Generic Horror Killer Jump

Hey there slugger, looks like you've got a pretty gruesome time planned don't ya? Killin' some people here, there, everywhere? Honestly I don't even know what to say to you, someone like you, why, why would you willingly spend ten whole years murdering? I mean, I guess you don't have to do that, and hopefully you won't, but it seems like everything will just push you towards it. Here, take these, maybe they'll help you going forwards. **+1000CP**

Location, Age and Gender

I really don't care either which way for any of this as long as it makes sense for your background, so have a free pick of what you want for all of them.

Background

You can take any of these as **Drop-In** if you desire, again, as long as you can make it make sense, this is a Generic Jump after all.

The Shape- There's just something wrong with you. Despite being the most human looking, or maybe because of that, you are one of the most disturbing types of killers out there. You have the shape of a Human, but something's missing inside you. Michael Myers is perhaps one of the biggest named killers of this description.

The Butcher- Gore Porn and Snuff Films is the first thing that comes to mind from your kills. Your work is always grizzly and vicious, even if you have differing reasons for it. Leatherface is perhaps one of the better examples of this type.

The Phantasm- You're not real, well, you are real I guess but not physical. You don't have a body in the traditional way people do. So the way you kill might be a bit different, or maybe it's just how you're summoned. Freddy Krueger is perhaps the poster child of this Killer Type. Though certain japanese tropes might play a part too.

The Monster- You're just a monster, maybe physically and maybe just from pure power. You're the type of being that could easily rip someone limb from limb if you wanted to and you never seem to actually die. Most physical Monsters fit into this type but perhaps, a rather big named human one would be Jason, if you need something to look at.

Perks

The **100CP** Perks are free for their matching origin with others 50% off for their matching origin.

General

Morality Dial(Free)- For here and forever more you can control your morals, even in regards to different things. Maybe you're normally nice but something can flip you into a killer, maybe you have no morals. I don't know, nor do I care.

Tough SOB(200CP)- So you're a killer, great for you, you're not much of one if someone kills you with a simple gut stab. As long as it's not a fatal wound, you'll be walking around with no problem, if it is fatal well, as long as you can make some show of patching it it will still heal up. Just don't get your head taken off or melted or something, if you can't patch it you're still dying.

The Shape

Creepy Bastard(100CP)- You can creep people the fuck out. Even the strongest willed and coolest, calmest, most collected people out there will feel uneasy around you and this has a tendency to make them make mistakes, this is a minor effect but it might just be the edge you need. You can of course Toggle this on and off.

Hunter(200CP)- You can target one person in your vision and begin hunting them. What this means is that you always know where they are in relation to yourself, always able to find them, always able to hunt your prey. You can only have one target at any given time.

The Mask(400CP)- You can slide on a mask, not a physical one but a mental one. This mask can be whatever you want it to be, deadpan, happy, whatever it is doesn't matter as you can change these mental masks at will, no one can see your true thoughts or feelings on your face, from magic, telepathy or anything else, you're safe behind your mask.

The Blade(600CP)- You are a master at using a knife, even a shitty, cheap kitchen knife could cut through solid oak doors, cut into engine blocks or just chop off someone's head and all from pure skill, perhaps, most interestingly the things you cut stay dead. No ritual, no reincarnation, no anything, they are dead.

The Shape(800CP)- You...You don't exist, it's like you're just a hole in the world. This has had a few effects, the first being that your stealth has massively increased, to the point you could walk directly behind someone, so close that your nose is brushing their hair and they wouldn't know you were there. Though pure luck can negate this a little. The second major thing is that thanks to having well, a hole where your soul should be is that attacks, effects, spells, or whatever else

exists that targets souls can't affect you without permission. You can even escape death's notice once every ten years.

The Butcher

Brutality(100CP)- You can make any action you take, even something as simple as breathing, look and feel so visceral. Besides being a bit off putting this lets you do some truly horrific things in a fight, giving you a small edge as you shock and disgust those you fight. This is toggleable.

Cannibal(200CP)- Many who follow this type have developed a taste for, well, their fellow man. This perk lets you eat humans or humanoids without any complications or sickness normally associated with it. In fact things like Poison or Disease just don't affect you at all. This also applies to anything you cook.

