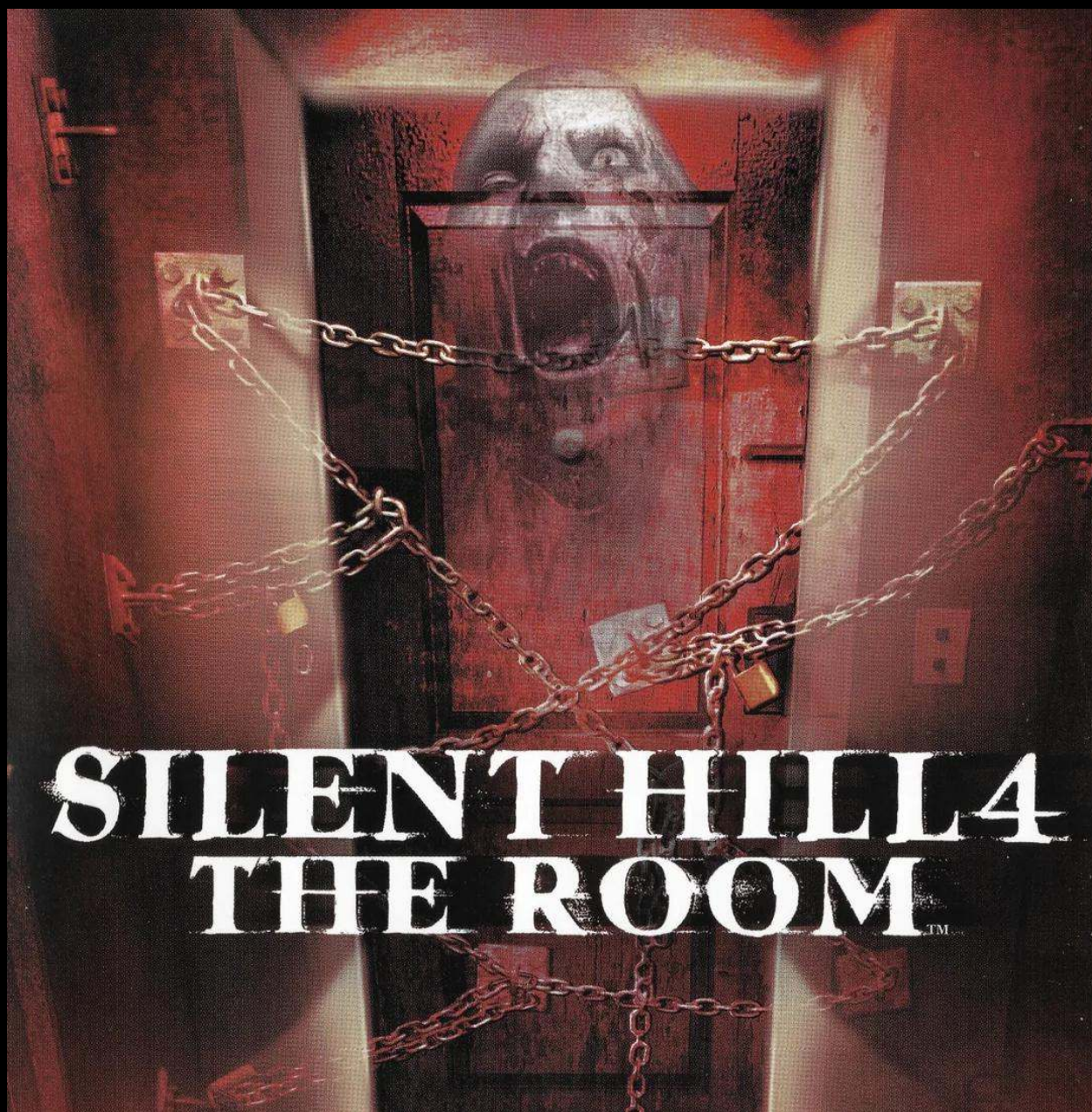


Silent Hill 4: The Room



By LDAnon

Ten years ago, the cities of Silent Hill, Pleasant River, and Ashfield could breathe a sigh of relief after the capture of Walter Sullivan after his tenth murder in their communities. Known as (extremely straightforwardly) the Walter Sullivan case among the populace due to its infamy, Walter killed his victims, extracted their hearts, and carved numbers and his name onto their bodies.

