

Over 30 years past ... Back from the lake ...
And on Friday the 13th, he is not alone.



FRIDAY THE 13TH VENGEANCE

More than a fan film.

REAL FICTION STUDIOS AND BROWNSPACE FILMS PRESENT VENGEANCE A FRIDAY THE 13TH FAN FILM. STARRING JASON BROOKS, CJ GRAHAM, STEVE DASH, KELLY TAPPAN, LUCIE SCHUCK, TASHITA BASTIEN, CHRISTIAN SULLIVAN, SANAË LOUTSIS, NATALIE SCHNELLE, CHALEY LIZETTE BRAUNMAN, DIANA PRINCE, BRANDON "BUGSZY" WILSON. DIRECTOR OF PHOTOGRAPHY DUSTIN MONTREUIL. FILM CONSULTANT TOM MCLOUGHLIN, ASSISTANT DIRECTOR MAX STRAWN, EXECUTIVE PRODUCER SHAWN LOUTSIS, WRITTEN BY MIKE MEADE, DIRECTED BY JEREMY BROWN.

LEGENDS ARE WORTH DYING FOR
FAMILY IS WORTH KILLING FOR



VENGEANCE BLOODLINES PART 2

REAL FICTION STUDIOS PRESENTS FRIDAY THE 13TH VENGEANCE PART 2: BLOODLINES
A NEWTON TO NEWTON PRODUCTION STARRING CJ GRAHAM • DARCY DEMOSS • KELLY TAPPAN • SANAË LOUTSIS
TOMMY MCLOUGHLIN • TAMARA GLYNN • RUBY BASTIAANS GRAHAM • RICHELLE RAMONE • PAUL T. TAYLOR • ROB MELLO
JASON BROOKS • MORGEN JOHNSON • LANCE CAVER • JACLYN MAINS • LAURA HUNTER

REAL FICTION
STUDIOS

Friday the 13th: Vengeance

(Fan Film Duology) 1.1

By Horrorshowjack

It's been thirty years since Tommy Jarvis put Jason down for the second time. Allegedly. The county has been quite ever since. Not that most people, outside of a few people who blame Jason for deaths in the family really believes that crap.

There's only one Jason you really need to fear in Wessex County after all. The real fucking Jason. Sheriff Jason Reallati.

Something that works out just fine for Elias and Jason Voorhees on their latest jaunt. If the families come back for a second helping of Voorhees, well...Vengeance is a bitch.

Note: The films take place roughly thirty years after Friday the 13th Part VI: Jason Lives, and that is the last film that is part of this universe's canon.

+1000 Choice Points.

A/S/L: Pick whatever you want for the first two as long as it's reasonable. You start somewhere in Wessex County, New Jersey unless you move it to Washington.

Origins:

Perks under your origin are discounted. Discounted 100 CP perks are free all others are 50% off.

Civilian: You work from 9 to 5, we know you pay the price. But you probably aren't connected to the Voorhees killings in any meaningful way. Yet.

Slacker: You just want to get lit, watch horror movies, and fuck. Is that too much to ask? Unfortunately, with the Voorhees boys being active it probably is.

Survivor: Have you or a loved one been affected by Jason Voorhees? Good news is that you're a bit better equipped for this sort of thing. Bad news is you're a bigger target.

Voorhees: (200) You're a relative of Jason and Elias. Good news is that you don't technically have to help them. Bad news is that working against them will move you to the top of their hit list, and probably won't get you off the hook with anyone else.

Perks

GENERAL PERKS

Not Bad: FREE! You're a solid 6/10 in the looks department, and receive a slight boost if you're already better looking. For an extra 50 you can be a 9/10 or get a minor increase to overall looks.

Pitcher of Tents: (50) You aren't an Eagle Scout or porn star, but you have good skills at camping, seduction and foreplay. Enough to make for very memorable camping trips if you aren't brutally murdered.

Tour Guide: (50) You're an expert on the *Friday the 13th* franchise, and the *publicly* known parts of Jason Voorhees' in universe crimes.

Level 8: (50) You have great manual dexterity and hand-eye coordination. It makes you a beast at FPS games, and might help with weapons use a bit.

Jumper Service: (100) While Diana “Darcy the Mail Girl” Prince may be the most famous cast member now, for a lot of fans one of the attractions was all the people from the canon films acting in the project. Something similar now happens with you. People that you were a fan of from jumps will show up in future jumps playing new parts. They may be older or younger, and it’s a bit random, but they’re still recognizably there. You can toggle this prior to entering a new jump.