Trap Master(400CP)- You can build all sorts of weird, odd, deadly and bizarre traps and contraptions, honestly you'd be right at home as one of Jigsaw's apprentices with a skill like this.

The Family Man(600CP)- Stockholm syndrome is what most would call it. You just call it expanding your family. If you kidnap someone and make them do, witness, feel or whatever horrible things you can break their minds and make them into a member of your family. You could kidnap a little girl and make her watch as you kill her parents and feed them to her, only to have her look at you and love you like a true father. Or maybe a pretty young thing caught your eye but she's already has a boyfriend, well, kidnap them, and torture the boy to death only to brand the girl and she'll become your doting wife. Nothing can make those you "Adopt" turn their backs on you.

The Butcher(800CP)- You are what you eat, and families eat together at the dinner table. The most mundane part of this perk is that you get a massive cooking boost, to the point that you could make month old meat into a delicious delicacy. But the true power is that when whoever you consider Family (Blood, Adoption, or Companions), when they or you eat, you'll gain a proportional boost based off of how much eaten (Mama don't wanna see her food go to waste), even granting powers that your meal had. Such as giving you all of Superman's powers if you ate his entire body. Though the less you eat the less you get of course. The final bonus is that if you make a meal from your own flesh you can grant others weaker versions of any perks or powers you have.

The Phantasm

Seductive(100CP)- Maybe not in the “Traditional” way, but for some reason you just make people interested in you. Even if normally they’d see you and go “OH NO FUCK THAT!” before running away, they can’t seem to do that here, maybe they don’t believe their eyes? Either way you’ll get at least a few seconds of them approaching you or staring at you before they wise up. You can Toggle This if you wish.

The Story is Told(200CP)- Either you as yourself or an alt-form can have a story about you spread through a pretty nice area, maybe there’s tales of a tape that summons you or some kind of targeted populus or something, either way the stories out there and anything you do to help spread it will see it grow. This of course, has to be a story of a killer though. You can choose to have a story or not in future jumps.

That’s Impossible(400CP)- So you killed someone, in some sort of mystical way. Maybe in their dreams or sucked their soul out or something. In any case this perk makes it extremely hard for anyone to connect the dots on what happened, looking for a more mundane answer and more often than not blaming something or someone easier to understand for the murder, so what if that means some poor kid’s in for life now, you got off free.

The Ritualist(600CP)- You can devise some sort of ritual, maybe as simple as watching a cursed tape, or maybe something like the Sachiko Ever After ritual or maybe Candyman’s thing? In any case you start with one of these rituals, maybe it summons you or an alt-form copy of you, maybe you pull them into your own little horror world, I don’t care, in any case you can create new rituals pretty easily, both for “Horror” effects and in general, massively reducing what is needed for most, such that that a thirteen day ritual with thirteen times thirteen sacrifices needed can be reduced to only thirteen hours with thirteen sacrifices in total. You may also “Usurp” other’s rituals, See notes for more info. If taken with “**The Story is Told**” you can have the rituals be automatically spread.

The Phantasm(800CP)- You don’t have a body and can’t be killed by physical means, bullets, cars, fists, fire. None of that affects you, only spiritual and mental things can. Besides that, you also have your own realm that you have near total control over and can kill people in; this realm can be something like the “Dream Realm” of Freddy Krueger or maybe something more like Sachiko from Corpse Party’s School. The only drawback is that everyone has to have a chance to survive -- it’s not much of a horror setting if they have no chance after all. You can toggle if you’re physical or in this Phantasm State after this jump, but the physical immunity only is active as a Phantasm. You may also change the realm around into different types or configurations when no one is in it.

The Monster

Monstrous(100CP)- Well, you don't look human that's for sure, for 100CP this is pretty much just looks, plus letting you have senses that work a little better than a peak human's senses, even if you shouldn't be able to use said senses.

Territorial(200CP)- Mark out a small plot of land, maybe a campground, or some mansion that's abandoned. You'll know when people enter the area, how many people and in general what they are doing, kind of like Jason seems to know whenever anybody's doing the deed.

