

Splatterhouse V 1.1

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It was a dark and stormy night. While escaping from the rain, you found yourself within the dark halls of an old mansion. You hear a scream and watch in horror or delight as monsters crawl out of the very walls. Welcome Jumper, to the Splatterhouse, you'll be spending the next 10 years here. Here's **+1000 CP**, you'll need it.

Locations

Not so much as a pure location choice but more like a general blend of location and time. Roll a 1d5 for your location, or pay 100 CP to choose for yourself.

1. **The Mansion of Dr. West** – Also known as the Splatterhouse, this decrepit mansion is the home of one Dr. Henry West. There have been some bizarre and horrific experiments performed in this place and two parapsychology students have just entered the premises.
2. **Ruins of the Splatterhouse** – Three Months after the initial destruction of the original mansion, it seems to have been partially rebuilt, however the surrounding area is teeming with monsters. Rick has returned to this place 3 months after his initial adventure with the intent of resurrecting his girlfriend, Jennifer, but someone else seemed to have moved into the area...
3. **Rick's Splatterhouse** – Seems five years and a successful business leads one to buy big. This mansion is a large impressive, place. Perfectly suited to raising a family and... fighting the forces of evil that have invaded the property.... Huh...
4. **West Estate 2010** – A rebooted version of the West Mansion. This mansion seems to be a macabre fun house of death, violence, and occult based time warping. Unlike the original mansion, Dr. West is fully present and in control of the manor, and it doesn't seem to be following the normal rules of space and reality.
5. **FREE CHOICE**

Origins

You may roll a 1d10 + 20 to establish your age. You may change your gender freely or maintain the gender you had before coming here, unless you choose The Mask origin, in which case you are just a mask.

- **The Hero (FREE)** – You were an average Joe or Jane who just happened to be in the wrong place at the right time which was during a catastrophic event that probably left you bleeding out on the floor. Luckily, something was there to get you back up on your feet!
- **The Doctor (FREE)** – You were once an accredited doctor before going into hiding. Whether through the discovery of eldritch knowledge or dark occult practices, you crossed the moral boundary into perverse experimentation. Hopefully nobody intrudes on your lab...
- **The Evil (-100 CP)** – You are a member of the dark forces that influence the actors in this world. Your plans, while nebulous, are thoroughly dedicated to the propagation and freedom of dark forces beyond the comprehension of man.
- **The Mask (+200 CP)** – Oh well this is an interesting choice. You're not here as someone who can act on their own. Instead, you are a contemporary of the Terror Mask without a body to call your own. Don't worry, I'm sure someone will come around and put you on... they may need to after all.

General Perks

- **Strong Heart (FREE)** – Splatterhouse as a series is rather well known for its blood and gore. A normal person would balk and recoil in disgust. You though? You can see mounds upon mounds of blood, guts, and whatever else horror exists in this universe without succumbing to fear and horror. This will also convey unto you a herculean will, one strong enough to easily handle the stress fighting the evils of this world and the insanity that they can bring.
- **2D Vision (-200 CP)** – Tired of seeing the world through your own eyes. Want to see it differently, well on command, you can shift your vision to emulate a 2D side scroller with your field of view being extended up to ten in either direction. You may be able to move along up and down depending on your environment as well.
- **Unassailable Body (-400 CP)** – It's not a secret that the forces of evil present in this universe have multiple ways of invading and altering the body, mind, and soul of various individuals. Whether this be through spiritual possession, parasitic invasion, or other forms of bizarre alteration, you will find yourself immune to these various forms of possession and corruption.

Origin Perks

The perks found in these sections are discounted by 50% should you have the corresponding origins.

