

Generic Slasher Movie

By FeistySpeaker



Into every life a little rain must fall. Or blood. Whatever.

Maybe you just want to enjoy some terror. Maybe you just want to live your favorite scary movie. Or, possibly, you just want to have a little fun with murder and mayhem.

Whatever the case, grab 1000CP and strap in.

Locations

Small Town

Typical Slasher movie fare. A small town held in the grip of a psychotic monster that is killing off all the... whatever. Probably teens.

College Campus

A college campus with a semi-inept campus police, uncaring faculty, frequently empty but strangely unlocked buildings, and a large number of drunken or otherwise inebriated students. A prime hunting ground.

Cabin

A slasher movie in the woods? Sure, why not. There are a few that qualify. Have fun as you're being attacked by whoever or whatever is out there.

Resort

A lovely vacation spot, terrorized by a homicidal psychopath. Enjoy sun, sand, and bloodbaths. If you're a tourist, the police will want to blame you for the chaos. If you're not... Well, either way, they'll try to cover this up, since it's bad for the local economy.

Movie Setting

Pick your spot and your people. Have a hell of a time as the humor, like the killer's knives, cut to the bone.

Origins

Any of these archetypes could be a drop in, just have them come from out of town. If you are using a supplement or have a perk that requires a drop in origin to be designated, then the designated origin for that purpose is Tween.

Tween

The bread and butter of Slasher fics. The teenage or early twenties character is ripe for the killing. Comes with enrollment and tuition as needed for the story.

Reporter

Nosy and frequently disliked, the Reporter is on the Trail of their next story. They frequently wind up in danger, since their work involves going into places that no sane person would visit. Comes with a job with a paper, web news, TV station, or just an extremely popular personal blog with great ad revenue.

Medical

EMT, nurse, or doctor, they may or may not be a main target. That doesn't mean they can't be killed if they're in the way or a witness. Comes with a job in the field.

The Law

A detective, beat cop, FBI agent, or similar personage, this beacon of law and order comes with the authority to conduct searches (with warrant!), arrest suspects, and be given the benefit of the doubt. Their job rides on getting the Killer, and their boss may or may not be fed up with their antics.

The Killer

Not sure why, but they're here to kill. Comes with a target list relevant to your backstory, which can be experienced (as per normal) or have a bullet point outline of (for a drop in). The Killer also gets one of the other backstories as a cover for free, but only gets discounts on one of the two for perks and items. Your choice as to which Origin provides the freebie and discounts.

Perks

Origins get their 100CP perk free and discounts on the rest of their tree. The Killer, despite getting a second Origin free, only gets the freebie and discount on one of the two. They may choose which one.

General

Charismatic Cat - 50

You are a smooth talker (assuming you do talk) and a general badass of a person. People want to be you, be with you, or just watch you with stars in their eyes. You won't find yourself taking over a country just by giving a few speeches, but this will boost what you have and raise your "property" to the stratosphere in certain circles.

Reflex Action - 50

Survival is frequently about the ability to dodge, run, and keep your balance. With this perk, your reflexes and coordination are at the maximum standard for a human.

Stronger By The Dozen - 50

A Slasher movie frequently inspires feats of heretofore unknown strength in the characters, both hero and villain. With this perk, your strength is the maximum humanly possible.

Comfy Life - 100/200/400

You can't buy everything you see but, when you're an adult in a jump, you live a comfortable upper middle class lifestyle without the actual need for a job if you want one. Automatically pays housing costs such as rent, mortgage, utilities, and repairs for a middle class home. Also stocks the fridge and supplies a stipend for spending money.

For 300CP, it does the same but the limits are increased to the mid-range of the rich lifestyle.

For 400CP, you never have to worry about cash. You have a nice mansion, private jet, fleet of cars that changes to suit the setting, and a few other amenities that are expected at your income level. You have people (at least one NPC) that follow you around when you go shopping or out on the town. They pay for things for you and carry your bags, plus double as a moderately well-trained security team. Name the head of security whatever you want.

Child characters with this perk see living expenses paid out to their parents, but have a trust fund allowance that matches their income level. Not that the parents are left out in the cold when you hit 18 - they maintain their standard of living once you move out. Assuming you do.

Tween

Social Life - 100

You have an active friend group. You are more likely to befriend those on the villain's target list and possibly the Killer. Try to keep as many alive as you can.