That's not Natural(400CP)- This will make you pretty tough, and see you stronger, faster, all around act as a Physical Boost. Throwing people across rooms, ripping doors off cars, bursting through walls, tearing someone's limbs off, all of this is easy to do for you. Also you never run out of stamina now, you could walk for months straight without tiring.

The High-Breed(600CP)- This perk lets you merge together Alt-Forms and in doing so makes it so that all their powers are boosted at least to double their normal effect. Similar powers stack and empower each other more, to three, four, five, etc. times the more you stack. The more forms you mix the more monstrous and disgusting you become even if the forms are normally beautiful.

The Monster(800CP)- Well this is terrifying, besides having your toughness boosted through the roof which is more of a side benefit this perk gives you some very special things. The First of which is you are gaining a 1UP as it were once every three years and you can save them up. Nice on it's own, but it's true strength lies in its second ability. Adaptation, the more something injures you the better you adapt to it, better able to take the same or similar attacks later. And you find yourself almost but not quite immune if something kills you once, needing something much higher in power to trigger this adaptation again. You'll never be outright immune with this perk alone but not many could tell the difference.

Items

The **100CP** Perks are free for their matching origin with others 50% off for their matching origin.

General

Spooky Theme(Free)- You have a cool spooky theme that's personal to you, it can play out loud, in your head or in other's heads as you want, you can choose if they find that weird or not.

Companion Import/Creation(50CP)- As many as you can afford, they get 1000CP to spend here.

Kotobukiya Horror(50CP or 300CP)- For 50CP you get a doll that can be doll sized or life sized. They are alive and can be a companion or item, your choice, has no powers but is both sexy and creepy. But for 300CP you get the real killer as a companion, though they will have a certain cap Pennywise isn't some weird almost all powerful thing, just a really fucking hard to kill shapeshifting clown girl who eats kids...Oh yeah no matter which you choose they will be a very attractive female, and will be in love with you, you can get those from the kotobukiya horror line or other killers if you want, they are gonna be sexy girls who want you though, that's locked in. You can import someone into this to gain a specific killer's powers but they will become a sexy girl who wants you and will gain an alt-form of a sexy female version of the killer you had them gain the powers of. You know what screw it, they don't have to be female, they can be daddies, traps, futa, whatever you desire, but they have to be sexy and into you...and still into killing though I guess you can have a little leeway why.

The Shape

A Mask(100CP)- Good for hiding your face and making people not know who you are, someone you're close to could see through this disguise, or someone smart. But an average joe couldn't.

A Good Knife(200CP)- A normal knife of some sort, always at hand when you need it, and seeming to grow in power as you do, always meaning it's a tool you can use, also never seems to leave evidence on it's blade so that's nice.

An Asylum(400CP)- You don't own it, but you can check in, mostly to avoid a prison sentence if you get caught. People here are nice and friendly and are honestly pretty easy to trick if you try. They'll try and keep you happy and help you but will also do their jobs, and even if you break out and kill someone again as long as you don't kill them they'll still think you just need love and help.

The Butcher

Meat Room(100CP)- Every property you own now has a hidden "Meat Room" in the basement, or connected to it. It'll keep any meat stored in it fresh. It also makes it so anyone in there can't get out without your permission or if you leave the door open. There's plenty of "Torture" tools to help you prepare the meat too.

Hunting Grounds(200CP)- You gain a small home near a road, this road could be anywhere, from a forest to a desert. But people don't often pass through. And when they do it seems their cars always break down near your home, it's practically like free delivery! Or well, you could just

help them too if you want. Also all of them are kinda sexy for some reason, like they belong on a movie set.

The Family(400CP)- Your own little fucked up family, maybe they are Cannibal mutants, maybe you're all a bunch of incestful weirdos, maybe you kidnapped and tortured them until they loved you, I don't know or care, but now this family is willing to follow you everywhere, as followers or as a group companion. You can import other Companions into this roll to merge them into a single slot. The max number of family members is eight and unlike most group companions all members of the family get all perks they buy at full power. You can choose to have them split up into multiple companions if you want.

The Phantasm

Impratical Murder Tool(100CP)- Some sort of weird tool or object for murder, and despite it not really being the best weapon you could get seems natural to use for you. Freddy's Glove is as impractical as you can go.

