SIREN: BLOOD CURSE (JUMP VERSION 0.1)

"Death is only the beginning."

Your eyes open, you're awake, but maybe you'd rather be sleeping again.

A crimson moon, a blood moon, there isn't much else that's notable. It seems to be night time, not a soul in sight.

Odd…you don't…remember anything. Something's happened – something bad…if only you could recollect it from your memories…figure out what it was. There's no one around to help you, no one to help you determine what's happening.

A voice? A girl's voice?…You wouldn't mind someone willing to explain what's happening right now. This is an abnormal development in any case. If you strain a little, you can hear her voice a little better. "…Problem…shouldn't be here…stranded… temporal loop…"

There's some form of interference, almost like static – like you're obstructed from the speaker somehow. You hear several more words, can't really decipher what she's trying to say – then her voice comes through clearly. "Well love, I almost thought I lost you there, lady would have my head if that was the case."

"You're in a bit of a pinch friend. This is definitely not smiles or sunshine. There's not much I can tell you I'm afraid, but maybe if I explain from the beginning, things will make more sense."

"You're in a space isolated away from the outside world. I would say that I know how that feels…I was once trapped like that with a friend too, but…to tell you the truth, I don't think there's actually an outside world here. Thankfully, you still have your wits about you, and your skills too."

"I hate to break it to you love, but there's not much I can do to help you. Maybe if that old pops was here…he'd know what to do in these kinds of situations!"

+0 CP

"No, no, I'm sure there must be something I can do!… But before that, I can explain some of the details of this place to you…from what little I know anyways, gosh I feel so incompetent right now. I hope the Lady forgives me for this one…"

Your guide certainly doesn't have a very strong grasp of the situation, but she's probably the best chance you've got.

~Where, Who...and Why~

"As far as I can tell, when you jumped, something took hold of you. I think this place, this pocket realm, is alive somehow, and it wants to keep you here. If I can get the old man here...sooner or later, we'll be able to break through, so cheer up and hang in there!"

You'll be **here**, wherever that is, for 10 years.

"Right, as I said before, you have your abilities, except we can't facilitate a connection to your warehouse and attempts to bridge into another realm via any method seems to fail hopelessly."

You're here for good until the decade ends. Now...where is **here**?

"It's not much of a place really, even smaller than Oerba...my hometown. If you try to exit out of one end, you'll find yourself back on the other side, really a troublesome loop if I say so myself. The town seems to be flooded in any case...and the residents aren't the friendliest bunch either!"

If you're looking to survive, you're on your own, because the **townsfolk** aren't here to help you.

"In fact they're really creepy, they remind me of monsters back from where I came from, shuffling about like demons...and worse yet, they never seem to die even if they seem to really want to die. Either way, that's enough about that for now, I looked through, and there are some things that I can do to help you!"

"Let's start with your background for instance! Oh my...these are...different."

Background	Description
Survivor	You've been dropped into this world with your powers and your mind intact. Survive until aid comes.
The Displaced	Why, why are there these black points in your mind? Why are your memories so...disjointed? There's something wrong, if only you could properly put things in order...
The Accursed	It was such a happy time. It was such a peaceful time. But the memories don't belong to you. The happiness is gone. You're one of them; they won't harm you right away...now if only you could stop that bleeding that seems to happen whenever the moon comes out...
The Deathly +200 CP	An urge, a terrible urge within you. Ignore the fact that you bleed so much. Ignore the fact that you want to murder them all. If you can keep those urges away for

long enough, if you can endure for long enough, you might get out of this in one piece.

"Have you made your choice? I've got good news friend! I have a way to help you…but there's a bit of a catch unfortunately. The old man tried to explain, and I only had a short period of time to catch it all, but the short of it is that if we try to make some changes, I might be able to get you a hold of some resources!"

"Well…are you ready for this?"

WELCOME TO HANUDA VILLAGE / 羽生蛇村へよこそう

Here's a basic rundown of what the village is like, regardless of what modifications you choose to make.

1. The standard day and night cycle does not exist here. For a large majority of your stay, the world will be in a state of darkness or permanent rain. Any abilities to manipulate this not have a substantial effect…

2. The residents, also called the Shibito, are "immortal" and largely resistant to any powers of control. They can die, but they'll come back to life with a better understanding of you…

3. Thankfully utilities still seem to be functional within the village, even though the majority of the village appears to be in disrepair. As your guide indicated, unfortunately even the properties that you can deploy will degrade immediately.

4. You can die here without fear. But every time you die, you'll awaken, your wounds having been recovered by…something. The trauma that accumulates from each death is permanent until you leave, and subsequent deaths will increase the trauma exponentially.

5. At low levels of trauma, you can expect your senses to degrade, hallucinations of "happier times" will regularly overwhelm you, and suicide might seem like a fun option. At higher levels of trauma, you'll be constantly replaying the memories of your death over and over again, whether you're waking or asleep.
6. If you submit or suicide too many times – you'll become a Shibito.

That being said – if you're looking for some aid, there are the motivations that your guide spoke of…changes to the town. You can get a maximum of **1500 CP.**

POWER DISTORTION [VARIABLE CP]

Weaken yourself for an opportunity to grow. For each time you take this, the strength of all your skills decreases by a fifth, but you gain 200 CP. Naturally, if you take it five times…you are rendered powerless.