Can toggle the likelihood of befriending the targets and killer at the start of a jump.

Comms Online - 200

For the cheap price of 200CP, you will always have a signal available to make a connection with any phone, radio, computer, subspace comm, etc. That's right.

ANY. Applies to voice and data.

Does not provide batteries, electricity, or physical wiring.

Outside The Box - 400

Not only do you have frequent flashes of inspiration for how to use normal objects in unusual ways, but you use those objects expertly when you do. This turns you into what a ninja really was: a master of improvisational weapons.

What's more, the inspiration is not limited to combat. You can repair mechanical and electronic devices, create machines from scratch, and more.

Combat Training - 600

Improvisational warfare isn't enough? Okay. From now on, in this jump and future, you're at least as well versed in combat as your Big Bad Enemy. If he knows three and you only know two martial arts or weapon skills, you get a third one added to your skill set - knowledge of forms, muscle memory, and all. If he knows two and you know more, you keep what you have. There is no downgrade of your skills from this.

You don't get to choose the martial art or weapon skill. It's pulled from the enemy's skillset at the start of the jump. This does, however, apply to if the enemy knows more schools of magic or has more superpowers than you. This

perk will also supply whatever you need to use said powers that you gain from it - magic affinity, X gene, whatever.

If a jump has no specific Big Bad, or has multiple ones, you may pick one enemy from the jump to match. When you have a choice, this enemy must be at least roughly close to your species. (e.g. no Galactus or Xenomorphs for a humanoid, but Yautja and Brotherhood members are okay.) If there IS no choice that is close to your species, then enjoy the major boost.

Reporter

Nose For News - 100

You have a knack for finding newsworthy events. This can be the birth of the first set of hexadecimtuplets (16 babies!) or the death of an entire sorority. Either way, you'll find yourself drawn to the action. Has a toggle to turn this on and off as desired.

Informant - 200

Stuck? Need a clue? Someone will call and leave an anonymous message on your machine or voicemail. Or, there will be a note shoved in your locker, under your door, or left on your desk. You don't know who they are, or where they come from. But, they have a certain set of skills that has made them very dangerous to secrets and they use those skills to help you. Can only happen once every month, with an absolute maximum of ten times per jump.

Self Sufficient - 400

You are classy, competent, beautiful or handsome, and in all ways the perfect paragon of a reporter. You can manage yourself in a war zone, on the streets of the most criminally degenerate city, or in the smallest of small towns. You are almost unflappable, never freezing from emotional shock and with a fair resistance to physical shocks, such as getting stabbed.

In an emergency, such as a position being overrun, you can pick up and use any basic weapon. Basic, in this case, is unenchanted or not otherwise enhanced. A standard-issue pulse rifle is fine. One that's been modified with alien tech will be out of your league. Unless it's a standard issue for the aliens, that is.

In short, maybe you should have been in the military instead of a reporter.

Research Amplified - 600

You are skilled at research. After all, it's Investigative Reporting 101. With this perk, it doesn't matter what repository of public records you visit. You will find the public records you need at that location after only a few hours of searching, even if you're in the backwoods of Arkansas and the originals are actually stored in the basement of a library in Moscow. Better yet, they are translated if you don't speak the language they're written in. Plus, they're neatly indexed and cross-referenced for you. The repository can be a library, county records office, etc.

Medical

Diagnostics - 100

With one look, you can tell the condition of any person you are examining. This includes diseases, injuries, and all other possible issues. Including curses and possessions. You may not know what to do about it, but you know what the problem is and have a rough idea of who to call for help.

Medical Degree - 200

A medical degree from a really good, but not Ivy League, school. The reason this is a perk, is that it comes with the education you have a degree for. This updates in future jumps and also files your medical license and any renewals it may need. Authorities will never question the degree or license's validity.

Assorted Immunities - 400

You know how some jumps make you buy individual immunities? Not here.

With this one perk, you get immunities to: disease, fungus, parasitical, possession, biological assimilation, mind control, temperature extremes, poisons, drugs, vacuum, drowning, zombification, vampirism, and curses.

The curse immunity is for the long term type, not the instant-cast Harry Potter type. And, the temperature extremes protection does not apply to things like fire spells or powers that are intended to do harm. Sorry.

There is a toggle for each immunity, for instance to allow alcohol or drugs to affect you, in case of the need or desire for recreational or medical use or if you actually do want to become a zombie or vampire.

