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Cabin in the Woods

Welcome. I know this is your first day and all, but we're a bit behind schedule so I'll make this quick. The world as you know it, this tranquil little place that might have few wars here and there, is only as safe as it is because of the Organization. They protect everyone from what lies below. And what lies below are the Ancient Ones, a group of giant monsters comparable to the gods of old. The only thing keeping them from destroying humanity is essentially a contract between us and them. Each year the organization, which has facilities around the world, must select a young group of people, such as children, teens, or young adults, and sacrifice them. The method is different each year, but it always includes a monster selected based on the choices of the sacrifice. They don't all have to die, at least in the American one, but most of them do, and the last must suffer. If they don't, the seal will be broken and the Ancient Ones will rise. I'll give you 1000 Choice Points to give you a chance.

Locations are below and may be chosen for free. Note that this isn't necessarily your starting location, that can be anywhere on earth you want it to be, this is merely the location you will end up at during the ritual.

- United States (where the movie takes place)
- Buenos Aires, Argentina
- Stockholm, Sweden
- Madrid, Spain
- Kyoto, Japan
- Rangoon, Burma
- Berlin, Germany

Origins:

To make this all work each origin will start about 1 year before the sacrifice begins, with the exception of the Drop In and Monster origin who will instead begin on the day of the sacrifice. Success requires only as much as any other jump: survive till the end. In this case the end is either the completion or failure of the ritual. Once that happens, you're free to go. Age is free to pick so long as it makes sense, Normal Teens do not have to actually be teens but must be under 25.

Drop In [Free]: You wake up at the edge of the woods by a lake just as the experiment begins. In a few moments a technician will spot you on the camera feed unless you start moving. So... start moving.

Normal Teen [Free]: High School senior, just accepted to a college a few months ago, it's summer break, and your friends have this *amazing* cabin in the middle of nowhere that their cousin left them. May or may not have a thing for weed.

Facility [100cp]: You aren't in the simulation. You *make* the situation. You design the cabin, the surrounding woods, the events that'll be happening, et cetera et cetera. Just make sure the kids actually die, okay?

Monster [200cp]: You're the big bad monster that goes bump in the night. You've got strange abilities, a scary look to you, and a thirst for blood, but that's just about it. Take the "Meddling Kids" drawback without gaining CP.

Perks:

Pop-Tarts? Did You Say You Had Pop-Tarts? [100cp Free Drop In]: Some people don't pay attention, others just have short attention spans. You, on the other hand, have an enhanced focus on any situation and can, with a few words, derail someone from their train of thought and make them momentarily lose focus on whatever they were thinking for a short while, regardless of importance.

Meta Knowledge [200cp discount Drop In]: You have a bit of meta knowledge about just every place you've been to or are already in. It's not much, maybe enough to save your life if you've got the right skills, but in this jump and every jump after you'll have a tiny bit of general knowledge about "story" or said jump. For example, in this jump you will know that the Facility exists, why it exists, and that they don't play fair. Also, said information will always be new to you, even if not particularly useful. Don't expect to get much more than that, though.

I Thought You Were Dead [400cp discount Drop In]: Faking death usually isn't as easy for others as it is for you. Hell, you might even be able to do it on accident. And while it will give your friends and allies a scare or leave them grief stricken, it will also eliminate you as a target for your enemies. Obvious, right? What's not obvious is that even when your enemies realize their mistake they'll have a hard time accounting for you or planning against your actions, leaving you free to wreak havoc on them.

Virgin [600cp discount Drop In]: What a loser! Well, maybe not, but we have to use what we got, and what we got is you. When it comes to rituals of all kinds, you can skim out on some of the requirements and make sure they go off without a hitch. Whether it be using the blood of a goat instead of a lamb or using a drop of blood instead of a whole person, you can use either different ingredients or less of the required version without affecting the ritual at all, however the more requirements a ritual has the less you'll be able to use alternatives, with some rituals being essentially the same as before with only a minor alteration.

Whore [100cp Free Normal Teen]: What's a bad horror movie to do without a piece of eye candy that gets killed off in the first half? Well, hopefully you make it past the first half, 'cause you are smoking hot. What? Wanted more? Too bad. Ok, fine, you're extra smokin' hot, and can attract just about any person you want, or at the very least leave them a bit flustered after some flirting.

Athlete [200cp discount Normal Teen]: You're the tough guy, the muscle head, the Alpha Male of the pack. Besides being in great physical condition you've also got the coordination of an Olympic bronze medalist and an unusual charisma. Others look to you for leadership and you have a talent for giving orders and following through.

