The Re-Animator (Films)

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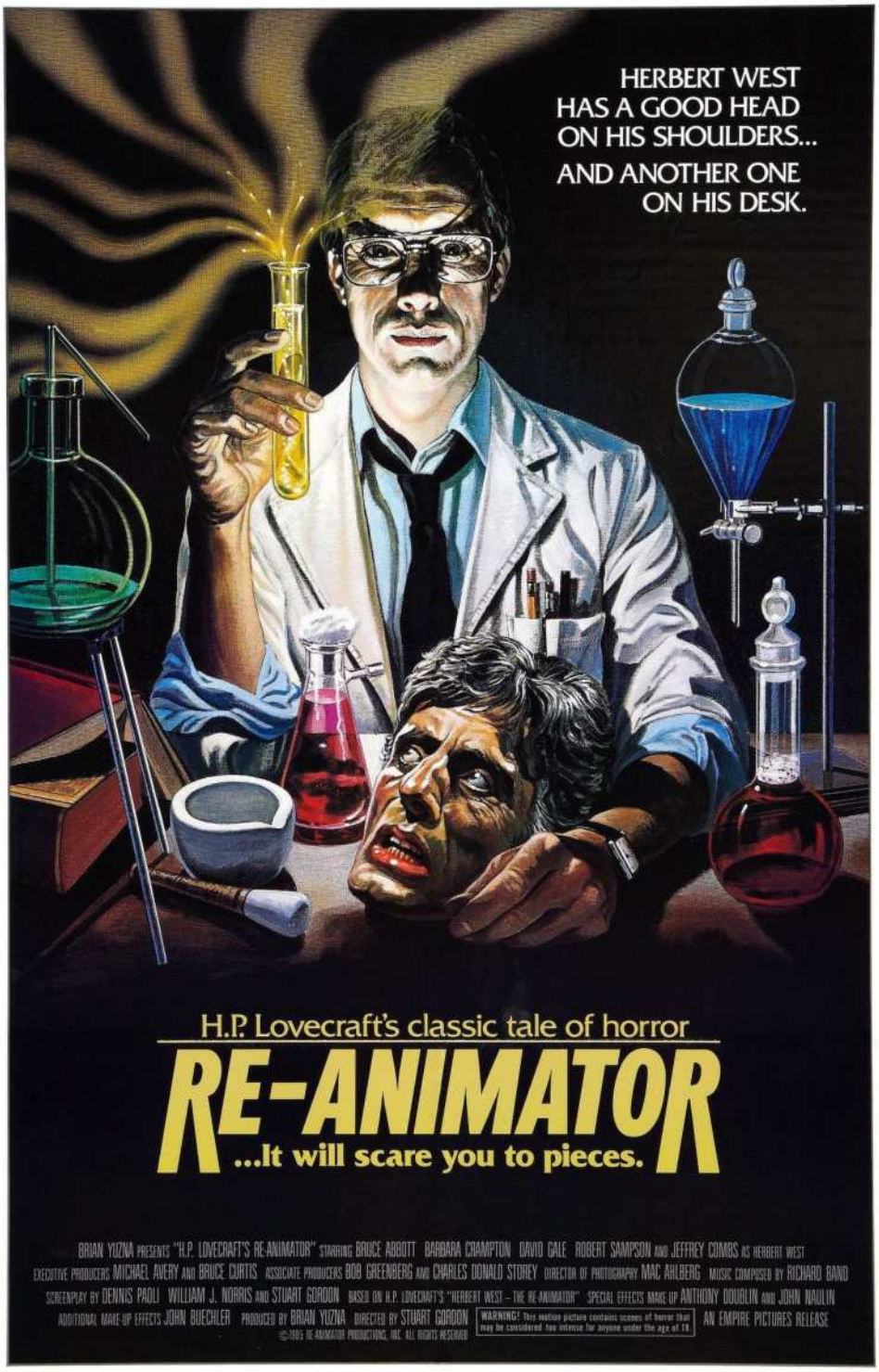

Our story takes place in the ancient, mouldering, and subtly fearsome town in northern Massachusetts, in witch-cursed, legend-haunted Arkham, whose huddled, sagging gambrel roofs and crumbling Georgian balustrades brood out the centuries beside the darkly muttering Miskatonic. Though we don't necessarily see much of that ill-famed architecture. Maybe you would have at the start of the 20th century, but this is its final quarter, the bright and sunny 80s.

Of course, this is Arkham, even in a bright and sunny age it is not free of its darker secrets. A man named Herbert West has recently enrolled in famed Miskatonic University's medical college and he is already making waves. He may be better known to you as the Re-Animator, for his studies shall see him defeat death… or be torn apart by the reanimated hordes of the dead trying.

