I Want You!

In my belly.

Texas Chainsaw Massacre 1.0 By **Horrorshowjack**

On August 18, 1973, Sally Hardesty, her brother Franklin, and their friends ran afoul of a family of deranged cannibals. Four of the travelers were never seen again. The events of that day were to lead to the discovery of one of the most bizarre crimes in the annals of American history, The Texas Chainsaw Massacre. A film account of the horrifying incident was released the following year.

And then a bunch of mostly crappy sequels followed. Along with a remake.

So yeah. Rural Texas, Leatherface, chainsaws, and the mid 20th to early 21st centuries. You don't really need to worry about series continuity, other than Sally and company meeting the Sawyers (Hewetts?) in 1973. Nobody else does. That and changing production companies constantly is why there are six timelines in only nine movies.

Better take these though:

+1000 Chainsaw Points.

Locations:

1. Rural Texas in the late 20th-21st centuries
2. Someplace else during the time period

Origins: No backgrounds here. You can choose something plausible if you want an origin.

To make up for the lack of origin discounts you receive four Minor Incidents. These may be spent to get something costing 100 points or less for free.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You may purchase any of these multiple times. Additional purchases have an additive effect. Perks with the [MULTI] tag may be purchased to get an additional specialty under the perk. They are then considered separate perks for upgrading.

Opening Crawl: This jump, and all future ones, will be given an introductory crawl featuring the dulcet tones of Mr. John LaRoquette himself.

Farm Mechanic: You're an expert at repairing tractors, combines and the like. Even pretty good on cars, as long as they're prior to 1990 tech.

Tinker: You're really good at repairing, modifying, designing, and improving power tools. Especially chainsaws.

Grad-yew-ate: You have either the equivalent of a bachelor's degree and 5 years of experience at some related career or the equivalent of an associate's degree and 10 years of experience. Comes with paperwork. [MULTI]

Nam-land!: You have the memories and training of Vietnam-era boot camp and infantry training, along with two years in-country.

Fresh Meat: You can nearly instantly stabilize the seriously injured to temporarily keep them from dying. Gives you more time to prepare the meat.

Spry: You age wonderfully appearance-wise, and don't drop off physically until you exceed the maximum age for your race. Even then, the older you get the tougher you get. Grandpa lived to 150, and recovered from getting shot in the face without medical attention at 137. As for cousin Heather…

← Yup she is 40 in canon. TCM 3D.

Big Family: Leatherface gets a new family, with new dynamics in pretty much every film. Now you can add family members to yourself or canon characters in jumps. You can even add yourself in as a family member if you want. Even when that shouldn't be possible.

The Saw is Family: You do about 50% more damage with a chainsaw than you should, and objects you want to saw up are about ½ as durable.

One-Hitter: You are an expert at using hammers as weapons, and can kill a full-grown bull under slaughterhouse conditions in one hit. Under practical conditions, you can do up to 40% more damage using one in combat. Or dial it down to a light tap.

Cannibal: You suffer no special penalties or diseases when you eat the flesh of other humanoids such as prion disease. This will not protect you from something that would affect anything that ate them (such as poisonous flesh) nor legal/social/etc. issues. Also, you're reasonably adept at using long pig with your cooking perks and skills.

Inbred: Not only is inbreeding not psychologically or genetically bad for your family, it's beneficial to physical stats. And a great way to emotionally secure the family. Because isn't family the most important thing?

Inbred Cannibal: Eating the flesh of your kind (or close enough) improves your physical abilities and longevity a bit.

The Cook: You're great at down-home Texas cooking. Especially when using human flesh, game, or road kill as ingredients.

Sweetest Damn Babies: Your kids are nearly supernaturally adorable to others, healthy, and generally well-behaved for you. Even when they're flesh-eating monsters and such.

Kids Love 'em: You're weirdly popular and trusted with children; even when their parents hate and fear you. Perhaps you could turn it into some sort of entertainment career.

Fear Monger: You're an expert at causing fear. This applies both on a personal level, and at societal campaigns.

I'm Not Saying It Was Aliens: But everything is totally the fault of aliens. Not only in this jump. You can apply this same logic in future jumps and warp the setting so some vague, unspecifiable aliens caused the big issues.

Dog Will Hunt: There's something special about you when they run. You're extra lucky and skilled in pursuit, more coordinated, and both your speed and stamina increase by a large amount.

Take The Leg: You're adept at throwing things into the legs of moving beings. Usually this will result in staggering, or tripping them if running. The results when throwing a chainsaw are a bit messier though.

Final Meat: You're faster, more coordinated, and better at hiding when trying to escape. This becomes truly significant if you've seen someone killed by what you're evading.

Texas Tuff: Your strength and especially durability are both much higher than they should be based on your physique. Figure 25% and double respectively.

Influential: You are great a developing a following via the media, and your fans like to give you stuff. They're also a pretty obedient lot. Unfortunately, this effect is most pronounced among stupid people.

Odd Jobber: You're good at the sort of work found in rural Texas. You have the equivalent of a decade of working at one, but it needs to be the sort of thing that doesn't require a degree for entry. [MULTI]

Homestead Advantage: When defending your home or family, your aggression, strength, durability, and endurance are all boosted by seventy-five percent. You do need to be in your for this to apply.

