



## **Creature From the Black Lagoon Trilogy**

"In the beginning, God created heaven and earth. And the earth was without form, and void. This is the planet earth, newly born and rapidly cooling from a temperature of 6000 degrees to less than a few hundred in less than five billion years. The heat rises, meets the atmosphere, the clouds form, and rain pours down upon the hardening surface for countless centuries. The restless seas rise, find boundaries, are contained. Now, in their warm depths the miracle of life begins. In infinite variety living things appear, and change, and reach the land; leaving a record of their coming, their struggle to survive and of their eventual end. The record of life is written on land where, 15 millions years later, in the upper reaches of the amazon, man is still trying to read it."

Welcome to the Amazon Rainforest, Brazil, 1954 where the Morajo Bay Institute for Marine Biology will soon discover something unbelievable. Something that could change our understanding of evolution and life: a fossil of a humanoid amphibian from the Devonian period. Perhaps even stranger they will encounter a surviving Devonian Man, the Gillman, and be dragged into a fight for survival. Their encounter here will not be the end of the Gillman, and he will resurface again and again.

Here is +1000cp to get you on your way. Age and gender are free to determine within reason at the start of the jump.

## Backgrounds

### Drop-in

A stranger in this country and time period, the same as you ever were. You arrive with no new memories or connections to this world. This world may appear similar to your home, but stranger things lurk below the surface.

### Scientist

A scientist, here in Brazil for research of some sort. Maybe you were a geologist who aided Dr. Maia in uncovering the fossil that spurs on this whole mess, or maybe you are a marine biologist here with David Reed on loan from some unknown aquarium in California. Perhaps like the mad Dr. Barton you have more... *sinister* goals here. Regardless you are a scientist, one with a marginally successful career and a measure of respect from your peers.

### Local

You grew up around Mojaró Bay in Brazil, not the most glamorous of lives but with it comes a breadth of experience. You have experience hunting and fishing in the Amazon and at least some connection to the area. Maybe you were one of the original assistants with Dr. Maia or maybe you work on the steamship the 'Rita'.

### Creature (400cp)

A being that has not changed in hundred of millions of years, you are a lifeform that has never been seen by man. Well, any men that could live to tell the tale. Physically you are incredibly powerful, capable of throwing grown men around like ragdolls and surviving being riddled with bullets. Your claws can tear into metal, and your scales will protect from most conventional weapons such as knives. You can breathe on land and underwater, saltwater or freshwater, and could even survive with no issues in any atmosphere Earth has had since the Devonian period. Your agility and speed when swimming cannot be matched by any man nor most fish. Lastly you have a minor healing factor to help you survive things you really shouldn't.

Drop-Ins, Scientists, and Locals will begin in Mojaró Bay, Brazil the day Dr. Maia returns with a strange fossil and will quickly be offered a part in the ensuing expedition. Creatures begin the day, deep below the surface of the eponymous "Black Lagoon".

## Perks

Perks are discounted 50% to respective backgrounds with 100cp perks being free

### General

#### *Ocean Man* (100cp)

You have your own custom music score, inspired by the one present in the Creature trilogy. You can play it, as well as the trilogy's original score and strangely enough "Ocean Man" by Ween, at will and are capable of determining who can and cannot hear the music.

### Drop-In

#### *The Camera Knows What you Want* (100cp)

Like all good monster movies, the creature films feature quite a bit of eye candy. You happen to catch a lot more candy than others, like hitting a rich neighborhood on halloween. That is to say you encounter a lot more attractive individuals in your adventures and happen to catch an eyeful or two rather often, and nobody will even notice you staring at the ass of the lovely scientist for way longer than you should.

#### *FILMED WITH POLARIZING FILTERS!* (100cp)

3-D is the future of entertainment! Any sort of media you intake, such as a manga or video game, will be in wonderful polarized 3-D! It won't even give you headaches like other types of 3-D! Turn it off? I *guess* you can, but why? Don't you love experiencing all this media as it was intended?

#### *Rubber Suit Artist* (200cp)

Somebody has to make those amazing, like-like suits used in all those "high quality" monster films. You are a master of creating "lifelike" and "frightening" monster suits, and actual lifelike monster suits that cannot be discerned to be fake by any but an absolute master. The suits you create don't have the issues often associated with such creations, such as overheating or impeding sight and movement. They will also always fit the intended recipient.