Take this to get you started:

+1000 CP

Location:

You arrive at Miskatonic University's medical school, unless you choose to arrive at the period of Beyond Re-Animator in which case you arrive at the prison involved in the film. Though if you arrive in the original story Miskatonic University's medical school will be significantly different.

Background:

These films, and the original story, focus on medical professionals; even Dan's girlfriend is implied to be studying in a field where you'd study with a medical student as a semi-believable excuse. Since everyone is somewhere in the medical community (outside of Beyond Re-Animator which adds some non-medical characters). As such craft your background in the world by perk purchases (or don't), there are no explicit backgrounds for the purpose of discounts in this jump. You can choose to not have an in-jump background (i.e. drop-in) if you'd prefer, or have one that fits you into the world.

Age and Gender:

You can pick any age appropriate to your in jump backstory (if any). I might suggest being the proper age to be a 3rd year med student, but that's not necessary. You can be male for free. Well you can be female for free as well, but these movies are not kind to the female cast.

Perks:

You may take 1 100 CP perk for free, and gain a 50% discount on 1 200 CP perks, 1 400 CP perk, and 1 600 CP perk. You may use a discount on a higher cost perk on a lower cost perk; these discounts reduce 100 CP perks to 50 CP not free.

Med Student (Free): These movies focus on med-students and doctors, well when zombie shenanigans aren't taking central stage. You now have the medical knowledge of a 3rd year med student, and the mental aptitude needed to succeed in the field.

Blasphemy? Before What God (100): The only blasphemy is to wallow in insignificance, and you will not commit that blasphemy. You are able to turn off any part of your morals and ethics that get in your way, simply shutting them off with a thought. If for some reason you want to turn them on again, you can, and things that you did while they were off will have a certain distance to them as if they had been done by someone else. This can also be used to remove any natural reluctance to kill or harm humans.

Creepy Intensity (100): There's just something about you that makes you leave a distinct, creepy impression. It's not just your appearance, dress style, or your delivery of lines, but something that includes them all and a certain disturbing je ne sais quoi. Whatever the exact reason, you find it easy to unease people, and to add a certain creepiness to your every expression and statement. You can toggle this off if you don't want to be acting in a way to give people the willies, but do you really need to cater your behavior to those simpletons who cannot even understand your great work?

Expert Neurosurgeon (100): Doctor Hill might have been morally bankrupt and not even a 2nd rate scientist, but he was a highly skilled surgeon, even if his claims to have surgically removed the part of the brain related to free will is somewhat dubious at best. You are now a highly skilled, and expert, brain surgeon that could be considered to be one of the foremost authorities in the United States. You aren't bad at other aspects of medicine either.

Improvisational Lying (100): You're good at thinking on your feet when it comes to lying. You can lie naturally and easily, having a generally good idea of how to throw in enough jargon that people not trained in a field will be unable to really follow you, and being able to come up with a lie on short notice, even when put directly on the spot.

Law Enforcement Personnel (100): You have the training, and experience which would be expected of a member of law enforcement personnel. You can choose for this training to either lean towards more riot police/SWAT team training and tactics, or those of a police detective, or take this perk a 2nd time to get both specialties.

Plagiarist (100): You are good at finding ways to 'borrow' other people's ideas without getting into legal trouble. Whether it's being subtle and only borrowing small parts, or finding where you can be outright blatant and your target audience won't notice, you know how to get away with plagiarism. You are also pretty good at spotting when an idea is worth plagiarizing. This carries as far as being good at recognizing when you could

blackmail someone into letting you claim their idea as your own, though be careful this functions off of the assumption of social norms and standards, and will not warn you against the responses of the insane.

A Little Cracked (200): You are driven. When you dedicate yourself to a task you can dedicate yourself to it completely. When so dedicated you can continue to work without needing any mental breaks, distractions, or social interaction, sublimating all such social and psychological needs into pure dedication to your task. This also makes you require less sleep and rest when you are dedicated to a task.

Grant Machine (200): There is something every great scientist needs: Funding. And you know how to get it. You know how to get grants, to appeal to wealthy patrons, to schmooze for it, and to perform research which will get enough results to get people to pay you for more (and how to fudge the results without being too obvious about it). Beyond grants you have a basic idea how to leverage scientific achievements into wealth and fame.

Journalist (200): You have the skills and experience to be a professional journalist. This won't put you at the top of the trade, just enough to function at professional levels, but you do seem to have a special talent in the trade. When someone is attracted to you, you find it much easier to get information from them than it really should be; after a date you might get someone to tell you information about a highly illegal project they're working on, or get a warden to let you into parts of a prison you really shouldn't be in. Do be careful sticking your nose in places it doesn't belong though.