Four days later, seemingly going insane and indicating he was somehow forced to commit the murders, Walter Sullivan committed suicide in his cell.

His legacy did not end there, however. Three years after his death, a new victim was found, with the telltale carving of numbers on the body matching Walter's M.O. Two more killings happened under this seeming copycat, before they disappeared as well.

In total, fifteen people have been killed by Walter Sullivan, though it remains unknown to the world. And the future of this world centers around a single apartment in Ashfield, the room currently rented out by Henry Townshend.

You will begin this jump the same day Henry finds himself trapped in his apartment, Room 302, before a certain hole appears on his wall. Your stay in this world will last ten years.

You have +1000cp for your use in this jump.

Backgrounds

You can optionally replace a canon character with certain backgrounds, though be warned, you will inherit their plights as well. Alternatively, any of the Origins below can be optionally taken as a Drop-In, removing your ties from the world.

A Late Sacrament: When you were younger, you affected a young Walter Sullivan in some manner, for good or ill. Unfortunately, this has made you a target for his insane ritual. If nothing else changes, you are one of those destined to be sacrificed in the later parts of the ritual, though you yourself are not going to be the last one to be sacrificed. This allows you to replace Cythia Velasquez, Jasper Gein, Andrew DeSalvo, Richard Braintree, or Eileen Galvin.

The Final Sacrament: The Reciever of Wisdom, the final sacrament of the 21 Sacraments. You are to witness this macabre ritual's final moments in its entirety, starting with the murder of the sixteenth sacrament, and once you finish witnessing the death of the twentieth sacrament, you will be the final sacrifice to revive the Mother. This background allows you to replace Henry Townshend in the story.

The Eleventh Sacrament: Perhaps you are not one of the future victims of Walter Sullivan, but a peer? You grew up an orphan in the notorious Wish House orphanage alongside Walter, being tortured into learning the beliefs of the Order. Now, with the 21 Sacraments drilled into you, you can get back what you desire most: your mother.

Perks

All perks are discounted 50% for their respective origin. For **100cp** perks, you will instead receive them for free.

General Perks

Voyeurism [100cp]: Enjoy peeking at others when they don't know? Do you enjoy making sure they are healthy, and what they are thinking about doing in the near future? What do you think this perk was about?

You have a deployable peephole which you can put in a wall of a building you own, or the Warehouse if you so choose. You can choose one person from the current jump you are in, and the peephole will always remain near them if they are in a safe location, showing you scenes of what they are doing, giving you an idea of their current state. However, if your target is in danger of dying in some manner, Robbie the Rabbit will instead be pointing at your peephole from the other side. I hope you are willing to save whoever you choose if this happens, as they are likely doomed without intervention.

Red Paper [100cp]: Another weird quirk in the Otherworld are these mysterious pieces of paper. Completely illegible, their contents get revealed when slid under the door of Room 302. You can replicate this effect, turning any piece of paper scarlet red until they are slid under a door of your choosing. An excellent way to keep a certain serial killer from knowing what you are writing.

Know Your Neighbors [100cp]: You have an innate knowledge of anyone who lives close to you. You will know who they are, their habits and hobbies, and even any eccentricities they may have. While this might only cover an entire apartment building at most, it's a good way to understand who they are and whether you live with any creeps or serial killers, though this alone won't tell you if they are in danger.

A Late Sacrament Perks

Temptation [100cp]: You are very good at rationalizing horrifying situations away for your mental health. You didn't enter some hellish dimension; you are just dreaming. You are not being hunted by a supernatural threat; you are just trapped in your room. Despite these rationalizations, you will also find that your actual competence in these situations will not diminish despite these delusions, as your body will still subconsciously accept the truth for your own sake.

Chaos [200cp]: You are quite an intimidating fellow, are you? Especially if someone has destroyed your peace and quiet. You are extremely capable of intimidating those weaker than you, to the point that they will remember their fear years later. Whether it is beating up a stalker or intimidating a creepy kid wandering nearby, they will know the danger you bring to them, even if they grow to approach or surpass your power until then.

Giver of Wisdom [400cp]: Just as important as the 21st Sacrament, the Receiver of Wisdom, is the 15th Sacrament, the Giver of Wisdom. You are now an expert in investigative reporting, capable of sussing out the most suspicious alibis and immediately seeing the truth of the matter when the police might dismiss a repeat killing as a copycat of a (supposedly) dead serial killer.