THE CHILDREN 50 CP

Be careful of the children – the children that have been cursed are inhumanly strong, and for some reason – they're dead set on making sure that you take care of them. They need your blood to grow up big and strong. Unlike normal Shibito, they alert you to their presence with their childish laughter, but they're also impossible to detect until they get within arm's reach.

THE HORDE 50 CP

The Shibito increase in number, **doubling every time you take this**…it's a small place so be careful…you might find yourself overrun if you take this too much.

THE INFECTION 50 CP

If there are any survivors at all, be careful – because with this, they can easily become Shibito the moment they are wounded severely. It might not matter too much if you already have a large amount of Shibito, but this does make one special change to the Shibito, as all of them will possess the ability to attack you with infectious bile. You might not necessarily die from this, but it will slow down you substantially.

THE RADIO 50 CP

Hopefully you don't rely on sounds to detect things, because that isn't going to help you very much with the strange chanting that fills your head. It's not only enough to distort your senses; it is bad enough to temporarily immobilize you from time to time. Thankfully, it's not like the sound attracts anything to you, right? That's not why there seem to be more of the Shibito whenever the sound plays, right? It's just a coincidence, right?

ECHOLOCATION 50 CP

Normally the Shibito will stop chasing you once they lose track of you. But with this, all the Shibito will be able to detect you from vibrations made by your movements. The **more you take this**, the larger the detection range of the Shibito. One thing you'll probably want to note is that some Shibito operate as though they're in a hive collective…so increasing the detection range can mean you'll never find a safe place in town again…If you take this more than 5 times, you will no longer gain any CP from it, and they'll always be aware of your every move.

HARDER, BETTER, FASTER, STRONGER 50 CP

Your standard Shibito, ignoring the more…advanced breeds, might be effectively immortal, but they're also rather weak. With this, all of their physical capabilities improved significantly – everything from speed to durability. **You may take this multiple times** to help the Shibito grow – doubling each time.

SHADOWS OF YOU 50 CP [COMPANIONS MUST BE PRESENT]

Sometimes, our best friends are our worst enemies. Companions of yours, if they happen to die, even if they revive, a Shibito copy of them will reappear…with all of the strengths and powers at their disposal. Like all Shibito – they want to kill you so that you will join them, or that's the theory anyways.

SHADOWS OF ME 100 CP

You can't die…well for the most part you can't die. But if you do happen to fall at any given time, a Shibito copy of you will reappear somewhere in town. They don't have all of your powers, but what little powers they do have they are masters of. Each time you die, an extra copy will spring up, one for the first time, two for the second, three for the third, and so forth.

EVOLUTION 100 CP

There are more…bizarre breeds of the Shibito, from the Spider Shibito that can climb walls, to the Fly Shibito capable of flying to the towering Maggot Shibito. Unfortunately, with this, there are going to be even more varieties of Shibito, mostly insect varieties – all with the strengthened capabilities of those insects.

MEMORY LAPSE 100 CP [MANDATORY FOR THE DISPLACED, WHO GAINS NO CP]

A modification that really affects you more than anything, with this there will be very substantial gaps in your memory – which will result in the loss of some of your abilities…but also the loss of your ability to perceive time as well as your ability to put things in proper order. In your stay here, you may end up forgetting things that have happened earlier on. This can be stacked, causing you to lose more and more of your memories until you have absolutely none left, at three stacks.

INTENSE FEELINGS 100 CP [MANDATORY FOR THE ACCURSED, WHO GAINS NO CP]

From time to time, you'll be overwhelmed with a murderous desire – a need to kill something, anything…even if it means killing yourself. Unfortunately, normally you might be able to suppress these feelings – but now, they'll slowly accumulate, slowly threatening to overwhelm you.

THE CIRCLE OF OUROBOROS 100 CP

Typically Shibito will stay dead for at least a good day or so before awakening again. With this however, they'll awaken within a matter of hours. If **you take this again**, they'll awaken within a matter of minutes. If **you take it again**…they'll never die, regardless of what you do to them – even if their bodies are destroyed, they will instantly reform.

TODESTRIEB 200 CP [MANDATORY FOR THE DEATHLY, WHO GAINS NO CP]

Want to die, but cannot die. Need to die, but will never die.

How many tries will it take, how many times can you withstand it?

Normally, the Shibito are overwhelmed with feelings of evil, which drive them to kill everything. They may be capable of conducting their normal lives, but once the instinct hits they will attempt to murder whatever lives.

You should get used to blanking out from time to time – entire sections of your memory will disappear. What happens during these periods can never be remembered…but the trauma…the trauma suggests you've died. The head splitting migraines aren't any help, and God help you if you blank out in a crowd of Shibito…There's nothing to suggest that you have any control over yourself when the moments take you. You will naturally accumulate Trauma over time.

ONE SO BLESSED 300 CP

If you're willing to give up your protection, the blessing which keeps you safe, certainly you'll be compensated for it. But if you die at all – you'll become a Shibito…there's something that has been waiting for this for a long time…Naturally, if infection is possible…you won't last long if your skills are poor. Needless to say, if you become a Shibito…you probably won't want to leave this place ever again.

