



Introduction

(Created by K'eth, Version 1.0)

Welcome to Carnate, a prison island 10 miles off the coast of Maryland, with a long and bloody history that has soaked the very soil with its malevolence. With the highest suicide rates out of any prison in America and careless guards and wardens, it is not a fun place to be...

It's also, in one hour, going to get a whole lot worse. A man by the name of Torque is about to enter the prison, accused of killing his family and with no memory of such an encounter to speak of, he is shipped off to Carnate to spend the rest of his few remaining days within the Abbott State Penitentiary...

Or that's what everyone believes.

Minutes after his arrival, an earthquake will occur that will open up holes into the land and unleash the stored up cruelty and hatred into demonic creatures known as Malefactors and other ghosts that return themselves from the dead to inflict their own brand of cruelties.

If Torque manages to get off the island to Baltimore, the Malefactors will spread their presence there as well, their existence not unique to the island.

You will spend the next ten years on this Earth, where long storied violence and malevolence can give birth to the most horrific of monsters and all they need... is just a spark.

However, your Benefactor has given you **1,000 Choice Points** in-order to better acclimate yourself within this world, to survive it... perhaps even become one of those horrors yourself.

Age/Gender

Roll 2d8 + 17 to determine your age (for Innocent, Inmate, Foundation, and Prison Guard), 50 CP to choose exactly your age. Malefactors on the other hand can be either considered seconds old or several centuries it's up to you really.

You start off as the gender you were born with, 50 CP to choose either or.

Locations

Roll a 1d8 to determine your location

1 - Torque's Cellblock

As an Inmate you either replace one of Torque's cellmates or you're in a brand new cell recently made. If you're an Innocent or Prison Guard you're outside the cells either standing guard or being led around by a Prison Guard if Innocent/Foundation Member on the grounds of seeing one of the Inmates or there's been a mistake and you're being led out. If you're a Malefactor you

appear right as Torque enters his cell out of sight of everyone.

2 - Carnate Island Wilderness

There're plenty of trees in Carnate, enough for a small forest, you awaken in a random spot within the forest, but be warned, a lack of civilization does not mean no Malefactors can appear there. Indeed, you might even encounter hellish beasts that weren't in the prison.

3 - The Asylum

Home to the ghost of Dr. Killjoy, this is a victorian-style house turned into an insane asylum by the good doctor. It houses a padded 'theater,' many cells, operating booths and many of the rooms still look fairly intact from the centuries gone; it has been built, is currently in disuse.

4 - The Quarry

The Quarry on Carnate that many prison miners dug and died in to help build the prison that they were going to later end up in. It leads to the Asylum and once Malefactors start appearing, it is home mainly to the Burrowers.

5 - Slave Ship

You appear on the western end of Carnate Island, on a beach, next to a ruined slave ship from the 1700s. When Malefactors start appearing, this ship will start to endlessly divulge Festers from out of it.

If you are a Fester Malefactor you appear within the bowels of the ship after the earthquake and have to trudge your way out of there.

6 - The Docks

You appear on the docks to the Carnate Island, if you know what's good for you, you'll be taking one of those free ships back off to Baltimore (or perhaps even further elsewhere).

7 - Baltimore

City of Baltimore, if you end up here, you have around 9 hours before Torque ends up here and brings the Malefactors unfortunately with him. If you are a Malefactor yourself, you will show up in the throes of chaos as your 'kin' start laying waste to the city's inhabitants, just as Torque arrives.

8 - Free Choice, pick whichever you want.

For 50 CP you can choose which location you want to appear in by yourself.

Origins

(Each Origin gains a discount on their perks, 100 CP Origin perks are, as always, a freebie for the Origin.)

Innocent (Drop-In) -

You're not from around here, are you? You either appear out of nowhere on the island or you're

trying to meet with one of the Inmates (or guards I don't judge) to talk to them. Whatever the case, you're about to be thrown into a world of nightmares.

Inmate -

Convicted, whether it be false or true, you have committed a violent enough crime enough to be sent to Carnate Island either to be sentenced to death or otherwise live out the rest of your miserable life there.

The Malefactor's presence opens up a potential for escape... or more likely, your death.

Foundation Member -

One of the mercs or scientists that work with the Foundation, an independent paramilitary and scientific organization that focuses on dealing with the supernatural and have dealt with the occurrence of Malefactors before, covering up their existence is also a secondary job for them along with study and construction of new technologies.

You're aware of the significance of Torque's arrival on Carnate and how it relates to the spawning of Malefactors, if you rolled to be on the island, you're ahead on schedule and have a mission that you can choose to follow: help Torque get off the island. You don't have to follow it, buuut Jordan, leader of the organization will probably hunt you down if you don't.

If you're in Baltimore, you're with the rest of the organization who has secretly taken over the city for a moment until Torque arrives. Needless to say, if you let things play out, very few of your buddies are going to be surviving.

Prison Guard -

One of the guards at Carnate Island, you've dealt with some of the worst criminals in America and have a long list of stories to tell. This place isn't nice and you've learned to be mean to keep those that aren't on the death sentence in-line. Let's just say that this place wasn't your first job that you wanted in on.

The presence of the Malefactors forces you to work with the inmates to survive, least of all you go insane and can't decide who is friend and who is foe.

Malefactor - (300 CP)

Or perhaps you're one of those darker things, the villains people talk about in hushed whispers, the myths of cannibals that are in the alleyways of rundown cities, the girls who cried 'witchcraft' and had people burned down at the stake... you've come back, a Malefactor.

Representations of human malevolence and cruelty, Malefactors are almost always humanoid in-some fashion but aren't usually defined by normal laws of reality, only here to inflict horror

and grant those that view them a glimpse of the brutal and scarred history of the land around them. Pick a common Malefactor (Slayer, Mainliner, Mauler, Marksmen, Arsonist, Suppressor, Gorger, or Noosemen) from one of the games, you become one of them unless changed from one of the Perks below, other Malefactors of your type do not attack you, but other kinds of Malefactors are fair game.

As a Malefactor you do not appear one hour before Torque arrives, instead you appear roughly the time where earthquakes begin to happen around Carnate Island, Torque at this point has pretty much only been in his cell for around three minutes.

Post-jump, your Malefactor body becomes an alt-form.

General Perks

Prime - (500, Capstone Booster)

Congratulations! You're a latent psychic with powers over emotions and a little bit of reality. This typically formulates as a major luck boost when it comes down to it, things just... go right for you, if you're trapped in a cell with monsters coming out of the walls killing everyone outside of it, the doors will open just as the monsters leave to allow your escape. If you're strapped for cash, your foot might just catch on a 100 dollar bill, need a gun? Maybe you should open that drawer, you might just find one. Need to convince someone who wouldn't really work with you normally? Saying a sentence or phrase the right way might make them realize how screwed they are if they don't. This also comes with a moderate boost to strength, durability, speed, and stamina, not enough to break concrete walls, but you could definitely break some bones easily enough.