History(200CP)- You've got an actual history in this world Jumper, or well, maybe you don't but you have books with your face in them and if people go looking you sure can show up a lot, in some pretty nasty places. This is something you can toggle for each jump.

Cult(400CP)- You have some kind of Cult, they are spread across about an area as big as say, Illinois or so and there's not a lot of them but one or two might be in some position of power, and all of them are fanatically loyal to you.

The Monster

Tools of the Trade(100CP)- You seem to have unnatural luck in finding things to kill people with, there always seems to be usable crap just laying around. None of it's actually "The Best" or even "Good" but it's stuff you can make due with and it can make for some pretty impressive improvised kills.

Human Suit(200CP)- Either a Human you control somehow or well, sliding into one's skin you find that no matter your form you can hide in this suit, looking like a human to anything and everything that looks at you, even magic or tech, you have to choose how it looks forever when you purchase it.

Hidey Hole(400CP)- Somewhere in the real world, you have some kind of Hidey Hole, maybe some kind of forgotten storm sewer that was bricked up, maybe a building that got buried and has a school on top of it, it doesn't matter as long as it's creepy, no one can find it or you here unless you want them too or lead them here.

Drawbacks

Enjoy The Fear(+100CP)- You can't bring yourself to just kill everyone right away, you want to draw it out. This more often than not lets one or two get away from you.

Murderous Impulses(+200CP)- You not only enjoy, but feel compelled to murder other humans, often in brutal and surprising Ways.

+Horrific Impulses(+200CP)- It's not just murder, you can't help but do stuff that would make even the most hardcore of torture porn or snuff film green with disgust, I don't even want to think about it.

Empathy(+300CP)- You can't help but feel empathy, not only empathy but you feel exactly what those you victimize feel. Horror, disgust, pain, suffering, rage, and trust me, you'll be feeling every last bit of it, no masochism or resistence or whatever will help you here.

Rivals(+300CP)- Well, for some reason you've attracted the attention of rival killers, expect a lot of "Vs" matches to go down between you, and some random other Killers.

+Big Names(+200CP)- Now it's not just random people, it's big named people, people with actual narrative weight behind not only their existence but have proven themselves more than once. Freddy, Jason, The Creeper, Leatherface and more about once a week you'll be fighting one of them, and even if you kill them they just come back stronger than before, this is going to be annoying Jumper.

Natural Killer(+500CP)- No outside jump perks or item, no Warehouse, none of that. You may only use what you've bought here for your stay.

End

Stay- Really well, okay I guess? Enjoy your life here?

Go- Continue your chain huh? Sounds like a good choice to me, go enjoy yourself in a world better than this.

Home- You had enough huh? Wanna head back to the normal world? Well guess I can't blame you.

Notes

Note 1- If You take Trap Master+Ritualist You could pull off stuff like the “Thirteen Ghosts” house relatively easily.

Note 2- Some Examples of Rituals you can use with “The Ritualist”, The Midnight Game is something you could “Usurp” for lack of a better word, to summon you instead of “The Midnight Man” something like this would summon “You” but more like a connected clone of you, you could peak in or take direct control or just get the memories after it finishes, whichever is your preferred style.

Note 3- Some other spooky “Urban Myth” ideas you could make real through a pretty simple are things like “The Elevator Game”, “The Hooded Man”, “The Bathtub Game”, “The Closest Game”, “One Man Hide And Seek”

Note 4- For more actual horror movies you could set up anything from say Chucky’s ending up in a doll thing to the Cabin in the Woods sealing great evil via ritualistic/entertaining killing.

Note 5- For Horror Game Ideas you could pull off using Ritualist something like the Body Swap from Witch’s House or Ib’s weird Gallery World.

Note 6- You can decide if these rituals you make real are connected to you or are now just true instead of directly involving you, at least the Summoning ones.

Note 7- “The Ritualist” is a pretty open ended perk and is meant to be that way, I’m kinda letting “you” balance it on your own here, for how it fits best in your chain. Any kind of Uncapper will take it far.

Note 8- Freely assume any clones summoned with “The Ritualist” leave calling cards as you like or would well, behave as you do. Or how you want them to.