#### *Stunt Swimmer* (200cp)

You are an exceptional swimmer, easily one of the best; at least among humans. You can hold your breath for an exceedingly long period of time, and your clothing and equipment will never impair your ability to swim. Also, some kind of discrepancy has affected you and your alt-forms. You can apply small aesthetic modifications to any of your alt-forms that appear either only on land or only on water. You can apply these to design a unique land and water form for any alt-form you have.

#### *Make a Man Out of You* (400cp)

That "Creature" seems more human than some humans do, too bad not all monstrous beings are like him. For some strange reason, however, monstrous or evil races are a lot less so around you. Drow won't be inclined to torture and enslave you, you'll probably meet a few

humble farmer Uruk that care not for war, you may even encounter a sleepy kaiju who just wants to cuddle. It may seem weird but you just run into friendly monsters, even in settings where non-humans are generally irredeemable or wholly removed from human morals and ethics.

#### *Jumper Meets the Monster* (400cp)

Sometimes you aren't doing anything in particular, just getting up to some nondescript shenanigans with your friends and companions. For some reason this type of situation will often send you stumbling into the path of monsters or other ne'er-do-wells, dragging you into further humorous shenanigans and revealing their machinations to you. Basically just goofing off will lead you to small conspiracies and like in the area, and while these situations can be dangerous they will always be somewhat humorous. You can turn this off if you so wish.

#### *A Story That Just Can't Be Killed* (600cp)

Like the Creature himself, the story of the Creature is one that must be told. Something about it speaks to people in such a way that many have attempted to recreate it or reboot it dozens of times, but at the same time the story retains a form of integrity unlike some other monster stories. Your story is the same appearing as stories in myth, rumour and even pop-culture and like that of the Creature it refuses to be remade or rebooted, never being corrupted in retellings or adaptations. Naturally your story won't be *exactly* as it happened, what with copyrighted characters and such, but it will be the same just with the proverbial serial numbers filed off.

#### *What Makes It Terrifying* (600cp)

Something about the Creature films creates fear in a way so many other monster films fail, it creates an atmosphere and sense of dread even so far removed from its time. You have an intuitive understanding of what makes monsters, atmosphere, and situations truly frightening. You could design monsters, write stories, and direct films that will scare even the most hardened of badasses.

### **Scientist**

#### *Allegedly a Scientist* (100cp)

Like a certain Dr. Kay Lawrence you don't actually need to do any sciencing to show you are a scientist. In fact, unless shown explicit evidence to the contrary, people will accept whatever profession you introduce yourself as having. As long as you don't claim something crazy like being the president, people will believe you are what you say.

#### *Actually a Scientist* (100cp)

You seem to actually be a scientist, with a doctorate in any field you so choose. Marine biology, geology, and similar are choices which will serve you well here. This can be chosen multiple times, selecting a different field each time. Additional purchases are not discounted.

*You Don't Look Like an Ichthyologist* (200cp)

You look much more like a movie star, with an attractive and fit body. You are in quite good shape and are a decent swimmer. Your appearance won't suffer from being stuck in the jungle for extended periods of time, and people won't be expecting someone who looks like you when they hear about "Dr.Jumper" leading to a pleasant surprise when they finally meet you in person.

*Diggin up the Dough* (200cp)

Scientific research requires funding, and you are an expert at acquiring research grants and the like. People looking to give out such grants are much more likely to choose you instead of your peers, and you have a way with words that can convince others to donate to the cause.

*Brainy Hero* (400cp)

Most wouldn't imagine a marine biologist brawling with a monster, but here we are. You are filled with courage, enhancing your will especially in extreme situations and hardening you against fear. You also happen to be a crack shot with many weapons, including spear guns, and are decent in a hand to hand brawl.

*A Real Piece of Work* (400cp)

Not every scientist from these parts is a good man, but for you being bad doesn't come with quite as many drawbacks as it normally would. People are quick to overlook your moral failings as long as they aren't directly a victim of something you do. Even the police would need some real incentive to go after you, and no one will bat an eye at unethical experiments you perform. Monsters like the Gillman seem immune to your charms, however.

