



Ringu (Film)

By PsychoAnon

Intro

September 1997, Japan. There are rumors running wild about a cursed video tape on the Izu peninsula. They say that once you watch it a girl will call you, telling you that you have only seven days left to live. Students have been mysteriously dying with no explainable cause, their hearts stopped and their faces contorted in terror and agony. One of these students is the niece of Reiko Asakawa, local journalist and single mother. Having her curiosity piqued and wanting to get to the bottom of her niece's mysterious death, Reiko will investigate these rumors to uncover the truth behind the curse, putting her own life as well as that of her ex-husband and child at incredible peril.

You will arrive on the very day Reiko watches the cursed tape, though what role you will play in all this is up for you to decide. Take this gift, tread carefully and whatever you do, do not look for Sadako Yamamura.

+1000CP

Perks

There are two types of perks in this document: mundane perks and psychic perks. Everyone has access to mundane perks and can buy all mundane perks at 50% discounted price, except 100CP discounted perks which are free. Psychic perks, however, require an upfront cost of 300CP to gain the ability to purchase them. You then can discount one mundane perk and one psychic perk per price tier instead of all mundane perks being discounted.

Mundane

100 - Motherly

Being a parent isn't easy, let alone being a single one. If it's any consolation you are at least quite talented at taking care of children. You have a naturally caring and nurturing nature which makes it simple to look after and comfort children. Children can also naturally pick up on this and tend to like you a lot as a result.

100 - Level Headed

When your life is in danger panicking is natural, but it can only lead to disaster. You don't panic even under the worst of circumstances, instead keeping calm and assessing the situation while staying focused on the task at hand. You can also help those who are panicking to calm down and give them direction, taking control of an otherwise hopeless scenario.

200 - Investigator

Rumors of a cursed video, ghost phone calls, mysterious deaths - there's a mystery afoot here and if anybody could get to the bottom of it then it would be you. You're naturally talented at solving mysteries, picking up on subtle clues and quickly making connections however obscure to ultimately "crack the case". You're also lucky when it comes to having just the right sources and connections to get vital info quickly.

200 - Professor

You happen to be quite intelligent and come from a background of higher learning. Your particular field of expertise is mathematics, being exceptionally good at it. Not only are you good at math but also at teaching others and conveying often complex ideas and concepts in ways that are easier to understand. Not exactly useful in the current circumstances admittedly, but at least you've got a degree.

400 - Mystery Magnet

Even in a place as seemingly mundane and calm as Japan, strange mysteries like the tape case can arise and whenever they do you always seem to get mixed up in them. Supernatural mysteries and adventures seem to practically flock to you even in the most seemingly ordinary of places, giving you constant opportunities for adventure and terror. You aren't obligated to pursue these opportunities if you wanna be incredibly boring.

400 - Time Constraints

Attempting to solve a mystery is one thing, but solving one in 7 days is almost absurd. Although for some reason, you may just be able to pull it off. You seem to be at your best and luckiest when under pressure from the clock. Whether it's making a tight deadline at work or figuring out where a dead girl's corpse is, things seem to go as smoothly as possible for you given the circumstances. Plus if you take dangerous shortcuts to meet the time limit like sailing out in a storm in the middle of the night to get to your destination quickly these will almost always work out instead of leaving you dead like they probably should've.

600 - Just Lucky

How did you do it? You were supposed to be dead, so how did you survive when you shouldn't have? The answer is just dumb luck. When supernatural forces are out to get you, you seem to survive by the skin of your teeth purely through fortune. You may not have meant to meet the exact conditions to free yourself from the curse but by pure coincidence you did and now you're safe. This can protect you through the most vile of supernatural threats, but it wouldn't be wise to test your own luck unless necessary.

600 - Will of Hate

There is a hidden world of beings that man lives in fear of, yet in spite of all the supernatural terrors there is one thing men fear more, embodied in a simple phrase "Hell hath no fury like a woman scorned". You have been scorned and so are fueled by rage and vengeance. You can survive purely because you are too angry to die. Even trapped at the bottom of a well with no food it could be decades before you actually die because it is hatred that keeps you alive.

