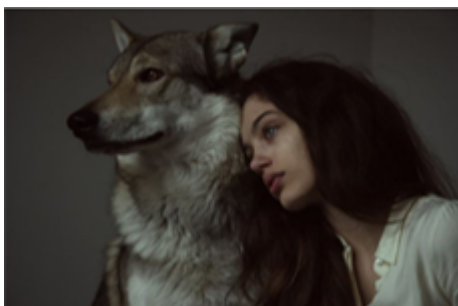
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- **Escape** -

This somewhat Niche power allows you to set a 'safe' point and once per day you may use this ability to 'Escape' to that safe area, instantly pulling you and anyone or anything you're touching along with you. You may only set a new 'Safe' point once per day and may only use this ability once per day. There is no limit to how far away from your safe point you may be, you may even be in another time, universe or dimension and this ability will still bring you to your 'safe' point.

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- **Animal Friend** -

Animals are naturally more likely to react to you in a positive manner and won't attack you without you giving them a very good reason, this will let you walk through even say a wolf pack or a bear's den without them attacking you outright.

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- ***Toy maker*** -

You have the ability to imbue objects with life, such as Toys, Statues or other objects. This will be harder the larger the object in question. These objects can be either Autonomous Robot-like without thoughts of their own making them quite simple or can be Sapient, though the latter are harder to make and may rebel if mistreated.

The amount of time and effort required to create your 'toys' varies, but in general

[ Mental Power ]

- - - - -



- ***Induce Insanity*** -

[ Mental Power ]

- - - - -



**- Foretouch -**

Allows you to sense where and how objects or people have or will be touched or otherwise interacted with, for living things this ability only has a rough estimate within 24 hours but for objects it could be much greater, even into the millions of years for objects that are rarely if ever interacted with, such as say a Boulder. Unfortunately for you, free will means that the predictions do render the time period in which this ability is useful limited and makes it so changes based on knowledge gained can affect the outcome.

[ Mental Power ]

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**- Manifest Light -**

Allows you to create light using your mind, allowing you to illuminate an area without the need for a torch or flashlight.

[ Mental Power ]

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**- Disintegration -**

Weakens the bonds holding together the Atoms of a physical object, causing it to disintegrate. Cannot be done against living things, takes longer for larger objects. While say a phone could be broken down in seconds a door might take minutes.



[ Mental Power ]

- - - - -



- Psionic Shield -

[ Mental Power ]

- - - - -



- Pyrokinesis -

[ Mental Power ]

- - - - -



- Cryokinesis -

[ Mental Power ]

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- **Fact** - Physical -

Your existence is a fact, this doesn't mean you'll live forever or even very long, but it does mean that you cannot be affected or erased by time travel related phenomena or paradoxes.

[ Physical Power ]

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XO

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- - - / **300 Point Powers** / - - -

- - - - -

- Instant Transportation - [ 300 , Discounted for Slashers ]

- - - - -

- **Amphibious** - [ 300 , Free for Mermaids ]

Diving can be so fun, but what isn't fun is catching the bends for surfacing too quickly or being restricted in your exploration by a limited oxygen supply. With this power, that will no longer be the case as you'll be able to breathe under water just as effortlessly as you would on land.

- - - - -

- **Siren Song** - [ 300 , Free for Sirens ]

Have you ever heard a voice that was so hypnotising that you felt you needed to hear more? Well who hasn't, some bands are brilliant. This is a supernatural power that grants you the ability to hypnotise people with your voice, tempting those with ordinary or weak wills to follow your commands.

- - - - -

- **Flight** - [ 300 , Free for Angel ]

Have you ever wanted to fly but don't fancy putting in the time needed to learn to fly a plane? Well now you can! With this perk you are capable of flying under your own power, up to a maximum speed of 300 Kph. This also allows you to hover and even strafe side to side while in the air.

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- **Reconstruction** - [ 300, Free for Frankenstein ]

- - - - -

- **Laser Blasts** - [ 300 , Free for Cyborg ]

Have you ever been in a sticky situation and wished you'd had a weapon on you? Well now you can be that weapon! This Power grants you the ability to fire lasers from your fingertips, each one hitting about as hard as a shot from an Assault rifle and having a similar rate of fire and that's per finger too.

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- **Petrifying Gaze** - [ 300 , Free for Gorgons ]

Have you ever stared into someone's eyes and found yourself frozen for just a moment from how beautiful they were? Well this isn't that, this is a power that allows you to turn People , Animals and Monsters into stone if they look you in the eye. As with all powers this is toggleable so don't worry about affecting people you don't want to. You can in an instant turn those people back into normal people without worry of injuring their health.

- For an Additional 300 points your Petrifying Gaze will affect non organic beings, from Ghosts and Energy beings to Robots, Golems, Elementals and Even AI if you wish. This increases the potential effectiveness greatly.

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- **Assimilation** - [ 300 , Free for Monstrous Alien ]

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- **Invisibility** - [ 300 ]

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- **Escape Prevention** - [ 300, Discounted for ]

- - - - -

- **Weather Manipulation** - [ 300 , Discounted for ]

- - - - -

- **Electromagnetic Pulse** - [ 300 , Discounted for ]

- - - - -

Reality Writer - [ 300 , Discounted for ]

- - [ Think Alan Wake ] - -

- - - - -



- **Resurrection** - Physical -

If you die you'll resurrect 24 hours after death, this will be very painful and your body can be moved or tampered with before this, meaning your enemies could dispose of you or worse if you aren't careful.

[ Physical Power ]

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**Magic :**

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**--- / Light Magic / ---**

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Light magic is discounted to 50% of its base price for anyone of Good alignment

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**- Freeze -**

You can 'freeze' a person, by making a gesture or saying a word. This uses a magical energy to stop molecular motion, essentially it forces them to stop movement and is less effective the stronger or more willful they are. This allows you to act and can provide a window of opportunity against supernatural creatures... though keep in mind the person or creature is fully aware while frozen.

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### **- Teleportation -**

You are able to Teleport Yourself or an Object or Person / Creature you're holding anywhere within a 100 metre radius of your starting position, this is quite taxing on you and will tire you out quickly especially with repeated teleports in a row.

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### **Inventory Space**

Allows you to store non living entities, such as your items in an 'Inventory' space that allows you to retrieve them at will

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### **Ammo Creation**

Allows you to create Ammunition for your weapons using magical energy

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### **- - - / Elemental Magic / - - -**

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Elemental magic is discounted to 50% of its base price for anyone of Neutral alignment

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### --- / *Dark Magic* / ---

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Dark magic is discounted to 50% of its base price for anyone of Evil alignment

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- Gun -

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- **Fossil Revitalisation** -

Allows you to bring a fossilised plant or animal back to life, yes this means you could go to the town Museum and bring to life the famed T-rex in the lobby... with that said however, this power doesn't give you control of what you bring back.

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- **Summon Spirit** -

- - - - -

- Blood Magics - [ 100 , Discounted for ]

- **Blood Forging** - [ 100 , Discounted for ]

Blood is a plentiful resource, not just in Deadend but in likely any universe you might visit. This technique allows you to create objects and items using blood, from something simple like Furniture to even complex machines such as vehicles. All you need is some blood and the general knowledge of how whatever you're making works. On the lower end of the scale you can even use blood creations to improve the performance of conventional things, such as blood fuel for your cars or blood bullets for your guns. The Quality of the item created will depend on your own skill and the type of blood, human blood works well, animal blood not so much while the blood of more divine or demonic creatures will have greater effects.

- **Blood Rending** - [ 600 , Discounted for ]

This essentially allows you to control the blood in a person's body, as an elementalists might control water.

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### **Items :**

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Items that cost 50 and 100 points are free when discounted, at least the first purchase of said item is, with extras being half price as with all other discounts. Discounted upgrades are not free, but are 50% off.

Upgrades made to Items yourself or by others you asked to do so will be retained from jump to jump



Upgrades Purchased for Properties will expand them in ways that make sense, adding additional facilities and staff.

Upgrades Purchased for Vehicles or Weapons will improve them without making them perform any worse than they would otherwise.

Contradictory upgrades will not cancel each other out and will instead work together harmoniously.

Free items are not just Free for you, they are free for all of your companions, imported or not, even ones who do not have points to spend.

You are not required to take freebies if you do not want to.

