Fatal Frame



Welcome to a nightmare.

Fatal Frame, or Project Zero, is a long running game series set in Japan about a string of hauntings and the unfortunate souls caught up in their grip. The evil in this world can reach beyond the grave and if you want to fight back, you'll need a certain special something of your own. Take these +1,000 Camera Points to assist you and enjoy your decade here.

A Jumpchain CYOA by Random One-Shot

Age and Sex

Choose whatever age you would like.

Your sex you may pick freely, but be aware that in this setting the greater spiritual powers are typically held by women.

Arrival Date

Broadly speaking, you have two choices here. The modern era and the past. Both have their own attractions and drawbacks. In the modern era, technology has progressed, travel is easier and information more accessible. In the past, belief in the supernatural has yet to weaken, spiritual traditions are still followed rigorously and assistance with an exorcism may be easier to obtain.

Flip a coin to choose your starting time – heads for past, tails for present. Doing so nets you +100 CP. If you would rather choose yourself, go ahead. You will not gain any extra CP for it, however.

Location

Each of these locations has a lot of history to their name. A lot of skeletons in the closet, as well. I do mean that more literally than figuratively. Roll 1d4 to see where you end up and you will gain +100 CP to spend, or you can choose for free.

1. Himuro Mansion – A fine house held by a powerful landowning family. In the modern era, it is a dilapidated wreck with a sinister reputation. On the night you arrive, a young girl comes seeking her brother and his colleagues. Should you choose to arrive in the past, you appear the night before a young woman named Kirie is to be sacrificed. In either case, you appear in the main hall in front of the entrance. Beware the creaking of the ropes….

2. All God's Village – A small village tucked away in the forest. You appear on a hilltop overlooking the whole site. In the modern era, it is a shadow of what it was, abandoned and soon to be drowned under a deluge of water. A young girl in red comes up behind you as you arrive, limping after something that has caught her eye. Her sister is close behind her. In the past, you see a group of villagers dragging a single girl in white over the bridge and back to the village. Had she tried to leave? Darkness is falling and who knows when the sun will return? Beware the laughter of the mad….

3. The Manor Of Sleep – Once a place of healing, now a den of monsters. In the past, those who suffered from the grief of loss would arrive at this fine old house to have their cares removed. You arrive in time to see a young girl leading a young man into the manor. Has he come to settle his grief? In the modern era, this house is a wreck that takes an unpleasantly long drive to reach. Conveniently, the house seems intent on coming to you. Every night that you sleep – and you WILL sleep each night, regardless of any Perk, ability, Item or tech that says otherwise – you find yourself at the doorstep of this house as it appeared in the past when it shut its doors for the last time. A young woman in blue with short hair arrives with you. Or is it a young man? A teenage girl? The dream blurs and the nightmare begins. Beware the moaning of the tattooed woman….

4. Choose Freely – Fate smiles on you. Choose where you wish to begin in this world from any of the above. Although, considering what awaits in these locations, perhaps saying that fate smiles on you is being a bit too generous.

Background

Any of these may be taken as a Drop In option with no memories or in-universe history, if you so choose. You will receive the knowledge someone of that background would have but nothing else.

Sacrifice – You were chosen. You have a duty. There is no escape. That is what you have been told by those who would use you to save themselves. You cannot say they do not have a point. You have seen what is lurking in the dark and what sensible person would risk that evil breaking loose if a different method is tried and fails? But you want to live. You don't want to die. Isn't there another way…?

Cultist – You are no blind fool. There is more to the world than what your eyes show. You have learned and honed the most wicked of spells to aid the living against the dead and the dead against the demonic. You commit horrible acts to seal away the forces of evil, but someone must be willing to right the wrongs of the netherworld and ensure the family is safe from the supernatural.

Investigator – You were a normal person. Then something strange happened and you could not let it go. What followed showed you the truth. Death is not the end. Sometimes things linger and in doing so, become twisted. Now you seek to end the nightmare you have found yourself in and perhaps save a few others as well.