Oh Yes! (200): That's what your girlfriend is going to be saying a lot (or boyfriend if you prefer). First off you're conventionally attractive, good looking enough to be cast in a movie as the attractive one. But there's more to sex appeal than looking the part, and you have that as well, generally able to flirt and appeal to members of your preferred gender without much difficulty. Of course catching their attention, and attracting their affection are only two steps of the process. You're good at the third, satisfying their desires, as well giving your lovers nothing to complain about as far… as your performance in bed goes at least. If you are involved in killing their father and reanimating him as a crazed zombie they may have a fair deal to complain about, but as far as the bedroom goes you'll be golden.

Look at Me (400): The zombies showed fragments of who they were, but even so Dean Halsey had been lobotomized and then controlled by Dr. Hill's superior will and mental power. Even so Megan was able to get through to him, drawing forth his paternal instincts despite the damage to his brain and the control held over his will. Like Megan you are able to shake others free of such mental bindings. Depending upon the exact nature of the control they will not necessarily be completely back to their old self, but you can pull them free of control, and help restore their behavior to something resembling their own. This functions based on how closely attached they are to you; with time you will be able to shake a doting parent free no matter how thoroughly they have been bound or how thoroughly their mind has been mutilated, but you'd not be breaking a total stranger free of any but the lightest control this way.

Personality Persistence (400): Why did Doctor Hill take to the green stuff so well? Halsey hadn't been dead much if any longer than he was, and Hill was a decapitated head, and the detective in the sequel had been dead less time and had been killed in a way specifically meant to do the least damage to his system possible. Well whatever the reason, you share Hill's trait. When you are transformed or altered in some way your personality will continue to show through no matter how you are changed; your core personality traits cannot be removed. Any mental changes and influences will be reduced due to this; re-animated as a zombie that acts on base, aggressive desires you would continue to pursue your original goals and be recognizably you, just with less restraint and more aggressive behavior.

Re-animated (400): You have received an injection from Herbert West's solution and you seem to be taking it rather better than most. Even Professor Hill didn't take it as well as you seem to be; maybe your own nanoplasmic energy was put back in you since you don't seem to have any of the murderous tendencies and mental degeneration normally associated with the state. You are now the re-animated dead. This re-animated state gives you improved strength, enough to casually throw people around or break down morgue doors, and increased resilience. While sufficient injury and force can bring down the re-animated, the amount needed varies from individual to individual, and generally speaking you can take a lot more bullets than a normal human, and while gross physical harm can bring you down, it's possible for you to survive for some time as just a head this way. As a bonus your body parts - even if separated from you - no longer decay.

For an additional **100 CP** (no discounts) you have been overdosed with the re-animation serum, though not to the extent you explode, and your internal organs are individually animated. This makes you harder to kill, as your organs will continue to move without you, though you probably still want your brain intact as while some form of animal intelligence survived in parts without it, it did seem to have a role in concerted and long term purposes, and you can even launch your intestines out of your stomach like some sort of tentacles to wrap around and constrict others.

Relatively Sane (400): You may or may not be. It's understandable. You are a jumper, a being that has transcended human limits and quite likely dabble in God's domain whenever you will. So you may need this. This is just a little voice which tells you if, by normal human standards, something you are about to do would be considered unethical, immoral, megalomaniacal, or outright insane. In fact you actually have 2, one that tells them by your original standards before you began your journey, and one that tells you by the standards of whatever culture your in-jump life is part of. You can ignore this voice if you want, but you will always be able to tell if you, when you were a normal human, would consider what you are about to do wrong.

We Can Defeat Death (400): Well maybe you can, maybe you can't. This perk won't give you the ability to. What it does is make it easier for you to get people to go along

with your immoral, unethical, and/or seemingly mad plans. This has a cumulative effect, the more someone goes along with your earlier plans the easier it becomes to convince them to go along with your plans even as they become more and more openly immoral and crazed. This can even affect mere bystanders, though they must already be inclined towards such plans and plots, still you will find it easier to obtain new, if fringe, helpers. Time away from you can break this effect, as could something like one of your plans currently blowing up in their face, but those who lose their taste for the great work are replaceable.