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**- - - / Free Items / - - -**

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- **A Nice House** - [ First Free, Extra 25 ]

- **A Nice Ride** - [ First Free, Extra 25 ]

- **Some Nice Clothes** - [ First Free, Extra 25 ]

- **A Knife** - [ First Free, Extra 25 ]

- **A Handgun** - [ First Free, Extra 25 ]

- All Horror Media - [ First Free, Extra 25 ]

- Jumpers Horror Compendium - [ First Free, Extra 25 ]

- - - - -

- **An Income** - [ First Free, Extra 25 , Each purchase doubles the income ]

This is a modest income of \$50 USD per day, placed into your bank account or teleported to you in nice fancy envelopes each day. It's not the largest sum of money, but it should help make sure you don't have to worry about the basics while here, after all if you're worrying about anything it should be the risk of monsters draining your blood and not the bills draining your wallet!

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--- / 50 Point Items / ---

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- **Beginner Monster Fighting Kit** - [ 50 , Discounted For ]

So you want to fight monsters but are on a bit of a tight budget? Well look no further than this lovely collection of classic, potentially effective, list of monster fighting goodies you can get for bargain bin prices. If used well these could help jumpstart your monster fighting career, if not you might not live long enough to care about said career.

*The Kit contains the following, you gain more of the below each week.*

[ - - **Pepper Spray** - - 2 Boxes, each containing 10 Pepper Sprays

Not all of the monsters you might face are actual inhuman beings, some are very human and while Pepper Spray might not be a permanent solution to their attacks, it's a whole lot better than nothing.

[ - - **Steak and Steaks** - 10 well sharpened wooden steaks and 10 kg of Steak

Well sharpened wooden steaks with a nice no slip rubber coating on the shaft, along with a hammer that goes with every steak. These are basically guaranteed to put down a Vampire if you can jam it in their heart and drive it through, though managing to do so is easier said than done. You won't be fighting anyone on an empty stomach, so enjoy 10kg of prime cut premium quality steak to go with your steaks. .

[ - - **Onions and Garlic** - - 2 Crates, 1 containing around 100 Onions and 1 with 100 Garlics

Delicious fresh Onions and Garlic, perfect for all kinds of meal plans and potentially very useful at warding away or injuring vampires. Wait, what do you mean it's not Onions that work on Vampires? Well you can have the Onions anyway, as a treat.

[ - - **Crosses** - - 10 Unblessed Crucifix

Crucifixes are historically quite effective at warding away or potentially even killing various supernatural creatures... however these ones are not blessed and while reasonably well made aren't particularly durable either. This means their power to protect you from supernatural creatures will come directly from your faith, your faith in what? Well whatever you happen to have faith in.

[ - - **Animal Repellent** - - 10 Boxes each with about a Kilogram worth of Animal Repellent

Werewolves have wolves in the names, so this should work on them... right? Well i'm not going to spoil anything here but you might not want to rely 100% on the possible

effectiveness of this stuff. Hey at the very least it'll work on the actual wolves, bears, other wildlife and maybe against their larger supernatural cousins in the forest, that's not nothing.

[ - - **Bar of Silver** - - A single 3 kg bar of Silver

This is exactly what it says on the tin, a single bar of silver. How useful it is against werewolves and other beasties will depend entirely on how you use it and while it may be tempting to go wack a werewolf over the head with it, that may not be the smartest idea in the world, given the size and strength difference. If you don't feel like fighting werewolves, you could always sell it or make jewellery, one of these bars is worth around 2500 USD alone.

[ - - **Salt and Pepper** - - 20 1 Kg containers , Half containing salt the others pepper

You wouldn't believe how many supernatural creatures are scared of salt, I mean really, surround your house with this stuff and plenty of spooks and ghoulies won't go near it. Why the pepper? Well you can't have salt without pepper now can you. There's plenty of magic spells and the like that make use of salts too and if you can't find any other use for it then you can always use it on your food. Each shipment comes with 10 free bottles of Vinegar, why? Well this way you have the perfect trio of accessories to put on your chips.

[ - - Store bought FlashLights -

[ - - Cheap Radios -

- - - - -

- - - - -

- **Doctors Kit** - [ 50 ]

- 10 - Sets of Doctors Uniforms
- 10 - Sets of Medical Tools
- 10 - Medkits
- 1 Ton - of Medicine each day, the contents of which are up to you.

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- **Police Kit** - [ 50 ]

- 10 - Sets of Police Uniforms
- 2 - Sets of Bulletproof Vests
- 1 - 9mm Handgun
- 1 - 12 Gauge Pump Action Shotgun
- 1 - Radio
- 1 - Flashlight

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- **Firefighter's Kit** - [ 50 ]

- 10 - Sets of Fireman's Uniform
- 2 - Sets of Protective Fireman Suits
- 2 - Breathing Masks and Oxygen Tanks, you receive a pair of new tanks daily
- 2 - Fire Axes , you receive a new axe each day
- 1 - Radio
- 1 - Flashlight

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- **Soldiers Kit** - [ 50 ]

- 10 - Sets of Camouflage Uniform
- 2 - Sets of Combat Armour
- 2 - 9mm Handgun , with 2 Full magazines each, you receive 2 more each day.
- 1 - Assault Rifle , with 2 Full magazines, you receive 2 more each day.
- 1 - Radio
- 1 - Flashlight

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- Gunsmiths Toolkit - [ 50 ]

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- **Disguise** - [ 50 ]

This isn't a normal disguise, this is either a Technological or magical disguise, depending on the origins. If technological it'll take the form of a small Smart watch, while magical it will likely be a small jewel like a necklace or ring. This disguise is capable of fooling the eyes and many types of simple sensors, allowing you to change your physical form to any one you might be familiar with, as long as it is no more than 10x your size or 10x smaller than your own size.

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**- - - / 100 Point Items / - - -**

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- Water Spring - [ 100 , Discounted for Mermaids ]

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- **Mana Blossom** - [ 100 , Discounted for ]

This exceptionally rare plant is capable of creating Mana from Sunlight, directly photosynthesising the light from the Sun into magical energy which can be collected in a few different ways from the Blossom.

Don't worry, you can use normal UV lamps to power the Mana Blossom too, if for whatever reason you don't want to rely on the sun.

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- **Blood Fountain** - [ 100 , Discounted for Vampires ]

This special fountain is capable of being placed basically anywhere and can convert water put into it straight into blood, what kind of blood? Well whatever kind of blood that you can provide it with a sample for. The sample doesn't have to be much, just a drop, but once acquired the fountain is then capable of turning water, or any other liquid for that matter, into blood.

This invention was the holy grail of the Vampire Lords, allowing them to become completely independent of humanity, no longer needing to feast on others to survive. If you're a Vampire or not you can still likely find some perfectly legitimate uses for the blood, from transfusions to powering any blood based magics or items you might have.

The fountain can be plugged into the mains water system if any connections happen to be nearby, otherwise you might have to be creative with how you pour water into it. The conversion process is instant.

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- **Soulforge** - [ 100 , Discounted for Angels ]

This is a place where energy, whether magical or mundane, can be used to create new souls. With a constant supply of energy, roughly equivalent to 30 Kilowatt hours per day, this forge is capable of creating 10 human-Grade souls per day. The souls to begin with are without form or sentience, simply being a unique and quite potent form of condensed energy often used in Magic of various kinds.

These can be used to create new life and can even provide souls to beings or items that do not have them, it would take some time and creative thinking but you could do a lot with the souls created.

If you want a guilt-free means of obtaining souls for your own uses, then a Soulforge could be something worth investing in. Before you ask, yes the Soulforge can be plugged right into the mains and is also adept at transforming mana into Souls as well.

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### **--- / 200 Point Items / ---**

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- Angel Hunters Kit - [ 200 ]

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- **Demon Hunters Kit** - [ 200 ]

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- **Ghost Hunters Kit** - [ 200 ]

And to top it all off, you couldn't call yourself a Ghost-Hunter without a means of trapping or destroying them now could you?

- The -Mk 2 Phased Spiritual Destruction Rifle, this weapon is useless against living beings but against Ghosts, Phantoms and other supernatural spiritual entities it is incredibly effective, being able to completely destroy the souls of spiritual creatures struck in just a few shots. It has a 100 round capacity and has a variable rate of fire, you get 2 batteries for this weapon per day, batteries you own can be charged but this will usually take an hour or two.

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- **Werewolf Hunters Kit** - [ 200 ]

- 1 - **Minigun firing Silver bullets** -

- 1 - **Moonlight** -

This special flashlight has two primary settings, the first of which is capable of forcing a werewolf to turn into their monster form regardless of the time or date, allowing you to quickly discern who in a group is or is not a werewolf. The Second is capable of disrupting their transformation, turning them back to normal even on a full moon. This allows you to effectively both find out who is or is not a werewolf and to depower them.