*Sea-Man to Land-Man* (600cp)

You know *science*, but do you know "**SCIENCE!**"? Well, you do now. You have learned all manner of esoteric bits of biology, and have the surgical skill to alter a creature to survive in a different environment like Dr.Barton intended to do to the creature. Other traits can be installed in creatures, such as new senses or specialised organs found in nature. A drastic enough surgery that would require a lot of raw materials could even adapt a human to survive in the vacuum of space or the depths of a volcano.

*Taming the Savage Beast* (600cp)

What makes a monster? Is it nature or nurture? Perhaps you still don't know the true answer to this age old question, but you have an inkling. You know methods to turn potentially intelligent monsters into truly intelligent beings, capable of human speech and empathy. Through psychological conditioning and a bit of psychosurgery you can turn a being like the Gillman into a near human, no longer driven by instincts and instead by morals, ethics and logic installed by your methods.

## Local

### *Bungle in the Jungle* (100cp)

You grew up in these parts, and are familiar with the jungle. You have a fair amount of skill in survival and camping, identifying species, hunting and fishing, interacting with locals and have a breadth knowledge of local legends. You also speak brazilian portuguese and a smattering of native languages.

### *What Do These Rocks Tell You?* (100cp)

You can easily fool others into believing you are an unlearned individual, and have a knack for finding the right words to make someone exposit or explain the situation and/or what they are doing. Works best on scientific or scholarly types.

### *Nobody Has Ever Come Back to Prove It* (200cp)

A lot of locals die at the hands of monsters, especially guides or additional crew needed for an expedition. You have a kind of danger sense, knowing when you are signing on for something dangerous or are entering a dangerous situation or location. You are also a lot more observant than most, able to notice a monster before it's too late.

### *I Know a Way* (200cp)

During your life you have come across a number of underhanded or "bootleg" methodologies. Jury-rigging a broken vehicle or machine to work one last time, knowing the best way to fish with drugs and dynamite, and other similar tricks make up your repertoire.

### *A Demon Dragged Him Down* (400cp)

Vengeance can be a bitch, especially when it comes from you. When someone harms you or somebody close to you, the vengeance in your heart gives you a boost. Your ability to think up methods and set ups for your vengeance is improved by leaps and bounds, and luck will even help bring your plan to fruition. When working towards the goal of revenge your stamina increases as well, to better facilitate putting everything together and setting your plan in motion.

### *Everything Here is a Killer* (400cp)

The jungle can be a dangerous place, they say everything in there is a killer. You don't seem like a killer at first glance, in fact any killing intent you may have is completely inapparent until the moment you decide to strike. Most nobody will see it coming, and when you act on it you act fast like a jaguar attacking its prey.

### *Disaster Averted by Monster Attack* (600cp)

Maybe not literally, but there is some *fishy* going on with you. Fate seems to interrupt you right before you do or say something that could spell disaster for you, or drags your attention to something that you need to do to avert disaster. The one thing is that fate tends to do this through spontaneous monster attacks or other strange occurrences which, while not

immediately dangerous to you, could be a problem for any unnamed people around. The strange occurrence will likely disappear as quickly as it appeared, but it will jog your mind in a way to help you as stated previously. For your time here, it will likely be the Gillman who keeps interrupting you.

#### *On the Water* (600cp)

The Capito makes the decisions. You are the captain around here, and you carry yourself and speak with the authority of such. You are an imposing individual, with the kind of voice people follow the orders of instinctively. You are a skilled leader and ship captain, able to keep an expedition together and disciplined even if half the crew has been eaten by monsters. More than that you have luck in recruiting skilled help for your crew, even if you have a reputation for leading them into dangerous situations.

### **Creature**

#### *Primitive Cunning* (100cp)

Like your fellow creature you have the cunning and instincts of a predator from a bygone era. Making traps and using your environment to your advantage comes naturally to you. Finding ways to cut off your preys escape or setting yourself up to take down a larger or better armed force is just a matter of a little prep time.

#### *Violence Begets Violence* (100cp)

The Gillman is not violent or bloodthirsty, simply a creature defending itself from outside invaders. When you act to expel outsiders or defend what is yours outsiders will see your actions as just, even if you slaughter a dozen men for throwing a cigarette butt into your lagoon.