The Hero Perks

- **Strong Limbs (-100 CP, Free for the Hero)** – It's probably surprising, but you may notice that Rick Taylor primarily fought with his hands and feet. Well that factor may not be a part of what the Terror Mask provides, so you'll find now that when you attack with your hands and feet, they are impervious to damage, when and only when, they are used to attack. In any other situation they are as durable as the rest of you.
- **Good Business Sense (-200 CP, Discount for The Hero)** – Now, you'd think that someone who goes around smashing or chopping up monsters wouldn't have much in the way of career options, but you seem too. You'll find it easy to secure and excel in the business world. This may not help in the slaying of evil, but can make things easier for your off time life.
- **Preferred Wearer (-400 CP, Discount for The Hero)** – Well now, you're a tad different from all the other poor souls that wandered into places where you shouldn't have. Accursed objects like the Terror Mask... I wouldn't say like you, but they would certainly rather be wielded by you than by others. You'll find yourself being able to use such items with contemptible ease and going forward, this effect will be applied to 'choosy' items in future jumps.
- **Kill The Terror (-600 CP, Discount for The Hero)** – Remember how the previous talked about being the chosen one to wield accursed items? Well what if you wanted to do some else with them? Should you choose to, you can enter into an inner world of sorts containing the item's spirit and duel it to the death. Should you survive and kill the spirit, then the item will be utterly destroyed with no hopes of repairing or recreating it. Something to keep in mind when considering a certain mask...

The Doctor Perks

- **Arkham Doctorate (-100 CP, FREE for The Doctor)** – You're not called a doctor for nothing, afterall you did graduate from Arkham University. With this perk, you have all the knowledge and experience that goes along with having a doctorate. But wait, there's more! Depending on what you have a doctorate in, you will find that your studies can be easily lent to pursuing and succeeding in the occult.
- **Western Approach (-200 CP, Discount for The Doctor)** – When the chips are down and your elbow deep in bodies, you can't be bothered to deal with getting fresh material to work. Instead, you find that dead and decaying materials are just as effective for your purposes as the living.
- **Recursive Loop (-400 CP, Discount for The Doctor)** – That's odd, but seems as though you remember things you shouldn't be, or to be more specific, things that certain entities would prefer you didn't. You now have the ability to be intimately aware of when you are living through a time loop. Use this information wisely as forces beyond your comprehension may benefit from either your awareness or lack thereof.
- **Chaos Hell (-600 CP, Discount for The Doctor)** – Well, this bites. You got yourself killed, probably by some mask wearing interloper that wouldn't allow you to commit terrible crimes against humanity in peace. Normally that'd be the end of you, but not anymore. Once per jump, should you die, you may return as either a giant mass of flesh and muscle, capable of wrecking untold havoc with sheer strength, or as a specter capable of wielding great energy and summoning lesser phantoms.

The Evil Perks

- **Corruptive Presence (-100 CP, Discount for The Evil)** – You are a timeless thing, unknowable and corruptive. Your mere presence corrupts and warps the landscape should you choose it to, twisting environments into nightmarish, sanity destroying hellscape.
- **False Goals (-200 CP, Discount for The Evil)** – There will always be those who oppose your goals, so it's best to keep them busy right? You find that should you dangle something important in front of your foes face, they'll focus on that to the point where you'll be able to secure extra time for your goals.
- **Master of Rituals (-400 CP, Discount for The Evil)** – You do not have ties to the world's evil without knowing how to properly perpetrate the very rituals to pursue your goals. This acts as a form of encyclopedic knowledge on dark rituals which updates every jump in which evil may be propagated in such ways.
- **10,000 Executions (-600 CP, Discount for The Evil)** – It's a terrible thing isn't, not having the full extent of the power you so rightly deserve? The world could be yours if not for the fact that your power is not at its height. Well maybe that can change. You know a ritual, a special one that should you perform 10,000 executions among 5 eclipses, the dark powers within you will swell to untold heights. The best part is that you don't need to perform all these executions yourself. You can have others do it for you, including your enemies. As long as killing is done in your name or in your domain, you will benefit.

The Mask Perks

Unlike the other origins in this jump. “The Mask” origin has no set items for it. Instead, this origin receives double the available perks compared to the other origins. You also confer similar powers onto your host as the “The Terror Mask” item when worn.