King of the Hill (600): Somehow you are able to enforce your will and desires upon the undead, even if you're not one yourself. Your will and desires can affect the undead even if you are unaware of them, causing unintelligent, or animalistic, undead to act towards your desires, and when you consciously work for it you can guide more intelligent undead to follow your orders. The more intelligent, and stronger the will, of the undead, or the stronger the force that compels them, the more effort and concentration it requires to guide them. Uncontrolled and animalistic undead, as noted, can be controlled by your desires without you requiring any conscious effort or awareness of them. Those more like the re-animated who have been allowed to suffer from brain decay could be controlled easily in great numbers. Those that are closer to human like Dean Halsey or Lieutenant Leslie Chapham can be influenced and pushed in a general direction - fanning Chapham's flames of vengeful desire, or getting him to submit to you - with ease, though to push them into a task that they would normally oppose will require dominating their will; and unless your will is something truly extraordinary this will require damaging theirs first. For more than human undead - like elder vampires and liches - you will require substantially stronger force of will and self than they possess, the gulf required only growing as they surpass humanity, but if you have sufficient power of self or can break them in other ways you can bend even these beasts to your will.

Distance and concentration both seem to influence this. Merely awakening at the hospital Hill could cause disturbances in West's rejects miles away, but they did not become concerted in their efforts until he approached the house at Christchurch.

Massacre Survivor (600): The re-animated dead are stronger than in life, and can take much more punishment than humans, and yet Dan Cain and Herbert West routinely survive them in greater numbers, dealing with them better than cops or SWAT teams even. One might call this a matter of intelligence, but even when guided by Hill's intelligence it remained the same, and the re-animated simply go down faster for them… so too did the living.

Like them you are a main character. When it comes to violence you are less likely to be grievously harmed, whether because they flail on you in ways that while damaging won't hurt something critical, or because you just don't hit the wall badly when thrown against it. Even if you are defeated, enemies have a tendency to leave you unconscious instead of killing you; distractions, other goals, or sheer negligence typically coming to your rescue against fatal wounds. Even violent accident tends to miss you, that tomb collapsing down on you might hurt you, might knock you out, but it's less likely to crush you to death than by all rights it should be. This works offensively as well, you have a tendency to strike where it will hit hardest, and your blows just damage things *more* almost as if by luck. You can stun someone with a shovel blow to be able to kill them almost at your leisure, no long, flailing fight for you, and when you plunge through a zombie with a bone saw it goes down, even if others might survive even decapitation. This isn't a limitless pool, but you have a deal of plot armor when it comes to violent confrontations. And given the nature of foes here it will be more effective when facing against the undead whatever their origin.

And to be clear, this does nothing to protect your sanity, loved ones, or quality of life.

Superhuman - Almost Diabolic - Brain (600): You possess a scientific mind equal to Herbert West's own. You could, with time, difficulty, and study, develop a formula to re-animate dead tissue, or find a way to electrically capture the soul of the dying. You'll have to put in the work and time, but yours is a mind that could launch humanity's medical knowledge forward by leaps and bounds. Perhaps you will put this to better use than creating enraged and furious re-animated corpses, though you will find that your mind is at its best when working on the subject of defeating death itself whether by methods of this world or any other.

You Don't Dare (600): There is a power in fear, a power you now wield. You are an expert at driving terror into the very core of those under your power. You are especially able to instill this fear through forcing others to confront their mortality and corporal punishment. And when you instill fear into someone it becomes something that stays with them. As a warden of a prison you could leave the inmates so terrified of you that even as undead which exhibit typically uncontrolled violent behavior, able to throw around armed guards and in the midst of attempting a murderous prison break your presence and word would be enough to make them surrender. You can do similar, instilling fear so deep that it becomes ingrained in them and even mind control, alterations to their brain, or the removal of their soul cannot shake it free from them. Some rare few might be too brave to know fear of you, but once you manage to instill fear into someone it will never leave them, even if they surpass you in strength and power.

Items:

You may take 1 100 CP Item for free, gain a 50% discount on 1 Item of each of the higher cost brackets (200, and 400 CP). You may use a discount for a higher cost item on a lower cost item; these discounts reduce 100 CP items to 50 CP not free.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Medical Scrubs (100): This set of medical scrubs is self-cleaning, keeping itself nice and sanitary, though it may take a few moments to do so. Beyond that these scrubs seem to make it so that your body is more sanitary as well. While it won't prevent you from getting covered in blood or gunk, unless you are particularly messy at the moment you can stick your fingers into wounds as if you were wearing medical gloves, and won't contaminate things with your breath any worse than if you were wearing a surgical mask.

Laser Drill (100): Patented by Dr. Hill, this is a high precision drill intended for brain surgery which uses lasers to drill through the skull. This drill will quickly, and easily, cut through human tissues and any material which you would expect to find within a normal human, to the desired depth controllable with extreme precision, leaving only a small hole within them.