[PERKS]

"Without a doubt, I'll try to prepare you the best I can! There are some changes I can make easily, but you're going to need to use what resources you have available in order to get them made. Other than that, you should be familiar with how things work, right?"

Backgrounds have the first perk for free, all other perks discounted.

SURVIVOR

It'll take a lot more than just immortal zombies to take you down – at least, that's the idea behind this line of options. I hope it does the trick really…

Survival Instinct 100

It's a good thing you can instinctively sense when enemies are close, or when necessary items are near, because you're going to need that ability in the days ahead. Though at first it might seem a little unreliable because it can be overwhelmed, it always prioritizes warning you about enemies, even hidden ones – though even with practice, detecting hidden enemies is hit and miss.

The Strength to Go On 200

Just keep repeating to yourself that it's just "one more day", until finally the day arrives, right? Whatever it takes, you always find it possible to muster up one last spurt of strength in order to break through. You might collapse after that, but it won't be until you're in relative safety. Even if you're about to fall, you can still rally for one more go. Make it count!

The Necessity of Hiding 400

Sometimes, prudence is the better part of valour, and fighting an unnecessary battle is likely to just draw more attention to you. You'll know when hiding is much better of an option compared to fighting, and you'll immediately see the best hiding places – for avoiding detection anyways. As long as you happen to be hiding, your presence slowly fades out of the detectable spectrum. This won't help you if you break cover and run headfirst into an enemy though…

Indomitable Will 600

You're not of this world. You're also not going to die here. If that means mowing down every single enemy in your way – so be it. For every single enemy you bring down, your strength grows a little, your morale goes up a little, and even if you know they'll get back up again before long, that doesn't faze you in the slightest. That being said, the effects will fade slowly if you take no action at all, but even if you're facing a dead sea, you'll fear nothing. Let them meet their maker!

THE DISPLACED

Are you alright? You seem a bit dazed there. The abilities present in this line – well…it seems that other people have possessed them before…other unfortunate souls that have wound up in here no doubt. Hopefully you'll fare better than them.

Temporal Sight 100

Getting used to this might be a bit difficult at first – even among the eye abilities that I could decipher this was a weird one. It does require you to stand still, but if you concentrate you'll be able to see things "as they were" – replaying back events that happened a lot time ago like watching a movie in reverse. Maybe this can help you get some memories back? Well…that's if you have memories of this place…I really hope you don't.

Felt This Before 200

There are times when the past comes in handy, even if it won't change. Your ability seems to be tied to a similar one that your eye exhibits – instead of actually changing time; you're capable of instilling visions of the past into other people. For a village isolated from time and space…you might be surprised just how jarring images of the past can be. You won't see what your targets will see, but they won't notice you at all. Perhaps it's a good trade off.

Blissful Amnesia 400

Circumstances occur, people lose their memories, so don't feel too bad that some of yours are gone. Sometimes, in order to change the future, we need to learn to let go of the past, I know that all too well. If you're so willing – you can blank out memories on your own accord – and so long as these memories are blanked out, they'll act like a buffer, shielding you from some degree of mental trauma and mental assault.

Should you choose to regain these memories though, that effect will disappear, so make your choice carefully!

Spreading the Sight 600

Your eye ability is unique no doubt – but if you ever come across any of the villagers…well from their texts it seems like it's a "God given gift". It's a gift that can be passed down between people apparently – which is what you can do for others as well. I'm not sure that passing the eye abilities you possess onto other people is the best idea, and they don't necessarily have the potential to comprehend much less develop the fledgling abilities they'll receive…but it's there as an option regardless I suppose.

THE ACCURSED

Oh no…you don't…look all that well. There were townsfolk here once, I'm sure of it…and some of them possessed abilities that must have been rather amazing. I have a bad feeling that some might still possess abilities like these…but the bearers have changed for the worst.

Aligned Sight 100

The Accursed have survived as long as they have due to a precious ability related to their eyes. You can shift your vision from individual to individual within an area – allowing you to borrow their eyes for some time, but as long as you do so, you'll also be rendered immobile. I can apply this multiple times actually, increasing the range with which you can select your "helpers" to borrow vision from. This includes even those nasty Shibito!

Curse Resistance 200

This is going to be helpful, especially considering your condition! Allowing you to resist the urges and negative effects of curses to a far greater degree, you can shrug off a greater deal of the nasty stuff with your willpower alone. If you're going to survive a decade here…I'm sure your willpower has to be pretty strong, right? You can resist curses and magic related to blood to a substantial degree – and there's an awful lot of that stuff going about here…it's kind of creepy, if that needed saying.

Blessed Blood 400

The people of this town are really obsessed with blood, I don't think I can say enough just how scary it is. I mean, I can't really say anything when they're bleeding out of every orifice but when they even consider certain blood to be special I think that's going too far.

It's a bit creepy, but you can pass down many of the immunities you possess by mixing an adequate quantity of your blood into another individual. But it'll only develop a resistance for them at first…you'll need more of your blood to help them develop a full immunity.