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- ***Vampire Hunters Kit*** - [ 200 ]

- 1 - Crossbow

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- ***Alien Hunters Kit*** - [ 200 ]

Do you Hunt Aliens or are you an Alien who hunts humans? Whatever is the case, this set of equipment has you covered!

- 1 - Directed Energy Beam Rifle -

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- ***Time Travelers Kit*** - [ 200 ]

- 1 - Phased Plasma Pulse Rifle -

- 1 - ***Temporal Displacement Device*** -

Allows for hops or Jumps through time, up to a maximum of 10 years per jump. The TDD can only do one Jump every month.

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- ***Space Patrol Kit*** - [ 200 ]

- - - - -

- ***Slayers Kit*** - [ 200 ]

A Weapon and Armour that grow stronger with body count

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- **Men in Blacks Kit** - [ 200 ]

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- Slashers Tools - [ 200 ]

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**- - - / 600 Point Items / - - -**

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- **The Cure** - [ 600, Discounted for Humans ]

The cure for what you ask? Well just about any unnatural affliction from Werewolfism to Vampirism, zombieism and more. This will turn any person unwillingly afflicted by such things back into their normal selves. This also effects alien and magical viruses or afflictions.

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**- Items - Phones -**

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- **Smartphone** - [ 50 , Discounted for ]



- **House Phone** - [ 50 , Discounted for ]





- **Burner Phones** - Gain 10 Per Week - [ 50 , Discounted for ]  
Perfect for illegal activities



- **Satellite Phone** - [ 50 , Discounted for ]  
Can get a signal anywhere



- **Past Phone** - [ 50 , Discounted for ]  
Lets you talk to someone in the past, first you dial in the date you want to phone and then the number.



- **Ghost Phone** - [ 50 , Discounted for ]  
Allows you to communicate with the spirits of the Dead, literally phoning them up in the afterlife.



- **Battery Pack** - [ 50 , Discounted for ]

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**[ - - Phone Upgrades -**

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 These improvements effect all Phones you own  
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- **Silver** - [ 50 , Discounted for ]

Not just a fancy colouring, this silver coating makes your phone outright deadly to werewolves and certain other supernatural creatures.

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- **Gun** - [ 50 , Discounted for ]

Modify each of your phones to have a Gun Built into them, it's small and relatively weak but is completely undetectable to X-ray and Scanners and allows you to sneak a gun in anywhere you might go.

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- **Taser** - [ 50 , Discounted for ]

Modifies each of your phones to have an Inbuilt Taser, allowing you to stun potential targets and giving you an opportunity to act. This Taser is undetectable to X-Ray and Scanners.

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- **Knife** - [ 50 , Discounted for ]

Adds a hidden knife into each of your Phones, allowing you to use them as a secret weapon if the need arises, or as a survival tool. This knife is undetectable to X-rays and Scanners.

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- **Durability Increase** - [ 50 , Discounted for ]

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- **Fall Proof** - [ 50 , Discounted for ]

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- **Range Extender** - [ 50 , Discounted for ]

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**Items - Weapons -**

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**Items - Weapons - Electric -**

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- **Taser** - [ 50 , Discounted for ]

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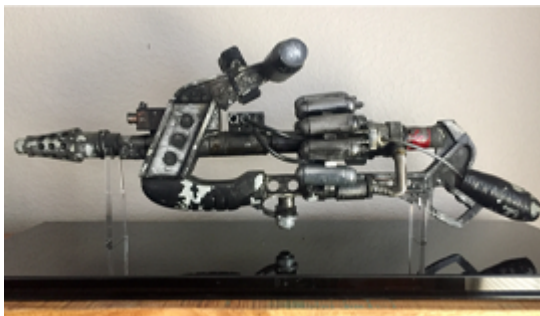
- **Stun Gun** - [ Costs 50 , Discounted for ]  
 Shoots a pair of prongs that are capable of electrocuting a person

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- **Stun Rifle** - [ Costs 100 , Discounted for ]  
 A Fully Automatic weapon that fires concentrated bolts of electricity that are capable of stunning a fully grown Werewolf, the Settings are variable allowing it to target humans and others without killing them, the gun will automatically set its charge to stun a given target though can be set to max setting in an attempt to outright kill whatever it hits.

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- **Lightning Gun** - [ Costs 50 , Discounted for Mad Scientist? ]  
 An improvised weapon

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**Items - Weapons - Guns -**

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- **Pistol** - Tiny - Gain 16 Per Purchase - [ Costs 50 , Discounted for ]

[ 3 mm Bullets ]

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- **Pistol** - Small - Gain 8 Per Purchase - [ Costs 50 , Discounted for ]

[ 6 mm Bullets ]

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- **Pistol** - Medium - Gain 4 Per Purchase - [ Costs 50 , Discounted for ]

[ 9 mm Bullets ]

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- **Pistol** - Heavy - Gain 2 Per Purchase - [ Costs 50 , Discounted for ]

[ 12.7 mm Bullets ]

- - - - -



- **SMG** - Small - Gain 1 Per Purchase - [ Costs 50 , Discounted for ]

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- **SMG** - Medium - Gain 1 Per Purchase - [ Costs 50 , Discounted for ]

- - - - -



- **SMG** - Heavy - Gain 1 Per Purchase - [ Costs 50 , Discounted for ]

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- Kills Ghosts -

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**Items - Weapons - Explosives -**

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- **Dynamite** - 1 Crate per week - [ Costs 50 , Discounted for ]  
[ Legal to Own, but will be very likely to draw attention if you use it. Comes with a licence to own for a legitimate purpose. ]

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- **High Explosive** - 1 Crate per week - [ Costs 50 , Discounted for ]

Half the size and weight of Dynamite with more than twice the explosive power, though this military grade high explosive is quite expensive and so you don't receive that many sticks per crate. Despite being highly destructive, these explosives are also more stable than Dynamite making it difficult for them to go off accidentally.

[ Illegal to own ]

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- **C4** - 1 Crate per week - [ Costs 50 , Discounted for ]

An explosive that shares the property of play dough, allowing it to be easily shaped and molded into a desired form. Is 5 times more explosive than Dynamite, though is much more expensive. C4 is so stable you could set it on fire and it wouldn't explode, you could literally burn C4 to cook your food and it wouldn't detonate. Comes with a number of small explosive caps that are required to actually detonate the c4, comes with 10 Timers and 2 Remote detonators.

[ Illegal to own ]

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### **Items - Weapons - Magic -**

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- **Bloodblade** - [ Costs 50 , Discounted for ]

This is a Sword or Knife that gets sharper the more blood it comes into contact with, the Edge will dull over time if not fed, returning back to a normal blades edge after a decade. With the blood of 10 people, the blade could cut through tank armour, with the blood of 100 it would become essentially equivalent to a mono-molecular blade able to cut through any physical material, with 1000 it would even be able to cut through immortality becoming an

Anti Immortal weapon. Keep in mind you'll still need to get that slash in, so running up to a tank with your super sharp knife might not be the smartest of moves.

- **Yuna-Lea, World's Asunder** - Trading Card Starter Deck - [ 100 , Discounted for ]

This trading card game is quite popular throughout the world

Unknown to most players, the cards possess the souls of those from a world that has long since been ripped apart. Those souls may choose people to be able to summon them truly in their physical form, acting as they could in life.

The kind of beings able to be summoned from the cards range from small mundane animals such as cats and dogs, to normal people right up to colossal dragons or walking castles.

Your cards will fight for you and try to protect you, though if their host card is destroyed their soul will be as well.

There are 10 main starter decks that you might choose from, each has 30 cards.

- Royal Revolt -
- Soldiers Sacrifice -
- Assassin's Arrival -
- Dragons Domination -
- Sorcerer's Seduction -
- Magicians Might -
- Warlocks Wisdom -
- Ancients Advance -
- Knights Kingdom -
- Interstellar Invasion -

- **Bloodthirster** - [ 100 , Discounted for ]

This weapon, it might be a sword or a gun or anything else you might consider relatively mundane, has a very special property. The more it is used to kill or injure something, the stronger it becomes, with it gaining what is essentially a form of Experience of which you can use to boost one of it's primary 'stats' such as Damage, Range, Rate of fire ect. The strength increase is proportional to the thing killed, squashing an Ant with your hammer wouldn't provide a significant increase, but killing a demon with your Double barreled shotgun would provide a massive boost in performance. The method of how the weapon gains its strength will depend on you, perhaps it's a magical weapon that steals the souls of its victims, perhaps it's an advanced weapon that adapts and improves itself with new acquired data. Whatever the case, this is a reliable weapon for anyone who intends to do a lot of fighting.