Re-animated Cat (100): This undead cat doesn't need to eat or drink. It seems to exhibit a general hatred for life, but will make an exception for you and your companions, instead being very affectionate to you. If you want can be a rat, or 5 fingers stuck on some metal wire with an eye attached.

Silver Headed Cane (100): This is a cane of strong, well-polished wood. The head is silver. It looks stylish and elegant, adding a gentlemanly image and as a tool for helping with a limp is easy to get past security. Of course as a piece of wood with a heavy metal head on the end it makes a surprisingly good weapon, and this cane will always remain sturdy and strong enough for you to use it as a weapon; it won't become anything much better than it was, but no matter how strong you are it won't break from the force of your blows.

Embalming Solution (200): This is a pair of syringes. In one is a perfect embalming solution which will preserve a corpse in the exact state as when they were injected; it will also act as a poison that will kill a living victim. An autopsy will reveal the cause of death, though. The second is a counter-agent which will undo the effects of the embalming solution to allow for re-animation. Each syringe refills over the course of several minutes when used.

Heart Attack Solution (200): This glass jar is filled with a sort of misty gas. Inside of it is a cloth, soaked in this gaseous solution. If you hold this cloth over someone's face and force them to breathe the gas evaporating from it it will kill them in a way that replicates a natural heart-attack leaving no evidence of the gas. The cloth will only be saturated with so much gas, and some beings might not die from heart attacks, but there will always be a new cloth in the jar as long as it has been closed for a few moments and when you close it it will refill with this dangerous gas.

Isolated Home (200): This house is at the edge of the inhabited region of whatever town, village, or city it is placed in. Not quite actually outside of it, but on the edge. Actually you'll find it tends to be situated conveniently close to a lower quality graveyard such as might be used for pauper's graves. This home now belongs to you. No tax, no mortgage, no payments necessary. More than that, no one seems to arrive at it by accident. Oh, people that are hunting for you can find you, but if someone comes to call on you here it will be because they are looking for you. Even door to door salesmen and missionaries seem to skip over it; and the same applies to its phone number, so no need to worry about telemarketers in the middle of dinner.

In the basement of the house is the sort of equipment you might expect from someone trying to do scientific experiments out of their basement. Enough for some basic research, but don't expect anything top of the line.

Morgue Minions (200): This is about a dozen re-animated corpses. They are in various states of intactness and none were particularly 'fresh' leaving them angry, murderous, and violent with little signs of actual thought or consciousness above the animal level. Still they will obey your commands as long as they remain fairly simple, showing some ability to continue to recognize language, and they will not regard you with hostility (and you can order them not to attack other people). If you have King of the Hill you will be able to control these morgue minions with greater ease and range than others as their wills are completely yours.

If you'd prefer, you can have them be composed of West's 'rejects' and experiments in the creation of 'new' life by stitching together body parts and re-animating them as a new whole. You won't have anything particularly greater than human this way, but you might have a human head with bat wings, a four legged creature with two human heads, or other blasphemies against common decency.

Student Loans (200): These 'loans' will cover the tuition of any school or organization of higher learning you attend. They won't cover other expenses, you'll have to deal with those on your own, but you will always be able to get a 'loan' to cover the price of the actual education itself. Strangely enough you never have to repay these loans.

Herbert West's Research (400): In this black doctor's bag consists a copy of all of Herbert West's research on the re-animation of dead tissue up to the point of the film, as well as a small supply of his reagent. Post jump these notes will update to include copies of all of Herbert West's research in any of the three films, the original story by H. P. Lovecraft, his reagent, a device to capture Nanoplasmic Energy, and the formula from the original story. In addition the supply of the reagent will now regenerate, meaning you will always have a steady supply to continue your studies. This does not include his research into embalming solutions or heart attack inducing drugs; though if you bought those items you will have notes for replicating more included.

Medical School (400): This is a copy of the Miskatonic Medical School and its associated hospital, or at least an equivalent facility. It has a staff at least equal to that of Miskatonic, including Dr. Hill though you need not worry about your premiere grant machine having a perverse and psychotic obsession with the dean's daughter. You can choose to be the Dean of the school, or merely a highly influential patron of it. It has state of the art, for the time, facilities and laboratories, easily able to be used for whatever research you authorize. In future jumps this will update to become a well-respected medical school fitting for the current setting, though it will never downgrade below the level of a premiere American medical school of the 1980s unless you wish for it to do so for a specific jump.