The Chosen Power 600

Can I just say, that being chosen really isn't fun at all? I just needed to get it out of the system, you know? That being said…this power is a bit bizarre, even when you compare it to all the rest. The elements of fire, wind and water are all at your control – and you can create these with but a thought. I'm sure you can think of more standard applications for these really, but I think it also goes without saying that you really can use these against those nasty Shibito! This power seems to grow with time, though I think its original bearer may have been immortal…

THE DEATHLY

Please hang on, please…for your sake. I've never seen a person with death looming over their shoulder like you…you're probably just one step away from crossing the line. Too close already…maybe that's why these abilities are so…grim.

Death Sight 100

Your sight is similar to that of the Shibito's. It's certainly an advantage in some regards because you'll instantly be aware of whenever anything has detected you – but you can also perceive the life force of another individual and distinguish their condition by the color of their aura. You'll quickly come to realize that those who are already dead…well, the red tinge is there for a reason. As a person grows closer to death, their color seems to inch from green to red. Unlike other sight abilities, this has no limitations as far as immobilizing you goes.

It might go without saying, but you can detect invisible things with this level of sight, so long as they're alive. Some things, like illusions, possess no life at all…

All in Moderation 200

I don't think you'll ever come to an understanding with all those dangerous Shibito, but you might be able to get a bit of understanding on the situation if you met any survivors. You're not going to inspire hope into anyone anytime soon, but your presence seems to stabilize them, they don't get polarized in any particular direction unless you steer them that way. A good thing too, you're going to need everyone to keep a calm and level head, not run off into the woods…where more Shibito might be lurking!

Trauma 400

Maybe the whole ordeal was too much for the Shibito…maybe being abandoned by death, they've just got a lot of pent up trauma…or maybe they've all been driven mad by the pain that seems to plague them. But regardless of why they're so violent and crazed, fact of the matter is they are. It's not very nice that you can induce that into other people – but I suppose we all need an outlet. Channelling your own trauma, you can induce very strong homicidal tendencies into all those nearby. They might not be as indestructible as the Shibito…but they'll be every bit as violent for a while.

Blessing of the Goddess 600

Yikes, I hope you don't have a mirror on you, because "fishy" would be a light way of putting how you look. I think the appearance change should just be temporary, but your…face has…shifted a little. Thankfully your mind should be intact – right?

You are not exactly…what I'd call handsome, but then again I don't think you need to worry about that here!

There won't be any Shibito for you to try out your abilities on, but you should be able to blind them to your presence for a good period of time, though this requires a certain measure of exertion on your part. Alternatively, with even more exertion, you could probably force them to execute themselves – this won't be permanent of course. Against the more proficient Shibito breeds this might not be as effective, but confusing them should still work to some degree.

When you do leave, and we're coming for you, this should work on other undead, especially against those without much of a will. You'll be able to disrupt necromantic connections without too much difficulty.

UNALIGNED PERKS

I can draw out some abilities from the realm for sure…but whether you want to take them is an entirely different matter. Be careful friend, I wouldn't want you to lose yourself for some silly reason…I know I've made my fair share of silly choices too!

Purified 200

Maybe if you can come to find something purified enough, you could cut open a path to the outside? Well I'm only speculating here, but if something made the seal before dragging you in, then that something should be in here with you…I think. In any case, you can charge an item with spiritual energy, purifying it – which should help make it more effective against the Shibito in any case.

At the Boundary 200

There's a lot of death energy around here, and not a whole lot of life energy – but if I had to venture a guess, if this really was a village in a real world somewhere, it must be right on the borders of life and death. You probably won't notice it until you leave, but you'll have developed an ability to see supernatural beings even when they attempt to hide themselves. I hope it's not considered a taint…

Old Gods, Older Demons 300

It goes without saying that this is a very odd place, but from what history I could dig up…well…it mentions a god which is worshipped, and a demon that came before that which was sealed. Maybe the demon is responsible for this? I don't know, but I figure you should be aware if you're facing against divine opponents – hence this. If you encounter individuals of a divine or demonic nature, you'll instinctively be aware of who they are, even if they hide themselves.

As you remain in their presence, you'll slowly gain more information about them – what you choose to do with this is up to you. However, this does has a side effect of making you resistant towards the effects of divine or demonic entities attempting to control you.

Embracing the Water 400 (Requires Old Gods, Older Demons)

If you could fully control becoming a Shibito, you might be able to get some use of it, I mean at least Shibito don't seem to kill each other right? Wouldn't it be a somewhat useful disguise at least? Well it'll probably still be a bit of a struggle – but with this at least you can shift into the form of a Shibito, significantly increasing your physical durability. The Shibito have a wide variety of forms…so it's not too different from shape shifting, but gosh are those forms terrifying. Just your presence alone will probably inspire fear into people, not even considering the fact that you can change at will. However, you lack the immortality factor, despite your prodigious resilience and adaptability.

Avatar 400 (Requires Old Gods, Older Demons)

A power of a wholly unnatural nature, a power that might be better served by possessing an understanding of the nature of deities, this power seems to drain you spiritually. An ability necessary for a being to act from beyond the boundaries of the world, this expends spiritual energy to create agents – avatars that follow a specific directive you give them.

It's always easier to create Avatars by dominating individuals, but you can create Avatars by creating completely new individuals. However – the process of creating a completely new individual is a difficult one. Not only does it require a significant amount of spiritual energy to create an individual completely, without a complete mastery of psychology, the Avatars you make will not only exhibit inhuman tendencies – they'll also make decisions that may not necessarily agree with the directives you give them.