Be aware that the alcohol immunity, if toggled on while drunk, will instantly grant a hangover.

Miracle Worker - 600

You are an artist when it comes to medicine. No patient ever dies while under your direct care or as a result of your care. There are no secondary infections, wrong diagnoses, or other issues that you ever have to worry about.

Note: This does not apply if they reject your care plan, or if you're a GP and your sick patient doesn't bother to come in. Even a miracle can only do so much. You must have some form of medical training for this perk to be effective and the patient must have a nonzero chance of survival.

The Law

Voice of Authority - 100

Whether the kids in town like it or not, you're the Voice of Authority and what you say goes. That means that parties break up on command, kids go home to their parents, etc. This even works on adults, to an extent, curtailing dangerous but not necessarily criminal behavior.

Legal Degree - 200

A degree from a good, but not Ivy League, school in either Law or Criminal Justice. The reason this is a perk, is that it comes with the education you have a degree for. This files your license and registers you with the local Bar Association or equivalent, as applicable. Updates for future worlds. No one will question your credentials.

Visionary - 400

Poor visual conditions, or even poor vision, is an obstacle that can cause all sorts of problems. With this perk, you get 20/20 vision and all potential vision states. That includes: low/no light, heat, Eagle Vision, infrared and ultraviolet spectrums, echolocation, x-ray, etc. You can cycle through visual states or just choose one by name to stick with for a while.

Last Minute Savior - 600

The killer is closing in and the hero is going to die. At the last second a shot rings out. It's you! You will inevitably be drawn to the final confrontation between the hero and villain, assuming you're not the hero.

You have a luck boost that gives you a better chance of surviving long enough to not only make it there but see the end credits roll, too. Any injury that could fatally kill you has a good chance of not doing so - unless the killer stops and checks.

Finally, as an added bonus, your melee and ranged combat skills are boosted during any Final Battle.

The Killer

Victim Tracker - 100

You're a person on a mission. A mission to track down a person or group. You can toggle an indicator that appears unobtrusively in your vision, giving vital pieces of data about the target: direction, elevation, distance, and health. You can opt to show the indicator for all targets, one at a time, or for specific targets that you select.

If a jump doesn't provide you a target list, you may write the list yourself. Additionally, you can add targets to a premade list, or remove targets you've added (but not Jump mandated ones) from either list.

Camouflage - 200

You have a nearly perfect skill for stealth. You can blend in as one of the crowd, disappear in a locked room, and appear perfectly harmless whenever you want -

even if you're covered in blood and openly carrying the murder weapon. You can also disguise your voice well enough that even a professional analysis can't identify it.

This camouflage drops when you attack or otherwise make a threatening move toward any person, or if you have been conclusively identified as the killer.

You cannot be tracked while this camouflage is up - not by civilians, law enforcement, militia, or even proper military.

Camouflage can be restored by faking your death, framing someone else, or being out of sight for a few minutes (if you weren't identifiable during an attack).

Signature Slayer - 400

You have a signature weapon of choice. When using a weapon of this type, you can use it to kill anyone or anything corporeal - permanently. You also have the skill to use said weapon.

This perk comes with a mundane (good quality, but not Masamune) version of the weapon that you can freely import an enchanted or otherwise special weapon into so that it gains their traits. This weapon becomes an alt form for the imported weapon, and you can switch between the weapon's alt form(s) at will.

Even if you lose the original signature weapon, the ability to kill anyone or anything corporeal and have it be permanent applies to all weapons of its type. That means, for instance: all knives, all swords, all bows, all rifles, etc.

If you have a perk that lets you physically fight non-corporeal entities, concepts, and other similar enemies, then the corporeal limitation on this perk is negated.

Revival - 600

You know how it goes. The killer goes down at the end, but always comes back. In this case, you can get up and keep going - *no matter the damage* - when killed. Yes, that means that you can be dropped into a literal sun or black hole and somehow come back for more.

Or, you can leave the scene of the crime.

If you leave, you will be presumed dead. But, this perk provides you a new identity, anywhere you like, and enough starting funds to get going. (If you need them.) Also, any information that could lead to your last identity is scrubbed from all databases. This includes DNA, magical signature, fingerprints, etc. Even your face will be different in old photographs, pre-death videos, and peoples' memories.

Yes, you can come back as your own relative if you want.