This power also draws upon your mental state and tries to help you in whatever small ways it can, sometimes however, it can get as unhappy as you are and call upon something to get you out of trouble, in the case of Torque, his psychic talent called upon the Malefactors as his depression and mental instability intermixed with the violence and cruelty of Carnate Island's history, your power won't do something so stupid and isn't strong enough in that regard to do so. If you want to make absolutely sure that such a thing will not happen in the future, you can turn it off or lower its effectiveness.

Innocent Perks

I Swear! I'm Innocent - (100)

Isn't it annoying to be convicted for a crime you didn't commit and going to jail for it? Well, good thing you're innocent. So long as you have no part in a crime or 'naughty' act that people are looking for, everyone will look you over, even if you're the biggest suspect on the Earth, if you

didn't do it, everyone will just ignore you. This also works for other 'smaller' crimes, a parent looks for someone who drank their drink, if you didn't do it, they'll gloss you over.

Desperate To Survive - (200)

You've got legs... and instincts to be the one to survive a horror movie, or in this case, horror game. Passively you're at-least twice as fast as the average human in both speed and reactions and you get mental warnings of potential 'bad-endings' coming your way and how to avoid them from immediately killing you. You can turn this into a sort of active trance, increasing your speed massively and becoming almost impossible to hit or grab by any means... but only when you're trying to escape.

A Killjoy's Intellect - (400)

Perhaps you were an apprentice to the dear doctor's ghost, or you've come across his notes... or maybe you are simply born different, that spark of mad intellect and charisma that suffused Dr. Killjoy's presence has been given to you. Creating holograms from simple film projectors that can react in real-time to things around them, objects and devices that can harness psychic energy and all while holding a certain aimable charm as you perform even the most psychotic actions on the living to understand how to make them tick. While you have some ability to create various fantastical devices, your true talents are within the mental sort of things, enough that you have begun to scratch the surface of manipulating Malefactor's existences, perhaps give Slayers the ability to rapidly reanimate themselves or maybe... more?

Ghostly Existence - (600)

Maybe you're not innocent at all, and died an inglorious death on Carnate Island or maybe you're an innocent trapped in the agony of this hell. Either way, you've returned from the dead, not as a warped legend of malevolence like the Malefactors but a ghost like Dr. Killjoy, Horace, or Hermes. You gain the Hide & Bleed, and Many Forms of Brutality perk from the Malefactor line for free and alongside the standard ghostly abilities of being almost outright immune to physical attacks, walking or floating/flying through walls you may pick a 'theme' to have abilities granted to you. Being a ghost that was killed by the electric chair could grant you electricity based powers with some movement-suppressing chains or other such things as a secondary ability or having died to a gas-chamber has given you the ability to produce those very same gases to kill and torture your unfortunate victims. Due to your nature as a ghost, you can change your age to anything that is around at the very-least two centuries old.

For your stay here, this form is your primary one, it becomes an alt-form post-jump but you can use your 'theme' powers outside of the form if you'd like. If purchased as a Malefactor, fanwank appropriately, but you'd probably be something like The Creeper or Copperfield.

Capstone Boosted - Prime (Haunt of Carnate)

Your psychic talent has only been increased with your new ghostly existence and it is through this that not only your power from the basic perk increases substantially, it is now possible for you to warp the land around you for miles around to your benefit, though it has to be in-tune with the theme of the power you've chosen. Alongside this, your presence passively causes

hallucinations, unsettling feelings and all other sorts of supernatural foolery that can scare and intimidate those not prepared, even Malefactors and other eldritch-like beings that would've normally have attacked you beforehand know not to mess with you and either try to scavenge who to kill on the outskirts of your territory or just steer clear of it entirely, though they'll certainly attack you if you get too close.

You can turn this power up and down, stop the hallucinations and negative effects around certain people or have it done only on certain people as well. Needless to say, even without being properly sighted, people won't forget the legends of you and the nightmares you can provide.

Inmate Perks

Familiar To Imprisonment - (100)

You've been a while, seen the 'sights', the 'smells', you know who is someone's bitch, who's the local 'boss' of the area and how to both go unnoticed, or make the most noise. You're familiar with the customs and rules of every prison you go to, whether as a criminal or as someone else, you know the common taboos, the unspoken rules, how to make a shiv, an impromptu shovel, slang, and all other useful information in a prison environment.

Proper Carnate Manners - (200)

This prison ain't for no basic drug dealers, you're here because you've done something real bad and you get what's coming to you, or so they thought. You have expert skill in both knives, and almost any type of fire-arm, particularly pistols or shotguns are your forte. You count your shots perfectly, knowing how many you have even without checking or really thinking about it and your accuracy even with a shotgun is pretty impressive if not that useful.

You've also... got nothing left to lose and you're pretty much fearless, not immune to the insanity of what's happening, but you're not going to piss your pants cause one of your friends just got his head chopped off by some spider-demon with blades for legs.

Voices In Your Head - (400)

Maybe you have gone insane after all, or maybe it's just one more supernatural element of this world that no-one seems to question. You've got voices in your head, one, maybe two... or three, it's hard to keep track, but they give good advice and they tend to want to help you and watch you succeed. Some of them might even sound like friends or lovers, or perhaps even rivals that you've come to respect?

Whatever the case, the most basic of information they can give out is usually how to help you progress, information about the area you're in that you don't immediately know of, or even ways to progress your goals in the best way possible without compromising your morals or otherwise being a calming presence and someone to talk to when alone... they appear to remember your

experiences and bring up previous conversations. Very rarely they can interact with the real world, appearing as letters on a blank page or calling on a phone, which others can even see or hear though they want to talk to you more than others.

As an additional benefit, remember that thing about potentially turning insane? Well, don't worry about that, cause you won't, not any more. Not permanently anyways, while you might grow crazy every now and again, your mind will eventually be able to press it down and deal with it, bringing you back to 'normalcy.' Once this jump is over, you may turn the voices ability off if you want.

Adrenaline Rush - (600)

These Malefactors... they think they've trapped you and the other inmates, that you've got nowhere else to go. Well... that's just simply wrong. With a mental push of a button, you can instantly enter an unnatural adrenaline rush that increases your physical prowess and reaction speeds to peak performance for your race or kind and if you're already at the peak of your race well than it will go a bit beyond that, slight, but still enough to be noticeable at that point. As an additional bonus while the rush isn't forever (A minute or so at the start), it can be improved to go longer by training and you don't suffer the effects of adrenaline crash from this form of rush or more natural ones, leveling you out instead of feeling like a sudden burnout. After the rush is over it will take some time to recharge but killing or taking damage will build this meter faster and faster.