Crimson Moon 400 (Requires Old Gods, Older Demons)

Perhaps that moon has something to do with why the weather and the Shibito are so miserable here. Though frankly, who knows, it might even just be a matter of perception. Perception manipulation isn't out of the question in any case – that's exactly this does in any case. Normally perception manipulation isn't all that terrifying – but when your target truly believes that what they see is the reality, things can take a very twisted turn.

Those affected by this appear to perceive individuals as Shibito – and they'll act as though everyone is a Shibito while remaining completely oblivious to what the individuals may actually be doing in reality. As they themselves retaliate to

illusionary assaults, their minds will slowly warp to reflect their twisted mental state. In the end, even if somebody else doesn't stop them, their minds will suffer from a collapse on its own. When your entire world is flipped over…well things don't tend to turn out very well.

Frame of Reference 300

I tried to suggest it as indirectly as I could, but time here runs in really weird ways. I think there might even be a full loop going on, but with this, you'll be the center essentially, so that the effects of shifting time won't faze you in the slightest. While some useful elements of time magic might still affect you, unwanted shifts to time will have minimal effect on you, especially if you're aware that they're coming.

I don't think you're going to be aware if a time loop occurs here, but it should help reduce the impact of it somewhat.

Ouroboros – The Alpha 500 [Requires Frame of Reference]

If there is to be an end to this – then there must be a beginning. On the other hand, while there's no guarantee that there'll be an end…you can most definitely guarantee that there was a beginning. Were you to consider yourself as the "absolute" reference frame – then no doubt everyone else can be described as being in a frame relative to yours.

The effect of the ability is best described as overlapping a former state with the present state. It does not change the past, it allows for the past and the present to exist simultaneously in a given individual. From that point, their "individuality" resolves itself – whether it adopts the past memories or the present memories and moves forward is generally dependent on the individual, though there are cases where both "individualities" may merge to form something wholly alien. With repeated and excessive use, it is possible to create enough overlaps as to destroy an individual's mind from the inside out if they cannot cope.

Realize that you're not limited to setting the same "origin state" every time, and having enough voices in a person's head is enough to make many break down. It's also possible for a target to temporarily lose skills and capacities due to this resolution process. For the most part, this can be resisted by individuals with high levels of resistance to temporal manipulation.

As you are the absolute reference frame, this does not work on you to any degree.

Ouroboros – The Omega 500 [Requires The Alpha]

The blessing of the Mana Deity rests upon you – and your form contorts – not that your physical form matters now in any case. The Alpha is the beginning, the

Omega is the end, but the Ouroboros is with neither beginning nor end. The snake bites onto its tail and with it the cycle is complete.

Enveloping all those around you into a pocket realm along with yourself – the inside of the pocket realm is…well you could describe it as the inside of a kaleidoscope. The thing is, in this case, the kaleidoscope is constantly spinning all around. Within this domain you remain the only point of reference that stays stable. There is no concept of direction – planes can exist along any axis – and as such your body and the body of those warped inside can take up non-euclidean forms. While your mind maintains its stability throughout this metamorphosis, the same cannot be said of your targets.

Needless to say, it's not a very safe place to take friends unless you tell them explicitly to close their eyes and keep them closed, though you can eject individuals at will. So long as you remain within the realm, your perceived body is not your true body – which is an invisible core that exists somewhere within the realm, but there's no real indication of where it lies.

Ouroboros – Continuum 500 [Requires The Omega]

The Alpha defined the beginning, the Omega defines the end. The Continuum is maintained as Alpha merges with Omega. Two becomes one, and one becomes all. Whereas the Alpha merged two states together, and the Omega unravelled all states at once, within the Continuum, the process is repeated continuously.

An Origin State and a Final State is simultaneously defined by the caster – and the target's mind and body will loop between those states, locked in their Euclidean space coordinates as well as mental and physical states along a fixed course between those states. Nothing affects them, but they affect nothing. This effectiveness excises them from the continuum by placing them in their own. Only one individual can be affected by this at a time, and with a sufficient level of resistance to temporal manipulation, or the manipulation of somehow with higher skill, the cycle can be broken

If the caster is no longer present in the same domain to act as an absolute reference point, the target is freed from the cycle at whatever point they were last at.

[COMPANIONS]

"I've managed to locate your companions…they…they might be nearby, or…they might be in a different realm. It seems like they should be close…but there's something wrong. I might be able to reach…some of them, why do I get the feeling this is going to be difficult?"

Equally Trapped, Unequally Bound

You're not in any normal world – and unfortunately, your companions are in a bit of a plight. Normally, you can manifest eight companions at will. Here – if you do that, you'll find that your chosen companions have lost all of their abilities. They might still resurrect if they die…but just like you…that trauma is going to build up.

No warehouse…powerless companions…this isn't going to be a happy place.

Temporal Break 50/300 CP

I might be able to get your companions some powers back, but you're going to need to pay for it…this is going to be a handful for certain… For 50 CP, you can import a companion – they'll gain their powers back and gain 300 CP to use. They may choose a background at will, but they do not gain CP for choosing the Deathly background. For 300 CP, you can import 8…with the same benefits.