Scholar [400cp discount Normal Teen]: Translating Latin, calculating distances, coming up with last minute plans. You know, the nerdy bullshit. You've got it. Besides the small intelligence boost, you've also got a wealth of somewhat vague knowledge on various monsters, letting you know about some of their abilities and an idea of what their weakness *might* be. Updates whenever a monster is encountered, this jump and beyond.

Fool [600cp discount Normal Teen]: Maybe it's because of your extra powerful mind or maybe you're just special, although it's most probably because of that weed you've been smoking, but you are immune to psychological effects from drugs, pictures, subliminal messages, and manipulation in general. Better still, if anyone or anything tries to manipulate you from the shadows you'll pick up on it quickly and, with a bit of snooping, will eventually find out where they are and how to get to them.

The Harbinger [100cp Free Facility]: The lambs will come through the gate and step into the killing floor. They will see only horror as we bring death upon them like dark gods sealed below. And you will be the one to deliver the first warning. You have an uncanny knack for creating sentences that leave others uneasy and a way of speaking that seems to be drowning in foreshadow.

Chem Department [200cp discount Facility]: Toxic gas? Check. Pheromones for some sweet lovin'? Check. Suggestion spray? Check. You know how to make a variety of gases, sprays, and mixtures that have adverse effects on the minds of others, with a wide array of options to choose from. Whether it be making people horny, angry, sad, or even getting them to feel like splitting their groups up during a search, you know how to make something for the occasion. Needless to say, more complex mixtures/drugs will require much more study and production time, and will often take longer to get workable results.

Master Mind [400cp discount Facility]: You have a master plan. Foolproof, too. So long as you know at least some of the capabilities of whoever you're up against you can devise a plan to make them act however you want them to, when you want them to. At least, to an extent. Doesn't matter if it's getting a group of teens to drive three states over to a shady cabin for the night or getting the summa cum laude footballer to act like a stereotypical jock, as long as you have enough information on whoever it is you're trying to manipulate, with the more information at your fingertips the easier it'll be. May not work against incredibly powerful/intelligent beings, especially those hiding their true capabilities.

Thank the Government [600cp discount Facility]: You know what's fun? Force fields. And high tech elevators that work like the Cube. Ooh, and being able to monitor peoples heart rate and other vitals wirelessly. And who makes all of it? Well, probably some government facility, but the important thing is that you know how to do it too. All of the advanced technology of the Facility is yours to recreate. Use it well.

Monster Abilities

Section exclusive to Monsters unless 400cp is paid (200cp for Drop In), Monsters have 2 free 100cp abilities, 1 free 200cp, and 2 discounts on any tier, other origins get 1 free of 200cp or less and 1 discount on any tier. Discounts on options with multiple purchases only apply to the first 3 purchases. Monsters can have any form that they want, however the base maximum size is about human average while minimum is that of a small child. The chosen form is also only aesthetic, so even if your form has fire for hair it only appears that way and is completely harmless.

Weaponized Appearance [100cp]: While you can choose any form you want for free, it is purely aesthetic. At least, it is unless you take this. With this your appearance is as deadly as it looks. That fire hair you had that didn't actually burn anything? Now it burns as hot as any other fire. Claws look like their dripping in poison? It was harmless water, but now it's just as potent as a snake bite.

Big Bad [100cp]: Strength, speed, or durability. Pick one. Said attribute is enhanced a good deal, with a single purchase of strength letting you lift about 500lbs over your head, a purchase of speed adding 30mph to your max, and a purchase of durability making most bladed objects barely cut your skin. Can be purchased multiple times.

Bigger Bad [100cp]: You're pretty big, even for a monster. Each purchase of this increases your size a good deal, with one purchase making you a little more than 1.5 humans in size and ten making you about the size of the cabin.

Scary SOB [100cp]: You're pretty terrifying, aren't you? With each purchase of this you become more and more terrifying, with the first causing people to panic internally on sight and ten causing their minds to break from the horror. Can be toggled on and off.

Swarm [100cp]: Like bugs? Or tiny versions of yourself? Well, you can create them at will now. With a single purchase you can create and control a minor swarm of whatever it is you create, 3 at the size of a dog and possibly hundreds of tiny insects, although

nothing outside of that limit. With each additional purchase you may create and control a single extra dog sized mass of said creatures.

Casper [200cp]: Like any other ghost you may become intangible or invisible at will, allowing you to traverse unseen and through walls and people. Travelling through people makes them feel a cold chill, and you can still be seen by cameras, else the Facility technicians wouldn't be able to monitor you.