Capstone Boosted - Prime (Shape of Insanity)

You've been broken, bent, and shattered, but you've put yourself back together and to the outside world everything looks alright... but on the inside, there's a beast that screams to break out when the blood starts spilling and guns start firing. Your adrenaline rush has been changed and improved, on the outside it looks as though you've become a screaming enraged madman but to your own perspective your form shifts and contorts as it turns into a monstrous mix of what you were and something similar to a Malefactor. Your physical prowess and reaction speeds have now become superhuman and supernatural, able to tear apart Malefactor Captains like wet tissue paper and boulders and steel doors are no obstacle to your maniacal strength, bullets and grenades are ignored as you charge heedlessly on and the blades of Slayers that cut you shatter, the flames of the Arsonist are more like a warm numbness, and the shocks of the Isolationist just piss you off.

This form changes its appearance depending on your alignment, if you're a good man than the changes are more slight and you retain most of who you were, but the more evil you are the more twisted and Malefactor inspired your form is. Alongside all of this you gain several powers based on the Malefactors you fight, calling up the chains of the Burrower to swipe at foes from far away, summon up the limbs of the Triggerman to gun down swaths of enemies, gaining more as you kill the Malefactors and... other demonic and eldritch creatures you fight in later jumps. But you may even build up the adrenaline even more in the fighting and killing, creating a localized cataclysm as you reach the apex of insanity, letting out waves of destructive psychic energy in a roar that will explode just about any Malefactor or anyone else in the nearby area.

While there are certainly foes that can withstand such a wave of murderous force, they are few and far between in this jump and are more likely to be found in later ones instead.

Unlike the normal adrenaline rush, you can hold this form as long as you'd like (and get out of it at anytime), but doing so without building up the momentum and stress will drain your mind and vitality until you've been shattered completely, not 'insane' like the Voices In Your Head might protect against but completely and utterly catatonic, brain dead. So do use this form sparingly please, unless you've some way to protect against that, than go buck-wild, willpower perks do help in lengthening the time you can spend in this form before becoming broken.

If you're a Malefactor this transformation can be seen by others (and will be plenty horrific), and post-jump you may choose to have this transformation seen by others or be known only to yourself via a toggle.

Foundation Member Perks

Foundation Training - (100)

You're in one of the few organizations that know about the supernaturals of this world, it would do you no good if you entered without any basic training. Unlike Proper Carnate Manners and Gun On Hand, while you do have some skill with firearms and basic self-defense with a particular focus on automatics, this training grants you a calm eye to assess situations and also, the ability to suss out the basic weaknesses of any supernatural foe you may face over time. It may not be enough to permanently kill an immortal, but you definitely know a couple things to slow 'em down.

Backstabbing Reverse Psychology - (200)

Did you really...? And they just went with it? Okay... Well, it appears you've picked up an unusual talent from the leader of the foundation, Jordan. To put it simply, betraying the organization you're a part of makes others that are against this organization trust you more easily, with the deeper the betrayal affecting how much they trust you. Vocally renouncing the group you're part of and meaning it means that whoever it is probably won't kill you, while murdering your own men or fellow agents basically means you've made a fast friend with these opposing groups and people. Do it too many times however, and this loses effectiveness fast.

Foundation Tech - (400)

You know how to fire a gun, how to spot the weaknesses, but doing anything about them, that's where those eggheads come in. Your time at the Foundation has given you some rather specialized knowledge of the nature of psychics and the Malefactors, and with it, the ability to create tech that can deal with the supernatural. Bullets that kill those impenetrable to non-magical attacks, walls that prevent people from teleporting into and out of such areas, psychic dampeners to lessen the cascading effects that lead to the rise of Malefactors. Your tech isn't perfect, too much energy might brute-force it or some clever mechanisms but you'll

always be able to find those effective countermeasures against the supernatural with tech alone, though the stronger and more powerful such things are the more time it will take to conjure up the blueprints to create such a device.

(Note, Killjoy's Intellect is about working with supernatural phenomena to do various things and perhaps enhance it, while Foundation Tech is the opposite, countering and finding workarounds around the supernatural. Combining both? You'll probably get some interesting results for sure.)

Split-Minded - (600)

While some people claim they have inner-demons, it's more of a metaphorical sense than anything real and practical, but no, not you. There is... another you, inside of your head, your soul, they're a bit more ruthless, a bit more cruel but they overall have the goal of keeping you safe and alive and seeing your own vision and goals completed. Your family and friends are theirs in their eyes and they'll keep them safe if they can. Alongside having a constant companion in your mind and a bit more of a ruthless perspective to help you gain better understanding, they appear to have an extreme knack for organizational work, disguise, and deception and if you let them take control, their power over your more violent abilities and skills seem to drastically increase when they use them, and seem to relish in such control but you can always knock them back to the backseat when such violence is no-longer necessary or ask to take back control more politely, they'll listen. But, otherwise, when in-control they're a one-man army that can butcher whole swaths of Malefactors on their own.

Post-jump this separate personality can be toggled off and on, and functions like a good nap to them so they don't take it too negatively when you do so.

Capstone Boosted - Prime (Split-Bodied)

Or maybe sharing a body ain't really worth it, only one voice in this head that needs to be heard. Though that doesn't mean you should just get rid of your new friend, no-no, you've a much better idea. You may now create a psychic body of your split-mind and give them control of that with all of the benefits of Split-Mind without having to give away control of yourself. They have any perks you wish for them to have along with copies of items (that can be copied) that you also wish for them to have. These items have to be something that they could have on their person, no copying planets or battleships (unless you're big enough for that I guess.) You may also do some fancy mental tricks like combining your psychic energies for big attacks or teleporting in-between each other's location no matter the distance and dimension and can feel each other's emotions and memories and if one of you is in danger. If your partner is killed you'll feel a little winded but they'll otherwise be fine and get snapped back into your body where you'll have to wait a while to be able to conjure another body for them.

The drain on your energies to create this body isn't that extensive and it does create opportunities for creating different kinds of bodies in the future if you so wish. Your partner still has the same overall personality as before, but they're a bit more grateful overall thanks to you giving them a proper body of their own though you can take it away as you please. They'll work alongside you as a proper companion... but they're actually a perk instead.

Prison Guard Perks

Gun On Hand - (100)

When things come down to the wire, the world goes to shit and nothing makes sense, one thing you can count on is the gun in your holster and the bullets in its chamber. Alongside having skill in pistols and various other weapons a prison guard would normally wield, you are *never* found without your weapon. If you want to reach for a gun, or a dagger, you will find it firmly in the place you are looking for despite the fact that it shouldn't be there and it will be loaded in the case of firearms, whether that'd be your pocket, backpack or something else you will always have a weapon that you can quickly find when everything goes to shit.

