

Fatal Frame

A CYOA/ Jumpchain Document

By Random One-Shot

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.

Age and Gender

Roll to choose an age between 14 and 50. You may pay 50 CP to choose freely.

Your gender 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. You can pay 50 CP to choose if you would rather.

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. Pay 50 CP to choose where you end up or roll 1d3.

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. 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. When you arrive, you see

a small girl helping a young man to enter ahead of you. 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 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....

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: 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 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.

No Spiritual Power (100 CP for women, free for others)– You are a completely normal person. A ghost could stand in front of you and scream bloody murder, and you would never know. Equally, 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 and strong sort of spirit or curse to possess or harm 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 for all) – 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 and 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.**

Background

Any of these may be taken as a Drop In option with no memories or in-universe history, if you so choose.

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. **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, either your Ghost form becomes a new alt-mode OR you may choose to keep your Ghost as a back up option should you be killed, ensuring your Jumpchain continues unless you fade.**

Perks

All Backgrounds receive their 100 CP Perk free of charge and receive a 50% discount off of their remaining 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. Assuming you have at least **Weak Spiritual Power**, this will not be the end of your Jumpchain. So long as you can avoid being corrupted by Malice long enough to reach the end of your current Jump, you will continue on as normal. With **No Spiritual Power**, well, let's hope you have some kind of resurrection option in your back pocket. **With Strong Spiritual Power, this is boosted to allow you to seal away your target permanently. Only you can break the seal.**

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 send on to the next world will not return. **Strong Spiritual Power ensures that 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?

Glance (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. **With Strong Spiritual Power, you can go so much deeper. You 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.

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. The downside is, you can't move too far away from this anchor. You must remain within ten miles of it at all times.

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 make yourself at home in inanimate objects. Not as nice as a body, true, but you would probably attract less attention. **Strong Spiritual Power ensures that 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

All backgrounds receive their 100 CP item for free and receive a 50% discount on all other items in their category. Anything purchased here is fiat backed to return to your Warehouse or Personal Reality within 24 hours of being destroyed, stolen or lost. They will repair from all damage over a period of the same time. However, they will not return if you freely give them away. Consumables restock according to their individual descriptions.

Camera Obscura (Free to all) – 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 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 to all) – If you are in the modern era, take a flashlight. If you are in the past, take a lantern. Either way, fear the darkness.

Kunihiko Asou's Notes (500 CP) – For many years, it was wondered how a man could use 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.

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.

White, Bloodstained Kimono (400 CP) – This previously fine piece of clothing is now splattered with blood 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, 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.

Ofuda (400 CP) – A set of paper talismans. Thirty in total, you get ten each to form a supernatural repelling 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 alternative to the Camera Obscura. Does not require film, 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.

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. 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/Personal Reality. 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.

<u>Companions</u>

To import, you may pay 50 CP per Companion or you may pay 300 CP to import your full roster. Each one will have their choice of background, 600CP to make purchases with and can take up to 300 Cp worth of Drawbacks. Have fun!

Or perhaps you are looking to bring someone out of this catastrophe with you? By paying 100 CP you gain the chance to bring along any one canon character of your choice who agrees. For 300 CP, you can bring as many as you can convince to come with you. Remember however, that certain individuals may be soaked in Malice and they can potentially taint any new world you bring them to. Unless you want that, in which case I must ask, what are you thinking?

Drawbacks

You may take as many Drawbacks as you wish for CP. Just be aware that death is not the worst thing that can happen to you here.

When The Sun Rises (+0) – 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.

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, the Malice has its hooks in you and refuses to let you go.

Crippled (+100 CP, can be taken up to three times) – Your eyes! Your eyes! Or maybe your leg hurts. Or maybe your arms have been dislocated.

Either way, pick some form of major injury that would seriously hinder your ability to act.

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 (+200 CP) – You have no access to your Warehouse/Personal Reality for the duration of this Jump. Also, you cannot bring in any items beyond what you have purchased from this document.

Perk Lockout (+200 CP) – You cannot use any out-of-Jump Perks for the duration of this Jump.

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 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.

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 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 being hunted by an 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.**

Total Lockout (+500 CP) – You must like living life in hardcore mode. All out-of-Jump items and Perks are gone for the duration, and you cannot utilize your Warehouse or Personal Reality. You are left with only your Body Mod, the purchases you made here and my hope that you will not be taken away into the dark.

Possessed (+1000 CP) – 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 will 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 is 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.