Telekinesis [200cp]: Standard psychic powers, you can lift things with your mind up to the weight of an obese human but not much more without considerable effort. This doesn't include yourself, only the things you're carrying, so feel free to levitate (not fly) around with it.

Pain Touch [200cp]: Why you gotta be a dick? Well, fine. Physical contact with you physically hurts others, and while the type of pain is a flavor of your choice, such as a burning sensation or being hit with a hammer, it still hurts like a bitch and gets worse the longer you keep touching someone. Eventually this will lead to their death, although it may take a while. Can toggle on and off.

Siren [200cp]: A voice that can seduce even the most celibate and a scream that can shatter glass, both are your weapons now. Your voice at normal levels is incredibly soothing and attractive when you want it to be, and menacing when you don't. Simply put, you can alter your voice at will to sound however you like. And if being loud is how you want to go, you can scream at 160 decibels, louder than a jet plane and enough to rupture a person's eardrums.

Possession [400cp]: By coming into physical contact with someone you can enter their body, possessing them. This will allow you to see a good portion of their memories, allowing you to blend in with their friends and family, but be weary as strong willed people can push you out.

Hive Mind [400cp]: By coming into physical contact with someone, and through a battle of wills, you can essentially murder their mind and spirit, allowing you to split off a piece of your mind into their body. With this, you'll be able to control up to 5 bodies at a time, allowing you to see and feel from said bodies, and, once a body has already been taken

over, can switch control from body to body at will. If you lose the battle of wills you will be unable to attempt it again on them for several days and you will feel exhausted for a short while.

Nightmare [400cp]: No, not the horse. Unless your victim is afraid of horses, I guess. At will you may take the shape of your victim's worst nightmare, appearing for all intents and purposes to be the thing they fear most. Sadly, this does nothing against the fearless, or at least it shouldn't. But for you, whenever you are taking on a nightmare form your overall intimidation level is increased dramatically, allowing you to scare just about anything that can feel fear in the first place, even if only a little.

Milkshake Zombie [600cp]: You're hard to kill. A bit too hard, really. Even if you were torn to pieces you'd still be alive. Even should you only be a single arm or just your head (but no less in terms of mass) you'll still be alive and conscious. Might not be able to see anything, but hey, you'll still be kicking. Or punching, as the case may be. However, if you have less than an arms worth of body left, which in this case is from elbow to hand, then you will be counted as dead.

Companions:

Canon Companion [50cp/100cp]: Like one of the teens? Maybe you want to bring Hadley along and show him a real mermaid? Well, for the mere cost of 50cp you can bring 1 canon human along for the ride. What's that? You want a monster? Okay, you freak, if you really want you can spend 100cp to bring along one of the monsters shown in the film. No, don't even ask, you know the Ancient Ones don't count.

Import [50cp/300cp]: Want to bring your friends with you to the cabin? Fine by me. For 50cp you can import a single companion into any origin with a bonus 600cp to spend on perks, although they'll have to pay for the Monster origin. For 300cp you can import 8 companions with the same rules.

Items:

Sugar Plum Candy [50cp Free Drop In]: You have an infinite supply of sugar plum candy. I hear a certain monster might like one or two. Maybe she won't kill you if you give her one?

All the Weed You Can Smoke [50cp Free Normal Teen]: Title says it all. Infinite supply of weed and weed paraphernalia, guaranteed to get you high regardless of your form or physiology.

Free Coffee and Donuts [50cp Free Facility]: This may be a secret organization, but this is still an office environment. You now have an infinite supply of coffee and donuts.

Trinket [50cp Free Monster]: A little trinket or toy of your design. When someone completes a specific action with it you'll know about it as well as their location.

RV and Motorcycle [200cp discount Normal Teen]: Want an RV? Now you've got an RV. And a motorcycle. Nothing special, really, though they do have infinite fuel and the bike is really good for making long jumps.

Riot Gear [200cp discount Facility]: Look, you might need this, but it might not be helpful. Either way, you have an automatic rifle with infinite ammo in your warehouse, bullet proof vest, balaclava, goggles, helmet, etc. If damaged replacements will appear in your warehouse

Cabin in the Woods [300cp discount Normal Teen]: Congratulations! That cousin of your hit the bucket, and now *his* cabin is *your* cabin. Residing in a secluded area right next to a lake, the cabin and surrounding land are even surrounded by a force field, preventing nearly anything from getting in or out besides the wind and rain. Extra cozy, limitless electricity, and will even follow you from jump to jump. Basement and secret facility not included.