#### *How Mysterious* (200cp)

For some mysterious reason people have a tendency to overlook your presence. If you lived in a region for centuries only a rumour of your presence would exist as long as you don't just stroll into town regularly. Similarly when you approach your prey, only the most observant of people will notice you before it's too late. Despite your monstrous stature and lumbering movements you can be quiet as a mouse when stalking your victims.

#### *A Monstrous Savior* (200cp)

You may be a monster in form, but you're not a real monster. That is a title belonging to those who dwell on the surface: Man. As long as you don't act like a monster people won't view you in a negative light due to your nature or appearance.

#### *Revenge of the Jumper* (400cp)

Righteous fury is a good way to describe what happens to your enemies, and we have already covered the "righteous" part. You are a fiend in battle, tearing enemies limb from limb and ignoring all but the most extreme wounds and pain. Your skill at using your natural weapons in combat is comparable to that of a skilled swordsman or martial artist, and anger only serves

to enhance your combat abilities instead of hampering them. When truly incensed your pain tolerance is legendary and your strength will notice a noticeable bump as well.

#### *The Shape of Jumper (400cp)*

As events will show the Gillman is not just some brutish monster, but actually a kind and caring creature. Your gentle nature shines through, especially in the eyes of the gender you prefer. It would seem your inhuman features enhance your appearance, instead of detracting from it. Flirting and compliments are conveyed perfectly through your monstrous noises. It seems that being a monster is not so much a hindrance to attracting romantic partners, but in fact is a major boon. You receive a noticeable boost to your general charisma as well.

#### *The Jumper Walks Among Us (600cp)*

You can't keep a good creature down, and you are proof of that. Through a combination of willpower, improved durability and sheer luck you are nigh impossible to put down permanently. This isn't foolproof, and being torn apart or beheaded will leave you deadlier than a doorknob, but being left for dead or dying in a manner that isn't so surefire will leave you breathing more often than not. You can also come back from something that would kill you for certain once per jump or ten years whichever comes first, shambling out of the nearest body of water (or somewhere else thematically appropriate should there be no bodies of water in a reasonable range).

#### *Still Evolving (600cp)*

They say the Gillman has existed unchanged for millions of years, but that's only because there was nothing to challenge him. As seen in the third film the creature is capable of spontaneous mutation, acquiring traits to aid in his survival. Unlike him you won't be losing any traits you have previously acquired but by exposure to dangerous situations you may suddenly acquire new traits suited to handling the situations and environments you have been exposed to. You won't be developing any true immunities but things like night vision, new senses, temperature tolerances, pressure resistance and other survival oriented traits.



## Items

Items are discounted 50% to respective backgrounds with 100cp items being free.

### General

#### *A Pair of 3-D Glasses (Free Everyone)*

A pair of old fashioned 3-D glasses for watching films made using polarized light filters. They look stylish despite it all, and can have the different colour lenses for aesthetics sake.

### Drop-In

#### *Pinball Machine (100cp)*

A copy of the classic Creature From the Black Lagoon pinball machine, in perfect working order and will never require maintenance or even electricity to function. You also get your own custom jumper pinball machine in a style similar to the creature one, like people going to a drive in to see a movie based on you.

#### *The Complete Creature (200cp)*

A collection of every Creature From the Black Lagoon film, on every media type including actual film. In fact this also has the never actually filmed remakes are also included, even the one Guillermo Del Toro intended to make. All of which are perfectly loyal to the original, against all odds.

#### *Jumper the Musical (400cp)*

A massive theatrical production, that will appear in this and all future worlds you wish it to: a musical based on your adventures. Naturally there will be many, many sequels if you have been jumping for a long time. They are made exactly to your tastes and portray you the way you would want to be portrayed. You will receive royalties from all productions of your musicals.

#### *The Mother (600cp)*

An absolutely massive spaceship, designed by the extraterrestrial Gill-People and used to travel across the stars and discover new planets. I'm going to be honest here, this is a weird one. Time's Creature from the Black Lagoon, a novelization of the films, that depicts Gillman as being descended from telepathic aliens who crashed on earth during the devonian period. It's a good ship, but one designed for exploration and not-combat. It has all manner of scanners and gadgets, and is even capable of interstellar level FTL. The only issue is that it is designed for the Gill-People, so the set-up and language is totally alien and incomprehensible. It could be figured out in time, but if you have telepathic powers you could command the ship that way.