Murder into Art: You have a knack for turning body parts into artistic creations or craft materials. Basically doubles the effectiveness of related perks and the learning speed of related skills.

Waterman: You've learned how to keep the wells full of water, and the fields greener, by watering the land with blood.

Aggressive Driver: You're a very good driver. You also have skill at using your vehicles as a weapon, driving vehicles off the road with minimal damage, and that sort of thing.

Honor Thy Blood: You and your biological family always seem to instinctively recognize each other on some level. This also makes any attacks you make against each other less lethal than normal unless you are knowingly trying to kill kin.

A Legend is Forever: (400) Some soggy slattern slings a saw at you, and suddenly you're superhuman? You can heal from damn near anything non-fatal, at roughly 13x the rate of a normal human. You can even return from the dead once per five years.

Stench: You aren't troubled by strong smells at all, and attacks that target your sense of smell have significantly reduced effectiveness.

Doorway to Hell: You aren't troubled by gore at all. At most it will amp you up a bit. This may attract some negative attention unless you learn to fake it.

Send them to Hell: You can enter a mental space of guiltless survival drive. Doing what needs to be done with minimal guilt or trauma afterward.

Items: **(100 CP each unless stated otherwise.)**

The Franchise: (Free) You get a copy of all the movies, the unauthorized spinoffs/sequels, fan films, the comic books, and the relatively few novelizations. In whatever format is required.

Poulan 306a: (Free) A nice 13lb chainsaw of the same model used by Leatherface in the original. Repairs and refuels itself overnight, but otherwise nothing special.

Texas Battle Land: The closed amusement park from the end of part two. Will hold any upgrades. Can be kept as a warehouse attachment or imported as normal. However, it will only go to a rural town. Perhaps you could put it under decent management?

Harlow, TX: Scenic ghost town from the 2022 film, not the actual Harlow. All yours according to the nice lady from the bank. Holds upgrades, imports or stays an attachment as usual.

Blair Meat Company: A commercial slaughterhouse. Currently closed, but you could reopen it under new management if you want. Holds upgrades, imports or stays an attachment as usual.

Last Roundup Rolling Grill: (50) Food truck and catering with award-winning Texas-style barbecue and chili. Plus sides. Of course. Will provide a modest income if left alone, or you can leave it in the warehouse if you want. For an extra 50, you can summon meals to you. We'll even throw in some Farmer Vincent's Fritters. Vegetarian, long-pig-free, and gluten-free options are available post jump.

Excalibur: (200) The extra fancy chainsaw Junior is given in part III. Damage scales with your power, it repairs itself overnight, and never runs out of fuel. Also can count as a two-handed sword for perks and such if that's beneficial to you.

Homestead: 1880s homestead with 23 acres. You could do okay here. Holds upgrades, imports, or stays an attachment as usual.

KOKLA: FM radio facility complete with FCC license. Will need some new staff though. Holds upgrades, imports, or stays an attachment as usual.

VA Benefits: You get a small check from some government every month, and can get free medical care. Eventually. Defaults to USA or country your current ID is from.

Mysterious Figurine: This small, plastic statue seems to depict an attractive, cross-dressed version of Leatherface. Figuring out the password, or finishing the jump, will reveal the truth. Ms. Leather is shall we say, more than fully functional when released. This futanari version considers

family the most important thing, and you're hers now. In every sense. She's also not a cannibal, but could learn if necessary. As far as what's under the outfit, let's just say they grow everything bigger in Texas.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

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 4 Template tokens, same as you got.

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

Leave When The Story Finishes: Free! It's not like the series bothers keeping the continuities going. You can leave when you've handled the equivalent of one film.

Continuity Toggle: Free! You can have this take place with Friday the Thirteenth, or any Dead by Daylight licensee, provided the time period overlaps with your jump. Seriously ther

Pieces: Free! Who says you have to go to Texas for a chainsaw massacre? You'll be spending your time on an Italian campus instead while mysterious chainsaw killings occur. Comes with Italian fluency. All of it.

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

Item Lockout: You can't use items from outside this jump in this jump. Or access your warehouse.

Power Lockout: You can't use powers from outside of this jump in this jump.

Scaling Rival: You have an enemy who has as many template points to construct their build as you spent. They don't like you and seek to defeat you.

Mute: You can't talk. Although shrieking is still possible.

Annoying: You're really obnoxious. Easily on par with Chop-Top or the glasses guy from the remake. People kind of want to hurt you, and if there were an audience they'd cheer for your death.

You're Canceled, Bro!: You'll fit right in with slasher-film victims brainwise.

Maimed: You've been gouged up pretty good in the past. Maybe a previous run in with the Sawyers?

Skin Condition: Your face is severely discolored and missing a nose. Good luck with that.

Excellent Breeding Stock: People really want to have kids with you. Whether you're into that or not.

Ghostly Gimps: (300)You'll almost always get entangled or trip over wheelchairs. Even worse is that unoccupied ones spontaneously show up and launch themselves at you occasionally when you're outdoors.

Wheelchair: (400) You're wheelchair bound for the duration.

Cannibal Black Comedy Tour: (400) Okay for some reason chainsaws haunt your dreams. You'll find yourself compulsively involved in the events of Motel Hell, Texas Chainsaw Massacre 2, and Hollywood Chainsaw Hookers.

Ending Options:

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

Notes:

Third try is the charm.

Change Log:

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