Betting Pool [300cp discount Facility]: Every month you will receive an invitation to join a betting pool in an interdimensional area. If you accept, you will be transported to a control room akin to the one in the movie, which will be filled with various people betting on some event. Small or big, the event is up to you when you accept the invitation. You can bet if you want to, or just watch the entertainment, but you may not gain anything

from these events with the exception of cash won from betting. Oddly, your luck perks seem to have no sway on the events you are betting on.

Secret Facility [600cp discount Facility]: Ah, your very own underground murder complex. Stocked with generic researchers, technicians, and the like, as well as a variety of monsters that can be expanded with the monsters you catch in future jumps. What you use it for is up to you, although I should mention that, if you ever need to, you can lure in some young teens/adults and, assuming they're killed by one of your monsters, their deaths can be used as a substitute sealing mechanism. This can be for any being that would be considered a god or other overwhelmingly powerful being, just note that they must already be sealed, this just makes sure they stay sealed for at least 1 year. Can be attached to your warehouse or imported into settings.

Drawbacks:

10 More Years [+0cp]: Instead of starting a year before the ritual you will begin 10 years before the ritual. Regardless of what you do you will end up at the ritual and, upon the completion of its events, the jump will end.

Giant Bong in Your Dads RV [+100cp]: They said you can't get addicted to weed, and maybe that's true, but you'll still be high as a kite on a rocket to the moon for the duration of the jump. Besides the serious case of the munchies it'll also affect your judgement a bit, at least when you aren't fighting for your life, so making any plans or focusing on anything important probably isn't gonna be possible.

Mordecai on Line 1 [+100cp]: Every week you'll receive an anonymous phone call, which you will pick up and listen to for the duration. The guy on the other end is a creepy SOB, and regardless of how well you would normally resist it, you'll feel completely creeped out for the duration. The calls are always collect calls, too.

Technical Glitch [+100cp]: For the duration of your stay all technological devices will have a chance of shorting out or otherwise failing to work properly, and while the error might not be lethal, it'll always be a pain in the ass and take a short while to fix.

Meddling Kids [+200cp]: This drawbacks effect depends on origin, with the Facility and Monster origins having to deal with a group of teens who are far more effective at surviving than they should be while Normal Teens and Drop In will have incredibly competent Facility technicians or extra deadly monsters. Either way, your enemies are all around more efficient than they would normally be.

Some Scary Bullshit [+200]: Do you have something you're afraid of, something that will literally paralyze you with fear and make you wish for death? Well, even if you didn't before, you do now in the form of a monster, a monster you will likely meet face-to-face with at some point. This will, obviously, be the monster that gets released upon the teens, which will scare the shit out of you if you're on the surface and will make you cover your eyes if you're in the facility control room. Either way, your fear will inhibit your ability to accomplish your goal. If you're a monster, you are instead deathly afraid of humans.

Molesting Tree [+300cp]: Are you ready for the molesting tree? 'Cause it is after you. Or another monster, whatever. The point is, you're being hunted by a specific monster for your entire stay, and you can be damn sure that if you're one of the teens already being hunted then you'll have to deal with an extra one.

They Are Free [+600cp]: The world has ended. The Ancient ones are free. If you want to survive, to continue your chain, you must fight them all. Numbering seven in total, each one is enormous in size and powerful beyond normal human understanding. A threat to all life on earth, they are beyond the combined might of the earth's militaries and weaponry. When the last of them lays defeated you may move onward, else you will be heading home once and for all.

Don't Let Them Out [+600cp]: For the next ten years you must make sure the Ancient Ones do not, I repeat, do NOT rise. Each year you will be pulled into the ritual in the way dictated by your origin, and each time you must make sure the ritual succeeds. If you think you can do it without a sweat, think again. As each year goes by the ritual will become more and more difficult to accomplish, and by the final year you will need to use the entirety of your resources, skills, abilities, and intellect to keep them sealed. And

if you fail, even once, game over. If taken with They Are Free, after the last successful ritual the Ancient ones will break free anyways, and then you'll have to fight them.

Looks like it's over. You're done with this world, and maybe that's a good thing. Now you will be presented with a final choice.

Go Home: Leave behind your adventures and the monsters of this world and beyond, maybe go to a *normal* cabin and take a break. Regardless, you're done here. See you at home.

Stay: A dangerous option. A world fated to death and you want to stay? I hope you can make it in this world. But who knows, maybe you can make the world a better place?

Continue: You're not done here, and you might not be for a while. Keep going, keep making choices, and keep telling yourself that you're the one who actually made them.