- **A Face of Bone (FREE, Mandatory for The Mask)** – You may not have a body Jumper, but you do have the chance to customize your new “Face”. In general, your form now is that of a bone mask but how it looks is up to you. As an added bonus, once worn, it’s damn near impossible for people to take you off their face unless you choose to let them. Post jump, this mask will be an alt form for you to use when you choose to.
- **The Only God That Will Listen (-100 CP, FREE for The Mask)** – Your voice is soothing, calming, enticing... This is important as your voice carries an unearthly amount of charisma to easily entice those around you to put you on through offers of power and revenge.
- **Terrifying Facade (-100 CP, FREE for The Mask)** – Despite being a nearly blank mask, or looking like a hockey mask, the carnage that you and your host can cause can send the forces of darkness screaming in terror, so much that they would willingly send themselves into the arms of their brethren or choose a fast and painful death at the hands of another.
- **Focus Your Pain And Anger (-200 CP, Discount for The Mask)** – The evil forces that exist in this world love to break people not only physically but mentally and it would be a damn shame if your host was to break from this. You can focus your host’s pain and anger to break through the influences and focus on what matters to them.
- **It’s Not Over Until It’s Over (-200 CP, Discount for The Mask)** – You’ve got a sense for when the forces of evil are pulling a fast one. Whenever they attempt to pull a last minute possession, transformation, or any other sort of petty actions, you’ll know.
- **She Doesn’t Have to Die (-400 CP, Discount for The Mask)** – Life isn’t fair, but you can at least even the odds a little. Should a loved one die, you can enter into hellscape and fight for the soul of a deceased loved one. Should you win ownership through combat, then upon your return to the real world, that person will be resurrected into full health.

- **Taste the Blood (-400 CP, Discount for The Mask)** – Are they wearing you or are you wearing them? You'll find that your connection with your host has gone deeper, bone deep if you will. As a result, you may induce a secondary transformation into your host. It doesn't last for long but it can make all the difference in a pitched fight. Post jump, you can use this power on yourself to create a similar effect.
- **Sympathetic Evil (-600 CP, Discount for The Mask)** – While your potential reasons for opposing the forces of darkness may be more selfless than others, it stands to reason that because you come from the same general metaphysical location, you and they share benefits. You will find that as the forces of evil grow stronger, so do you. Your power scales alongside forces of evil and returns to what it started at when that force is destroyed.
- **Now I'm the Master (-600 CP, Discount for The Mask)** – Don't you just hate when your host kills the big bad and then doesn't do anything with their remains. I mean seriously, all that wasted power. Well not anymore. When you and yours defeat an enemy who would constitute as a big bad, you can separate yourself from your host, repair the damages to your foes body, and absorb their power as your own. Whether your former host agrees with this, is entirely up to your relationship with them.

General Items

- **Signature Outfit (FREE)** – A simple outfit for you to wear. This isn't armor or anything, rather, this outfit seems to shift itself to embody a motif based on your origin. The Hero will have an outfit similar to a slasher villain. The Doctor will have an appropriate mad scientist look. The Evil's outfits will look to be something suitably eldritch and occultish. The Mask... doesn't get an outfit, because you ARE the outfit... Okay... fine, based on its origin, The Mask's outfit would be something seen during the reign of the Aztec empire.
- **2x4 Plank (FREE)** – On the surface, this is just a basic 2x4 Plank. The only difference is that it is unbreakable. It's good for a basic method of self defense if you don't want to rely on your fists... Oh! And should you kill something with it, said something will absolutely splatter across the walls and or floor.
- **Splatterhouse Collection (-100 CP)** – In your warehouse, you will have several new additions. A large tv and several consoles including a TurboGrafx16, Sega Genesis, and either a PS3 or Xbox360. These consoles will come with a copy of each game from the Splatterhouse series with their various related media. Perfect for some downtime between mass slaughters.

- **Terror Mask (-200 CP or -400 CP or -600 CP)** – Ah yes the reason why you may wish to come. This bone mask can confer great powers onto the wearer, enough where the most famous bearer, Rick Taylor, could fight through hordes of monstrosities on three separate occasions and survive. The mask cannot be forcibly removed from your face. Only you can remove it. The mask can appear as its original hockey mask incarnation, its grinning skull like appearance, or its later more demonic appearance.
 - These powers include
 - **Enhanced Physical Strength** – Enough where an average human can splatter a human sized monstrosity against a wall with a 2x4 or easily beat them to death with their bare hands, as well as the physical durability to properly use this enhanced strength. The physical boost is proportional to the bearer's own physical capabilities. So the stronger the bearer, the stronger the boost.
 - This will manifest physically as an increase in muscle mass and size, proportional to that of the size of the bearer's body before the mask is worn.
 - **Blood Absorption** – Through the absorption of blood, the mask will grant a powerful regeneration up to and including the replacing of lost limbs. Not only that, but the powers of the mask increase the more blood is absorbed by it.
 - **Blood Portals** – The power of the mask can create blood based portals. These portals can be made when a large amount of blood is spilled, and where the barriers of reality are weak. These portals can take you to a variety of locations related to your current struggles, as well as the Void. The Void is a location in which the souls of the dead and beings of darkness roam.
 - **Phantasmal Strikes** – The Mask confers onto you the ability to Strike, Wound, and Kill spectral and immaterial foes as if they were flesh and blood. This ability applies to both physical and ranged attacks.