Ghost – Well, this is embarrassing. It seems you're dead on arrival, Jumper. This is not such a bother as you might think. Given sufficient strength of will and spiritual power, you can stay for a while yet. The problem is that, as a ghost, you have lost some resistance to the corrupting effect of your surroundings. Now in addition to fighting to keep yourself in the realm of the living, you must also fight against the corruption of whatever location you have arrived in. You can take the path of the saint and power through on your own… or you can be the sinner and seek to possess someone for your own benefit. You must take the Corruption and Trapped Drawbacks for no CP. Highly recommend taking either Weak or Strong Spiritual Power with this.

Upon completion of this Jump, your Ghost form becomes a new Alt-mode as well as a back up option should you be killed, ensuring your Jumpchain continues unless you fade.

Perks

All Origins receive their 100 CP Perk for FREE and receive a 50% discount off of their remaining Perks. Please note that any FREE Perks are not mandatory. Only take what you wish to take.

Spiritual Power

In this world, there are those with a type of sixth sense who can perceive things that normal people cannot. Women carry this power more often and more strongly than men. These people are priests, exorcists, channelers – they have gained many names throughout the years. One thing they all have in common is the double-edged sword that this ability brings them: the greater the ability to affect the spiritual realm, the greater the ability to be affected by the spiritual realm. The restless dead are not shy and will go through an open door if they see it.

Your spiritual strength will affect the power of your supernatural Perks and Items. A person with **No Spiritual Power** will still be able to use the Camera Obscura or Spirit Radio, but the results will be far weaker than if a person with **Weak** or **Strong Spiritual Power** did so.

Choose one.

No Spiritual Power [100 CP For Women, FREE For Others]– You are a completely normal person. You could walk through the site of multiple sacrificial murders and never feel anything odd. You will have little to no ability to ward off evil spirits without outside help of some kind. On the bright side, it takes a very determined, powerful or desperate sort of spirit to go after you.

Weak Spiritual Power [100 CP For Others, FREE For Women] – You can see things other people cannot. Unfortunately, they can see you too. Expect possession attempts aplenty and for spiritual attacks to hurt more. Any rituals you preform or spiritual tools you use will be very effective against the supernatural.

Strong Spiritual Power [400 CP] – You stand on equal footing with those unfortunate souls driven by the power of the Malice, though without the taint of evil behind your actions. Be aware that every ghost, demon or supernatural force around will be eager to possess you to take that power and your flesh for their own use. Prepare accordingly and good luck. **This acts as a Capstone Booster for all 600 CP Perks.**

Sacrifice

Psychometry [100 CP] – Impressions linger on everything. Now you can make out those impressions. Physically touching something that holds significance to another person will show you a glimpse of that person's past. Be aware that the strength of the emotion tied to the object affects how strongly the impression comes through. The knife used to murder a person will show you much more than a receipt they picked up from buying a gallon of milk.

Duty Bound [200 CP] – You were born for this purpose. You may not like it, but you have come to accept it. You are the only one who can do it and so it will be done. With this Perk, set yourself a duty. In the act of completing it, you will be able to set aside every personal and moral inclination to turn away from it. Neither fear nor disgust nor hate nor despair will stop you. You can only choose one duty at a time and cannot choose another until it is completed.

Forlorn Hope [400 CP] – But what if? Maybe you can escape. Maybe someone will save you. Maybe there is another way. You will not believe there is no hope. There must always be hope. Now there is. Once per Jump when all other methods of salvation and escape have failed you, and death is staring you in the face, something will happen to give you one last chance at life. Perhaps a Companion will arrive to cut you free, maybe a key component of the ritual breaks and the process will be stalled until they can repair it; who knows? But something will give you a chance. Something will keep that light of hope alive.

It Must Be Sealed [600 CP] – So be it. There is no other way. You have the power to seal away doorways to the underworld, evil spirits, cursed objects and more. Their own strength does not matter against this. It will succeed. There are two catches. Firstly, these seals do not last forever. Lets say, ten years? Then they will break and the nightmare begins again. The second, far more permanent hazard is this – creating this seal will kill you. We very much recommend not utilizing this unless you have some sort of 1-up or resurrection option locked in beforehand.

- Forevermore [Capstone] – It Must Be Sealed is boosted to allow you to seal away your target permanently. Only you can break the seal to release them. Nothing else will do the job. Not time. Not force. Nothing.