Sightlink 100 CP

An individual linking ability, it allows you to see through your companion – and vice versa, though each time you pick this you can only choose a single companion to link with. Both of you can act while sharing sight thankfully, so using this doesn't render you helpless.

The Exchange Student 200 CP

It's hard to understand what this kid is doing here, but he's good enough to handle himself with any weapon he can find. That, and the fact that he seems to be completely immune to the Shibito infection makes him one of the most reliable companions you might find. He's a bit brash though, and he seems to be a bit obsessed with "breaking the cycle" – I'm not quite sure what that's about though. He comes with a rifle, a sawn off shotgun, and a katana, with both of his firearms apparently bearing an infinite amount of ammunition.

The Little Girl 0 CP

There's something very wrong with this girl. Please friend, reconsider! I can't help but feel that if you take her along with you, something is going to go wrong. She has no abilities and no distinguishing qualities to note, but she is quite small – so she can easily fit into places with ease. She has no CP to work with…but as much trouble, she can at least keep you company if there's no one else around. That's…if – she survives. I'm not seeing the same immunity that the Exchange Student has…she could very well become a Shibito as well.

[ITEMS]

"I can arrange for some supplies too! If you can pay the price of course…"

Flashlight 0 CP

It's a flashlight that won't run out of battery. It's free, so you don't have to be afraid of the dark. But when you see a light in the dark, don't expect that nothing will notice.

Onigiri 50 CP

It might be a normal package with an onigiri contained inside, but it might be funny how the most mundane things can sometimes keep us sane. That's exactly that it does – when you eat it, it restores your sanity, and helps reduce a slight bit of trauma. It won't help that much for the trauma of death…but it's something.

A Television Set 100 CP

An old television set, perhaps the most disturbing part is that it runs perfectly fine with no apparent source of electricity. Some program always seems to be playing on it, even if there's no coverage or network…or electricity to speak of. In any case, the Shibito don't seem to care, though they do get distracted by this very easily.

Portable MP3 Player 100 CP

Loud enough that it can drown out the sounds of the terrible Shibito…and really anything else that might serve as a distraction – this might just help keep you sane. It doesn't run out of battery thankfully…pretty much like everything else in this twisted realm.

Bear Hunting Rifle 100 CP

A hunting rifle commonly seen in rural Japanese households, it might normally be used for hunting bears but now it is better put to use in laying Shibito down low. Well, for a time anyways. It doesn't seem to run out of bullets, which is a good thing, considering the fact that the Shibito don't seem to die permanently.

Old Guitar 100 CP

As the name suggests, it's an old guitar, but while I don't recommend playing it anytime soon, it's still a very potent weapon given that it happens to be apparently indestructible. That being said, you'll find that with the guitar, it's not just Shibito that you'll attract – even after you leave, there seems to be something about this guitar that attracts spirits to it.

Bug Spray 100 CP

It's odd, but if you spray this around enough, you'll find that the Shibito don't seem very inclined to come anywhere near the place you are. Granted, it won't stop them from shooting at you

occasionally, but no defence is foolproof. It's apparently lethal to insects, as it is strong enough to immobilize an insect Shibito variety completely.

A Katana 100 CP

It's a well-made sword, but at the end of the day it's merely a sword. That being said, it's an excellent conductor of purifying energy, so if you had a way to channel that energy, you might be able to use it in order to lay the Shibito down low…for longer than they would normally stay down for anyways. It can't break, which is relatively helpful.

Video Camera 100 CP

Usable as a blunt weapon, this video camera seems to be jammed – and you can't get the tape out. It's probably for the best, since you likely don't want to see what was filmed inside. There is a replay function that will work for the last fifteen minutes or so…but what it sees…are not meant for the eyes of the living.

JOYLiNK Ultra Network King 100 CP

Do you really have time to be playing video games? It's a game console – yeah it doesn't need power of anything, and it's got a wide variety of games you've probably never seen before, but get too immersed and you'll probably forget to notice the Shibito that's creeping up behind you. Seriously, make sure you're at least aware of your surroundings!

Mana Cross 200 CP

Is this a symbol of the local religion? I don't know either frankly, but it does have a very strange effect on the Shibito. You feel like they're a bit more passive whenever this symbol is present and visible. Furthermore, it seems to call down lightning at your will – like a makeshift lightning rod. I'm not saying to use it as a weapon, but incinerated Shibito tend to take much longer to come back than your usual dead.

An Ancient Stone Seal 200 CP

It looks like a small stone lantern, and I can't really figure out what this is supposed to seal. What I do know is that if you reproduce this, even with just five of them, you'll probably have enough energy to seal away a minor divine spirit – provided that you arrange them properly of course. Not like you're going to have the resources in Hanuda to reproduce these though…the material you have to work with here are…less than desirable.

That being said…do you really know what this seals?

A Vial of Red Water 200 CP

Perhaps the cause of all this, perhaps simple a catalyst for something terrible, but you're going to find this red water everywhere. Its consistency seems to be slightly different from blood, but it has a very distinctive effect – it causes sapient life to exhibit properties of the Shibito. Murderous

intentions will fill their minds, and a vicious, dogged persistence marks the behaviour of those affected…all it takes is a drop to infect a water supply…and your vial doesn't run out.