Penitentiary Kingdom (400): This for profit jail is now yours. You are its owner, and, if you want, its warden. It comes with a follower staff and will generally be able to make enough profit from the government to pay for itself. And within its walls you are the king. The people working this jail will follow your orders absolutely no matter how immoral, unethical, or downright criminal, and you will find that legitimate authorities tend to overlook minor problems from this jail, perhaps because they only send the worst of the worst - and typically death's row - inmates to it. Now something too flagrant might get prosecuted, but if some of the prisoners die they'll be more than willing to accept the death certificate's statement without actually checking the bodies, for example. Now, if people start escaping, and not just disappearing, you might have a problem, but as long as what happens in here stays in here you'll find the outside world quite happy to turn a blind eye to events within while still shipping you in new inmates.

Re-Animated Bride (400): Built from stitching together the body parts of various people - by default a ballerina's feet, a whore's legs, a virgin's womb, and murderess's hands though you can choose different sorts of parts or to have a groom instead of a bride - this undead creature loves you absolutely. They are rather violent, and almost animalistic in ways, but show signs of functional higher intelligence. During this jump they count as if they were Re-Animated with the Overdosed upgrade, but they have been put together to be something closer to peak human physiologically before the benefits of being undead. In future jumps they can import as a companion for free using the cheapest non-free import option, or gaining 600 CP and the ability to buy a background if there are no import options (if all import options are free they will use the free one), without counting against your limit of active companions; if you'd like to import them with a more expensive option you may do so by paying the difference (and they will still not count against your companion limit). You will also find that they always remain absolutely in love with you and loyal to you, even in the face of betrayal and grave mistreatment their heart beats only for you.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain the same discounts as you but cannot buy a Re-Animated Bride or Companions. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity Toggle (Toggle): These films were based on a story by H.P. Lovecraft. If you'd prefer you can go to the setting of the original story instead of the films. If you do so you can extend your stay to 20 years, as the story takes place over 17 years. You can also use this to start employed at the penitentiary holding Herbert West on the day that the new doctor, Howard Philips, would join its staff if you'd prefer.

Long Stay (Toggle): There's a 13 year timeskip involved in Beyond Re-Animator, and the time between The Bride of Re-Animator and the death of Howard Philips' sister is potentially a few years in and of itself. You can extend your stay an additional 10 years to cover all 3 films if you'd like.

Arrogant Ass (+100 CP): You think you are better and smarter than everyone else. You might be right. But you now lack the social tact to hide such a belief and you will treat people like you believe yourself obviously superior to them cognitively and otherwise. This doesn't necessarily impair your ability to perceive people as physical dangers to yourself, but you will tend to overlook how they can socially make your life hell.

Awkward Dub (+100 CP): Whatever else can be said about Beyond Re-Animator's quality, it suffers from an awkward re-dubbing of the Spanish actors' lines. Now the entire world suffers from this as well, everyone's mouth movements not quite syncing up with their sounds, and their voices not quite showing the appropriate emotions or intensity. Thankfully Herbert West himself is unaffected by this, though you and and your companions have been dubbed over with differing voices.

He Failed Not I (+100 CP): You are blind to your own failures and faults. Nothing will ever - in your mind - be your fault. It will always be someone else's responsibility, and the result of someone else's failings. Whatever goes wrong will be due to them, not you.

I Will be Famous (+100 CP): You crave fame and accolades. While this will not in and of itself push you to ignore strongly held morality, you will go to extreme lengths for fame and put it before other goals and desires. And your sense of self-preservation seems reduced when it comes to chances to obtain fame; you might try and blackmail someone who has already proven willing and able to kill in pursuit of their goals without taking proper precautions.

Rat NPE (+100 CP): How did this happen? Somehow you have had rat nanoplasmic energy injected into your head, or to put it another way you have the soul of a rat. You can still live and function, and have even a mostly normal life, but you now exhibit certain behavioral traits of a rat, minor bits of rat instincts, and in extreme situations you may even find yourself attempting to move around on all fours. The intensity of this will ebb and flow, and concentration can suppress it even when it gets bad, but should that concentration slip or you become too focused on other things you will take on rodent-like mannerisms.

Re-Animation Will Happen (+100 CP): Let's be serious, it'd be pretty easy with metaknowledge to stop Herbert West. Even without it, it'd not be too hard to just accidentally miss the massacre and even easier not to be involved in the plot of the sequel. This drawback doesn't make those things unavoidable, but you will find that one way or another you will find yourself dealing with the re-animated dead at several occasions throughout this jump. Maybe others will reverse engineer/discover/use Herbert West's findings, maybe you'll just have to deal with his continual work, or maybe if taken with Expanded Mythos below you'll end up dealing with undead raised through the use of the Necronomicon, or the will of one of the Great Old Ones.