Additionally, you are excellent at conveying information, whether it is in person or in text. No one will misunderstand instructions and information you give them as gibberish, and if you are genuinely attempting to inform people, your words will be taken seriously by those who read them.

Mother Reborn [600cp]: When in danger, your luck exponentially increases. You are always close enough to people who can rescue you, and even if you are not, your would-be killers would be hindered by their own selves and pasts. For a serial killing ghost, you would find a manifestation of their child self impeding them from attacking you. For a more mundane killer, they will find it increasingly harder to score the finishing blow. Even after you get severely injured, once you are treated, you will be ready to fight just as well as an uninjured person. It would take something like outright possession to get you to stop fighting, and even that would require great effort to make it stick.

The Final Sacrament Perks

Nonchalance [100cp]: With all the things Henry saw, it was surprising how nonplussed he was at it all. Sure, he had been trapped and emotionally drained in his room for a while at that point, but you think he would have some sort of reaction to the monsters. You can now maintain a stoic exterior, despite the events unfolding around you. You can keep your cool even in tense circumstances, and only the most extreme might cause you to break your stoic exterior and reveal your true emotions.

Killer Swing [200cp]: When you are an average Joe, you are unlikely to have a large stock of either firearms or ammunition close at hand. Thankfully, even improvised weapons are leagues better in your hands. Whether it is a golf club, a wine bottle, or a personal handbag, in your hands these weapons easily strike as hard as a dedicated weapon. You can be confident you will never be truly unharmed.

Purification [400cp]: While it is one thing to face the various monsters of the Otherworld weapon in hand, it is another thing entirely to face the various ghosts, who cannot be slain by mortal means. Thankfully, you are skilled in several exorcism techniques, understanding how to properly use holy items to protect yourself and others from such a threat. With your skills, even a severe haunting like the one Room 302 had suffered could be cleared with ease.

Receiver of Wisdom [600cp]: The final sacrament of the 21 Sacraments was a role representing the current inhabitant of Room 302, someone who would have to witness all of Walter's Crimes. Is it not ironic that the Final Sacrament was also the one to ruin the ritual completely?

You almost instantly become aware of any occult ritual being performed in the world. You will learn its steps and its sacrifices, either through relevant articles and research from those investigating the cult previously. If you decide to take action against them, your very presence slows the ritual down, causing sacrifices to be unslain and making any further progress only possible if you are distracted. You will also discover any important tools to stop said rituals by luck if you decide to end them yourself. If someone as ordinary as Henry was able to stop a supposedly invincible ghost, what could you do with your greater power?

The Eleventh Sacrament Perks

Innocent Demeanor [100cp]: Despite being a horrific serial killer, it's surprising how people never pick up on it. You could be sitting in the middle of an Otherworld, half covered in grime and blood, and people wouldn't even think twice. Of course, this will rapidly disappear if you ever take aggressive action, but it's nice for people not to think twice about you until then.

Ten Hearts [200cp]: A twisted little serial killer, are you? Then again, you had to be a bit intelligent to complete the necessary steps of the 21 Sacraments. You are now completely trained in medical techniques, both as a general doctor and as a surgeon. You are especially skilled in the extraction of organs from a human body, and are skilled enough with any weapons you have to avoid damaging any valuable organs you wish to extract. If you were a bit more profit-minded, you could make a lot on the black market for the quality of organs you can provide.

Cursebearer [400cp]: We have been talking about what you are for a while, but we should also cover what you can do to others. You serve as a supernatural conduit for curses and hauntings, and with enough ritualistic work can inflict this on others. Whether this is causing a doll to haunt the location where it was stored, or forcing your victims to serve you in hunting down future victims after ritualistically killing them, you have a lot of options to torment people with these curses for their entire existence.

Assumption [600cp]: You're dead now. Thankfully, this isn't as much of an issue as it sounds, as you had completed the first portion of the 21 Sacraments ritual. This has caused your spirit to fully separate from your corpse. You are now effectively immortal from mundane harm, getting simply knocked down temporarily if you are. While your abilities don't match any of the ghosts of this world beyond that, you have already been put ahead of the rest of humanity when dealing with the supernatural.

Be warned, however. Your original corpse still exists and must remain in the world for you to keep your spectral form. If someone was able to damage it sufficiently, either literally or symbolically in a place like the Otherworld, you would again become vulnerable to damage. See to it that your body is safe, or you may become dead for real.