Psychic

100 - Spirit Sensing

You have a special connection to supernatural entities. While normal people may sometimes feel a chill down their spine if a ghost is near, you feel their presence very strongly and can even see and hear them. This makes it possible to communicate with the dead. This sense will also work for other supernatural creatures as well, though most of those tend to be the types of things best left alone.

100 - Mind Reading

Ooh, a naughty little snooper, I see! Both a blessing and a curse, you have the ability to hear and see the thoughts of others, their mind as open to you as if they were speaking out loud. The downside to this ability is that it can't be turned off, meaning that near others you'll be regularly bombarded with their inner thoughts even when you'd rather not be.

200 - Memory Reading

Very similar to mind reading, memory reading allows one to look into someone's mind and scan their memories. You can see throughout their entire history to find whatever information you're looking for in your brain. Depending on how powerful your psychic abilities are, this may require direct physical contact with your target. Be warned, some memories are best left private.

200 - Nensha

Since around the turn of the century a new psychic phenomenon has been reported, namely the ability to imprint one's mental images and thoughts onto mediums like film. With this ability you can create pictures and videos from your mind simply by willing them onto a nearby appropriate medium. With computers you could create image and video files as well.

400 - Frolic in Brine

Human beings can be obnoxious and revolting creatures, their selfish and vile thoughts driving their actions to ends even they don't understand. It's enough to make someone sick. But you don't need to deal with people anymore, because you have "other" friends. You can psychically reach out to and communicate with powerful supernatural entities such as yokai, demons and eldritch monsters. These types of entities are heavily inclined to like you and accept your company, to such an extent that some may even desire to "know" you. Such endeavors can even bear fruit, though whether that is a good or bad thing is another matter.

400 - Future Sight

This ability is an extraordinary gift. You often have glimpses into the future that warn you of upcoming threats and disasters such as a volcanic eruption or an attempt on your life. These can be sporadic and are not always warnings of danger, though that is usually the trend and they will almost always show up if your life will soon be threatened or if a major disaster is impending.

600 - Demonspawn

You are not human, at least not fully. Your human parent cavorted with a sea demon, creating you in the process. This bizarre nature has vastly amplified your psychic abilities and to quite horrifying extents. All it takes is your mere will for someone to drop dead, their heart mysteriously stopping as their face contorts into a horrific visage of terror. Your control over this power, however, is quite poor at the moment. It often activates involuntarily based on negative emotions, especially anger.

Items

Free - TV

A working TV.

Free - VCR

A working VCR.

Mandatory - Video Tape

Companions

100 - Companion Import/Creation

For every 100CP spent here you can create or import up to two companions, granting them 600CP and the same discount benefits given to you. Alternatively you may import or create one companion instead of two, granting them the same benefits but 1000CP to spend.

100 - Canon Companions

You can pay 100CP to companion any character seen in the film universe. Any character except Sadako, as companioning her requires a much more complex method yet to be revealed.

Free - 1/6th Scale Sadako

Oh no, it's Sadako! She's come for you and she's... very tiny. Due to entering this world through a tiny screen, Sadako was shrunk to a comically small size and her powers have been absurdly suppressed. Even Sadako's anger and hatred have been greatly suppressed as she seems open to positive attention and kindness. If you reached out it wouldn't be hard to befriend her, revealing her interests such as eating snacks and dressing up.

200 - Madoka

Well aren't you just a hit with the ghost ladies? While this ghost woman may look similar to Sadako, with a white gown and long black hair, she is quite different. She carries some anger, but it is largely over not having closure about what happened to her pet cat once she passed. Madoka is otherwise friendly and a bit of a prankster. She likes to spook people with her supernatural nature (especially you), likes eating snacks and donuts (especially your donuts) and also likes mocking others in a friendly way, such as jokingly making fun of their appearance. She has a fear of bugs like roaches but likes cats. Her 2nd regret besides her cat was never getting to live with a handsome man, so romance may be on the table. In spite of her mostly harmless nature she is more than capable of killing if she needed to.