More Than A Fan Film: (100) For future jumps you can opt to go to a fan work or adaptation of the jump’s setting or property instead as long as that doesn’t already have its own jump.

Filmed On A Location: (100) Jason Voorhees, Crystal Lake, and the tiny county they reside in are the pride of New Jersey. These films are pretty obviously in Washington state. You can make a similar scale move prior to entering a jump. This change is handled in the least obtrusive way possible. So in a *Dragnet* jump you couldn’t move Los Angeles at all, but Joe Friday being a DS or DCI at Scotland Yard with the same partners he had in canon is perfectly acceptable.

Hide and Seek Champ: (100) You have good instincts and skills at finding hiding places, moving quietly, and staying still as well as a comparable gift at finding people who are hiding and noticing signs of people passing. You’re not special forces or anything, but you can do a good job against most people.

Weekend Warrior: (100) You’re fit and athletic at the level of a high school or small college starter. Also comes with competent skill at most major American sports.

Bullshit Sifter: (100) You have solid skills at the investigative portion of investigative journalism, a solid grasp of library type research, and good instincts for whether a rumor is bullshit or legit. None of which are infallible, but it can make your efforts more productive.

CIVILIAN

Job: (100) You have a degree and a few years of experience at a professional job. For an extra 200 points, this is up to the level of a certified Medical Examiner. Or get something in between for an additional 100 cp.

Savvy: (200) You have a keen instinct for finding opportunities to make some quick cash, and also avoiding calling down too much trouble with your schemes. Neither is foolproof, but you are far more successful at both than you should be.

What's an Ethic: (400) It's not hard to sleep at night when you don't feel any guilt. You're able to dial back your conscience to whatever degree you feel like, and it will stay there until you change it. You can decide to be aware of how much of an impact this would have when removed as a protection against going to far. As an added bonus, this makes you a pretty convincing liar.

RTFN: (600) Rituals can be tricky things. And so much of occultism hides things in poetic language and weird metaphors. Once per day you can use this perk to evaluate your understanding of some ritual, and get a warning if you have conceptual errors on the instructions. This doesn't improve your skills to perform rituals, it just ensures you understand the instructions. As an added bonus, once per month when you botch a ritual you can burn a one-up to have the ritual fizzle out or otherwise mitigate the consequences.

SLACKER

With The Band: (100) You're adept at the vagabond lifestyle, and have actually been on a tour or three with/as a band. And if you actually had your own van it would count as downright luxurious for you. You have some skill as a roadie, manager, groupie, or musician. For an extra 50 CP undiscounted you can do all of them at semi-pro level. For 100 CP undiscounted any of them you purchased are increased to master level.

Super Lit: (200) You're immune to addiction, and the problems caused by long-term substance abuse. While this doesn't protect against short-term issues, those are reduced to about 25% of normal. You're pretty much god at drinking games. Even in the event of an overdose you'll probably be able to sleep it off unless the amount taken was borderline astronomical.

Trashy: (400) You have little issue moving between "trashy" subcultures that you aren't hostile towards and finding friends. If you actually belong to one you'll find yourself vastly more charismatic towards members of the same, or other subcultures that aren't militantly hateful towards yours, to the point you can wind up with modeling gigs and fan

clubs if you're actually attractive. Even hateful subcultures would likely still find you more charming and attractive than they'd like to admit.

Unharshed: (600) Unless you're directly brought to, or attract, his attention Jason will probably just ignore you. The same applies to other things or people on killing sprees also. They just aren't really looking for you. Of course if they do see you while chopping away...

SURVIVOR

In The Blood: (100) It takes a certain something to survive running into Jason, and this film shows it runs in families. You're a member of one of their families, and can do the same for future jumps. This won't make you the chosen one or anything, nor does it negate costs is a family requires it.

Put Together: (200) You're a bit more resistant to mental and emotional trauma, and can use exercise to get rid of it. Works best when the type of exercise is connected to the trauma. So kickbox away nearly being killed by some undead wanker.

Feisty: (400) There's real steel in your personality. This gives you a great force of personality in social situations, and if you ever find yourself fighting for your life even seasoned killers may be shocked by just how aggressive you fight. When it finally comes down to it, there is no fear just overwhelming rage.

Bigunbadder (600) Tommy Jarvis is obsessed with destroying Jason, understandably so, and shares that with the other survivors. Unlike them, Tommy has put Jason down repeatedly. You share a boon with him. At the start of each jump you can designate someone as your white whale. Against them, in all things, you are simply **more**. This isn't insurmountable plot armor, but you'll be able to put up one hell of a fight in comparison to what would be expected. Of course that also applies outside of direct battle. Consider how well it has worked for Tommy Jarvis against a monster like Jason Voorhees.