## **Scientist**

### *Amazon Worthy Swimsuit (100cp)*

A swimsuit that perfectly fits you and has a style and design suited perfectly for you. When you wear this swimsuit no parasites, diseases or the like that are in the water will affect you for some reason.

### *Creature Fossils (200cp)*

A collection of fossils, representing a variety of prehistoric sea life. Among the many trilobites, megalodon teeth and similar are a handful of unique fossils: scales, claws and bones from a gillman. It was removed from a limestone deposit dating back to the devonian period, and testing will attest to such. Who knows what secrets they contain?

### *Hey Aqualung (400cp)*

An old fashioned set of scuba equipment, called an Aqualung. This model is special in that it has infinite oxygen, and prevents the bends from affecting its wearer. It also comes with a high-powered harpoon gun and a replenishing quiver of harpoons.

### *Jumper Bay Institute (600cp)*

A large marine biology institute and aquarium, full of all manner of interesting sea life. It is fully staffed by NPC researchers and if you so wish to open it to the public, tour guides. It will more or less fund itself, and research will carry on at a steady pace. If you funnel more money into the institute, and/or provide them with more advanced research tools and methods the speed and quality of the research will increase. What are they researching? Aquatic life and evolution, which may not *sound* all that exciting but trust me when I say there is potential here. It will follow you from jump to jump, or become a warehouse attachment (although in that case you can't open it to the public) and will retain modifications you make. The facility will expand on it's own as its researchers gather mundane, unintelligent sea life from the jumps you bring it to.

## **Local**

### *Stogies (100cp)*

A small cigar box, with detailing of your choice on the lid. Whenever it is opened it will always be full of high quality cigars made with south american tobacco. They are not a health hazard to you or anyone else, are highly water resistant, and the box comes with a personalised cigar cutter.

### *Jungle Survival Kit (200cp)*

The most important survival tools of all: weapons. First is a high quality machete, it will never rust, dull or break. Second is a drilling gun, a firearm with a stacked rifle barrel and shotgun barrel for hunting, that will similarly never reduce in quality, jam, or run out of ammo. The exact appearance and style of these two weapons is up to you.

### *Rotenone (400cp)*

A replenishing jug of the chemical compound called rotenone. It is a widely used insecticide, pesticide and piscicide, and is used by some unscrupulous fishermen to “drug” fish causing them to float to the surface. This powder is highly toxic, and will cause severe adverse effects in any aquatic life form although larger and more powerful creatures may need a higher dose. This jug is enough to poison a location the size of the Black Lagoon, and will restore the next day when it has all been used up.

### *The ‘Jump’ (600cp)*

A high quality steamship, with a roomy interior and cargo holds. It has a built in crane for moving objects or large scale fishing, and unlike the Rita this one’s crane arm is nigh unbreakable and incredibly strong. In fact the entire ship is incredibly durable, and would be able to stand up to prolonged assault from creatures like the Gillman. This ship will never run out of fuel and has an NPC crew, all of which appear brazilian or have a brazilian accent for some reason.

## **Creature**

### *Classic Monster Disguise Mark.I (100cp)*

Otherwise known as a trenchcoat and fedora. These articles of clothing, which will adapt to fit any body especially monstrous ones, when worn seem to disguise the wearer’s nature from all but the closest of inspections. Unless someone stops and gets in your face they would never realize that your not the kind of creature they were expecting. Sometimes children will see through the disguise and point it out to their parents who will completely ignore them. A white scarf is also included as a bonus.

### *Fellow Throwbacks (200cp)*

An eclectic collection of prehistoric fish and plantlife, spanning the time from the devonian period to the modern day. They can be found in and around the lagoon, and in tanks and pots within your warehouse. In any future jumps you can introduce these friends of yours into the world and they will carve out a niche for themselves in the local environment (unless you are on a desert world or something like that).

### *Gold Doubloons (400cp)*

A crate of gold doubloons, minted during the golden age of piracy by spain. This massive supply of gold was aboard a transport vessel that was sunk by a creature long ago. The crate has now entered into your possession, and strangely enough it appears to refill at the beginning of each jump.