A Strange Tree Branch 200 CP

It's old by its looks, and it's clearly not from anywhere near by, but it brings you a sense of peace. What's more important is that if you stake a Shibito with it, the Shibito will not come back to life for as long as the tree branch remains inside. While this probably isn't something you want to do as it essentially removes you of the branch, you can impart a little bit of its magic on other pieces of wood – which will massively increase the amount of time Shibito stay dead when impaled by those pieces of wood.

Uryen Shard 300 CP

A strange glowing stone, I don't really know what to make of it, except that I know it has to serve some sort of purpose. The energy it radiates seems to keep the Shibito away, but it also makes everyone distinctively aware of its presence. Maybe if you buried it deep enough underground, the Shibito won't notice it anymore…but then they'll go back to hunting you. At least if you carry it around with you, the Shibito should think twice about attacking you randomly…right?

A Vial of Glowing Water 300 CP

In Hanuda, if you can find some of the old records, it's suggested that there was a slight "shift" between the local deities…the replacement of one over another. There's nothing really to substantiate my theory, but I think that this vial of water….might be an extension of the power of another deity – well that's assuming the red water is the extension of one deity's power anyways. The effect of the water however, is very evident – it can reverse the effects of the Shibito "disease" for a short period of time. Maybe…just maybe, if you had the right equipment or the right technique, you could help out one or two of the villagers. Whatever you do with this, it's going to attract a lot of attention.

The Corpse 1000 CP

The Alpha and the Omega.

A corpse of unknown origin, fish like yet insect like all at once.

It renders those who consume it incapable of dying by the cold grasp of Time, and a power to control those who have lost their minds.

It will render you immune to the disease, and the Shibito will bend to your will…but you can't help but feel there's something sinister about this corpse. The fact that it slowly reconstructs itself is perhaps a sign.

The act of consuming the corpse initiated the cycle – and you too, by possessing this, will extend the cycle. Give up hope on leaving anytime soon, because nothing short of divine intervention will allow you to leave as long as this exists.

[MODIFIERS]

What's that? You want even more resources? Well…it's possible…I think. I think I can make it work…but exactly how it's going to come about…well how do you want to approach this?

~THE AGENT OF UROBOROS~

Well, I can't say I really advocate this approach, but…it's here if you need it. You might not have gotten to see the Shibito first hand yet, but there are some very special breeds…you're about to make one even more special. You can gain up to **300 CP** maximum from this, but really…I don't advise it. Your stay is bad enough as it is. Like all Shibito, your personal one…simply won't die.

What's worse, the fact that it physically resembles you without fail, or the fact that every one of these options will benefit it?

WHERE THE HELL DID IT COME FROM? 50 CP

You'll never see its approach, you'll never anticipate the direction of its attacks, and your best bet is to maintain enough distance that it will always be forced to used ranged attacks – at least with gunfire you can hear the sound of a shot.

WHAT THE HELL ARE THOSE SOUNDS? 50 CP

Why does it make these revolting sounds? It's enough to make you retch, and rather than letting you know what direction it is coming from, these sounds just seem to come from all directions at once.

WHY ARE THOSE THINGS FOLLOWING IT? 50 CP

Fun never comes in a lone package I suppose – and wherever your doppelganger goes, you can expect at least a troop of Shibito to follow. If you're going to try to avoid it…try your best to force it through narrow spaces that might help weed the numbers down a little.

WHO LET THE DOGS OUT? 50 CP

As if corrupted humans weren't enough, even the wildlife have been corrupted – and unfortunately your little Shibito "doppelganger" is an adept at controlling these creatures. Beyond insects, no – your doppelganger uses dogs. Dogs were already rather efficient at hunting down prey…and unfortunately, you're essentially prey that is stuck in a cage. Put them down, and they'll eventually get back up again, but it's still better than nothing you suppose.

WHAT WEAKNESSES? 100 CP

Your doppelganger suffers from none of the "deterrances" and "weaknesses" other Shibito possess – which means that it can simply ignore the presence of things that might otherwise banish or knock back lesser Shibito – you're going to have to put it down if you want to stop it.

WHAT'S YOUR WEAKNESS? 100 CP

Brain Shibito are a notably special breed – acting like coordinators for all the lesser Shibito. Unfortunately, they are also amazingly resilient, and as long as they're active, all Shibito in the vicinity will operate with a high level of tactical proficiency…and well, your doppelganger is one of them. Don't presume it can't fight – because it can, and it will.

NEMESIS 100 CP

The fact that Shibito generally aren't smart is probably the only saving grace you have in the face of their natural immortality advantage. So when you cancel that out by making a Shibito that can plan and give it the same capability for intelligent thought that you possess, please don't take me the wrong way when I question your sanity. It will plan, it will know you intimately, and it will use every tool at its disposal to eliminate you. Why would you do this to yourself?

UNDYING WILL 100 CP

Hopefully you have some way to utterly disintegrate creatures, because that's the only thing this juggernaut is going to stay down for any longer than an hour. This not only makes it extremely resilient to normal firearms, and completely ignores all forms of magic; it also regenerates by consuming nearby Shibito. On the positive side, this means that there's less Shibito to harass you – on the negative side…well…it's out to do more than just harass you. Even if you manage to subdue it, unless you find a way to ensure the body doesn't regenerate, it will regenerate and come back to life in a matter of minutes.