VOORHEES

Moneyshot: (FREE, Exclusive Voorhees!) If you're capable of killing someone easily, you can make it spectacularly gory and grisly instead of just killing them, or even pull back to leave them crippled but alive instead.

Teenage Frankenstein: (100) You're one scary bastard, jumper. Intimidation is as natural as breathing to you, and if you back it up with a display of actual power or a monstrous element people may very well piss themselves or repeatedly trip running away from you. Toggleable.

Brute: (300) You've got stamina for days, are scarily strong, and can take one hell of a beating. This starts at roughly three times as strong as a normal human, three times harder to hurt in the first place, and can absorb ten times as much punishment even after the reduction in damage. While this is reduced as you move further into the superhuman physical level, it will still be a minimum of +50% strength, +50% harder to hurt, and able to take three times as much punishment. For an additional 300 cp undiscounted, the effect of this perk is trippled putting you on par with Jason Voorhees himself.

Dead In Multiple Counties: (500) If something that would probably kill you, but isn't verified you'll probably survive. Even if you died you'll wind up waking up and going on a few days later unless your body is destroyed if you have any sort of one up available. You get four one ups to start, and gain a new one with each future jump.

Moves Like Jason: (800) You gain the powers from Friday the 13th The Game:

- **Sense:** detects fear and lust as a glowing aura, although people indoors will make the building/tent/etc glow instead of providing specifics. Range dependent on the intensity of the emotions. 60 seconds of use prorated, and 3 seconds per second of use to recover. Must refill to reuse.
- **Stalk:** mutes sound and muffles danger senses. Ends if detected by enemy/victim. 60 seconds of use prorated, and 4 seconds to recover per second of use. Must refill to reuse.
- **Shift:** move at high speed while nearly invisible culminating in a blitz attack or time running out. Doesn't add momentum or agility so it is possible to get stuck on beach chairs. 2 minutes between uses.
- **Morph:** teleportation within a bounded area. Starts at 400 acres [roughly .6 sq miles or 1.6 sq km] based on grid overlay of the bounded area with 80 junction points. Two of which are selected as possible entry points, although it's random which of the two is used. You start off with four areas around Crystal lake as bounded areas, and nearly covers the entire lake. After the jump you get an additional area per two jumps other than this one. You can also train towards a bigger area although the grid has a maximum of 169 junctions. Won't put grid points indoors unless the

entire thing is in a single structure (including ships). Takes a day to set up a bounded area, and a cancelled one can't be reclaimed for three months.

Using anti-teleportation effects to block Morph within the domain you're currently in doesn't work, as it's your domain. It can block you from Morphing to another domain however, and usurping your domain would shut down Morph. You can use Morph to move between your claimed domains if you aren't in combat or restrained. Post-jump you can also Morph into a claimed domain from an unclaimed area provided you aren't in combat, restrained, or observed and the area is in the same dimension as you are.

Items:

Dome Tent: (Free) It's a two person tent. Shows up in your warehouse in three days if destroyed. Otherwise not special.

Soundtrack: (Free) You get the complete soundtracks of the films, and additional work by Harry Manfredini himself. If you take the [Extras] drawback, you also get the soundtrack for the game.

Beer: (50) A 24 pack of Pabst, Rainier, or some other beer of similar or lesser standard. Refills twenty minutes after the last one is drunk/spilled or daily. Purchaseable more than once.

Blade: (50, One Free for Voorhees) You have an axe, machete, or knife. Keeps up with your strength and returns to warehouse if lost or stolen in a day. Purchaseable more than once.

Bag of Weed: (50) You have a bag of really great weed by your standards. It refills daily, but can't be sold.

Crowdfunding Campaign: (50) You get \$71,938. Also, on this and future jumps, for every word of the story you post jumper will get the equivalent of \$10 US at the start of the

following jump.

Fanboy Fun: (50) At the end of the jump, you get both films in the *Friday the 13th*: *Vengeance* series, as well as the canon films. These all come in Broadcast, Main/Theatrical, and Director's cuts even when they shouldn't exist. Additionally, you get all the *Friday the 13th* novelizations, tie-ins novels & comics, and fan works. On future jumps, you'll get any new versions that exist if the franchise is a thing there. Finally, you get an additional version showing your involvement for this and any other *Friday the 13th* related jumps you were involved in.