If you already have a weapon on hand, then your ability to draw and aim your weapons has quickened significantly, enough to make a difference in the case of some freak on stilts jumping down from the ceiling to cut your head off.

Prison Layout - (200)

You're a prison guard, and knowing where some of these slimy shits are hiding their stashes or whispered conversation corners is what you're good at, it'd be bad if someone got out of here after-all. Thankfully this thoroughness will help you escape out of this place now. You have an almost mental minimap of places that you've been too extensively, sort of filling itself passively even to places you haven't been so long as you've stayed there for quite a while (a week or so at most.) And if you do personally explore it then it fills out alongside you and allows you to track where you've gone and where you haven't.

Alongside this you've gotten a small luck boost on finding things you're looking for, looking for ammo just got a whole lot easier.

Seeing Things? - (400)

No, nothing? Or maybe you're just telling your fellow guards that so they don't freak out, but it doesn't stop what you see even if they're unaware. The landscape to your vision can suddenly warp and change, bodies that weren't there appear in your vision, things that tell you of the future to come, of warnings and of the past you may have forgotten but now have become important. These visions help you in piecing the stories together of the places you've been too or have just visited, they're never obtrusive and despite what other people might confuse them for, you appear to have a talent for figuring out cryptic comments and messages, knowing them from what they mean right from the word 'go.'

Needless to say, riddles and puzzles are rather easy for you to solve, but these visions can make them seem as if they're spelling it out for you. In other times they'll warn of betrayals and ambushes if such things are to be likely in the future.

Post-jump, you may disable these visions and this perk works quite well with the 'Voices In My Head' perk from the Inmate line and often boost each other's effects.

We Need To Work Together (600)

Or we won't make it out alive, it's a nice sentiment but with lousy corrupt guards and death row inmates it's hard to make such alliances stick, but not for you. You're a pro at organizational and logistics work and know how to make alliances with unlikely forces so long as they share a common goal, not only that, but you know how to make such alliances stick together and not break down due to corruption or betrayal. This mainly works best on smaller groups, like a couple COs and inmates having to work together to survive an outbreak of demons even if normally they'd hate each other. You may not get them to like each other, but they'll work and fight together without much complaint. Getting the alliance to stick even after whatever stressful event has passed is possible, but it'll take more active upkeep on your own time. Once the outbreak is over, what stops the guards from pushing them back to prison or the inmates dealing with the guards to be truly free? You, apparently, for now.

Capstone Boosted - Prime (Group Tactics)

Remember when I said that the people that work together might not like each other all that much? Not with you leading them, unlikely friendships are bound to happen with you helping them out and not only that, even when they haven't fought together, your allies fight together and with you like a well-oiled machine, calling out enemies, ammo, and other useful things when applicable and everyone else will take them seriously even if they don't look like much (so long as they aren't lying.) Everyone works together with you, and they work together well. Keeping alliances up after the events pass are also rather easy now, so no worrying about getting shanked by an inmate when the Malefactors finally die out.

Not only this, but everyone contributes in their own way, even those usually lazy and listless, weak links in the group are not so much of a weak link any more as the drive to survive or impress others become more important than their own comfort or fear, they'll be able to find... something that will be able to help the group if it is at all possible.

Malefactor Perks

Form Of Brutality - (Free, Exclusive to Malefactors or Ghostly Existence, Mandatory)

As Malefactors, things like organs and sensible biology are only a 'guide' on how creatures like you should be. A Slayer has it's head severed from its body and held up by elongated screws, Mainliners have multiple syringes chalk full of a lethal injection in their back but don't seem concerned other than a little pain and on and on. You're stronger than a normal human, faster too, don't exhaust yourself physically, and you're durable in ways that mean full-body destruction is the only sure-fire way to put you down for good.

Post-jump, this extends to other alt-forms you have, but you might need a little help from magic or something like that to do what a Slayer does with its head.

Hide And Bleed - (Free, Exclusive to Malefactors or Ghostly Existence)

How, indeed, do Malefactors get around Carnate Island and Baltimore without seemingly any trace of their existence? A mystery for sure but one you can now exploit. When you are no longer noticed by anyone other than others of your kind, you are capable of vanishing and reappearing within a spot at-least 10 miles of the area you teleported out of. You need not have seen this spot, only vaguely know that it exists and you shall appear in the safest spot there.

You may also teleport to a person if they're within range, you need not even know that there is someone there, simply 'want' to appear near the nearest prison guard or inmate and your malevolence will find them and transport you in one of their blindspots, a couple dozen feet away if there are actually anyone nearby.

Cruelty Of Man - (100)

Cruelty and malevolence... that is how Malefactors came to be, and it would do you no good if you did not know how to be cruel, no? You have gained knowledge of torture, how to use your body to bring about as much needless pain as possible and on the fly pain-giving as well, cutting at a certain point to debilitate a gunman's aim as agony pours from their veins as year old scars open back up, cut a certain vein to cause a shield-arm to limp and so on.

This ability to bring pain is also somewhat supernatural in-nature, for even those who find pleasure in pain shall fear your touch, where you cut, there is no room for masochism or the joy of numb sensation being brought new material... only agony, only torment. Why, you could even bring pain to those who have never known it, never felt it in their lives... all you must do is begin to slice...

Friend To Malevolence - (200)

Normally Malefactors of a different type only hold allegiance to one another so long as there are other people around to kill, but the second they're alone they go right back to killing each other. A problem with a new up and coming beastie as yourself, is that your 'allies' are only allies once they get someone else to kill.

Well not anymore, so long as you're around, Malefactors won't turn on each other and treat you as a 'friend' and will take anything you suggest under consideration so long as it's primarily related to killing things and as long as you're capable of communicating with them.

If you're not a Malefactor then at most this perk will make Malefactors seem almost... confused at your presence, seemingly unable to tell what you are and will just walk right past you or ignore you. Attempting to actively talk or touch them will make them lash out at you... before going back to being confused and trying to ignore you.

Out of this jump, this ability extends to other demon and eldritch-like beings that will consider you a 'friend' and will take your suggestions under consideration.

The Many Faces Of Decay - (200, Exclusive to Malefactors)

Perhaps the Malefactors of the games are not to your liking? Perhaps you've an idea on how to manifest cruelty into physical form, something to your tastes. Well, here you go, you may make a new type of Malefactor to be your form for this jump. They should be around the base level of the common Malefactors in power unless you've got Captain, or Advanced Malefactor... or both.