DOPPELGANGER 100 CP

It sees you. It resembles you. It knows you. It will be you.

If you die to it, it will gain more of your memories. If you kill it, it will gain insight into your skills.

Run, run away, because any other option is going to have a catch for you, and it's not out to play. It's out to kill.

~DRAWBACKS~

Instead of approaching this from the Shibito angle, maybe you'd rather consider some drawbacks…essentially more modifications of a sort, but with this you can gain up to **300 CP** maximum, separate from addressing your shortage from the Shibito angle.

THE DARKNESS 100 CP

What's there to say, you'll know the effects of this soon enough – the fact you can't see more than a foot ahead of you regardless of any of your senses and abilities? Well…that's just this realm at work, friend. You're not afraid of the dark are you?

THE SACRIFICE 100 CP

Your death brings closure to this place. Or well, that's what everyone else seems to believe anyways – there's no real convincing them that killing you isn't going to solve anything – not when they seem to get stronger whenever you die.

Should you die; every Shibito in the vicinity will sap a portion of your strength. The portion sapped will return with time, but the increase to their strength is permanent. Good luck!

THE SIREN 100 CP

There's a very distinctive siren in Hanuda Village – an air raid siren you might call it…unfortunately whenever it sounds…all of the Shibito will enter a frenzied state. It's not just them – the Siren will affect you as well…hindering your powers whenever it sounds…and it's going to sound very, very often, so you had best get used to the inconvenience.

DENIZENS OF DARKNESS 200 CP

They don't die; their normal behaviour consists of murder and destruction, and their resilience is a level entirely above the Shibito. These creatures are called the Yamibito…and unlike the Shibito, while they benefit from every single modification a Shibito would, the Yamibito have one distinguishing quality to them – when they die, they leave their current host body to empower another one nearby. Though they are driven away by light on occasion, don't presume that it'll work consistently.

THE WATERS 200 CP

Don't linger too long in the water of Hanuda…even if it looks fine, the water here will distort your mind – this includes water that you drink. From time to time, you may find that you'll be overwhelmed by hallucinations. In a place like Hanuda, being overwhelmed by hallucinations is…going to be very dangerous. If you wake up with a head splitting migraine and a slight feeling of trauma…well you might have an idea of how that came about.

THE CYCLE 200 CP

The changes that come with this drawback are substantial. Each time you die, or each time a year comes to pass, everything will reset completely – and you'll return to the beginning of the village – to the moment that you first arrived. The trauma that comes with "dying" will slowly stack up with each reset as well, memories of your death etching themselves into your mind even after you leave. Unfortunately, with each time this happens, everything else in the realm seems just a bit more aware of you and your powers.

[SALVATION, AT LAST]

"Quick, grab on!"

A voice, a voice after this long – through the darkness, there's a light, perhaps a light to draw in the moths, but it is your best chance. Nothing ventured, nothing gained – and you may already be at your wits end.

Thankfully it's no trap – something, someone reaches out, and the cycle finally breaks. You're free.

A girl with pink hair, you can assume that this was your initial guide. She seems relieved to see you in any case.

"You're safe…thank god. We'll arrange to get you cleansed. You can keep what you want of course…but there's probably parts of that you'd rather…let go."

The old man beside her also seems relieved to see you're ok.

PLEASE, JUST SEND ME HOME.

It's understandable if you want to head home, we'll make the necessary arrangements right away.

THE WORLD NEEDS TO BE SAVED

Please, don't tell me you want to actually go back to that place? Well, if you can solve the problem of this realm…there's a chance that you'll be able to actually return to the "normal" world here…whatever counts for normal anyways.

LEAVING, LEAVING NOW, AND NEVER LOOKING BACK

Hopefully you don't end up in another similar situation again! Best of luck! Sorry again for everything!

Notes

WHAT THE HELL IS SIREN: BLOOD CURSE?

The Siren series was originally a set of games that was created based off of an urban legend about a dilapidated village, and the villagers in it who had been murdered. Blood Curse is a remake of the original, though in this jump, some elements have been drawn out of the second instalment of the series as well, in reference and so forth. While all three are inherently tied, Hanuda Village is only mentioned in 1 and Blood Curse.

The Siren series maintains a cyclic loop that isn't broken until the second game – which isn't touched upon at all in Blood Curse. Much of Blood Curse's story is hidden behind lore text, which is in turn never specifically mentioned to the player – it's indicated that it's there but not the significance of it so to speak.

Considering the production staff of Siren had previously done Silent Hill, it's only understandable why Siren feels so much like Junji Ito's Uzumaki met Silent Hill.

CAN I BREAK THIS JUMP?

Yes. Re-enact the events of the game, kill every living human possible and kill the God if you can bring him/her/it out. You'll ensure that the two individuals necessary to kickstart the loop don't occur, and you'll be deposited on a normal Earth for the remainder of your 10 years. As normal as an Earth with vengeful spirits deities can get anyways…

I don't advise trying to destroy everything, it only makes it an open wasteland where the Shibito can see you and harass you until you die.