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- Flaming Sword - [ 600 ]

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[ - - Weapon Upgrades -

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- **Stock** - [ 50 , Discounted For ]  
Adds a stock to weapons that don't have one already, making them more accurate.

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**Vehicles : -----**

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Vehicles follow the same rules and discounts as regular items, however they are their own section due to how many of them there are.

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**- - - / 100 Point Vehicles / - - -**

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- **Bloodfeaster** - [ 100 , Discounted for , Blood Magic Users ]  
This trusty vehicle grows stronger the more things it runs over, or if equipped with weapons the more things it kills or destroys. It does not rely on conventional fuels, though it certainly

can if you'd like as a secondary means of propulsion. It instead utilises the souls of those it destroys in order to power itself and become a better, more capable machine.

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### --- / 200 Point Vehicles / ---

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- Flying Saucer - [ 200 ]

- **Assault Transport** - [ 200 , Discounted for Superhuman Aliens + Bounty Hunters ]

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### --- / 600 Point Vehicles / ---

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- **Explorer Class Starship** - [ 600 , Discounted for Time Travelers ]

Similar to the USS Endeavour in design

- **Hunter Killer Corvette** - [ 600 , Discounted for Superhuman Aliens + Bounty Hunters ]

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### Vehicle Upgrades : -----

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These are General Upgrades for Vehicles that apply to every Vehicle you own, that includes ones not purchased in this Document and also covers freebies like your Free Ride.

These Upgrades can be applied to the Vehicles of your followers, though doing so costs twice as much as the stated price, A 50 point upgrade becomes 100 for example. This makes upgrading your followers Vehicles expensive, but potentially worth it if you rely on them a lot.

You may choose for Upgrades to not be applied to a specific vehicle and may remove them whenever you feel like, removing the upgrade takes no time at all and it can be reapplied any time instantly as long as you are in a safe location outside of combat.

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**Properties : —————**

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Properties follow the same rules and discounts as regular items, however they are their own section due to how many of them there are.

You may choose for Upgrades to not be applied to a specific Property and may remove them whenever you feel like, removing the upgrade takes no time at all and it can be reapplied any time instantly as long as your property is not currently under attack. .

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**- - - / 50 Point Properties / - - -**

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- Diner - [ 50 , Discounted for ]

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- Gym - [ 50 , Discounted for ]

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- Service Station - [ 50 , Discounted for ]

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- Hostel - [ 50 , Discounted for ]

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- **Hideout** - [ 50 , Discounted for ]

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- **Clinic** - [ 50 , Discounted for Doctors ]

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- **Safe House** - [ 50 , Discounted for Police Officers ]

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- **Fire House** - [ 50 , Discounted for Firefighters ]

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- **Primary School and Nursery** - [ 50 , Discounted for Teachers ]

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- **Military Outpost** - [ 50 , Discounted for Soldiers ]

This small outpost is manned by a single squad of soldiers and is relatively lightly defended compared to other military facilities. Outposts like these dot Hades Valley, most abandoned or destroyed and those that remain are officially used simply for training, unofficially they stand watch over supposed hotspots of dangerous activities.

The outpost has a small communal living area where the squad sleeps together and a large watchtower with a mounted .50 calibre machine gun and four spotlights for watching the nearby area.

Your Outpost comes with...

- 10 Soldiers, each with the "Soldiers Kit" Item
- 2 Armoured cars to transport the soldiers, these cars have Heavy Machine Guns on top.

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- Mad Lab - [ 50 , Discounted for Mad Scientists ]

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- **Hamlet** - [ 50 , Discounted for ]

This small settlement with a population of just 100 people is not one most would think of visiting, it is a mostly quiet place with a somewhat wary population who seem somewhat more knowledgeable about potential dangers in the valley than most.

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- - - / 100 Point Properties / - - -

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- **Town Hall** - [ 100 , Discounted for ]

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- **Saint Jumpers Church** - [ 100 , Discounted for ]

This church has 3 potential special effects, depending on your moral alignment

- If you are a good person -

- If you are a more Neutral person -

- If you are a bad person -

- 50 - **Staff** -

- 50 - **Homeless Shelter** -

- 50 - **Animal Shelter** -

- 50 - **Holy Warriors** -

- - - - -

- **Interdimensional Inn** - [ 100 , Discounted for ]

A Cafe and Hotel combo with 10 floors and 600 rooms, not counting the ground floor or the sub floors.

Your cafe can follow a certain theme if you'd rather it not just be an 'ordinary' cafe, this may be a Fantasy theme similar to Cassie's Cafe or it may be a Science Fiction theme in which your cafe is staffed by aliens, robots or something else or perhaps a Horror theme where the cafe is staffed by potentially scary [but no less well behaved!] staff. The theming, if you want to have one is up to you.

- 50 - Staff -

- 50 - Animal Cafe -

- 50 - Knights Order -

- 50 - Mages Guild -

- 50 - **Delivery Drones** -

Your food is so popular that there has been much demand for deliveries, too much for a few delivery drivers to manage reasonably and so that's where these drones come in handy. 100 Delivery drones are able to reliably and quickly deliver any order with ease, your customers will never have to worry about their food going cold [or hot if its a cold dish].

- - - - -

- **Hospital** - [ 100 , Discounted for Doctors ]

A Place of healing, or of butchering if you happen to be the type to exploit the needs of the innocent. Your Medical staff will match your morals and will be happy saving lives as they are syphoning blood for your own uses, it's up to you.



The hospital is quite modern in terms of its equipment and the staff are very well trained, the building by default will have a 60's era design like the Holly street hospital but you can change that if you would prefer to something that more suits your taste.

Your hospital comes with...

- 10 Doctors, Each doctor has the "Doctors Kit" Item and a Doctors Car.
- 20 Nurses
- 20 Porters
- 20 Support Staff - [ Such as receptionists, cooks ect]
- 5 Ambulances and their Teams

Upgrades:

- 50 - **Staff** -

Each purchase of this Upgrade will add 30 Doctors, 60 Nurses and 60 Porters and 60 Support Staff and 15 Ambulances and their teams.

- 50 - **Veterinary Department** -

Each purchase of this Upgrade adds 50 Veterinarians, 50 Vet Nurses , 50 Porters and 50 Support Staff to your Hospital along with all of the medicine, equipment and facilities needed to treat animals of all kinds.

- 50 - **Medical Choppers** -

Each purchase of this Upgrade will add 10 Helicopters each with 2 pilots and a team of 4 medical experts who are well trained in quickly and carefully helping people get into the chopper or in providing medical assistance out in the middle of nowhere without support or medical facilities.

- - - - -

- **Police Station** - [ 100 , Discounted for Police Officers ]

A Place of law and order, who's law? Yours of course. The staff will diligently keep to your standard of law enforcement and can be either a shining beacon of justice or a corrupt arm of your word, the choice is yours.

By default this station will look like a classical stone building, surrounded by a high wall and metal fences much like Dead Ends Police Station, however if you'd rather another aesthetic for your station that is perfectly fine.

Your Station comes with...

- 20 Police Officers, each with the "Police Kit" Item
- 10 Civilian Staff members including Receptionists, Cleaners and Cooks
- 1 Sheriff who can competently run the station for you

Upgrades:

- 50 - **Officers and Staff** -

Each purchase of this Upgrade will add 108 Regular Police Officers and 50 regular civilian staff members, on top of increasing the size of the station and adding all of their vehicles and equipment

- 50 - **Canine Department** -

Each purchase of this upgrade will add 10 Canine Teams, 2 Specially trained officers and 12 dogs per team. These dogs are exceptional at detecting unnatural threats, from the supernatural to science fiction, from vampires and werewolves to robots and time travellers. They act as a great early warning system and can even hold their own in a fight against many creatures.

- 50 - **Helicopter Squadron and Sniper Teams** -

Each purchase of this upgrade will add 4 Helicopters and their 2 pilots to your station as well as 4 Sniper teams each with 4 members. The Helicopters can help you to follow suspects or get around the area quickly while the Sniper teams can help in hostage situations, or you could have them fire on enemies from the helicopters themselves.

- 50 - **S.W.A.T Teams** -

Each purchase of this upgrade will add 3 S.W.A.T Teams, each with 12 members for a total of 36 S.W.A.T officers. These officers are better trained than your regular ones and better equipped, possessing a Submachine Gun, Combat Armour and Silencers for their weapons. Instead of normal patrol cars, the S.W.A.T Teams have 2 Armoured Vans each, for a total of 6.

- 50 - **S.T.A.R.S Team** -

Each purchase of this upgrade adds a Special Tactics and Rescue Squad, 12 Highly skilled, well trained veteran officers who are unmatched in their ability to fight and to protect others, they also have extensive skills when it comes to bringing people in non lethally. The Stars members each have a motorbike, and a patrol car on top of a Demilitarized APC and Blackhawk Helicopter to allow them to perform a variety of missions.