Typically speaking, most if not all Malefactors have at-least a semi-humanoid appearance as they're based on human cruelty and malevolence as well as the perpetrators of these crimes for the most part. Look around violent urban stories, depictions of war or riots for inspiration... or just make up the Malefactor from scratch, a form of death caused by humans is as good a spark as any to create a new form of Malefactor.

This new type of Malefactor appears within Carnate Island or Baltimore, causing havoc with the rest of their kin. If you want to take them with you in new worlds, you're going to have to get the Call Upon The Hell-Mouths or Captain perk.

Advanced Malefactor - (400, Exclusive to Malefactors)

Instead of a common Malefactor, you're instead graced with the five choices of the higher-tiered nightmares, the Inferna, Isolationists, Triggermen, Burrowers, and Festers. Each are incredibly powerful, but base themselves in different powers, Inferna are small, fast and can shapeshift into little girls to fool others and throw flames, Isolationists are tough, can disrupt electrical areas with their electricity manipulation and form Wretches from their open ribcage, cockroach-based Malefactors that serve them. Festers are slow, but tough and strong, are effectively bullet-proof and have any bullet-based projectile reflect off their body, requiring explosives or an unlucky human go for melee to cut through their flesh. They're also capable of spawning rat-based Malefactors to serve them from their guts like an Isolationist. Burrowers are incredibly fast, are capable of burrowing through almost any type of material including stone, concrete and metal and their chains give them impressive range with their attacks. And Triggermen are massive spider-like Malefactors capable of bursting through stone walls with ease, with guns for feet, durable, with a wide-range of ranged attacks and no slouch in a melee-fight either, bigger, stronger Marksmen essentially.

If you've picked The Many Faces of Decay, the Malefactor you create has a similar range of powers and an increase in overall ability to be a horror to go against.

Captain - (500)

Well now you've done it, you've reached the pinnacle of Malefactor-dom, Captain Malefactors are living nightmares given flesh, unstoppable juggernauts for most. You're larger, strong, faster, and overall more durable with better reactions, though not as good an increase Prime would be. However the main benefit of being a Captain isn't that... it's the fact that you're immune to most forms of non-supernatural harm. Shotguns shells bounce harmlessly off your flesh, you walk off

being torched by a flamethrower without being singed, grenades and rockets explode in the vicinity and not a single shrapnel embeds itself in your flesh.

Sufficiently advanced weapons or anything supernatural, however, can affect you just fine, but so long as you don't run into Torque, or any other powerful Malefactors, you should be able to walk off what the rest of the world can throw at you.

Malefactors are also capable of calling on their type of Malefactor to aid them in battle, usually 2 - 3 at a time and willingly serving you and following your orders so long as it's about killing. If you have Friend To Malevolence, however, they'll follow your orders even if it doesn't involve killing people and even won't disobey orders to save others or the like... though I'll don't think they'll like it.

If you're human and you take this, choose a common type of Malefactor to be able to call upon when you wish to be aided. While Malefactors with this perk are darker colored, have a hazy outline, and have blackened armor about them, you on the other hand are taller than average and have this air of menace about you that intimidates.

Call Upon The Hell-Mouths (600):

But three Malefactors isn't enough for you, is it? You need more, much more, if you wish to drown the world in darkness. With this, you are able to call upon the Hell-Mouths, less a portal to another dimension and more a breeding ground for a type of Malefactor of your choosing. Spawning forth an endless swarm of them unless buried in explosives or magical materials/wards, though of course you can just create another one. As of this time, you can create three Hell-Mouths and the Malefactors that spawn from them do not consider you a target, but will only follow your orders of bloodshed if you have Captain or Friend to Malevolence, having both would allow you to order any number of them things that would go against their nature normally. Practice and excess power will allow you to create more Hell-Mouths, as well as increasing the potential potency of summons as well.

Do note that while endless, each Malefactor takes some time to spawn into existence, so expect to protect these Hell-Mouths for a little while if you want to have an army. You can destroy them with a thought if you wish, causing them to collapse on themselves.

Capstone Boosted - Prime (Law of Malevolence)

But three or five Hell-Mouths aren't enough for you... is it? No, no, the whole world needs to drown in its sins. With but a thought, you can bring the metaphysics of this world to others, allowing the suffering and malevolence of others bring about the creation of new types of Malefactors and in certain areas with extreme malevolence, spawn them naturally to torment those nearby.

Those Malefactors created from this perk do not consider you a target but you are unable to command them unless you have Captain or Friend to Malevolence. In which case, you can not only command them to do whatever you wish, but you can command them telepathically across

any distance as you become aware of, in your head, how many of your minions are within this universe at the moment.

This perk can be toggled on and off if you wish.

Items

Origins get their items discounted and the first item free.

General Items

Cache of Supplies (200): A long dark green military-esque box filled with guns and ammo of various types. These weapons are what's usually found on Carnate Island or Baltimore city. Once the box is empty of ammo and firearms or mostly empty, it will be filled once again a day later with various different weapons and ammo-types. Nothing too expensive, but it will be a huge boon in the starting portions of the cataclysm.

In this jump, the box will appear randomly when it is most convenient to you, but post-jump you can have it be in your warehouse or summon it to you when you're in need of something random but decent in terms of a weapon. You can have the box keep on bringing out weapons found from Baltimore and Carnate or have it change from setting to setting to fit the power-levels there, it's going to give you the average weapons found there so nothing too crazy but there will be a variety of them.

Hat of Insight (300): It's... an indestructible cowboy hat? When worn, you may look at a location, item, person, or perhaps some more esoteric things and have the voice of the person or thing that created it or had a hand in making it explain its history and properties to you mentally. The voice's description is usually full of stories and will often give you the information needed on how to fight such things or use the items you're seeing. For things that don't have a creator, that voice will be your own but otherwise go on about it like it normally would be.

Gonzo Gun (600): Okay, what the hell is this? It's... a chicken-shaped gun with 20 egg-like bullets. This must be some kind of joke... eh, well, it is quite potent whatever it is. Whenever this... gun is fired at a supernatural creature so long as it isn't considered a 'boss' then they will die instantly to one shot from this gun. However, this weapon recharges its bullets one per day, making it not worth it to spray and pray with it. On non-magical foes, a single shot can destroy most tanks in a single shot, any more and you're going to need more egg bullets shot at it, whatever it is.

Captain Carafe's Swizzle Stick (600): A giant, club-shaped Swizzle Stick with large olives impaling at the end of it, making a sort of makeshift hammer... okay, again, what the fuck is this? Uh... it deals relatively massive damage compared to the rest of the weapons here, and when you kill something with this they explode in a flurry of gore and suffer true death, unable to

be resurrected or come back no matter the means unless you allow it otherwise. Hope you do not find the captain that wields this weapon, he may want it back...