Cultist

Calligraphy [100 CP] – Writing out all those charms, talismans and death orders takes a fine hand. In addition to possessing smooth, flowing handwriting with any implement you choose, you are now ambidextrous and able to write simultaneously with each hand.

Strong Will [200 CP] – The core of a priest's training. Your willpower takes a jump in strength. Any kind of supernatural influence on your mind is vastly reduced in effectiveness, even moreso if the force behind it is undead. Possession attempts of all kinds are extremely difficult to use against you.

Occult Knowledge [400 CP] – Power without wisdom is useless. You are now fully versed in all the supernatural lore of whatever setting you find yourself in. Rituals and monsters, spells and locations – you know them all. This also provides complete protection against hazardous knowledge that could damage you just from having it.

Banishment [600 CP] – Your every waking moment is spent in fear of what lurks behind the seal. Should the sacrifice fail, you know what will emerge. To help combat this, take the following. Firstly, you can now break the hold the possessor has on the possessed. Secondly, you can forcefully send any lingering spirits to the local afterlife. Thirdly, those you send on to their rest

cannot be called back by any means. The first and second abilities are dependent on how spiritually strong you are in relation to your opponent. The third, however, is final. Anyone you manage to send on to the next world will not return.

- See The Soul [Capstone] - You are always aware if someone is possessed, mind controlled, charmed, puppeted or otherwise being forcefully compelled. Regular forms of coercion such as blackmail will not set this off.

Investigator

I Like Puzzles [100 CP] – Why did this secretive clan have a hidden door that used a wall tapestry for a key? Who knows. Rich people are weird. Happily, you now possess the sharp eyes, cunning mind and patient soul needed to notice, figure out and complete the many riddles, traps and puzzles to be found in mysterious places like these.

Mental Cartography [200 CP] – Such dark and confusing corridors are easy to get lost in. At least, they were. You now possess a constant mental map of your location. It updates with each new room you enter and gives your precise location within it, as well as the measurements of the area, any hidden objects or supplies you need, and the names of the various rooms. Can be toggled off if you like exploring blind.

Perfect Recall [400 CP] – With such long and elaborate histories to all of these rituals, traditions, folk tales and such, it’s a good thing you have a sharp memory. You now never forget anything, whether factual or emotional. Your mind has a perfect recall index for all of these memories and it apples retroactively back to the moment you began your Jumpchain. Good thing too, because how else would you remember all of those old kanji?

Sharp Eyes [600 CP] – Investigating is all well and good, but sometimes you need information right now. Now you possess what is commonly referred to as the Sherlock Scan, wherein you can extrapolate information about something from just a quick glance. Unlike real life, the data you pick up

from this is never incorrect. You may not get everything, but what you do get is guaranteed to be correct.

- Glance [Capstone] – You can see so much deeper. With your eyes you can glance into a person's very soul and their past, with all of its sorrow and joy, is laid bare. They have no secrets from your gaze.

Ghost

Spiritual Attack [100 CP] – A weak ghost cannot affect the living. Not so you. Even without flesh, you are capable of attacking through nothing more than your intent to kill. The strength of the attack is directly related to how much willpower and spiritual strength you put into the strike. Remember though, that willpower and spiritual strength are what let you exist as a ghost. Strike too hard and you may fade to nothing. On the off chance you buy this as a living soul, striking with all of your might will not kill you and would almost certainly deter a malevolent spirit. It will, however, leave you with precious little left to fend off any ghostly counterattacks until you regain your strength.

Momento [200 CP] – With this, you may implant copies of your thoughts and memories into items you hold emotional attachment to. Doing so will allow whoever touches these objects to perfectly understand the message you are trying to pass on through them.

Anchor [400 CP] – Willpower and spiritual strength can fail you, and no one wants to be trapped by Malice. With this, pick a location or object in your nearby vicinity to create an anchor that will keep you tethered to the living world. So long as this anchor remains whole, even exhausting yourself of all strength will not cause you to fade away nor will an exorcist be able to force you to move on to the afterlife. The downside is, you can't move too far away from this anchor. You must remain within ten miles of it at all times and if it is destroyed, you lose this protection.