Works once per month. Yes, per month. You can build an entire serial-killer franchise, if you wish.

Post-spark, this can be activated as often as you want.

Juggernaut Mode - 1000

So, he's from a ghost story. So what? The Juggernaut was an awesome character. He killed a few dozen in life, and went up to triple digits after he died. A true personification of violence.

Other examples exist, of course. Jason Voorhees is one. Even Santa Claus has benefitted from this. Unlike them, you don't have to be dead or a personified Concept to have this power. Though, there are limits to how much of this you can channel when you aren't.

During the final conflict - and only then - you can shrug off most damage like it's nothing. Get lit on fire. Take bullets to the chest. Have a literal car or speed boat thrown at you or a giant anvil land on you like you're in a cartoon. You'll still keep coming.

Be aware, however, that there is a threshold of damage where this will stop working. Best hope you have the Revival Perk when you reach it.

Can only activate once per story arc. Does not store or stack for the subsequent arcs if not activated. Post-spark, this can be activated as often as you want.

Items

Origins get their 100CP item free and discounts on the rest of their items. The Killer, despite getting a second Origin free, only gets the freebie and discount on one of the two. They may choose which one.

Tween

Vehicle - 100

Your choice of a typical vehicle for the time and location. Can be found in any lot or parking space nearby when you are actively looking for it. A new appearance can be chosen at the start of each jump. Specs will always match the factory specs for the current appearance, though you may opt for it to always have real leather seats and an up-to-date sound system, if you wish.

Has infinite fuel and self-repair. Can be sabotaged, but the sabotage will repair itself after the person causing the damage (or removing parts) leaves the immediate vicinity. Automatically registers itself with any relevant motor vehicle authority, and never needs any form of inspection or tax paid on it.

Phone - 200

A phone or similar device that changes to match whatever time and location that you're in. For instance, it becomes a highly secured and portable Palantir in Middle Earth or a comm badge if you're in Star Trek. Attempts to disguise your voice or location while using this phone or to secretly convey information have a 100% passive increase toward success. This boost does not suffer from diminishing returns when paired with another boost.

Never lacks a signal, self repairing and maintaining, can't be tracked or hacked, never needs recharging, can't be lost or stolen. Never downgrades, but upgrades to at least match the highest spec version of equivalent tech at the start of your jump.

Computer - 400

At the start of each jump, you may choose the type of computer this is. For instance: desktop, laptop, tablet, etc. Morphs to blend in with any tech level that

you encounter, similar to the phone. All attempts at hacking and analysis are greatly boosted when done with this computer, providing a 100% passive increase in your skill level. This boost does not suffer from diminishing returns when paired with another boost.

Never lacks a connection, self repairing and maintaining, can't be tracked or hacked, never needs recharging, can't be lost or stolen. Never downgrades, but upgrades to at least match the highest spec version of equivalent tech at the start of your jump.

Ultimate Communication - 1000

It looks like a dog collar or a choker, but this piece of equipment is so high tech that it will definitely turn heads. It can record video and audio, take photos, access the internet or place calls from anywhere (even a bunker in Antarctica), send texts, update your social media, and provide all other smartphone and computer functions.

It has a large holographic display, or you can send the feed directly to your optic nerve without need for an implant.

Can project a hard light keyboard, mouse, controller, and any other needed input peripheral. Including CD or other media drives.

You can use gestures or mental commands to operate it, if desired.

Can run CAD software and play 2D, 3D, and VR game titles, too. There are never any issues with loading any software on this operating system, so you can happily mix Windows, Linux, Apple, and Android titles.

(Yes, that means you can plug in Duck Hunt or Pitfall, too. It does say any - so you can also do Sega, Amiga, Nintendo, Coleco, or whatever other system you can think of.)

It has unlimited storage and processing power.

Provides a 300% passive increase in your skill when hacking or analyzing data, and hiding your identity over voice or internet. Provides a 100% increase in your skill at conveying information secretly.

Never lacks a connection, self repairing and maintaining, can't be tracked or hacked, never needs recharging, can't be lost or stolen.

Additionally, no electronics manufacturer or government entity will hunt you down for the technology. Unless they're the bad guys in your movie. Then you're on your own.

Can integrate with existing and future HUD perks, providing all attributes listed here that they may lack.

Reporter

TV Truck - 100

A typical TV truck. Has all the needed equipment for recording, editing, and transmitting video files to the studio or the internet.