- Now of course it's not that simple, as we need to talk about payment. Because the mask is a sentient being of unknowable darkness and evil there will be some discrepancies. **For 200 CP**, the will behind the mask will actively attempt to control your mind and body by growing itself deeper and deeper into you. Wearing this version will be a constant battle for control over its power. **For 400 CP**, the will behind the mask will be helpful, but incredibly self serving. Expect to be drawn into plots that you would have wanted to avoid, or to be duped into serving the Mask's bidding. Also, expect this version of the mask to constantly belittle you, and trivialize your achievements. **For 600 CP**, you receive a copy of the mask that has no will behind it, just the powers that have made it so infamous.
 - All versions of the Terror Mask can be imported into future masks or similar headwear to further increase its powers.
 - If you purchased this item while taking "The Mask" origin, then this version of the mask will appear in your warehouse post jump.

The Hero Items

- **Two Handed Meat Cleaver (-100 CP, FREE for the Hero)** – A very large two handed meat cleaver. It's not really all that special, but not only is it better than a simple 2x4, you'll never have to worry about maintaining it either. Chop away my friend.
- **A Chainsaw (-200 CP, Discount for The Hero)** – The great communicator... Okay not really, but it is perfect when getting into a chainsaw duel or two. Like with many weapons here, it does not require maintenance and you never seem to need to refuel it.
- **Business Firm (-400 CP, Discount for The Hero)** – Every hero needs something to pay the bills with. This business firm is somewhere where you work and does just that. Alongside being successful and paying a better than average salary, the bosses of this firm are more than willing to overlook any sudden absences from work, never asking why you didn't show up or why on the next day you may or may not have come in covered in blood.
- **Personal Manor (-600 CP, Discount for The Hero)** – Mansions are kind of a thing here and really a Hero does deserve a nice place to live. This mansion, in a style of your choice, is completely yours to own and do with as you as you please. There is something about it that makes it different from other options though. The mansion, whether through your otherworldly nature or perhaps as a result of the items purchased in this document, has developed a curious defense measure. Any rituals performed inside the mansion or within its surrounding grounds that are meant to harm you and yours, are destined to fail. No if and or buts.

The Doctor Items

- **A Shotgun (-100 CP, FREE for The Doctor)** – A simple pump action shotgun, comes with infinite ammo. Perfect for dealing with unruly test subjects, but not much else.
- **The Womb (-200 CP, Discount for The Doctor)** – It's a hassle getting fresh subjects isn't it? Well, look no further because now you don't have to! You now own a cellar which contains an organic creature which constantly spits humanoid creatures. These beings are utterly mindless and docile in your presence. Perfect for getting new test subjects easily.
- **The Splatterhouse (-400 CP, Discount for The Doctor)** – A large manor that has been in your family for several generations. Through the various experiments and practices performed within, the mansion has changed, it has become almost alive. The mansion has become the perfect testing ground for your work, and treats intruders as the body would treat invasive cells... with violent purging via monsters.
- **Shin Splatterhouse (-600 CP, Discount for The Doctor)** – Not overly different from the previous item to be honest... Wait... yes it is. The first major difference is that this is now an island based mansion, meaning entering, and exiting the location is much more difficult for your enemies unless they are fully prepared. The second, and more important difference is that this new mansion contains a portal to the underworld. Perfect for work in the occult and resurrecting the dead.