Though, I'm sure you can deal with him at this point.

Carnate Island (800): Finally, something normal, the entirety of Carnate Island (a copy of it,) becomes attached to your warehouse via a prison door. This copy of the island has all of the buildings and items on it as if everyone suddenly disappeared when Torque arrived on the island but it is otherwise empty and quiet... eerie, almost peaceful despite the malevolence that still haunts the silence. While I'm sure there are numerous items that are stashed away here that can be useful in your travels, this entire island is a beacon for darker powers and when used to summon or otherwise use necromantic, psionic, darkness, demonic, or unholy powers within this island you are greatly empowered upon it, enough to sunder another similarly shaped island with a simple stroke of your powers. Nevertheless, this power only comes when you're on the island, so it's a bit useless in this jump save for getting supplies, but post-jump you may place this island out into the world to use as a headquarters for your pleasure and then such powers will become useful.

Of course, you may redeem this place, make it better than it was, and it accepts your renovations easily but that will be a hard-fought task either way, this place has an almost inescapable history to it, even as a copy.

Innocent Items

Healthpack (100): A small white and red healthpack, filled with all of the supplies needed to heal even the most terrible of bleeding wounds and sores, enough to get someone back on their feet if they have them and aren't outright dead. You have instinctive knowledge with this medpack to use it in the best possible way and when used up you'll find a new one nearby filled an hour later and ready to be used again.

Dr. Killjoy's Journal (200): Journal of the dear doctor, filled with information and experiment logs on his patients and any of the Malefactors you encountered. Though his writing is verbose as his normal speech this provides adequate information to make some of the devices he has produced over the series, just not as good as it would be if you didn't buy Killjoy's Intellect. The other use of this ability is providing entertaining writing to read and giving out weaknesses and tips on any of the more supernatural enemies you face alongside any other important individuals you encounter. If you have Killjoy's Intellect then the diagrams and blueprints make sense to you and allow you to more easily upgrade the items you make derived from that perk.

The Boat (400): One of the boats that carry over prisoners to Carnate Island, enough to hold up 15 individuals comfortably and filled with non-perishable food and water to survive any trip and I do mean any. The reason for this is that simply, any boat trip on this vehicle will take only a day to get from a designated point A to point B so long as it is physically possible to reach there and it is on water. No-one seems to notice this unusual travel-time or speed until after the trip

finishes and reaches its destination, alongside this the boat will actively avoid obstacles and will travel on its own lonesome. It requires no fuel and is pretty much your best bet in escaping Malefactors due to the fact that none of them can spawn on it nor any other eldritch or demonic entities teleport onto it without your permission.

It is quite likely that you can live on this all on your own, but that'd be boring, so, The Boat initially in this jump has to be found at Carnate Island's docks, but otherwise can be summoned near any body of water with a gesture and will repair itself 24 hours later after it is destroyed.

Inmate Items

Shiv (100): A shiv, or perhaps, more like a machete, it has a fine edge and is practically indestructible, made with some material not of this world. It can always be found when you grasp for a weapon and it is almost impossible to disarm you in the first place with it, unless your arm gets cut off, oh well then.

Memory Photo (200): A photo of you, no... it is a photo of your life before going on the jumpchain, it shows you your happiest moment within that life and makes you feel... good, like you can continue on with your life. Looking at this indestructible photo relieves forgotten memories and feelings and helps you hold on to your morality and humanity when all else is lost, when physically on your person it gives an overall buff to your physical abilities enough to be noticeable no matter what. But the greatest boon is when you look at it and relieve the happy, sordid and unforgotten past... never forget who you were at the beginning of all this jumper, never...

This photo is always close by when you need it and it pierces all immunities needed to make you feel what this should make you feel. No matter how eldritch and impossible you become, no matter the distance, no matter how long, no matter what, this can pull you back even from the blackest of abysses.

Jimmy's Bombardment Stash (400): A cracked hole in the wall of Carnate Island's prison close to where you appear is a treasure trove of the various explosives that Jimmy the Mad Bomber has scrounge up, TNT, Molotov Cocktails, Flashbangs, and Shrapnel grenades by the dozens, possibly even more, do not shoot in here unless you want to cause the majority of the prison to go up in flames and debris. These grenades reappear every week when used and in later jumps this cracked wall appears as a workshop attachment filled with the same amount of grenades and any new grenades found in the various jumps you go too, getting bigger and bigger as the variety increases. Though the more rare and powerful these grenades are, the less that will be found here.

Foundation Member Items

SWAT Gear (100): A garb of SWAT police armor suited to your exact measurements, a pistol, colt 1911 and five magazines and an assault rifle of your choice with three magazines. They repair themselves when destroyed a day later and are found either equipped to you or very

close by and safe to put on depending on your origins. If you run out of ammo, you get another full clip a day later as well.

Containment Box (200): A large, one-story sized silver-like box that only opens and closes to your command and has wheels on it that allow it to travel up to 10 miles per hour. Nearly indestructible and with cameras to see into the box its main purpose is to contain the supernatural, being unable to be teleported into or out of, and with no possible when fully closed to allow anything to pass into or out of it, it cannot be hacked open and can close automatically when a certain creature of your choice goes inside of it. It has to fit however and nigh-indestructible does not mean completely. You can study its schematics to make more of them, though you should have Foundation Tech to have a 1:1 recreation of it.

It can be summoned as you wish and does not close when you are inside of it no matter what. When destroyed it reappears a day later.

The Helicopter (400): An attack helicopter suited for 8 people to ride in it. It is made out of durable and impressive materials and flies and functions almost perfectly without any hiccups or glitches in its mechanisms. It has several rocket batteries attached and two miniguns on both sides of the copter, its most noted ability is the fact that its weapons are considered extremely effective against the supernatural and rips apart the hides of creatures that think themselves immune to such physical attacks. If only the Foundation had more of these... or any of these at all.

When destroyed you get another one a week later, it is otherwise one of a kind however.

Prison Guard Items

Guard Equipment (100): Guard outfit, keys to most of the doors in the prison, a map, and 357 revolver with 18 bullets, oh and verification that you are indeed a guard to this prison, which changes to fit whatever other guard duty-based jobs you want to apply for. When lost or destroyed, items return a day later nearby, along with 6 bullets an hour to be found on your person if you have less than 18 of them. Appears on your person when the jump starts or is otherwise nearby and safe to put on initially.