Possession [600 CP] – Life is wasted on the living. Why not take it for yourself? With this, you will be able to possess any living thing and take their body for yourself without a fight. Outside forces of sufficient power can still

cause your removal. Additionally, you can also easily make yourself at home in inanimate objects. Not as nice as a body, true, but you would probably attract less attention.

- Domination [Capstone] – Nothing and no one will be removing you from your chosen body without your say so. Additionally, your reach and awareness have strengthened to the point that you can possess two different bodies or items simultaneously.

Items

The following Items are discounted by 50% for those who signed on under the associated background. Any discounted 100 CP Items are FREE.

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.
All of the properties and facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

General

Camera Obscura [FREE] – Your go-to for spiritual combat. In addition to using it as a tool of forced exorcism, the Camera Obscura can preform a type of psychometry of the things it photographs, showing you other locations, people or items relevant to the subject. Be aware that repeated use of this item will slowly strengthen the user's spiritual power. This is both a good and bad thing. Comes with an unlimited supply of Type-07 film, your weakest and slowest option for ammunition.

Light Source [FREE] – This light source does not need any kind of fuel and will never break or need maintenance. If you are in the modern era, take a flashlight. If you are in the past, take a lantern. Either way, fear the darkness.

Alternate Costumes [FREE] – You can remix your outfits with this, giving them new color schemes and adding or removing minor details as you please.

Herbal Medicine [100 CP] – A small wooden box filled with handmade pills that can greatly speed your recovery from injuries if you consume them all. The box refills weekly.

Spirit Stones [100 CP] – Small clear prayer beads that contain large quantities of spiritual energy and can be used to strengthen the Camera Obscura. You get three in the purchase. These do not vanish after being used, but will become inert unless refilled with spiritual energy.

Echo Stone Earring [100 CP] – A pair of beautiful stone earrings that allow those who wear one of them to always know what the person wearing the other earring is thinking and feeling.

Hidden Village [500 CP] – An empty, crumbling village within a forest trapped in perpetual night. Only you and those you allow inside can find a way through the supernatural barrier of darkness and the maze of trees of that cover it. Anyone else will be turned around and sent back where they came from. Similarly, only you and those you allow can find your way out of the village. Any one not allowed out will find themselves turned around and led back to where they tried to escape from.

Dream Manor [500 CP] – A manor house on some mountain land with a very special feature – it only appears in your dreams. Whenever you sleep, you have the option of spending your slumbering hours within the confines of this property. It is a massive old house with four floors, an attic, a courtyard and a shrine in the back. The layout seems confusing to those who do not know it, but you can always find your way around easily. It is perpetually night and snowing in this dream, giving the whole house and the property it sits on an eerie quality. Time seems to pass much more slowly here than in the waking world. You are the master of this dream and no one may enter unless you invite them to. Once you have, you can find them in their dreams no matter where they are and welcome them into your dream manor again. Finally, by leaving the front doors of the house you can wake yourself up.

Kunihiko Asou’s Notes [500 CP] – For many years, it was wondered how a man could use mundane technology to interact with the spiritual realm.

Wonder no more. Somehow, you have obtained Asou's complete notes on all of his creations, from the first theory to the final blueprints. In addition to allowing you to create your own Camera Obscura and the like, these notes also explain the fundamental theory of spiritual-material interaction, allowing you to give any of your personal creations the ability to interact with both realms as you wish. I bet those pesky hauntings will be a thing of the past once you get that ghost-proof fence up around your house.

Sacrifice

Type-61 Film [100 CP] – The second weakest type of film, coming ahead of the Type-07. Loads faster than Type-07, but not by much. You get 100 shots worth. This restocks once a week.

Purple Tattoo Ink And Needles [200 CP] – This tattoo set possesses the power to remove the sorrow from someone who is grieving and take it into yourself. Merely have the target think on what is causing them grief, etch a tattoo of holly into your skin with these implements and they will be able to move on from whatever tragedy caused those feelings. Using these needles and ink gives you the ability of a master tattooist. The ink never runs out.

White, Bloodstained Kimono [400 CP] – This previously fine piece of clothing is now splattered with bloodstains that somehow always stays fresh. While wearing it, you are consumed by a feeling of ecstatic euphoria. Anything that artificially induces negative emotions in you will fail harmlessly against the power of this kimono, making it useful in warding off possession from malevolent ghosts. You also have a habit of giggling uncontrollably while wearing it, but that's surely nothing to worry about.