Has infinite fuel and self-repair. Can be sabotaged, but the sabotage will repair itself after the person causing the damage (or removing parts) leaves the vicinity. Automatically registers itself with any relevant motor vehicle authority, and never needs any form of inspection or tax paid on it.

Is never robbed... or bombed, if you're in a war zone.

Notes - 200

Your choice of a notepad, digital recorder, palm pilot, or other method of taking notes. This automatically records plot-important events and data, making it easy to look back and see what you might have missed. Can be used as per the normal item, with infinite space to make notes, write recipes, or outline your award-winning book.

If electronic, it never needs charging. Can never be lost or stolen. Cannot be read, listened to, or otherwise searched without your consent. Does not have a

data connection unless it's an electronic notebook or similar, in which case it has limited abilities to send and receive text but no real browser.

Contact List - 400

This list of contacts is a gold mine. No matter what you need help with, you can find someone in the jump that can get you the information, handle the job, or smooth your way into even classified locations. The contact may charge a fee appropriate to the service or information, though building a good rapport over repeated transactions may lower or completely eliminate the price.

The list is either stored electronically or in a rolodex, your choice.

If you take both Database Access and Research Amplified, this contact list is free and the price for services is automatically discounted by half. Information gained this way takes twice as long as when using Research Amplified, but you can go off and do other things instead of being stuck in the library.

Database Access - 600

Requires Research Amplified Perk.

This boosts the Research Amplified perk by providing a permanent link to all databases and knowledge repositories on the planet - public record or not, digitized or not. Additionally, this link can be accessed from any computer, phone, or other object you could conduct research in. (Including, weirdly, old leather-bound tomes.) Yes, that's any computer or phone. Not just ones you own. The link only works if you're the one doing the searching, though.

Medical

Ambulance - 100/300

A fully kitted out ambulance that has the supplies and tools needed to respond to any situation, including nuclear, biological, or chemical disasters. The ambulance carries enough disposable equipment (IV lines, etc) for a hectic, 10-hour shift. That equipment will automatically refill every 12 hours.

Comes with an NPC EMT that has a flawless sense of direction, and that benefits from the Diagnostics and Assorted Immunities perks. For an additional 200CP, the EMT is actually a doctor getting some extra time for whatever reason. The doctor version also benefits from the Medical School and Miracle Worker perks. You may name this NPC whatever you wish - or just go with Greg House if you want some snark with your medicine.

Has infinite fuel and self-repair. Can be sabotaged, but the sabotage will repair itself after the person causing the damage (or removing parts) leaves the vicinity. Automatically registers itself with any relevant motor vehicle authority, and never needs any form of inspection or tax paid on it. The ambulance may be summoned at will, no need for a telephone.

EMT's Medical Bag - 200

A medical bag containing all the portable tools an EMT will ever need. This includes, of course, disposable items such as IV lines, universally accepted blood (suitable for vampire consumption in an emergency), band aids, and adrenaline.

Disposables are infinite. Does not carry doctor-only prescriptions, such as painkillers and antibiotic shots. Cannot be lost or stolen. Can be summoned from or returned to the warehouse at will.

Doctor's Bag Upgrade - 200

Requires EMT's Medical Bag.

Upgrades the medical bag to include an infinite pharmacy of drugs, which updates to add all drugs and vaccines available in each jump. Also adds a doctor's diagnostic tools, such as a portable ultrasound and portable lab for analysis of drugs, blood, etc. It's up to you to explain how all that fits in there.

Comes with lollipops for the vaccinated kids.

Hospital Privileges - 600

Yes, your degree (as a doctor) comes with privileges at the local hospital. But, that's just the basic stuff. This makes the hospital staff treat you like you own the place. Because you do.

The hospital has all the needed equipment, pharmaceuticals, and other items needed to run in even the most insane of emergency situations. (Zombie apocalypse, etc.) It has a fully functional set of surgical suites, psych ward, sports injury clinic... Basically, if there's a specialty? It has a place in this hospital.

Will follow you from jump to jump. Self repairs and cleans. Comes with a full staff of NPCs. Doors cannot be broken down and locks cannot be picked, though you can choose to unlock or lock them at will. Also, HIPAA be damned, your network password grants you full access to *everything*.