The Evil Items

- **Sacrificial Dagger (-100 CP, FREE for The Evil)** – A large sickle shaped blade, this sacrificial weapon serves a simple purpose. It ensures that any ritual you perform which requires a human sacrifice or other sentient beings, but human is best, will succeed.
- **Bore Worms (-200 CP, Discount for The Evil)** – A nasty little tool of yours. These parasitic worms burrow inside a victim, devour them from the inside, and turn what's left of them into mindless creatures bent on destruction. Perfect for setting demoralizing traps.
- **Hidden Ritual Site (-400 CP, Discount for The Evil)** – This really isn't so much a location as it is a designation with added materials. The materials are basic ritual site preparation tools that not only create a fully functioning ritual site, but also makes it where said site is surprisingly hard to find. This holds true even if it's within a location your foes are intimately aware of.
- **The Dark Stone (-600 CP, Discount for The Evil)** – A stone containing the entirety of the world's black magic. If it is unsealed then the horrors of the ancient past will flood into the world once more, conferring onto you a sizable portion of that dark power. To do so, you need the sacrifice of a child with psychic powers under the full moon. Shouldn't be too hard right?

Companions

- **Multiple Players (-50 CP to -400 CP)** – Want to bring in some extra players to make things easier? No problem. You may bring with you up to 8 companions worth 50 CP each. Each of these companions get 600 CP for use in this jump.
- **Sweetheart (-100 CP, FREE for The Hero)** – Ah love, the greatest motivator. Maybe at the start of your time here, you had someone with you, someone who you'd fight for tirelessly. That is who this is. This person is a down and out love interest of your preferred gender whose presence and/or lack thereof will cause you to fight harder and longer than otherwise. They will accept you for all that you all and all that you ever will be. They will have 600 CP to work with in this jump.
- **Biggy Man (-100 CP, FREE for The Doctor)** – This mask wearing, chainsaw handed, mass of fat and muscle is your new best friend! Okay not really, he's actually as dumb as a box of rocks, but he's loyal to you, incredibly strong, and... well he has chainsaws for hands. What more could you ask for?
- **Sacrificial Doppelganger (-200 CP, Discount for The Evil)** – When you create plans upon plans, you'll need someone or something to play a decoy. That's where this being comes. This doppelganger can take the appearance of an individual who you intend to sacrifice to lure their would be rescuers away.
- **Semi-Perfect Host (-200 CP, Discount for The Mask)** – Whether by hook or by crook, some poor soul found their way into your general location. Maybe they were hurt, maybe they were desperate, or maybe they were just plain stupid. Either way you managed to sweet talk them into putting you on, and unfortunately for them you're not letting go unless someone better comes along. This individual will begin with ALL the general perks and has a 600 CP stipend for additional choices in this jump.

Drawbacks

- **The Jumper Behind the Mask (+0 CP)** – So, interested in getting right into the action? Throwing yourself to the wolves? I got you covered. By taking this drawback, you may replace Rick Taylor at the beginning of the original Splatterhouse. In doing this, you must complete at least one adventure. In doing so, we'll allow you to leave this jump early. Beware though, you may not want to leave early, afterall unfinished business has a way of keeping things around.
- **Nintendo Policy (+100 CP)** – So... funny story about how this series came to be. According to history, Namco was fed up with Nintendo's publishing and censorship policies, eventually shifting over to the TurboGrafx and Genesis as they were less restrictive. Now it seems that Nintendo's guidelines are ruling your ten years here. The gore and other fun things that made this series so memorable are drastically toned down and you will definitely not enjoy it.
- **Evil Never Dies (+200 CP)** – So! You defeated the big bad or hero, got the gal or dude, and walked off into the sunrise like the badass you are right? Wrong. Just because you defeated your foes leader doesn't mean their lesser subordinates will vanish into thin air. That sounds like something out of a video game. Instead, the remaining forces of darkness will continue to operate with the express intent of getting revenge. Not only that, but you'll be getting involved with supernatural threats on an extremely regular basis now.
- **Time Attack (+200 CP)** – Something's wrong Jumper. You feel as though time is against you. For whatever reason, the more time you take to complete your tasks, the worse the outcome will be.
- **All... Alone (+400 CP)** – You know, things would be easier if you had some help at the start. Too bad no one seems to have come with you. For the remainder of this jump, your companions will not be able to help, or interact with you in any way. Don't think about getting around this through in-doc companions either. While here, you're strictly flying solo.
- **I Never Said it Would be Painless (+400 CP)** – All that power and might you had before coming here? Everything that would make this world a breeze? Forget it. For the next ten years, all out of jump powers and items are sealed off and you're reduced to your body mod.