Bloodstained Ropes [600 CP] – Evidence of someone else's sacrifice. These can be used as an alternative to the It Must Be Sealed Perk, ensuring that whatever you tie them around is stifled for one decade without ensuring your own death. Alternatively, they can be used as fuel for any ritual of your choosing. Whatever the needed criteria, this small pile of ropes will fulfill it.

Cultist

Spirit Stone Radio [100 CP] – An old prototype radio made by Dr. Kunihiko Asou, the same creator of the Camera Obscura. If you find any small trinkets belonging to the dead, placing them in the radio's containment unit will let you listen in on the spirit's thoughts. Such a thing could be very useful to help you figure out how to help them move on.

Type-00 Film [200 CP] – The strongest film for the Camera Obscura, capable of exorcising most spirits in a single shot. The downside is that reloading takes just as long as it does for the Type-07. You only get 10 shots worth and they restock once a month.

Ofuda [400 CP] – A set of paper talismans. Thirty in total, you get ten each to form a weak supernatural barrier, forcible exorcise a weak ghost or demon, and remove a weak curse. These restock daily.

Sacred Water [600 CP] – This bottle refills weekly. Carrying only eight ounces of water, this elegant glass vessel is unbreakable. Drinking the whole thing will heal any physical or spiritual damage you have suffered. Quite literally a lifesaver.

Investigator

Folklore Books [100 CP] – A collection of literature on local legends. Updates based on your setting.

Spirit Stone Flashlight [200 CP] – A weaker, but less complicated alternative to the Camera Obscura. Does not require film and can be used with only one hand, but must recharge for ten seconds between each use of its ghost repelling abilities and has no psychometry abilities.

Type-90 Film [400 CP] – The second strongest type of film, coming behind Type-00. Loads very fast. You get 30 shots worth. It restocks monthly.

Stone Mirror [600 CP] – This gem-like mirror will save you from a mortal blow once per Jump so long as you carry it on your person. No matter what

the killing blow is, even if it is an unblockable blow backed by a power that ensures you die an utterly final death, this mirror will save you from it.

Ghost

Comb [100 CP] – A small comb. Simple, yet elegant. It seems well used and the amount of personal attachment you hold for it means that it will surely be a perfect Memento or Anchor for your use.

Mask [200 CP] – Men cannot do the wicked things that the ritual requires and stay sane. Better to become demons for a night. While you wear this stylized demon mask, whatever judgement or karma leveled by anyone or anything towards your actions will be kept to the wearer of the mask. As far as all involved are concerned, ‘you’ and ‘it’ are different entities.

Mirror [400 CP] – A small, circular ceremonial mirror. Capable of reflecting Malice and other evil manifestations back towards where they came from. Useful for cleansing yourself of accumulated Malice, at least for a time. There is a limit to what it can take in and eventually it will shatter from too much corruption.

Mansion [600 CP] – Please, step inside. This is your home, after all. It will follow you forever after this point, either as a stand alone property or as part of your Warehouse or its equivalent. A stately and old fashioned Japanese manor house, this grand domicile has some… quirks, admittedly. A few hidden rooms. Some trick doors. A gateway to hell in the basement caves. You know, usual old house stuff. Just hire an exorcist alongside a handyman when it comes time to renovate and I’m sure you’ll be fine. More seriously, the gateway in the basement will offer a permanent connection to the local afterlife. You can open and shut it at your command.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Scenarios

Replace The Protagonists Of Each Game – Requires Modern Era – Miku missed her ride, Mio and Mayu never got a weekend to spare, and Rei passed on her photo assignment. Whichever location you start in, the protagonist is Miss Not Appearing In This Game. It's up to you to quell the restless spirits, break the curse and seal the doorway to the underworld.

If you manage to do all of this, then please take these:

- Reward [Final Girl] – If the Hero or Heroine of your story should somehow be unable to fulfill what would have been their destiny, you can step in to take their place and things will work out just fine. No predestined bullshit, incredibly specific bloodline or once-in-a-lifetime genius those protagonists possess will be required once you take the reins of the story. Things will work out so that you can do what they could have done and nothing will turn out any worse for the change.
- Reward → Take any one purchase that you made from this document and add it to your Body Mod.
- Reward [Stone Mirror] – You can take a purchase of this for free. If you already have one and do not want a second, then you can have the amount of CP that you spent to get your first Stone Mirror refunded to you and you can go back to the purchases section to spend them on something else.