The Law

Squad car - 100/300

A squad car, appropriate to the time and location. Has a weapon rack in the trunk with a normal rifle and shotgun on it, a safe area in the back seat for transporting criminals, and a link to the local police database in the front dash.

If you are a federal agent, the squad car changes to an appropriate government car or van, with the above amenities. The link is connected to the appropriate government databases.

Comes with an NPC partner that benefits from the Voice of Authority and Legal Degree perks. For an extra 200, the NPC is a veteran partner and has all the Law perks. Name them whatever you want.

Has infinite fuel and self-repair. Can be sabotaged, but the sabotage will repair itself after the person causing the damage (or removing parts) leaves the vicinity. Automatically registers itself with any relevant motor vehicle authority, and never needs any form of inspection or tax paid on it. Can be summoned at any time, no need for a telephone.

Primary Weapon - 200

A weapon of your choice, with the ability to use it at Master level. If ranged, it has infinite ammo either in its magazine or in its quiver.

Self repairs, cannot be lost or stolen, can be summoned to hand or stored at will, automatically provides any needed license paperwork for local authorities.

Arsenal - 200

A full arsenal of mundane weapons used by law enforcement. Can be accessed via any vehicle trunk, cupboard, or closet - though only by you. Weapons are normal weapons - they can be lost, stolen, or otherwise rendered inert by circumstances. However, they are also infinite in that a new one will appear to replace the lost or damaged one in 24 hours. Each weapon is fully loaded, but must be either reloaded manually or returned to the arsenal for loading. Does not convey skill with the weapons.

Arsenal Upgrade - 200

Requires Arsenal.

The arsenal now has the entire stock of military infantry and special ops weapons, too. While still mundane weapons, they now automatically reload if you have ammo available. Anyone can now open the Arsenal if you grant permission.

At no point can any Arsenal weapon be used against you. Attempts to do so will immediately return the weapon to the Arsenal and revoke the user's access.

If both Arsenal and Upgrade are taken with Signature Slayer, the ability to permanently kill anything corporeal applies to the Arsenal's contents, as well. Yes, that means you get a massive arsenal of potentially god-slaying weapons that you can hand out to your companions.

Additionally, if both items are taken in addition to Primary Weapon, any weapon in the Arsenal can be summoned to the user's hand or returned to the storage location at will. Plus the weapon will convey the skill to use it, has infinite ammo, and all appropriate licensing paperwork will be generated for the user.

A user, in this case, is defined as anyone that has your permission to use the arsenal.

Thin Blue Line - 600

A police officer or federal agent doesn't just work on their own. They have an entire network of support - file clerks, fellow agents, supervisors and mentors. This gives you the appropriate building for your field (FBI, Police Station, etc) and the NPCs to staff it. Includes processing, holding area, etc.

The building and NPCs follow you from world to world. The building can be locked down at will, and - during this lockdown - no one can pick or otherwise force open any lock or door. Purchasing this item makes you the head of *this branch* of your particular type of Law Enforcement. (e.g. Chief of Police, Local Director, etc.)

The Killer

Van - 100

This is a killer's classic ride. A van that contains everything you need to commit the crime. Good for kidnapping, body disposal (if needed), and an excellent place to take a nap when stalking your target. Includes magnetic decals for local utilities, which will not be questioned by casual observers. Comes in the color of your choice and has a cute hula-girl (or boy!) bobble head on the dash.

Has infinite fuel and self-repair. Can be sabotaged, but the sabotage will repair itself after the person causing the damage (or removing parts) leaves the vicinity. Automatically registers itself with any relevant motor vehicle authority, and never needs any form of inspection or tax paid on it. Can be summoned at any legal parking location.

Costume - 200

Every one of the good (and some bad) slashers has one. It's a signature outfit that makes it so everyone sits up and takes notice. *Scream* has Ghostface. The *Texas Chainsaw Massacre* has Leatherface. And, completely dropping the 'face' theme, *Halloween* has Michael Myers' mask.

Your costume is in the design of your choice. It's self repairing, self cleaning, acts as light body armor, and will never impede your offensive, defensive, or stealth skills. You can not be tracked coming to or leaving the scene of any crime while

wearing it or if you have it on your person. Additionally, when not wearing it, no one can identify you as the killer unless they've already seen conclusive proof as to your identity.