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- **Fire Station** - [ 100 , Discounted for Firefighters ]

Your Fire Station comes with...

- 5 Fire teams, each with 12 Members for a total of 60 Fire Fighters
- 1 Fire Car per Fire Fighter
- 20 Support Staff - [ Receptionists, Cooks, Cleaners ect ]

Upgrades:

- 50 - **FireFighters and Staff** -

- 50 - Animal upgrade???

- 50 - **Air Rescue Department** -

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- **Gunstore** - [ 100 , Discounted for Gunsmiths ]

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- **Science Facility** - [ 100 , Discounted for Scientists ]

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- Mall - [ 100 , Discounted for ]

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- Jumpers Farm - [ 100 ]

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- **Small Village** - [ 100 , Discounted for ]

This small village has a population of just 1,000 people, it's a quiet and fairly quaint little town but the people are happy here for the most part and they don't do much in the way of complaining.

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**--- / 200 Point Properties / ---**

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- Cloning Facility - [ 200 , Discounted for Mad Scientists ]

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- **Village** - [ 200 , Discounted for ]

This large village has a population of 10,000 people, they aren't particularly skilled and are fairly average in basically every way for the most part. The village doesn't have much in the way of services, but the people get by working jobs and growing their own food.

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- Forward Operating Base - [ 200 , Discounted for Soldiers ]

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- - - / 600 Point Properties / - - -

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- **A Small Town** - [ 600 , Discounted for Humans ]

A Small town with a population of 100,000 people

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- **Military Base** - [ 600 , Discounted for Soldiers ]

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- **Lords Domain** - [ 600 , Discounted for Vampires , Lords ]

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- **Underwater Sanctuary** - [ 600 , Discounted for Mermaids ]

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- **First Civilisation Shelter** - [ 600 , Discounted for Dinosapiens ]

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- **Mountain of Madness** - [ 600 , Discounted for Eldritch ]

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**Property Upgrades : —————**

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These are General Upgrades for properties that apply to every property you own, that includes ones not purchased in this Document and also covers freebies like your Free house.

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**Warehouse :**

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Horror Aesthetics - Free

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**Companions :**

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Companions cannot spend points on other Companions, however they can bring their friends, family and others with them for free, they simply can't 'empower them' with points.

Companions can recruit followers

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### **- General Companions -**

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#### ***Import*** - [ Free ]

You can, for free, import any number of Friends, Family, Companions or Followers into this universe. Pay 50 points each to give them 1,000 points to spend on themselves.

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#### ***Create*** - [ 50 ]

You can create new companions to meet for 50 points each, these will come with you and each have 1,000 points to spend on themselves. People 'created' with this option will not exist in this universe if you don't pick this option.

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#### ***People you Meet*** - [ Free or 50 ]

You can recruit any person you meet for free, as long as you can convince them to come with you. However you may pay 50 points to guarantee a good meeting with them, this isn't mind control and won't force them to like you but it's a good starting point to a potential friendship or working relationship. If you pay 50 points you can give your companions 1,000 points to spend on themselves.

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#### ***Companion Recruitment Drive:***

Do you have a lot of Companions? Or do you just want to spread the love? Well here's the choice for you. These bundles allow you to empower larger groups of companions at a discount compared to giving them points individually.

Pay 150 to Give 4 Companions 1,000 Points each to spend - [ Instead of 200 Points! ]

Pay 200 to Give 8 Companions 1,000 Points each to spend - [ Instead of 400 Points! ]

Pay 400 to Give 24 Companions 1,000 Points each to spend - [ Instead of 1,200 Points! ]

Each Bundle Doubles the number of Companions and Adds 50% on top of that.

Each Bundle may only be purchased once.

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#### ***Companion Point Donation:***

Do you have points to spare, or do you just want to give a little gift to those closest to you? Well whichever the case here's an option for you!

Spend 1 Point of your own to give each of your companions 10 Points, this only affects companions who already have points in this jump and doesn't work for imported companions or recruits who have no points.

Your Companions cannot donate points to you or each other, sorry.

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### --- / **Deadend Companions** / ---

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### **Town Hall and Library Companions -**

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- **Jack of all trades - Mary Long** - [ Free or 50 to guarantee a good initial meeting ] -

The Receptionist, Librarian and Assistant mayor all in one, Mary is a middle aged woman in her late 40's with curly blonde hair. She carries an optimistic smile, though hidden behind it is a fear for her town and her people.

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### **Cassie's Cosplay Cafe and Hotel Companions -**

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- **The Queen - Cassie Dee** - [ Free or 50 to guarantee a good initial meeting ] -

Her majesty, third of her name Cassie De Silvia Unos, is to the people of Deadend a lovely cafe owner, chef and host. However to the people of her homeworld she was a beloved ruler of a large prosperous nation, which is now run just as well by the recently installed democratic government.

Having stepped down from rulership she now works towards her passion, that being meeting new people, visiting new places and making others happy. Though Cassie maintains her

royal status, due to how loved she is by the people of not just her nation but her world in general, it is now a simply symbolic role.

Cassie is more than capable of fighting however she prefers letting words do the talking, not being a Pacifist per say but preferring to use violence only as a last resort.

In Cassie's true form she is a dragon that stands at close to 300 metres tall, with silvery armoured scales of similar strength to tungsten and a wing span nearing a full kilometre, though she in all honesty doesn't it like using this form as she feels it alienates her from common folk, which isn't an unreasonable concern given how much difficulty a mediaeval person might have with just talking to such a massive person, though she's really not all that intimidating even in this form, not to someone like you with access to modern weapons anyway.

In her humanoid form she resembles a woman in her mid to late 20's, despite her true age being closer to 3,000 than 30. Her hair is long, flowing and silver, matching her scales colour. Her eyes are a deep green, betraying her great skill with nature magic. A Pair of wings protrude from her back, customers at her cafe love taking photos with her and playing with the wings, generally believing them to just be fancy prosthetics for the cafes theme.

**Likes:**

**Dislikes:**

As your Companion Cassie will set up a new Inn in each world you visit which will connect them together as well as connecting them with her homeworld Avaria and this Earth as well.

She can help you with leading people and nations or setting up successful businesses.

- [ TL:DR - A Magical Dragon Queen ] -

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- **The Waiter - Abelard Finch** - [ Free or 50 to guarantee a good initial meeting ] -

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- **The Red Knight - Ohm** - [ Free or 50 to guarantee a good initial meeting ] -

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**Holly Street Hospital Companions -**

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- **The Senior Doctor - Khajar Rao** - [ Free or 50 to guarantee a good initial meeting ] -

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- The New Doctor - ??? - [ Free or 50 to guarantee a good initial meeting ]

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### **3rd Street Police Station Companions**

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- **The Sheriff - Monica Steps** - [ Free or 50 to guarantee a good initial meeting ] -  
The Sheriff of Deadend and one of the town's few police officers, a job which commonly finds itself requiring new staff with few brave enough to take up the mantle.

The former Sheriff Andrews was poorly equipped and informed, leading to him being murdered just 2 weeks into his new job when he tried to arrest Marcus Umbridge , the youngest son of the Umbridge Vampire line. This murder left deputy Steps to become the most senior officer.

She is a naturally born Silverfang, an incredibly rare subspecies of Werewolf who are not only immune to silver but their claws, teeth and even punches have the same effect against more common werewolves and other supernatural creatures as striking them with Silver Weapons.

Sheriff Steps is brave, but cautious and perhaps a bit too serious if you ask some of the people around town, but then they don't know near as much about the goings on in the region as she does.

**Likes:**

**Dislikes:**

As your Companion Monica would bring with her the Police Station, all 20 officers and her equipment.

She can teach you what it truly means to protect and serve, being not just an outstanding officer but a good human being. As well as how to non lethally take down and capture opponents.

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- The Deputy - Derrick Johnson -

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### **Flynns Farm Companions**

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- **The Farmer- Flynn Taggart** - [ Free or 50 to guarantee a good initial meeting ] -  
Flynn is a former marine who's war has long since ended, brought to this Earth through a Transporter malfunction, he now spends his days tending to a humble farm where he grows fruits and veggies which he gives out for free to the townspeople. He is a gentle man, often spending his spare time volunteering at various shelters and helping out with odd jobs around town. But do not let that gentleness fool you into believing he is harmless, it is likely that former Commander Taggart is perhaps the deadliest person in town.