Trunk of Guns: (100) Three bolt-action deer rifles and a three pump-action shotguns. Come with a box of ammo each, and will show up in the trunk of a car or equivalent once a day. Average quality and nothing special about them. Prior summoned guns will return to trunk on next summoning. Destroyed guns replaced two months later.

Icelandic Penis Museum: (100) Tourist trap that provides a minor income each month. Perhaps you could donate genitals to it for display. Or if you want to go look at some embalmed penises while you're in town.

RV: (200) A large, somewhat-luxurious motor home. Refuels itself and does maintenance overnight. If stolen or destroyed will show up in your warehouse a week later.

Badass Longcoat: (200) You have a black longcoat. It makes you both a bit stealthier and more intimidating. Also the pockets can apparently store a few cubic feet of stuff. Pockets don't count as expanded yet, even though they shouldn't be able to hold that much.

Rail: (300) A wrought iron spear. Its damage increases with your strength, and it won't be damaged by normal use. If broken it shows up in your warehouse a week later. However, it's most outstanding feature is that if stabbed through a target, including corpses, into the ground it attracts lightning. Also serves as a very good focus for lightning based powers or magic.

Necronomicon: (300) Local version of the book of the dead. Useful for a variety of necromantic purposes, including raising the dead, demon summoning, and general evil

stuff. Not the friendliest of grimoires although it does have one additional ability. It learns more for every other version of the Necronomicon you have and expands the available rituals accordingly.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same base discounts and tokens you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! You can make this film in continuity with the Friday the 13th and Friday the 13th The Series jumps if you've been there previously. Along with any other Friday the 13th related jumps that may come out, take place prior to part 6 and can fit the films' continuity.

Crossovers: FREE! Or 600! Haddonfield and Springwood are both confirmed to exist and have *issues*. You can take the Halloween (not Part III timeline), Nightmare On Elm Street, or both jumps as supplements, or continuity toggle them if you've been there before. If you take both and commit to putting down all three killers permanently, or at any rate more permanently than normal, you get 600 cp to divide as you want between the three jumps. However you are risking your chain. Note that if you succeed, but some asshole brings one of them back your chain is no longer in danger but you still get dragged into the mess. Fanwank timeline adjustments for the other two to make it work for this jump's time.

Extras: FREE! All the original characters from *Friday the 13th : The Game* are now part of this jump. Your choice on if they're senior citizens who (mostly survived) back in the day, or part of the current crop of young potential victims.

Smelly: You have excruciatingly severe body odor and severe flatulence issues. The latter is so bad people might be tempted to rub sewage under their nose to cover the smell.

Mundane: Your physical and mental abilities are capped at the level of a really good college student athlete even if your Body Mod would exceed this. May be taken with Powers Lock, in which case everything from your body mod that exceeds human limits will be removed. However, you'd get an additional 200 cp in that case.

Noisy: Maybe you have Tourettes? Maybe not. But you constantly make odd noises that will spoil any attempts at hiding or moving silently, and make you slightly quieter than a train when moving rapidly.

Face Only A Mother Could Love: Even Jason thinks you're a chud. This applies to all your forms, and obviously neutralizes most charisma type perks.

Imbibed and Embalmed: You are drunk and/or high for the entire jump, and when prevented from using you'll have withdrawals that are worse than either.

Old: You're a senior citizen, and have some physical issues. Even overrides perks that let you age gracefully since you took the points.

Stunt Jumper: You can replace any character in the film that shares your origin, but must accomplish their goal.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you. Must have companions to take.

Taking all four prior lockout drawbacks gives you an extra token.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

On the List: (600) Both Jason and Elias Voorhees want you dead so they can succeed at the big ritual. Unfortunately for you, Elias is somehow your match and trying to defeat Jason is very much a case of punching upwards. You have to defeat both of them to pass the jump and continue. You'll need to be clever and probably paranoid as hell to pull this off.

Notes:

[The Moves Like Jason] and [Extras] are inspired by the number of references to the game in the movies. Including Jason covering a quarter-mile in under a second during the second movie. While a lot of things are borderline on him having the Moves, that one doesn't have any other explanation.

Change Log:

9/30/24 Version 1.0 for Monthly Jump Challenge: In Memoriam.

6/21/25 Version 1.1 Changed intro, put items in order. Added Penis Museum. Fixed wording on Badass Longcoat (cubic feet). Added example to Bigunbadder. Improved

Morph description under [Moves Like Jason].

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?