Scenario: Ending the Curse

Sadako Yamamura was killed by her adoptive father, left to die at the bottom of a well. Try and try as she might to climb out, to the point of ripping all her fingernails off, she could never succeed and somehow lived 30 years trapped in that well before she died. Her rage and spirit lived on, manifesting as a curse that imprints itself onto a video tape with her psychic abilities. Those who see this tape are doomed to die in seven days by Sadako's hand unless they copy it and show it to someone else, spreading the curse. If you wish, you may undertake the task of ending this curse. There are two routes to do so.

Normal Route: Forgiveness

Sadako refuses to end the curse she has created, a physical incarnation of her rage and hatred. To end this curse you must get Sadako to let go of her anger and move on. This is, quite obviously, easier said than done. The first step is to locate Sadako's body and put it to rest. Once that is done, you will need to bring her to you. The simplest way, of course, would be to have someone watch the tape and wait seven days. Sadako's spirit manifests at least partially as a form of energy, so to absorb that energy you will need to gather multiple people with psychic abilities and special equipment used by paranormal researchers to channel this energy, alongside a large body of fresh water such as a swimming pool .

Once everything is in place and Sadako is about to arrive, the psychics must be hooked up to the equipment and the equipment to the water. As Sadako attempts to manifest through the TV the psychics must channel her energy through themselves and into the water. This will likely be an absurdly terrifying and dangerous experience for them and Sadako will try to counter by compelling everyone near the TV save the victim to jump in the water and kill themselves. Assuming this is prevented and they manage to drain enough energy Sadako will manifest in a powerless state, unsure of how to proceed. It is then that you must comfort her and convince her to release her anger. Should your words get through to her, she will agree and finally stop the curse.

Reward: Sadako will then either go free and move on to the afterlife or, if you request, follow you as a companion. As a companion she would retain all her psychic abilities and ghostly nature, though her curse is now gone.

Special Route: Absorption (Requires Demonspawn, Nensha and Will of Hate)

Due to your similar nature to Sadako, you have an alternative method of dealing with her. Similar to the other method, this involves absorbing her energy but unlike the other path in this one you must absorb the energy into yourself, not dispelling it into the water but storing it within your body. This will be very painful but due to your hatred and powerful psychic abilities you can handle containing her energy. You will feel her attempt to invade and control your mind as you do this but you must resist.

Once she manifests from the tv she may be slightly weakened by your absorbing of her energy but not enough to stop her from retaining her powers. Now that she's emerged you will need to engage her in an all out psychic battle, one in which she is at an advantage since she is already dead. You will need to use your psychic abilities to defend yourself from hers, but she has no such concern. All you can do is make physical contact with her to absorb her energy, though in such close contact her powers will be more dangerous than ever. Unlike the other route, you shall continue to absorb Sadako's energy until all of Sadako down to her spirit has been completely consumed inside you. You will then drop dead.

After dying, you will awaken at the bottom of a well, the same one Sadako died in. Slowly, ominously, you climb your way out of the well with unnatural movements. You have become an onryō like Sadako and have absorbed her completely into your being.

Reward: You can now continue your chain as an onryō. There are two things to note: first is that the absorption of Sadako has increased your psychic powers' strength a noticeable amount, and second, you are a spirit of hatred and can manifest a curse just like Sadako did by using Nensha on an object such as a video tape. You can then manifest to anyone who views said video and kill them whenever you like. You can specify the exact rules of the curse such as how long it takes for you to manifest and what could potentially avert it, if anything. Unlike Sadako, you can still move around freely to wherever you like almost as if you weren't dead, choosing whether normal people can see you or not. You have also gained your own cursed well to crawl out of.

Drawbacks

+0 - Different Channel

Should you wish, you can use this jump to experience other parts and different continuities of the Ring franchise such as the original novels, the American and Korean adaptations of the films and even less horror themed works like "Sadako-San and Sadako-Chan" or "1/6th Sadako in My Home"

+100 - Curiosity Killed the Journalist

Y'know, all that snooping is gonna get you in trouble one day. You can't seem to resist poking your head into things that don't concern you, especially if you think you could weave a good story out of it. You'll end up getting into all kinds of uncomfortable and dangerous situations that never would've happened if you'd minded your own business.