Fan Club - 300/400

Every slasher eventually winds up with one. Your's is just a little more... helpful than others. They are absolutely loyal to you, even if you change your reason for killing and/or target group. They will help you stalk your targets, act as an alibi, and even let you crash on the couch and eat the last burrito without rancor. They will happily scoop the poop from your dog and build a shrine to it.

They will not, however, become violent stalkers toward you. Your family and friends are up for grabs, I'm afraid. These people *are* crazy enough to worship a serial killer, after all.

Additionally, should you take Revival, you can actually become a member or even the head of your own fan club as part of your new life and the club will once again support your killing spree if you want to start another.

For an additional 100CP, it's guaranteed they won't potentially stalk and kill your family and friends, steal your used prophylactics to have your baby, or any of the other - more unpalatable - crazy stuff. You're enough crazy for around here, after all.

Hidden Room - 600

The Hidden Room of Trophies is an old, old Trope. You've got one, though. It can be located anywhere you own, reside in, or rent - in your house, an apartment you rent, your Warehouse, etc - and can be moved at will to another property you own, reside in, or rent. It holds your trophies, scrapbooks of news articles, spare weapons, a cot to nap on, a cell for prisoners, a tiny bathroom, a miniscule kitchenette, and even a small workspace to craft whatever you might need and have the skill to make.

The Hidden Room cannot be found by others until the Third Act of whatever slasher movie you're in, and can only be found by a main character, your spouse, or your child. You are instantly alerted when this happens and can choose to immediately teleport there for a confrontation.

Yes, you can use the Hidden Room as transport by moving it while you're inside. It cannot take you to any location outside of the jump or your Warehouse.

Companion Import

You get to bring your friends and family with you for free, if you want. After all, what's a slasher movie without as many potential bodies as possible.

If you want them to have CP, paying 25CP each will get them each 400CP, an Origin, and its associated freebie. Yes, you can opt to pay for some and not others.

Drawbacks

You know what? You're (presumably) a rational adult. Take as many as you want or think you can handle. BwaHaHA!

Not Genre-Savvy - 100/600

Perhaps the most inoffensive of the drawbacks or the worst. If you're just a bit character, living out your life, then you may not need to know the basics of the slasher genre. Events can happen around you. If you're the main character or the Killer? Yeah, you might be screwed if you don't know the tropes and how they can seriously ruin your day.

A bit character, unrelated to the plot, gets 100CP from this. Any other character gets 600CP.

Lead - 100

You are a main character. Yep, that means you're high up on or at the top of the target list. Batten down the hatches, because this boat will be rocking shortly. You might want to take some defense lessons.

Bumbling - 100

You're inept. Good news, is that this means that you're the comic relief. The bad news is that comic relief isn't guaranteed to survive anymore.

Dim - 100

You're a bit slow on the uptake, though not enough so that you need to be in a care facility. You just tend to miss those slips of the tongue and timeline inconsistencies that others would catch. This is a definite disadvantage when trying to find or survive a killer, though.

Franchise - 200

The film is not just a film, it's a Franchise. That means sequels, requals, prequels, and all that good stuff. And, you have to live through all of it. There is no 10 year time limit here. You have to survive any of the media associated with your Slasher movie that you've come in contact with. If there's a new one in the theater that you haven't seen or comics you haven't read, feel free to ignore them.

Being consigned to prison or dead at the end of the franchise is a Fail condition.

Legacy - 300

Requires Franchise.
Cannot be taken with Offspring.

You are a main character from the first movie, and now you're a Legacy character. There are special rules, depending on where you are in the Franchise. You may be sacrosanct and unkillable. You may be doomed to die. Whatever the case, the killer wants you dead.

Offspring - 300

Requires Franchise.
Cannot be taken with Legacy.

You don't have to live through *all* the franchise media anymore, because your childhood happened at some point during the franchise itself. There are two options for this:

You come under suspicion a lot because one (or both) of your parents was one of the killers (or the killer) in one of the earlier films. You may have been kept by one parent, put into foster care, adopted out as a baby, or handed off to a relative to raise.

Your childhood in any of these situations was probably not a happy one.

This comes with the baggage of knowing what your parent(s) did, a tendency to get questioned about or locked up for something you may or may not have done, and probably a lot of insults and saliva launched your way.

2

You are a target because one (or both) of your parents were survivors of an earlier movie.

This comes with the joy of having (an) overprotective parent(s), people who may be afraid to befriend you for fear of being targeted, and annoying reporters that make a beeline for you whenever there is the slightest whiff of a story.