The Radio (200): A standard looking walkie-talkie that can connect to other devices seamlessly within miles around with no static in hearing or saying your voices. However its greatest feature is that it works when every other radio or walkie-talkie should be jammed or scrambled, even when it shouldn't have a connection. Its range extends to the necessary amount to people who matter when you are in a state of emergency, if you need to say demons are attacking Carnate Island you're going to reach the people who can respond with the capabilities to do something about it, they might not believe you, but they'll know where your radio is coming from. This radio never calls someone that would try to kill you or otherwise do you harm in those situations.

If destroyed, the radio is repaired an hour later and somewhere on your person. If lost you can summon it back with a gesture.

The Armory (400): A key that fits neatly into your palm, it cannot be lost or destroyed, somewhere on Carnate Island's prison, somewhere where you know is a door that leads to a secret stash of all kinds of weapon, ammo and various attachments to make your weapons demon-killing machines. This armory is enough to give weapons and ammo to a small army or maybe a combined force of inmates and prison guards. This includes stuff like RPGs and grenade launchers though no standalone grenades can be found here like molotov cocktails, only the professional stuff here.

This armory can also be found in Baltimore if you're there, but in later jumps it becomes a workshop attachment that fills itself with new weapons pertaining to the jump in-question up to the rare stuff, but never the super rare or legendary items. This also includes previous jumps if the armory was there as well, the armory itself continuing to grow in size and scale to fit all of these various weapons. You can also place the armory somewhere else in the jump but it can only be entered via the key you got from the item though you make keep it open if you're actually outfitting a small army in there.

Malefactor Items:

Lethal Injection (100): A syringe that has been dislodged safely from a Mainliner Malefactor, this concoction, a mixture of sodium pentothal, pancuronium bromide, and potassium chloride is extremely lethal to just about any living thing injected with it. Perfect for those kinds of painful kills that seem to come from nowhere. Can always be found on your person when you need it and refills itself after every dose, how handy.

The Swarm (200): A swarm of 30 Festering Rats and 30 Wretches, the smallest and weakest forms of the Malefactors known to date. They have a pit within your Warehouse that they naturally reside in when not in use, but you can summon them up in hordes with but a single gesture. They're not particularly strong but their ability to swarm most enemies means that they'll be taken care of quickly and painfully even if several of them die out in the process. 30 of them respawn a day if killed, so do be careful to not use up all of them.

They count as followers and follow your commands loyally, though they're a tad dull being giant rats and cockroaches of course, you can return them to the warehouse with but another gesture and they don't need to be fed, how nice!

The Gas Chamber (400): A workshop attachment, an infamous gas chamber from Carnate Island turned even more ruined and decayed than it was before. It's gassing mechanism still works fine however, and anyone dragged into it and killed by its gases rises up as a Malefactor version of the person with full intelligent and corrupted skills and abilities of their first life but eternally loyal to you and your cause. You may kill multiple people within this chamber, if you

don't mind the quality of the resultant Malefactors to suffer. It may be possible to create more gas chambers but it'll take several years before you'll perfect such a replica.

Companions

Unless otherwise stated, assume any companions you import or get have 800 CP to spend on perks or items.

Prison Gang (100):

Import up to 8 companions into any origin save for the Malefactor one, they gain appropriate background and all that to fit in.

Maleficarum Legion (300):

Import up to 8 companions into the Malefactor origin. Alternatively, you may create up to 8 different Malefactors to be your companions, though they only have 600 CP to spend on perks and items instead. These specific Malefactors are loyal to you and possess personalities beyond desiring to maim and kill, though may make them up as you see fit, they need not be convinced to join you in other journeys.

Torque (500):

The mentally troubled protagonist of The Suffering series, a usually silent brooding badass that is still reeling from the death of his family that may or may not be his fault and a latent psychic as well that happens to be the reason why the Malefactors are popping up everywhere, though his death now won't end the horde that has appeared. Due to purchasing this you are guaranteed to meet Torque in a pivotal moment in Carnate Island to help him and gain his trust, maybe even instantly after he walks out from those cell doors. While this doesn't guarantee him going along with you, being a constant companion and helping him make the right decisions (or bad ones if you're evil) will have him easily say yes at the end of the jump if not sooner.

Torque comes with the capstone booster Prime, the entire Inmate line of perks, Foundation Training, Seeing Things, and Gun On Hand, depending on how Baltimore is handled, you may get a bonus perk in the form of the Split-Minded perk after the jump ends. He only gets 200 CP to spend on perks and items.

Canon Character (100)

For each purchase of this option you may designate a character from the series and have then become eligible as a companion. Due to the trying nature of this jump, and how they might easily be killed, you'll meet them earlier than most and will often have chances to otherwise save and aid them. Characters like Killjoy and Jordan will be more... difficult to convince or find (though in the case of Killjoy I'm sure he'd be overjoyed to go to other worlds to find more weird ways to do medicine and diagnose the jumper's mental state in the process.) Either way, purchasing this option gives you a good first step in getting in the character's good graces to

come with you (and some probably will go along almost instantly to get away from this hell-hole, inmate characters in particular.)

Drawbacks

Take as many as you like, but don't say I didn't warn you.

Morality's Guidance (0)

Strange thing about this world is that Torque's overall alignment changes the past and interactions of how he got to this point. Due to the ambiguous nature of this, you can fix Torque initially on the path of one of his alignments to stabilize the timeline, choose between good, neutral, or evil and Torque will, without your aid or obstruction choose the path of that one alignment and lock the timeline on that version of events, even if you turn him good or evil later on, the past will stay the same on that front.

Man of Few Words (+100)

Like Torque in Carnate Island, you're a bit shell-shocked, out of it, and completely unable to talk. Better get used to writing, gesturing, or sign language to the few people that might be able to know it here... which is rather few to say the least. Of course, if you've something like telepathy, then this is pretty much free points.

Jump Scare (+100)

Any resistance to fear you have is gone, any immunity to fear you have has been greatly reduced and those damn fucking Malefactors know how to jump you when you least expect it, especially when you think to yourself that you're all alone. Expect to scream a lot while shooting or stabbing or throwing grenades, and yes, those with the sense in this time, it will be funny to hear.

"I Want To Know The Real You, Jumper!" (+200)

"WELL, well, well, look at what we have here. Never in my many years have I seen someone like you, a being from beyond this dimension, why, you'd make a most fascinating specimen. Oh, but don't worry, you're far too interesting for any one and done vivisections. I want to know the real you of course and that... requires drama, drama I happen to provide, very well! Jumper, let's get to down to work~"

The ghostly projection of Dr. Killjoy has been made aware of your existence as a jumper and finds you riveting, so much so that he will pester you constantly, get in your way (though sometimes genuinely help), and attempt to mentally diagnose you and help you 'improve'. Though his methods may not be for everyone, despite his sociopathic tendencies, his desire to help you and Torque for that matter are genuine if unorthodox. This journey of... self-discovery ends in ten years and even if you do destroy his projectors he'll still be able to appear and nag you.