#### **Likes:**

Rabbits, Farming, Playing Guitar, Super Shotguns, Retro Video Games , Plushies and Figurines

#### **Dislikes:**

Demons , Capitalism, Suffering of the Innocents ,

As your companion Flynn brings with him the Entire DOOM 2 Arsenal , His Marine Combat Armour and his Farm as well as his beloved pet rabbit Rose.

He can help you learn to fight, lead armies or even to run a successful farm.

- [ TL:DR - a version of Doom guy who retired following the events of Doom 64 rather than continuing to fight in hell forever, so essentially an older doomguy without the immortality or power armour ] -

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- **The Farmers Neighbour - Lucy Jones** - [ Free or 50 to guarantee a good initial meeting ]  
The middle child of the Jones family, one of the oldest clans of farmers in the region. Though skilled at farming and tending Animals, Lucy has never much cared for such things and wants to go out and explore the world.

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### **- - - / The Howling Woods Companions / - - -**

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- The Witch of the End - ??? - [ Free or 50 to guarantee a good initial meeting ]  
Dedicated her life to preventing the end of the world

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--- / **Lake Logos Companions** / ---

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--- / **The Underend Companions** / ---

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- **The Sentinel - Kali Write** - [ Free or 50 to guarantee a good initial meeting ] -  
Word

If you have a means of interpreting or translating fairly alien languages, then you can read that the writing on her power suit says "**Technical Specialist - 1st class - Kali Write**" along with what appears to be a serial number and blood type. You take that to mean that she was once a Combat Engineer, a pretty damned good one too.

It would take a lot of help, but it is possible for her to be brought out of her 'Sentinel' persona and turned back into the person she was before her world had ended and she was given a horrific task.

As your companion she brings along her Power Armour, A Pulse rifle and a Fighting Machine

She can help you learn to unleash your psychic potential, to create and maintain advanced technologies and to fight or pilot mecha.

- [ TL:DR - A Psychic Dinosaur Soldier ] -

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--- / **Companions to be finished / Given a location** / ---

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- The Slayer -

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- The Dreamweaver -

- [ TL:DR - Think a good equivalent of Freddy Kruger ] -

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- ***The Bloodgunner - Artemis Finch*** -

- [ TL:DR - A 1950's style supernatural vigilante ] -

A Former US-Army soldier who served in some of the bloodiest battles of World War 2, escaping from the world of crime, he was raised in trying to make a better life for himself and to protect others.

While in Europe he would save an elderly woman and her grandchildren from a Nazi SS " Supernatural Recovery Battalion ", but was himself fatally wounded. The woman, a witch who had been fighting to push back the Nazi war machine used her occult magic to revive Finch, imbuing him with the same power she too possessed.

Throughout the war he would learn to control and enhance the Blood Magic, wielding it to great effect across the European theatre, using the blood of Evil to destroy evil.

Unable to kill him with their limited knowledge of the occult, the 5 Families chained him in a soundproof coffin and locked it away, having their top enforcers search for a place to hide their unbeaten foe.

Finch Knows much about blood magic and can teach you it, if you ask him though it will take some convincing.

Finch is capable of summoning his Thompson Submachine Gun, M1 Garand Rifle and Combat Knife using blood magic, as well as other objects he has a strong connection with.

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- Parasite Alien - Person

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- Parasite Alien - Pet

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How about something crudely made of whatever horror aesthetic that is made in the image of (or perhaps crudely imitating) a human? Could be a companion that can be 'on your side', but still causes problems or may get targeted by all sides? Like a idea that did come to mind would be: A human/humanoid person made of mixed crystal and flesh, but despite their 'unerving/uncanny state', they are in a far more 'neutral-adapted slate' of mind and instinct?

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<https://safebooru.org/index.php?page=post&s=view&id=6031586>

- **Dr Mombo** -

This cat takes their title of doctor seriously, having been raised by a biologist going through university, graduating and becoming a real scientist, during this time the Biologist would talk to Mombo using him as something of a soundboard for revision and research. Now his [ Father / Brother / Best Friend ] runs a youtube channel helping humans to understand monsters and how to survive encounters with them. Dr Mombo uses this knowledge to help the animal community, providing info to Cats, Dogs, Mice just about anyone who'll listen and he does often draw in large crowds in the hundreds.

Has a lot of practical knowledge in human and animal biology as well as virology, on top of a lot of theoretical knowledge when it comes to various kinds of Aliens and Cryptids.

Mombo moves around a lot during the day, often holding his 'conferences' in public areas like parks during times when humans aren't present, mainly school and work hours.

**Species =**

Cat

**Age =**

10

**Skills =**

Biology , Cryptozoology , UFOology , Orator

**Items =**

Cute Bow , Collar

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**Followers :**

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Followers is a term that generally refers to Employees, Workers, Allies and in general people who see you as their leader.

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**- Follower Type -**

You can choose your followers to be one of two 'types', there is no cost to choosing and you may have a mixture of both if you would prefer. Both kinds of followers have potential upsides and downsides depending on your preferences.

These types are '**Normal**' and '**Drone**'

**Normal Followers:**

Followers are, without a doubt, some of the best and brightest in their field. Each one being in the top percentages of performance for their given tasks.

Followers almost universally love their jobs and those who don't are generally neutral for them.

Followers are Loyal to you due to a mix of a high pay and benefits provided by your benefactor - [ 10x what they'd receive elsewhere ] -. They also gain points of their own, 10 in total per jump, to spend on mundane items from world to world. It's not a lot, but enough to get some nice simple items or perks of their own; these items and perks are not as special as the ones you gain and are not as powerful either.

Followers who die are resurrected within a month.

Your followers, like Companions, are actual people with their own thoughts and feelings, try to keep that in mind. They can leave you and return to their own worlds if you mistreat them or if they feel underappreciated or under valued. If a follower leaves they'll be replaced within a month.

**Drone Followers**

You might have heard these as being referred to as 'NPC's in other Jumps. Essentially these types of followers aren't real people, they're just mindless organic machines. They're good at what they do, though not as skilled as 'normal' followers mind you and they can't learn new skills either without significant effort. The key advantage of Drone Followers is they don't care how they're treated and will follow any order without hesitation, even suicidal ones like

being used as Death Angel Bait. The only other advantage to Drone type is they are replaced weekly, not monthly.

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When recruiting Followers, please declare if you would want them to be '**Normal**' or '**Drone**' type.

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- **Cultists** - [ Variable , Discounted for Cultists ]

- **For 25 Points** - Recruit 3 Cultists Per Purchase -
- **For 50 Points** - Recruit 10 Cultists Per Purchase -
- **For 100 Points** - Recruit 40 Cultists Per Purchase -
- **For 200 Points** - Recruit 200 Cultists Per Purchase -
- **For 600 Points** - Recruit 1,200 Cultists Per Purchase -
- **For 1,000 Points** - Recruit 8,400 Cultists Per Purchase -

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- **Toys** - [ Variable , Discounted for Toymakers ]

- **For 25 Points** - A Bag of 30 Toys Per Purchase -
- **For 50 Points** - A Bag of 100 Toys Per Purchase -
- **For 100 Points** - A Bag of 400 Toys Per Purchase -
- **For 200 Points** - A Bag of 2,000 Toys Per Purchase -
- **For 600 Points** - A Bag of 12,000 Toys Per Purchase -
- **For 1,000 Points** - A Bag of 84,000 Toys Per Purchase -

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**Dependents : -----**

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Dependents are like Companions, except they rely on you to survive. By agreeing to help them survive you can gain points once you've finished your jump or decided to stay here permanently and have managed to keep them alive until that time.

Keep in mind, purposefully letting a Dependent die is going to be considered an evil action. bear that in mind if you have Companions, Followers or a Benefactor who cares about that kind of thing or a Perk , Item or Drawback that tracks Karma.

As a Drop-In, you'll meet any of these dependents you agree to protect not long after arriving in this world.

As any other arrival choice, you can choose your relationship to them. They might be your friends, family or colleagues in this world or they could be total strangers, it is up to you.

Dependents who survive until the end of your Jump can come along with you as a Companion for free, gaining 1,000 points to be spent on themselves if you recruit them. Otherwise it will be unless otherwise stated assured they will find a caring, safe family or group to take care of them a few days or so before you leave, so you won't have to feel bad for leaving them behind for the most part.

You may only take each dependent option once. Dependents will not exist unless you choose for them to.

Your Companions may choose to take on Dependents, if they would like too.

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- ***The Former Slasher*** - ??? - [ Gain 100 ]

A reformed slasher, turned pacifist, their former partners out to kill them for 'betraying' the group.