+100 - Relationship Problems

You just can't catch a break when it comes to romance. If you get with someone it won't last long at all. If you've got a spouse, get ready for divorce. I sure hope you don't have any kids because if so that's gonna make things way harder on you than they need to be.

+100 - Guilty Conscience

You did something terrible in the past that now haunts you to this day. Maybe you extorted a family member and that led to their suicide or maybe you just killed somebody. Either way it's made you miserable, very isolated socially and at various points even made you borderline suicidal. It's gonna take a lot to unpack this kind of trauma.

+100 - Folding

When the going gets tough, you freak out and panic. You just can't handle pressure and when things are at their most dire your nerves have a bad habit of getting to you, making you choke. Sometimes you'll just quit altogether out of despair if things are looking really bad. This can be mitigated by having someone act as your voice of reason and push you on through these troubling situations.

+200 - Freakshow

You're not normal and everyone can tell. People instinctively are afraid of and disgusted by you and treat you like a monster instead of a normal human being. Some more understanding people and close friends or family members may still be kind and treat you with the love and understanding you deserve but the average person abhors you.

+200 - Laughingstock

You were doing so well until the media got their claws on you. After an incident involving a reporter the media completely ruined your reputation and painted you as a fraud. Now you're regularly the subject of ridicule and getting any job beyond janitor is a Herculean task. The constant mockery is also getting to you so much you're starting to become very depressed. If it gets any worse you may end up killing yourself.

+200 - Single Parent

Get ready for your greatest challenge yet - parenthood! Parenthood alone at that, since you can't find a soul in existence willing to help you with your newfound child, let alone the other parent. Unfortunately you can't just ditch them off at an orphanage and call it a day since you feel a deep instinct to protect and care for your kid no matter what. Even more unfortunately your kid can talk to ghosts and often gets into life threatening situations you have to save them from. Once the jump is over you can take your child as a companion.

+200 - Dumb Teenager

Ah, to be young and borderline mentally handicapped again! You're a teenager with all that entails, including hormones and a severe lack of common sense or life experience. Your main concerns are hanging out with your friends and getting laid and you don't worry about silly things like evil curses that are definitely killing people. In fact, you should watch that cursed tape! Your friends are peer pressuring you into it, after all, how bad could it be?! This is how low you've sunk and for some reason you also won't age past this point until the jump ends.

+300 - Broken

You saw Sadako take a victim and it has left you psychologically ruined. You can't talk and are practically paralyzed by horrifying images in your head regularly. You have an especially crippling fear of televisions and would do anything to not be in the same room as one. Doing anything other than huddling up in a ball is technically possible, but incredibly difficult on the best of days.

+300 - Down the Well

Welcome to hell. One way or another you've wound up trapped at the bottom of a deep well. Maybe this wouldn't be so bad except nobody's coming to help you so your only way out is climbing and all your abilities have been canceled inside the well, leaving you with nothing but the physical might of a Japanese little girl to escape. This is even harder than it sounds, but don't worry! You'll have up to 30 years down here attempting to climb out over and over and over and over again until you finally die. Here's hoping you'll get it eventually!

+300 - Seven Days

The worst case scenario has played out and you've watched the tape. Now Sadako will come and kill you in seven days unless you record the tape and show it to someone else. Or it would be that simple normally, but now you'll need to show the tape to 100 people within a week since Sadako figures she can wring a lot more out of someone as special as you. If you fail to meet this goal your fate will be sealed and Sadako will end you permanently.

The End

So you've survived your time in this accursed place? Then what are you going to do next?

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Notes

- Demonspawn and the psychic boost gained by absorbing Sadako do apply to other psychic powers, but only in a linear manner. In other words, your other psychic powers got a Sadako's worth stronger so if you were already some city busting psychic it's probably not doing much
- The Madoka OC is based on the Ghost from Seven Nights Ghost, as seen in this link::
<https://youtube.com/watch?v=gOeMwbxBEy0&pp=ygUibWFubHliYWwRhc3NoZXJvIHNIbmVulG5pZ2h0cyBnaG9zdA%3D%3D>
- Thank you for using this Jump