Either way, you have to survive the rest of the franchise.

Unhelpful Authorities - 400

Cannot take if you take The Law origin.

The authorities in this locality are trying to cover the whole thing up or are otherwise unhelpful. Be prepared for ridicule, finger pointing, and generally being gaslit while you try to survive and solve the problem. If you have offspring, CPS or the local equivalent will probably be involved.

Oh, and law enforcement will *never* be there when you need them.

Scenario

I Wanna Be A Producer....

Killer only. Cannot take Not Genre-Savvy drawback.

We all remember the joy of the Scream movies, don't we? A pair of psychos (usually) making their own horror movie in real life? Well, this is your goal now - a live action horror movie. Only live action means actual life and death action, not just using real people.

Minimum Requirements

This scenario requires the following....

A target list of at least five targets (chosen by you). A target is an actual stalk and kill, not a person that arrives on the scene by happenstance.

All but one of the targets *must* be eliminated by the end of your Jump, though you can eliminate all of them.

You must survive. - Either normally or with Revival and/or Juggernaut perks.

Scoring

Your movie will gain popularity for each of the following....

Receive up to +5 points each, with +1 point for each example or - in the case of motivation - each moment of shock the targets show at the reveal.

Creative deaths.

Excessive blood splatter during kills.

General Ambiance of kill locations.

Attractiveness of the targets.

Innovative "motivation" for the killer.

Iconic killer costume and unique weapon(s) choices.

Snappy one liners. - From the killer (if they speak) and/or the targets.

Killer creepiness factor. - Not a creep factor, two different things there.

Murder locations. - Unique ones with plentiful weapons.
Targets beyond the required 5. - Gain 1 point each, up to 5 points total.

Pre-Release Fervor - +10 points if news of local events goes international *while your scenario is in progress*. If the news merely goes national, take +3 points.

+5 Bonus points if the main cast never figures out “whodunnit.”

Results

Your Reward Is At Hand... And is cumulative. If you qualify for one reward, you qualify for all lesser rewards, too.

10 Points

Unlimited Copies of the movie, in all possible formats.

20 Points

Unlimited movie merch. Give it away, keep it, whatever.

30 Points

Gain either Revival or Juggernaut for free, if you don't have them.

If you purchased neither, receive Revival. If you purchased one, receive the other. If you purchased both, you are refunded 800CP to use in your *next* jump or gauntlet.

Yes, I said that you can start your next jump or gauntlet with an extra 800CP. But, you'll also have to work with a decent amount of Drawbacks in this jump if you get many other items or perks - while still getting 30 points (at minimum) in this Scenario.

40 Points

Keep your “partner” - if you had one - as an NPC Sidekick (Minion).

Create a new homicidal NPC Sidekick for free, if you didn't find one in the jump or if your partner was already a Companion. This is an NPC (Minion).

Newly Created or not, the Sidekick gains the effects of Victim Tracker, Camouflage, Signature Slayer, and a Costume - if they didn't already have them.

50 Points

Temporarily give any one companion either Revival or Juggernaut without losing your own access to it. Companion must be chosen at the start of each jump.

60 Points
(Perfect Score)

In the 30 point reward, you receive Revival or Juggernaut if you didn't have them. If you still lack one of the two, this reward level grants it. Additionally, Juggernaut and Revival can now be used *daily*, pre-Spark.

You can now temporarily gift Revival *and* Juggernaut to up to four companions at a time, chosen at the start of jump.

65 Points
(Perfect Score with Bonus)

Your movie is now excessively popular and on the way to being a true classic of the genre. It will be present in all future jumps in whatever media is natively common - even theater or campfire story format.

You are known as the creator of the movie and you receive the appropriate income from it. Fame can be toggled at the start of each jump, but you still get the income.

Failure

No penalty or extra ways to fail beyond the normal ones if you fail your jump. This Scenario doesn't protect you from that. You may wind up sitting in jail at the end of the jump and failing, though. Or dead and failing the jump, as the death penalty is a thing in some areas.

The End

It's over now. Go home. Or Move On. You... actually can stay here if you want.

I, however, am leaving.

Notes

Special Thanks To

(In no Particular Order)

Nerx

SnooHamsters4260

number96blacktempest

jordidipo2324

Xexilf

horrorshowjack