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- The Misunderstood Clown - ??? - [ Gain 100 ]

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- ***The Ghost Girl*** - ??? - [ Gain 100 ]

This young girl died a few days before your arrival, or more accurately she was murdered by the Cult of Saint Roberts. They tried to sacrifice her soul to their demonic patron, but she escaped and found you and begged you to protect her. She might already be dead, but in this world there are worse things than death. Are you willing to protect her? Keep in mind she is being hunted not just by the cultists but also Hellhounds dispatched by the demon in search of the soul it believes it is owed.



The girl has a unique signature that is easily tracked by Monsters and Cultists alike, due to being present at the ritual. If you can find a way to mask this she would be able to hide far easier.

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- **The Geology Student** - ??? - [ Gain 100 ]

This poor young woman, a Geology student, was to spend a year studying the unique rock formations found in Hades Valley and was unfortunately bit by a werewolf which would be horrific enough on its own, if she didn't possess a unique gene which reacts unusually with werewolf mutations. For her, rather than turning into a wolf once every full moon, she turns into a wolf once a bit and only turns human again once the moon comes out. The psychopath who bit her kept her locked up for a month, throwing her in a pen with his dogs, but she managed to escape finding you on the day of your arrival while still in her human form, where she explains her situation to you begging for help, warning you she is being hunted by a monster.

Keep in mind she has a tracking chip implanted in her neck which might be difficult to remove without harming her, you'd need to take her to a medical professional if you aren't one yourself, though they likely will ask questions about why a dogs tracking implant is inside of a human which could land you in trouble with the law.

If you can manage to turn her back into a human permanently, then you'll have a friend for life, if you can't she will likely kill herself on the next full moon, failing your objective.

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- **The Alien Twins** - ??? - [ Gain 100 ]

A Fireball lights up the sky and crashes down somewhere near your starting area, choosing to investigate you find a small craft, a sleek silver lifeboat barely big enough to fit a dozen or so people in it but only two emerge. A Boy and a Girl, they look young, maybe 16-18 years old. They cautiously approach you, seemingly hoping you will help them. If you ask who they are or where they come from they will simply point to the sky, seemingly unable to speak but perfectly capable of understanding not just you but anyone who talks to them in any language.

They communicate using Psychic abilities and even if you possess none of your own you can tell they are terrified and it's likely not because of the crash. Unfortunately the two will take some time to be able to speak using words or to write in a language you are likely able to read. Unfortunately their psychic communication only works on people who also have psychic abilities or other similar thought based communication methods.

As you ponder for a moment what to do with them a bright flash lights up the night sky, an object in space, their ship. The two teens embrace one another, tears flowing down their

face, it doesn't take a psychic to understand they had friends and family onboard who did not make it off.

Their ship was being hunted by a bounty hunter working for an interstellar tyrant, who will now search the Earth looking for those he has been paid handsomely to kill, likely starting that search near the lifeboats touch down location.

Luckily for you, the Bounty Hunter needs proof of kills before they can collect their payment, meaning they won't simply bombard the valley from orbit in their Hunter Killer Corvette or Strafe you from the Air with their Assault Transport.

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The Last Unicorn

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**Nemesis : —————**

- - - - -

Nemeses are like the polar opposites of Companions, these are enemies you'll face if you choose for them to exist.

You might view Nemeses as Drawbacks in the form of a person, just like regular Drawbacks this is completely optional however and you do not need to take a nemesis if you would prefer not too.

You may take multiple if you like, but keep in mind that having multiple enemies who may work together can make things very hard for you.

It is technically possible to redeem and then recruit a nemesis as a Companion - [ *except for the various hostile versions of yourself, they will not under any circumstances join you or work with you.* ] - However doing so will always be incredibly challenging and you may find it not worth the time or effort to do so.

You may only take each Nemesis option once, Companions may also take on Nemeses of their own.

- - - - -

- The Silent Slasher - [ Gain 100 ]

- - - - -

- The Slaughter Slasher - [ Gain 100 ]

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- The Clown - Karl Koliovich - [ Gain 100 ]

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- ***The Violet Vampire - Marcus Umbridge*** - [ Gain 100 ]

the youngest son of the Umbridge Vampire line

-----

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- ***The Lost Lover*** - ??? - [ Gain 100 ]

This spirit has roamed the Earth for decades looking for her lost love and now she has found you, the person who looks identical to her former Lover. You are not them, however she doesn't see it that way, believing you to be their reincarnation, which you are not. She is a powerful phantom who will use all of the powers at her disposal to try and kill you to ensure you can both be together forever, if she succeeds that counts as a chain fail. She is quite insane, but getting through her insanity and helping her isn't an impossible task, though it would be one of herculean proportions.

-----

- ***The Witch of New Beginnings*** - ??? - [ Gain 100 ]

This powerful witch believes that by killing you she will gain the power she needs in order to enact her ultimate plan, the destruction of the Earth in order to mould it into her image of a perfect world.

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- The Archangel - Michael - [ Gain 100 ]

- - - - -

- **The Aggressor** - U,449,565 - [ Gain 100 ]

One of the Ancient enemies of the Dinosapiens, a simple soldier, the Aggressors equivalent of infantry. A Brain stripped from its body and trapped in a 1.5m tall mobile armour suit, capable of ground speeds of up to 60 kph and flight speeds of up to 600 kph.

The Aggressors cylindrical mobile combat armour is armed to the teeth, with 30 rapid fire laser guns spread out around its frame, each capable of slicing a human in half with a single shot. Each of these lasers acts as a Camera and Sensor, making it very difficult to hide from the Aggressor.

It is possible to penetrate the Aggressors shields with conventional firepower, massed fire from automatic weapons aiming directly at it's lasers should penetrate or a handful of anti tank rockets should be good enough to knock it out of commission.

- - - - -

- **Jump-Kun** - [ Gain 1,000 ]

A sicker, twisted member of the same species as your Benefactor, they hold comparable powers to your Benefactor and they want to see you suffer. Why? Because they hate your Benefactor with a passion and wish to cause them pain, but cannot directly harm them. They won't kill you, not right away, that would be too easy and your Benefactor will try to protect you but it won't be easy and they won't always be successful. You'll have to watch out because who knows what kinds of tricks this dark soul has up their sleeves. In the final week of your stay, they will finally try to kill you. You must either survive them or find a way to destroy or seal them away. What kind of relationship do they have with your Benefactor? Why do they hate them so? Perhaps if you can get them to resolve their differences... Well I bet both of them would be grateful.

- [ **This Nemesis will not exist unless you take this option** ] -

- [ **This Nemesis Cannot be taken as a Companion after Victory** ] -

- - - - -

- Anderson Foundation -

Megacorp profiting off of Horror stuff



- Anderson Basic Infantry -

=====

**Enemies : —————**

- - - - -

Enemies are weaker, somewhat more 'Generic' opponents compared to Nemesis.

- - - - -

**- First Time Killers -**

An Inexperienced killer who after seeing you thought you would be the perfect candidate for their first victim, they are somewhat unpredictable and are likely to either use a Knife or a Gun.

- [ - - Gain 50 - 1 Killer -
- [ - - Gain 100 - 3 Killers -
- [ - - Gain 200 - 9 Killers -
- [ - - Gain 400 - 27 Killers -
- [ - - Gain 600 - 81 Killers -
- [ - - Gain 800 - 243 Killers -
- [ - - Gain 1,000 - 729 Killers -

- - - - -

=====

**Drawbacks : —————**

- - - - -

There is no limit to how many Drawbacks you may take, or how many points you may gain from doing so.

Your Companions may take Drawbacks to gain more points for themselves.

You may only take each Drawback a maximum of one time per person.

- - - - -

- Setting Toggle - Mundane -

This allows you to turn off all of the Horror , Sci-Fi and Fantasy elements of this world, turning it into a perfectly normal Earth almost identical to your own. This however does two major things, the first is it prevents you from taking part in scenarios and the second is it removes your Terror Tokens. Sorry but you don't need them in a more mundane world.

- - - - -

### - - - / Variable Gain Drawbacks / - - -

- - - - -

- **Weakness too...** - [ Variable ]

With this Drawback you now have a weakness too... something. What that thing is can be chosen by you and the effect it has on you will depend on the version of this Drawback taken.

Keep in mind the weakness has to be something that is reasonably common, like Garlic or Silver. No choosing near impossible to encounter things such as say 'moon rocks' or 'The Blood of a 15 year and 2 days old swedish goat with 1 leg' or something.

- For 50 Points - **Low Danger**

Your response to being touched by your weakness is closer to an allergic reaction than something more extreme or supernatural, it'll be a pain for sure but generally won't be deadly unless you end up swallowing the stuff without having an Epi pen handy.