Birth is Always Painful (+200 CP): Are you one of the re-animated dead? Well whether you are or not something has gone wrong with your entrance into this world. Maybe you lost your NPE, or maybe it's just trauma from death and resurrection. When you enter this world you will be immediately hit with agonizing and unspeakable pain, like that which is suffered during re-animation, and you will find your mind affected like one of the re-animated. Now to be fair this only affects you like Lieutenant Chapham, Dean Halsey, or even Doctor Hill, but even Hill who was least affected lost what part of him restrained him from acting on his worst impulses and went over the edge in his attempts to claim Megan Halsey, and they all developed murderous and violent tendencies with a hint of cannibalism. Now you too have these urges towards violence, bloodshed, and anthropophagy, you may be able to resist them but they will be there, in your head for the decade.

It's Going to be a Pleasure to Fail You (+200 CP): You now must actually get an American medical degree during your time in this jump or you will fail this jump. This must be a degree from a legitimate school which you do not own or have undue influence over, and it must not be bought. You must in fact earn this degree by going through the normal scholastic system, even if you are already an expert medical practitioner with hundreds of years of experience you must go through and pass all the classes required. This should be easy for you, but you will find that your teachers, and other members of

school faculties, for some reason hate you and will look for any excuse they can find to fail, suspend, or expel you. Oh they will need legitimate reasons, you won't have them just 'losing' your papers, but if you give them the smallest excuse to punish you they will. Thankfully you don't have to get this degree in one try or one go, you just have to get it before the end of the jump.

Imprisoned (+200 CP): Taking this drawback locks your start time to the day Howard Philips joined the staff of the prison holding Herbert West. You are serving out multiple life sentences, possibly awaiting a death sentence, as an inmate of said prison. Now, any death sentence will not be showing up before the end of your jump assuming you behave properly, but you will have to live out your decade in jail if you don't escape and if you escape well you will be wanted for several crimes. Even with good behavior you won't be getting out of the prison in under 10 years, legally and alive at least.

Obsession of All Who Fall Under Her Spell (+200 CP): Being a female character in these movies sucks. Of the main female characters all of them were sexually assaulted by the undead, and most by the living as well. You are now locked into being female (physically at least) for the jump, nothing you can do will make you not be physically female. And the world will treat you like its female characters. Creepy old men will develop psychotic 'crushes' on you, fat sleazy wife beating cops will give you special attention, and you can expect attempts to coerce you into a variety of sexual favors from authority figures and people with power. And if you encounter the undead expect it to be even worse from them. Now these individuals won't be any more powerful than normal, though they'll also be more than willing to kill you to maintain your silence, so you should hopefully be able to deal with this if you have out of jump powers.

This Green Shit Rocks (+200 CP): You are a drug addict. What kind of drug? Any and all of them. You will constantly seek out new and better highs, and the only times you will be truly sober is when you do not have means to get high… and you will seek out such means whenever possible. If you were desperate enough, you weren't high at the moment and didn't have easy access to change that, you might even inject yourself with random, glowing substances hoping for some effect. Try not to overdose.

Expanded Mythos (+300 CP): The full name of the movie is H.P. Lovecraft's The Re-animator. That's because it's based on the story by H.P. Lovecraft. Normally there's nothing, save for taking place in Arkham Massachusetts, to link it with Lovecraft's other works, you would not have to worry about somehow disturbing the great Cthulhu, finding shoggoths in Antarctica, or having the weak gods of earth steal your dream city and sic Nyarlathotep on you when you try and find it again. Now, though, this is very much part

of the Cthulhu Mythos, and you will have at least a few encounters with other - non Herbert West related - elements of the Mythos during your time here. These aren't guaranteed to be Outer Gods and the like, but they will be dangerous, and the Outer Gods will exist so be careful what you do that might attract their notice.

Just a Head (+300 CP): You are a decapitated head. You cannot regrow your body during your time here, and while you may be able to attach limbs - or even wings - to your head, you will find anything as large, complicated, or useful as a full body will fail to function for you. This drawback gives you no special ability to survive a decade as just a head. You will have to find that yourself.

The Great Work (+300 CP): You must defeat death. Oh you won't be punished if you fail to, but the great work of defeating death once and for all using only in-jump means and methods will consume you. No ethics or morality, no danger or sanity, can be allowed to stand in your way. Like Herbert West himself, your every action will be directed towards the great work of defeating death itself, and you will allow nothing - whether dearest companion or most deep seated beliefs and morality - to stand in your way. And you only have 10 years, Jumper, there is not an instant to waste. And any method that relies on powers and abilities from outside of this world, including from in-jump extraterrestrial sources, will be unsatisfactory, you can use them to help you, but you must conquer death in a way that can be copied by others in this world without fiat or aid from unearthly individuals.