Also, be warned, for things that can attack the spirit are still more than capable of targeting you as you are.

Items

You may select an item at each price tier to be discounted to half price. For the discounted 100cp item, you will instead receive it for free. Unless stated, each item gets replenished weekly.

Wine Bottle [100cp]: A full, expensive bottle of wine. Excellent for drinking and as an improvised weapon, you will get a new bottle when this one runs out or is broken.

Chocolate Milk [100cp]: A nice, cool bottle of chocolate milk. Slowly refills itself when consumed, and excellent for those who are thirsty at night.

Handbag [100cp]: A handbag of your choice of design. Packs a surprisingly large amount of strength if used as a weapon, and it returns to you even if you lost it, though it will not retain its contents beyond maybe some identification.

Mysterious Red Marker [100cp]: An endless colored marker that marks on all surfaces easily. If a message is left on something, only you or people you wish will be able to easily make out what was left behind, though others might be able to figure it out with time.

Golf Bag [200cp]: A complete set of golf clubs. Packs a mean swing for both hitting golf balls and hitting monsters. If you place a damaged club inside, it will be repaired as good as new.

Firearm [200cp]: I guess you don't want to face the monsters of this world unarmed? Choose between a semiautomatic handgun and a revolver. The handgun is weaker, but you will have a replenishing stock of 4 extra clips to work with. The revolver is stronger but will only have a replenishing stock of 6 bullets, making it more important to choose your targets wisely.

Creepy Doll [200cp]: This doll... well, I don't think its a good idea for you to keep it. This doll is a copy of the one Walter Sullivan received from Eileen, and was ultimately gifted to Henry. This doll is also a trap, causing whatever location it is placed or stored to be haunted after being gifted or placed in a chest. Worse, removing the doll from where it was placed does not end the haunting, requiring some form of exorcism to get rid of it perfectly. This doll will remain inert until you wish it to, thankfully, but I would get rid of it as soon as possible.

Nutrition Drink [200cp]: A classic drink popular throughout the Silent Hill area, this healthy drink has everything you need to ensure you get all the required

nutrients to live a long and fruitful life! Also restores your wounds as you drink. You get a six-pack.

Apartment [400cp]: Perhaps you want to have a home of your own, even after your tribulation here? This is a copy of Apartment 302, sans the wall blocking its last room. It will automatically appear in whatever world you enter, either appearing in an existing apartment complex or as a stand-alone home, and regardless is completely free of rent. Any wounds you may have will slowly heal while you remain and it remains untouched by curses. Guaranteed to be free of any hauntings or serial killer corpses.

Red Notebook [400cp]: A familiar red notebook for many who know this world already. This notebook, as long as you regularly interact with it, will return you to the last moment you were safe upon death. This will consume the notebook for the remainder of the jump, but having a second chance is always welcome. Cannot be copied in any manner, and is only refreshed on entering a new jump.

Exorcism Set [400cp]: Perhaps you are a bit more intimidated by the various ghosts within this world? Then I have an excellent deal for you. This set contains five Holy Candles and a Saint Medallion. The candles will banish away hauntings and weaken any possession attempts by ghosts when lit nearby as a means of actively getting rid of threats. The Saint Medallion passively protects you from the influence of ghosts, only breaking when it can take no more of their energy. This should make dealing with any haunting far easier, as long as you have the know-how to use them wisely.

Pickaxe of Hope [400cp]: Perhaps you want something to help you investigate this world further? This mysterious pickaxe with "Hope" etched on its handle will randomly appear embedded in walls. Once you strike at them, it will reveal rooms with dark secrets, even in places where they don't make sense. Any rooms found this way will have important, disturbing revelations about situations you are in, providing you with important context that will help you solve the mystery. Unfortunately, the handle is a bit too rotted to make it a good weapon as well.

Umbilical Cord [600cp]: A mysterious umbilical cord that you obtained and for some reason couldn't get rid of. Thankfully, this is a good thing, as this umbilical cord happens to serve as a universal weakness to certain monsters throughout the world. If you encounter such a monster, you can use this umbilical cord to make it vulnerable to attack, making your blows actually have a chance of sticking against the toughest opponents. Even if your opponent isn't invincible, surely throwing this stinking piece of garbage at them will confuse them quite a bit, making them easier

to strike at. You probably should deodorize it if you don't intend to use it on something anytime soon, however.