- For 100 Points - **Moderate Danger**

Simply touching the weakness can severely burn you even if contact is only made for a few seconds and extended contact could prove deadly.

- For 300 Points - **Extreme Danger**

Simply being around the weakness

- [ Can be taken up to 10 times total ] -

- - - - -

- **Frightened Of...** - [ Variable ]

- [ Can be taken up to 10 times total ] -

- - - - -

- **Addicted too...** - [ Variable ]

- [ This Drawback can be taken up to 10 times total ] -

- - - - -

- **Comic Relief** - [ Variable ]

- - - - -

- **True Name** - [ Variable ]

- - - - -

- Virgin - [ Variable ]

- - - - -

Split Personalities - [ Variable ]

- - - - -

Traitor in your midst - [ Variable ]

- - - - -

Doppelgangers - [ Variable ]

Cannot be taken unless you have either one of the following; Companions, Followers, Friends or Family.

- - - - -

Mirror Mirror - [ Variable ]

You are trapped in a mirror

-----

- - - - -

**- - - / Gain 600 Drawbacks / - - -**

- - - - -

- World War 3 - [ Gain 600 ]

- Zombie Apocalypse - [ Gain 600 ]

- Vampire Invasion - [ Gain 600 ]

- Werewolf Invasion - [ Gain 600 ]

- Alien Invasion - [ Gain 600 ]

- War with the Sea - [ Gain 600 ]

=====

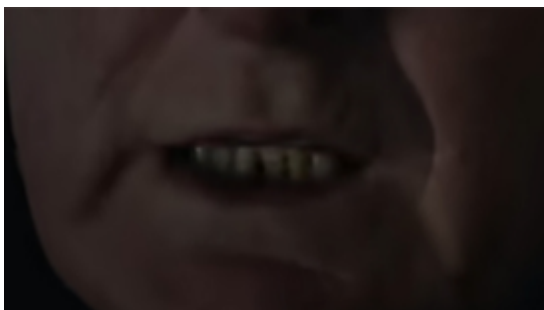
**- Drawbacks - Physical -**

- - - - -



- Left Handed -

You are left handed, which for most people wouldn't be a problem, but should you end up encountering any overzealous religious types they may automatically see you as aligned with the devil due to your dominant hand.



- ***Bad Teeth*** -

Perhaps you didn't take care of your teeth as well as you should have, or perhaps you were the victim of an unfortunate accident, whatever the case, your teeth are somewhat more crooked than they should be.





### - **Masked Up** -

You feel the need to wear masks just about anywhere you might go that isn't your own home, while this might keep you safe from say an airborne rage virus it probably won't help too much against an alien death ray or vampire bite and may cause some more idiotic people to ridicule you and there are plenty of those around the valley.



### - **Glowing Eyes** -

Your eyes glow intensely when you are feeling extreme emotions, love, hate, fear ect. During Normal day to day life though your eyes should be fairly normal and won't glow.

## =====

### - **Drawbacks - Addictions** -

- - - - -



### - **Addiction** - Gum -



- **Addiction** - Smoking -

=====

**- Drawbacks - Voices -**

- - - - -

Voices in your head

These are different to Compulsions as these are Voices that are not your own Telling you to do something, rather than your own desires. You can ofcourse resist these voices , but it might not be so easy. You might be best off trying to get professional help to deal with them.

- - - - -

- **Steal** -

- **Murder** -

=====

**Scenarios : —————**

- - - - -

Scenario ideas to expand upon:

- Lawyer for the Dead
- Fix the Bad Image of Clowns
- Tax agent trying to get back taxes from a Vampire

-----

- - - - -

**- - - / Easy Scenarios / - - -**

- - - - -

The Fair

- Escape from it - good
- Clean it up, making it safe for buisness - neutral

- Use it to trap victims - evil

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**--- / Hard Scenarios / ---**

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***The First War***

You have been transported 66 Million years into the past , to the beginning of the Dino-Sapiens war with the Aggressors, this war that would last for centuries and see both species brought to near extinction.

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**Jobs Board : -----**

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If you want to spend your time here doing something a little more... mundane than going around solving mysteries or facing the supernatural. Or maybe you just want some extra cash and / or want to get close to a certain person working at one of these places? These are fairly normal jobs for the most part, though you still have the risk of encountering the strange.

Essentially you can view the Jobs Board as a less risky, though less rewarding version of Scenarios.

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**- - - / 10 Hour Per Week Jobs / - - -**

- - - - -

**- Service Staff -**

**Rewards:**

- [ *Must complete 10 Hours per week for 1 Month to qualify for these Rewards* ] -
- Gain a Free "Fantasy 'Cosplay' Kit" Item
- Gain a Free "Disguise" Item
- Gain your 10 Gold Coins per hour salary permanently in future worlds
- Gain 1 Free New "Create" Companion, these might be one of your colleagues like a chef or waiter or perhaps one of the guards or it could be a customer or really anyone else you met on the job.
- Gain a 50% Discount on the "Interdimensional Inn" Item
- Gain 50 Points per month of this job performed, up to a maximum of 250 Points.

- - - - -

**- - - / 20 Hour Per Week Jobs / - - -**

- - - - -

**- Doctor -**

**Rewards:**

- [ *Must complete 20 Hours per week for 1 Month to qualify for these Rewards* ] -
- Gain a Free "Doctors Kit" Item
- Gain your \$100 per hour salary permanently in future worlds
- Gain 1 Free New "Create" Companion, these might be one of your colleagues like a Doctor or Nurse or may be one of your patients or someone else you met on the job.
- Gain a 50% Discount on the "Hospital" Item and all of its upgrades.
- Gain 50 Points per month of this job performed, up to a maximum of 250 Points.

- - - - -

**- Police Officer -**

**Rewards:**

- [ *Must complete 20 Hours per week for 1 Month to qualify for these Rewards* ] -
- Gain a Free "Police Kit" Item
- Gain your \$50 per hour salary permanently in future worlds

- Gain 1 Free New "Create" Companion, these might be one of your colleagues like another officer or perhaps it's a receptionist or just someone you've met on the job, maybe even someone you arrested?
- Gain a 50% Discount on the "Police Station" Item and all of its upgrades.
- Gain 50 Points per month of this job performed, up to a maximum of 250 Points.

- - - - -

### **- Fire Fighter -**

#### **Rewards:**

- [ *Must complete 20 Hours per week for 1 Month to qualify for these Rewards* ] -
- Gain a Free "Firefighters Kit" Item
- Gain your \$50 er hour salary permanently in future worlds
- Gain 1 Free New "Create" Companion, these might be one of your colleagues like another Firefighter or maybe someone you saved on the job?
- Gain a 50% Discount on the "Fire Station" Item and all of its upgrades.
- Gain 50 Points per month of this job performed, up to a maximum of 250 Points.

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#### **Supplement Mode : -----**

- - - - -

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#### **Notes : -----**

- - - - -

I wanted to make a CYOA that wasn't restricted by an existing canon or the like and thought a Kitchen sink horror setting could be a fun one to make.

The timeline is a month both because i don't like the idea of spending too long in one universe and because it'll then make people actually pick and choose what they do and who they interact with.

Prices are a bit all over the place, somethings might be worth more or less than they're listed as since im not good with balance.

Any ideas for things to add or for balance changes or requests for clarification or just feedback in general are very much welcome

I put in [ Checks ] as a way to try and expand choice options for interactions / locations depending on Skills, things or Companions you might have, kind of like a more traditional CYOA or RPG, i'm not sure if it works well in this case or not, does anyone have thoughts on that? Is it maybe too restrictive keeping certain information or rewards locked behind checks? The idea was to try and give more weight behind player choices and to add in extra rewards as well.

Connected to my Little Shop for Monsters Jump, in that they are both set in the same universe, though Deadend is a darker take on that universe.

- A Little shop for Monsters

<https://docs.google.com/document/d/11PHwPmywas5pWoHPrQTeuwMQpHVr9ARPBodVpwIcY/edit?usp=sharing>

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**--- / Special Thanks To... / ---**

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Nerx  
PallidCups  
Froggy\_516\_Red  
dull\_storyteller  
Gallant Robot  
Jordan edwardson  
Anonymous Helpers

And everyone else

Notes to Finish / Needs to be done:

Minimum Requirements to complete:

I Want 8 Main Locations  
I Want 8 Sub locations per Main location  
I Want 2 Companions per location  
I want 1 Scenario per Location  
I Want 1 Job per Location

I want 10 Perks per Price Category  
I want 10 Items per Price Category  
[ Free, 50, 100 , 200, 600 ]

Spectre  
Supernatural Phenomena Counter Task Force