- **The Subtle Trap (+600 CP)** – 10,000 Executions, doppelgangers, infested loved ones, all par for the course with this drawback. Your adventures and trials are never straight forward, so be aware as it's always the little things that screw you over and deny you that happy ending.
- **Yawning Abyss (+600 CP)** – The corrupted, the spawn of the void where all human suffering is born... they're coming for you. You see, on the moment of your appearance, they saw you. They saw you were from another world, one untouched by their presence, and they hated it. They'll be gunning for you now, twisting time and space to reach you. They believe that by killing your body and subjugating your soul, they'll gain access to your world, and bring it to ruin. Do you really need points that badly?

Decisions, Decisions, Decisions

- **Continue the Carnage** – You're moving on Jumper, taking your powers and items from here to another jump.
- **Put a Ring on It** – Something about this universe is enticing to you in a way that you can't explain. You've decided to end your journey here.
- **Take off the Mask** – This was the end of your journey and you've decided to return home. You earned it.

Notes

- **10/31/22** – Initial version of this jump was completed.
 - The Hero based perks were based around feats or actions performed by Rick Taylor
 - The first perk is based around the fact that Rick can punch and kick knives and other objects without wounding himself. This is something from the original trilogy and not the 2010 reboot, hence why the protection is only for when you're attacking
 - The second perk is based off the fact that Rick becomes a successful business man within the span of less than 5 years
 - The third perk is more of a general 'chosen by all' perk. This is to make using items like the Terror mask easier in the future.
 - The capstone perk is based on the fact that Rick manages to destroy the spirit behind the Terror Mask in the good ending of Splatterhouse 3.
 - The Doctor perks are based around the actions and feats of Dr. West and Dr. Mueller
 - **Arkham Doctorate** is meant to be a general occult/mad scientist perk with an extra emphasis on a jumper's preferred field of study.
 - **The Western Approach** is based on Dr. West's namesake in the use of reanimated corpses for research.
 - **Recursive Loop** is based on the fact that 2010 Dr. West unknowingly experiences a time loop at the hands of both the Terror Mask and the Corrupted and acts as a protection from those effects.
 - **Chaos Hell** is based on the idea that the final bosses of Splatterhouse 1 and 2 may or may not be what's left of Dr. West and Mueller.

- The Evil Perk line was probably the hardest to create mainly due to the fact that there really wasn't much to go on making this origin, or maybe I wasn't looking in the right place. Most of these perks were taken from Splatterhouse 3 but the capstone was inspired by the ritual that allowed the Overlord into reality in Splatterhouse 2010.
- Originally I had intended to make the Terror Mask item a specific item for the Hero, however, when thinking how I was going to price and what else Rick Taylor had at his disposal, I realized that The Terror Mask would make a great General Item available to all origins save for The Mask (Would/Will become available post jump).
- I need to watch more of Splatterhouse 2010 to better grasp on things but I'm generally happy with what I've put down.
- **11/1/2022** – The Jump has officially moved to its Version 1.0 State
 - Changelog
 - Grammatical fixes for errors made known to me by VonKrieger. Again, thank you.
 - Added “**A Face of Bone**” perk to The Mask perk line
 - The Enhanced Physical Strength, Blood Absorption, and Blood Portal abilities for The Terror Mask Item has been tweaked and expanded upon.
 - **Enhanced Physical Strength** scales with current physical strength of the Jumper.
 - **Blood Absorption** was expanded upon to include permanent strengthening of the mask's abilities through absorption of enemy blood.
 - Again, thank you skullking654 for pointing this out.
 - **Blood Portals** can be opened in locations of weakened reality barriers and go to locations relevant to current struggles.
 - **10,000 Executions** has been slightly altered to be more a general evil power boost. I was finding the language of the original description slightly problematic due to inconsistencies between what I wrote for it and what I wrote for the origin description.
- **7/6/2026** – Version 1.1 Created
 - Spacing changes have been across the document.