Cursed Submachine Gun [600cp]: Perhaps you need even more firepower? This **item is a** submachine gun which, in exchange for harming your soul and making it easier for malignant forces to possess you, has infinite bullets. Indeed, the more you fire, the more vulnerable you become to dark forces. But does that matter when you can always shoot more and more? I thought not.

Silver Bullets [600cp]: Perhaps you are looking for more of a holy weapon instead? These three silver bullets automatically shift to fit any small arms you try to put them in. They are extremely effective against ghosts and other spiritual entities, and are all but guaranteed to knock them out of commission completely as long as you hit. Even a spirit as strong as Walter would be laid low temporarily by being hit by one of these things.

Sword of Obedience [600cp]: This sword is extremely ornate in its construction, but it is almost worthless as a weapon. Instead, this is a tool meant to bind ghosts, to prevent them from endlessly rising again to attack the living. Just impale the ghost and stake it to the ground, and it will lose most of its supernatural abilities and become completely helpless. Of course, the ghost will go free if the sword is removed, but only the strongest of spirits would be able to pull it out without assistance.

Companions

Import/Create Companions[50cp, 200cp for 8]: Want to bring a few other people into this dark world? With this, you can either import or create a new ally in this fight. They get a background, as well as 600cp to spend as you see fit. Any ally created through this method will be of an appearance and personality of your choosing.

Canon Companion [100cp]: Decided you want to bring someone else from this world? With this, as long as you convince them to join you, they will follow you into your chain, with all their canon abilities, however meagre they may be in this world.

Drawbacks

Wrong Room [+0]: This story... well, to be blunt, you seemed to have mixed it up with another. It turns out, Walter Sullivan's Mother isn't Room 302, but instead a townhouse in San Francisco, which was ultimately purchased by an immigrant banker named Johnny. He is to be the Receiver of Wisdom to complete the 21 Sacraments, and will prove to be surprisingly capable of solving the situation in Henry's stead. While he is trapped in his house now, it strangely still connects to the Apartment Otherworld.

Empty [+100]: When you enter this jump, you will suddenly get a feeling of overwhelming lethargy that will last the remainder of the jump. You will constantly feel emotionally drained, and your voice will rarely show emotions unless you are extremely agitated in some manner. Perhaps you should get a better voice actor?

Small Pockets [+100]: Wouldn't it be nice if you could carry everything with you at once? Unfortunately for you, this isn't possible. You are now limited to carrying a total of 10 "items" on your person at all times. While this thankfully excludes the clothes you are wearing, it does include any additional clips of ammunition for any guns you will carry, and can include individual bullets if they aren't properly in a clip. I hope you have a trunk to store things in, or you'll have to abandon a lot of important stuff along the way.

Bizarre Obsessions [+100]: Looking around the apartment complex Room 302 is in, you begin to realize that most of the individuals within have their own weird quirks. One has a massive collection of model guns, another stalks one of their neighbors and is convinced that they are in a relationship, the superintendent Frank Sutherland, for some reason, keeps an umbilical cord from a baby born thirty years ago in his office, and other similar things. Now, you have your own bizarre obsession, which makes people think you are weird. Maybe you are an aggressive control freak like Richard Braintree, or insist on painting all of your neighbors' pictures, or perhaps you are just overly obsessed with the evils of circumcision.

A Terrible Nightmare [+200]: Feeling a bit delusional, are you? Whenever you dive into the Otherworld, you will be convinced that it is a dream, or at least a nightmare. While the various threats you may face may frighten you, at least you can be comforted by the fact that if you die, you will wake up. You will never take the threat of these worlds seriously unless you are in a crisis. Even without being tied to the events of the story, you will find yourself in these Otherworlds at least once.

Haunted [+200]: It seems that Walter's curse is hovering over your own domicile as well. Throughout your time here, you will find that any place you sleep and live in will slowly be haunted by various spirits. These spirits will drain the life from you if you approach any haunted portion of your home, but they can be exorcised if you know how.

Now Do It Again [+200]: Surviving through the Otherworld is already rough on its own. So you will be frustrated to find out that you will always have to go through every dangerous situation twice. For every Otherworld you find yourself in, you will be forced to go through them again when you are about to be free from danger. This means that at the end of your ten years, you will only be able to leave once you repeat your escapes from each Otherworld. You can also expect to be pulled into at least five or six different Otherworlds during your stay here.