Stop The Sacrifice – Requires The Past – Let's be clear that human sacrifice sucks. With that in mind, wherever you wind up is set to deliver on one of these soon and your job is to stop it. Whether it's Kirie, Sae or Reika, you must save the girl from her intended fate, see her safely away and find some way of sealing or even purifying the evil that they were meant to lock away with their lives. And then comes the hardest part – convincing all involved that you have done so and it is safe to not commit murder today.

If you manage to seal away the supernatural evil and convince the various people nearby that you have done so, please take these:

- Reward [Embrace Hope] – A large part of why people continue to stay in abusive cycles is that however bad things are at them moment, it can

be terrifying to contemplate how they could get worse. Sacrifice a child to keep the local Hellmouth shut? It's only once a decade or so. Now, you can make people who have never even dared hope for a better way actually reach out and try to grasp it. You'll need a method to deliver on those results, but if you offer them a new path, even the most hardened and traumatized individual will at least give it a try.

- Reward → Take any one purchase that you made from this document and add it to your Body Mod.
- Reward [Kunihiko Asou's Notes] – If you are going to make a habit of fighting the forces of darkness, it might behoove you to have easier ways of doing so than your own personal power. You can take this purchase for free. If you already have Kunihiko Asou's Notes, then you can have the amount of CP that you spent to get them refunded to you and you can go back to the purchases section to spend them on something else.

Become A Wandering Exorcist – Any Era – Past or future, there's a lot of angry dead people lurking about. For the rest of this Jump, once you've gotten out of the current predicament, you have to go around Japan and offer your services as an exorcist for hire.

If you have managed to quell ten more spiritual hazards of any kind by the end of the Jump, you will have completed this challenge.

- Reward [Negotiator] – Dealing with the supernatural is not always about carrying the biggest stick. Sometimes it means appeasing them or directing them somewhere else. Your communication skills with supernatural beings have taken a sharp upturn, giving you both a natural charm that makes them much more likely to give your words weight and a knowledge of how best to approach any given interaction with one of them.
- Reward → Take any one purchase that you made from this document and add it to your Body Mod.
- Reward [Strong Spiritual Power] – Whatever your previous level of spiritual strength, replace it with this. If you have already purchased Strong Spiritual Power, then receive the CP you spent on it and go back

to the purchase section to spend them on something else you would like.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail [such as the Everything Is Worse! Drawback from the Universal Drawback Supplement], these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this to have the Fatal Frame Jump act as a Supplement to another.

When The Sun Rises [+0 CP] – Although the games take place over a century apart when you include the backstories, the process of breaking the various curses is typically only a few nights long. Take this Drawback and you can leave this Jump as soon as the credits role. That would be four nights for Himuro Mansion, one night for All God's Village and about two weeks for the Manor of Sleep.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

Trapped [+100 CP] – Oh, what a terrible start. Wherever you begin, you are unable to leave the area until the source of the Malice has been dealt with. If alive and in the modern era, the malevolent ghosts have sealed you in alongside the protagonists of the setting. If alive and in the past, the locals

have noticed you intruding and are moving to detain you. If a ghost in either time, the Malice has its hooks in you and refuses to let you go.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Corruption [+200 CP] – Worse and worse. The Malice has begun to fester inside of you. Your anger grows and your self control weakens. Memories fade and you become a shadow of yourself. Expect to act with increasing violence and poor judgment as this progresses, if not become a murderous beast at worst.

No Meta Knowledge [+200 CP] – How does a camera help with ghosts?! You lose all knowledge of the setting upon insertion, including the details of this document. I hope you're a fast learner.

Item Lockout [+300 CP] – You have no access to your Warehouse or its equivalent for the duration of this Jump. Also, you cannot bring in any items beyond what you have purchased from this document. This only works if you have out-of-setting items and a Warehouse/equivalent to lose.