### *The Black Lagoon (600cp)*

The eponymous lagoon itself, and the surrounding rainforest and cavern system, is now yours. It is exactly as it appears in the first movie, including the fog filled caves the creature calls home. You can choose to have it follow you from jump to jump or it can become a warehouse

attachment. If it follows you from jump to jump it will place itself in some out of the way and hidden locale, one that people are unlikely to stumble upon, but its location will always be known to you. It will retain changes you make between worlds, and may pick up some mundane animals from the worlds it visits.

### **Companion**

*An Expedition Crew* (50cp each, 200cp for all 8)

Each purchase of this allows you to create or import a companion, with a choice of background other than Creature and 600cp to spend.

*A Pod of Jumpers* (100cp each, 400cp for all 8)

Each purchase of this allows you to create or import a companion, with the Creature background and 600cp to spend.

*The Creature Himself* (200cp)

The Gillman himself, straight from the Black Lagoon and into a companion slot. He has the traits outlined in the Creature background but pushed to their limit, even more powerful than durable than most and has every perk in the Creature background. He has a vast repertoire of experience fighting and hunting men. He also comes with the Creature free item. Post-Jump he acquires the ability to speak like a human and with that his charisma take a massive uptick, befitting of the beast out of a beauty and the beast tale.

### **Drawback**

*Dark World* (+0cp)

There's a future in store for the Creature and his "colleagues" and while it is not clear whether or not anything will actually materialize, when the time comes your actions here will carry over.

*Monster Squad* (+0cp)

Like I said, the monster has a variety "colleagues", such as the Wolfman, Dracula, the Mummy, the Frankenstein Monster, and others. If you have been to those worlds before the actions you made then will carry over.

*Dripping* (+100cp)

You are dripping wet, no really. Every moment of every day, regardless of perks or situations or equipment, you are literally dripping wet. Completely soaked, through any all clothes you wear, and leave puddles wherever you go. It will be uncomfortable.

*Your Ambition is Showing* (+100cp)

You are a glory hog, plain and simple. You will always try to take full credit for any situation you are involved in with a positive outcome. You will also take unnecessary risks in the name of your personal glory, and take the easiest path when it reveals itself. Like attempting to

murder a creature instead of capturing it, and refusing to leave no member how many members of your expedition die at its hands.

*Like Wearing the Suit (+100cp)*

For some reason all of your gear gets in your way, like the original Gillman suit. Anything worn on the head will impede your vision, clothing will cause you to overheat and get in the way of most activities. It's not entirely dangerous, just annoying.

*Can't Deal With It (+200cp)*

You just can't deal with monsters or the unknown and are easily panicked and spooked. It also seems no matter where you go you will encounter Gillman or a relative of his and other scary and dangerous situations quite often.

*Yandere From the Black Lagoon (+200cp)*

The Gillman can get a bit obsessive over women, and it seems a creature has become quite attached to you. A creature of a gender of your choice is after you and will stalk you for your entire stay here, and it will attempt to murder any other potential partners you may have. Anytime you kill or defeat this creature it will become more clever and powerful, evolving to resist your powers. If you end the jump locked in the creature's cave you fail the jump.

*Capture the Jumper (+200cp)*

Scientists both normal and mad as well as trophy hunters are after you, wanting to capture and experiment or taxidermy you. They will be coming after you for your entire stay here, new ones appearing when old ones are defeated. Eventually the scientists may develop unique weapons or devices specifically meant to take you down.

*Invasion of the Gill-People (+300cp)*

So in one particular novelization of the Creature's tale, the Gillman was a descendant of powerful psychic aliens. It would appear they have returned in hopes of conquering the planet. A mothership with a full contingent of Gill-People soldiers has arrived, and more are on their way. Imagine the creature with all his might, multiplied by an army, and equipped with highly advanced alien tech. Good luck.

*"AA"- Advanced Amphibian (+300cp)*

Another novelization depicts the Gillman as a King Kong sized monstrous hermaphrodite with a whip tail, requiring some very powerful military tech to take it down. That version of the creature is now on the loose, and will come back with more and more power every time you kill it.

### **Notes**

-Inactive companions can hang around location purchases like the Jumper Bay Institute and the Black Lagoon, as well as the The 'Jump' and The Mother.

-The AA drawback does not change the Gillman companion option, instead spawning a new monster.