Outro:

Your period in Arkham, Massachusetts has come to an end. Perhaps. You've survived a decade of reanimated monsters and mad science, it could be time for a break or maybe you would prefer to stay here?

Back to the Grave: Enough of this madness of intercosmic journeys. It's time to return to your personal tomb… I mean your home world and end this adventure permanently.

Death Wasn't Defeated Yet: Therefore you must stay here and finish the job. Or maybe you need to make sure that Herbert West doesn't. Stay in this world and end your journeys.

Expanding Your Mythos: Or perhaps you're not done yet. Continue your chain going to the next jump.

More Stories of the Miskatonic Valley: And since it's been a long time since seeing a jump with one of those toggles for determining where you go next… This story introduced Miskatonic University but it was far from the last story which centered around it. Maybe you'd rather go straight to another jump based on H.P. Lovecraft's works? Go straight there.

Whatever your choice, perhaps it'd be best to get going… before the cops arrive.

Notes:

Jump by Fafnir's Foe

You may be able to recognize in the perks a skeleton of 3 backgrounds based on West, Cain/Megan, and Hill, I even almost had a 4th drop in with things from Francesca (relatively sane) and the characters from Beyond Re-Animator (Law Enforcement, Journalist, and You Don't Dare), but decided that the Cain capstone was as much West as not, that the 100 CP appearance perk should be rolled into the 200 CP relationship one, and that while I could rename/rephrase Expert Neurosurgeon to be an up and coming sane and standard doctor it was better not to and just to make it floating discounts, since the backgrounds would have been 'mostly sane but tempted into insanity doctor' 'insanely driven evil science-doctor' and 'insane and greedy evil science-doctor' which really they aren't that different. At one point there was a separate Hill and Re-Animated perklines, but the zombie tree was missing it's 100 CP perk (could have just replaced it with a free zombie only Re-Animated perk), and the Hill tree was going to have something specifically for blackmail - but that got him killed too quick - and his brain surgeon skills up to removing free will and making people extremely malleable, but I honestly have to believe that was a bunch of hot air since comparing his ability to manipulate the undead who hadn't had that done to them to those it had it wasn't that different. I mean he never tried to control the Bride, but she clearly had more consciousness than most and given she had Meg's memories from her heart without her brain I have to think West is right that Hill's theories were bunk. Though he did seem to manage to pacify Halsey. That said if they were right the Howard West brilliance perk dedicated would be able to replicate it if you studied the brain instead of re-animating dead tissue.

How hard it is to kill one of the re-animated seems to vary wildly from corpse to corpse. Rufus was re-killed by throwing it against the wall hard enough to break its spine, the first human corpse was killed by a bone saw through its heart, later ones took head trauma and kept going until a dozen bullets were put through their chest, or even possibly survived decapitation (though that might have been Howard Phillip hallucinating). Hill survived for some time before just dying again, though that was probably due to being a decapitated head without a source of blood, but when re-re-animated he didn't seem to have a need for blood, and the Bride's heart continued to beat for some time even after she was holding it in her hand and dead. So… it really varies wildly. Overdosed would make you able to keep your heart beating when it was removed, and let you start laughing after being decapitated. Without it you're still one of the tougher re-animated. How much

of a metabolism the re-animated have is also questionable; Hill needed blood to keep functioning in the first film, keeping his head in a pool of it, but in the second film he no longer seemed to need this and why he had simply stopped functioning between was never explained. In Beyond Re-Animator it was shown that the re-animated could be sedated, combine with heart injury killing one, and it's very very unclear what they actually need. Given their body parts don't decay it might be that they just are so used to needing to eat/drink to survive they stop functioning if they don't (Hill might not have actually needed that blood we aren't shown what happened without it in the first film). In the end some fanwank will be necessary.

Doctor Hill claimed he had to remove the part of the brain that possessed the human will to control the dead, but he controlled the police detective despite not performing this surgery to him, and while possibly that was through common goal and social manipulation, he controlled his own body - which was able to act in a concerted manner without him - as well as 2 headed rejects as well. So I have to conclude that while lobotomizing them certainly made it easier with someone like Dean Halsey who was almost functional by removing part of the brain that might have given them the ability to resist, it was not necessary for his control and mostly just Doctor Hill trying to prove his pet theory while his very existence was disproving it.

The laser drill when shown seemed to project a cone of lasers, or maybe just have a bright red cone? The holes from the surgeries were visible and we never actually saw it in use.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Had forgotten to include the +1000 CP. Fixed.