Perk Lockout [+300 CP] – You cannot use any out-of-Jump Perks or abilities for the duration of this Jump. This only works if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

The Long Road [+300 CP] – Why pick between the past and the present when you could see both? You start on December 12th, 1837 and will not leave until January 1st, 1989. If you don't have any sort of long life inducing Perks or items, I recommend choosing **Ghost** as your background.

Burden [+300 CP] – Well, you are not alone. Either one of your Companions has chosen to take the Total Lockout and Crippled Perks for only +300 CP [why?!] or you have just gained a free new Companion you feel a strong protective urge towards. Either way, they come with the **Strong Spiritual Power** Perk, the **Crippled** Drawback and nothing else. They will be prone to possession and need you to guide them out from this nightmare alive. If they die or are fully taken by the Malice, you lose them forever. If you make it with them to the end, you can take them along for free.

Priority Sacrifice [+400 CP] – Well, this isn't good. Seems someone decided that you would make a perfect sacrifice for that ritual that needs doing. Expect about one hundred very desperate people to be very keen on capturing and killing you. What's that? You took the **Ghost** background and are already dead? These people don't care. They will bind you to an object or even to their original sacrificial victim, then offer you to the underworld. **Must select the past as your starting time. Incompatible with Stalker.**

Stalker [+400 CP] – Oh, *no*. You made someone's to-do list. Kirie, Sae or Reika know you are nearby and they can vaguely feel your presence. Not enough to immediately pinpoint your exact location, but enough to never be more than a few rooms away. Maybe they want to make you theirs, maybe they want to rend you limb from limb – either way, *run*. With the power of the Malice driving their every thought and action, you are not just up against an angry spirit. You are basically being hunted by an angry avatar of the underworld. They will never stop hunting you so long as the Malice has a hold on them and can only be permanently exorcised after you seal up the gate through which their power flows. **Must select modern era as your starting time. Incompatible with Priority Sacrifice.**

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

Possessed [+1000 CP] – **WARNING! Potential Chainfail** – Someone is in your skin. These are not your thoughts. Where is your time going? A powerful and vengeful spirit has taken root in your body and is aiming for nothing less than total domination of your Jump. Any protections against possession you possess are now null and void, as are any willpower boosts. You must constantly pit your own base willpower against that of your possessor's and if you weaken for even a moment, they will gain control over you until and unless something outside your body snaps you out of it. Your only hope is to exorcise the spirit from your body before it can reach the source of the Malice flowing into this world, be it the Hell Gate, the Hellish Abyss or the Last Horizon. If that happens, you will be permanently evicted from your body and your chain will be taken over by this spirit. Jump-chan will almost certainly return you to your original world and home, but with all of your Companions, Perks and items separated from you forever, how much comfort will that bring? If taken as a **Ghost**, then this is a demon from the netherworld that has latched onto your spirit. **Potential chainfail warning. Think VERY HARD before picking this**.

Notes

I did change Exorcist to Cultist after all and changed the wording of a few things listed under it to reflect that.

I made this having only played the first 3 Fatal Frame games all the way through. I've played the 3DS spinoff game once (many years ago), but not the 4th and I'm only a few hours into the 5th. I tried booting my game back up and the save file was corrupted, so I have to start a new game at some point. I did still include a few things from MoBW, most obviously the Glance Perk from the Investigator tree. I'll probably update this once I buy and finish the 4th (and just finish the 5th) games.

V1.3 – Still have not played through either the 4th or 5th games, although I now have them both thanks to Tecmo releasing them for the Switch [but not the first three, WTF…]. I added some space between the sections, corrected the spelling/wording on a few more things, added more Drawbacks and adjusted a few more.

V1.4 – More changes in this one. Brought the style around to be more n line with the rest of my Jumps, changed the Ghost origin to give you both potential rewards for taking it (it has mandatory Drawbacks, you should get something nice for going through that). It Must Be Sealed was simplified, offering the same result from use whether it was from someone with No Spiritual Power Or Weak Spiritual Power. It meant less things to keep track of, so it got the green light. Gave more description to some of the Items. Moved the Capstone perks to their own little paragraphs. Added more Items in the General section. Changed the cost of Companion imports/exports. Added in a Scenario section. Raised the CP bonus for the lockout Drawback options from +200 to +300. Added more Drawbacks.