Another Sacrament [+300]: Normally, unless you directly replaced one of the existing characters, you would be fortunate enough to be unrelated to the 21 Sacraments Ritual. Now, you have become the 22nd Sacrament, to be killed before or after Henry, depending on your background. Further, you have forgotten the steps to permanently defeat Walter, so unless you can figure it out soon, you will have to face a seemingly immortal ghost hunting you down.

Trapped [+300]: Looks like you are stuck in the same plight Henry Townshend is in. You are now trapped in a version of Room 302, with the entrance chained by heavy, seemingly unbreakable chains. Your only exit from this room is a hole that has formed in your wall, allowing you to visit various Otherworlds to gather supplies. Even then, you will find yourself rapidly returning to the room before long. With nothing to do, will you let this oppressive atmosphere get to you?

Possessed [+300]: Looks like Walter Sullivan has left his mark on you. Whether it was due to a previous attack or circumstance, you have been partially possessed by Walter, allowing him to control your actions to some extent. If you are not currently targeted by him, this likely means just emitting the same damaging aura that is held by the various ghosts in this world, harming the health of those around you and making you dazed and sick. If you are, you are likely going to be heading to a deathtrap to fulfill your part in the 21 Sacraments. You could find something to protect you from this, if only for your sake.

21 Sacraments [+600]: I was slightly incorrect about when you arrived in this world. Instead of arriving when Henry was originally trapped in his apartment, you will instead be arriving after Henry died in the final confrontation with Walter Sullivan. Now hell on Earth is occurring, as the god of The Order has been let free to drag the world into a monster-filled dimension. I hope you enjoy surviving ten years in an endless Otherworld, because unless you can kill the bastard you are trapped in here for that period, along with everyone else.

Endings

Your time in this world is over, whether by victory or violence, and it is time to decide how your time here will end.

Go Home: You had enough jumping. Everyone here is a freak; you saw way too many ghosts, and you would rather return to your safe reality. You will return to your home on your Earth, with everything you have gained on your journeys. If you permanently die here, you must select this option.

Stay Here: You wish to stay here? Very well, though this world is hardly the most exciting. You will remain here, and all other worlds you have been to will resume. Still, have a stipend of **+1000cp** to spend before you return to your life here.

Continue Jumping: This jump will not be the last. Time here will freeze, and you may continue your chain into your next jump.

Notes

In case I didn't make it clear, you are ultimately not one of Walter Sullivan's targets unless you either (a) replace a canon character who was a target or (b) choose the respective drawback. Any implication otherwise can be blamed on fluff not matching what I am trying to say perfectly.

You can't replace Walter because, by the very nature of the 21 Sacraments, it would effectively trap you in Room 302 once completed, trapping you in this world. Additionally, anyone who tries to do the 21 Sacraments on their own is accepting that they are going to be **Staying** in this world after they are done. Reaping what you sow and all that.

It's on you if you visit Silent Hill in the one jump where you never interact with the place and are sucked into your own personal Otherworld. That isn't the focus of this jump, but I will mention the risk here.

Perk Clarifications

The benefits of **Assumption** do not apply if your body is sequestered from the world in some manner. Feel free to hide it, or even completely block the entrance to where you are keeping it, but the moment you try to store it in your Warehouse or somewhere fiat-backed where people can't access, all bets are off. This does allow you to temporarily regain your corporeal form if you so choose, however.

Assumption does make you count as a spirit for the purposes of countering your existence. While something like the Sword of Obedience will not keep you down, similar to Walter himself, if you go to some other world and they have a technique that works on ghosts explicitly, it WILL work on you unless you have some other perks to counter it.

Drawback Clarifications

21 Sacraments is not necessarily permanent, though finding and killing the Order's god is going to be very difficult, so I wouldn't count on being able to end it.

If you take **21 Sacraments** and **Now Do It Again**, you will have to relive the entirety of the endless Otherworld up until the end, meaning you spend another 10 years within. If you manage to end the endless Otherworld, you only have to repeat the period you were in once more. Taking both also removes the caveat that you

will experience five different Otherworlds, as the overall scope of the one you are in will make up for it.

Version

0.9:

- Jumpable WIP released.

1.0:

- Finally added a proper version section.
- Fixed some minor typos