If you can withstand his out of nowhere introspections, flowery shakespearean prose, and the probably many obstacles he'll send your way to test you over the years you may grab Dr. Killjoy as a companion for free.

Case File: Jumper (+200)

The Foundation and Jordan have become aware of your existence as a jumper, while The Foundation's goals are benign in trying to stop the supernatural from breaking out, Jordan is of a more sinister sort and they have a basic overall of your history and abilities. If you're a Foundation Member already, they're more likely to keep a close eye on you if you don't have any negative outstanding abilities or anything that, but they'll try to recruit you otherwise, detain you if you refuse and in the case of being known as an extremely intelligent, and probably powerful Malefactor, kill you.

Malevolent Attraction (+300)

Your otherworldly aura rips open the veil between worlds and draws the hellish Malefactors like flies to honey. Malefactors naturally spring up in your presence and try to kill you, and if you're in an area already swarming with Malefactors then those numbers will only increase and lock on to your position unerringly to try and get to you. This perk makes Friend To Malevolence useless (alongside the fact that Malefactors of your type will now try to attack you if you're one), though the Malefactors you create via perks and items will still be able to be commanded by you. Do watch out when going out of Carnate Island or Baltimore, as new types of Malefactors will definitely start to begin appearing. Who knows what kinds of hellish beasties come out in the middle of the woods or deserts.

Wings of Hermes (+300)

Executioner, murderer, psychopath, ghost. Hermes is a ghost that haunts Carnate Island and a manifestation of death via being gassed and his sickly green gas that he emits is lethal to just about anything that can breathe. He hunts the island for sport, for anyone, even his former guards aren't spared and right now, he has set his eyes on you as his next prey. He will chase you relentlessly, trying to gas and choke you out and when he isn't doing that he is taunting you relentlessly, trying to get a rise, or better yet, to make you into a killer like he is.

Even destroying his manifestation will only keep him away for a week before returns angry and furious at the 'little shit' that did him in and even off Carnate he will find you and he will try to make you suffer or if he can't make those around you that you care for suffer. Only during the 9th year of your stay will you be able to find a way to deal with Hermes for good.

Alternatively, if you defeat him in bloody combat for that last time and show him how much of a better killer he is, you can take him up as a companion for free though he is certainly ain't for those good-hearted folk lest you have some redemption perks laying around.

Wretched Existence (+400)

Now this is quite unfortunate, it appears your out of jump items and perks (save for the warehouse) have been locked out and your body has been turned into a Wretch, a cockroach

like Malefactor that is usually spawned by the Isolationist and very... very weak, why, a single pistol shot may just do you in. Though you are quite fast and can fly to get around places, not to mention small, so harder to hit than most.

Better stack up on those perks like Prime and Captain... it would be quite an amusing thing to see a psychic giant demon cockroach I believe.

Once this jump ends, you gain the Wretch as an alt-form to be used at your leisure, who knows, it might find some usage with that ability to fly and small size.

Jumpmore (+400)

You... have a habit of blacking out, one second you're fine, the next you're sitting on a bench nearby, most would think of narcolepsy and sleepwalking but this is so much worse. Another you, one more ruthless and cruel is inside of your head, of which you are unaware of, up to the point of if you saw them in a recording they'd look completely different to you. They've a penchant for forming criminal organizations and keeping their assets and goals safe, mainly in keeping you alive, and those you care about are relatively fine. However there will always be parts of them that you'll find reprehensible, morally or in other ways if you aren't for that. There will be dream clashes, hallucinations, and seeing writing that isn't yours in places that shouldn't, they'll try to control you, make you see their side and join forces, and they won't take no for an answer.

They have several of your more violent-minded perks but not all of them, though they do know how to use your stuff better than you for the few they do have and often put their own spin on it. After 9 years of these blackouts and having to deal with the aftermath of them, you can finally fight them head to head in the real world, finding a way to bring them out to deal with them once and for all. You may alternatively spare them, try to convince them to your side, it isn't impossible but it is quite hard and you'll need something more than what you'll get from here to do it.

If you do so, you may get the Split-Minded perk for free at the end of your jump.

Jumper's Hatred (+600)

All of your suffering, all of your ties, all of your failures, and regrets, and hatred has manifested within an enormous horrifically powerful Malefactor, enough to defeat you easily no matter how hard you try alone. No, to defeat this creature, you need to run, run and reflect, go through your memories, the traumas, the bleak points of your existence and start to work through them, come to terms with them and what has happened, accept them and with this new found strength... you won't defeat this hatred, not outright, but you can push it out and bring it down for years until the 9th year where you will have one last battle and be finally able to bring it down for good.

However, if you just run, and run, and run, and never confront the things you've done, then the hatred will swallow you whole and there will not be running anymore. It can find you, no matter you go and if you have perks that make you a well-functioning individual with no flaws in your

mental-scape they are disabled until the jump ends, there is no cheesing this, you need to confront yourself Jumper, what you've become, if you've to defeat the hatred before you.

The Mouths of Hell Have Opened (+600)

The world... has been lost, and everything to the shadow of fear and horror. Malefactors are appearing in great numbers... everywhere, The Foundation will be quickly overrun and while Torque may be able to survive this hellscape, not many others can. Malefactors like The Horde appear in the dozens and new types are about as endless as those that are known. There is no escape, no hope, Earth will be lost, and it is up to you and those few that can stand against it to hold back the nightmares for those that still live, those that haven't killed themselves already.

If you're a Malefactor, than you are the only one left, Torque dies on December 15th, Blackmore does not exist, and The Foundation have grown in considerable strength and technology, enough to deal with the likes of your kind with considerable ease and the general populace are aware of Malefactors and how to deal with them. Will you be able to bring the horrors of myth back into the world again or will your kind be finally and hopefully extinct by the end of these ten long years?

Ending

As a small bonus, completing this jump dead or alive relieves you of any of the mental traumas suffered from participating in this jump... oh and all of the drawbacks you took have been removed.

Go Home: You've had enough of this bullshit hell-scape, take your powers, your cool trinkets and maybe an entire island back with you to home.

Stay: Are... are you sure? O-okay, any matters on other worlds have been resolved and you will spend the rest of your days within this... unfortunate, unfortunate place.

Move On: You've had enough of this bullshit hell-scape, but not the rest of the worlds. Give them a lil' taste of some Proper Carnate Manners while you're at it, huh?

Notes: Taking the Malefactor origin, Ghostly Existence, Adrenaline Rush, Prime, Advanced Malefactor, Captain and The Many Faces of Decay will allow you to create some truly horrific shit, something beyond The Horde that is for sure, you come up with that stuff.

As always, fanwank responsibly.