I L L B L E E D (F 1.0)

Somewhere in United States, a theme park called Illbleed has opened up. The proprietor, an eccentric by the name of Michael Reynolds, has announced to the world that whoever makes it through all of the attractions will win a staggering one hundred million dollars.

Michael Reynold's "Virtual Horror Land" was an instant hit, more than likely due to the monetary reward. But what made the situation odd was that in spite of the ever increasing number of guests and personal invitations sent out, there wasn't any report of a single guest winning the one hundred million dollar prize. People simply went to Illbleed...and vanished off the face of the Earth.

Oddly enough, no one seems too concerned about this. At least if they are, they aren't concerned enough to take it to the authorities. There's one person who could be considered an exception to this – a young woman by the name of Eriko Christy. Her friends have gone missing after accepting an invitation to Illbleed, prompting her to investigate. But for whatever reason, instead of going to the authorities, she's decided to head off to Illbleed alone.

Before you consider what you want to do, this will help when it comes to making preparations.

+1000 points

Details regarding your physical appearance, gender, and age are up to you to determine. Do note that certain modifications may affect your physical appearance.

If you're at a loss of what to do with your time here, consider which of the following profiles would best describe you. If none of the profiles fit, you're not obligated to adopt any of them, but note that some modifications are dependent on adopting a specific profile.

Profile	Description
Horror Enthusiast	The perfect candidate to visit and experience Illbleed to the fullest. You don't have to have survival skills, you don't need to have a lot of courage, you just need to have an unhealthy appreciation for horror and a wanton disregard for personal safety. Of course, you don't **need** to go to Illbleed, but...what else are you going to do while you're here?
Park Owner	For people to visit a park, there needs to be someone who will manage and operate the park. Park management isn't an easy business, but if you're the sort who likes to oversee operations, there are plenty of opportunities for that. There's nothing stopping you from visiting Illbleed of course – you can consider it a research trip to see how you can improve your own operations.
Park Exhibit	Illbleed has dedicated a significant amount of resources into its attractions, and they look for the best when it comes to the "actors".

	It's debatable whether some of the actors are actually human, but that's not something you need to worry about – all you're expected to do is scare the guests senseless. While you aren't obligated to work for Michael Reynolds, it is undoubtedly the easiest place to find work – Reynolds isn't very stringent when it comes to hiring as long as you can give people a good scare.

If course, regardless of your profile, **there's always the option to go and pay Michael Reynold's Illbleed a visit. If you win, the prize of one hundred million dollars is yours.** Provided that the prize wasn't claimed already. With Ms. Eriko Christy being the next most likely candidate to claim the prize, there's nothing stopping you from joining her and working out an arrangement. She would probably be open to splitting the reward.

But if you're planning on visiting Illbleed, take the following as a brief introduction to the various attractions that you'll be expected to overcome during your visit. But heed this warning, "Virtual Horror" is not equivalent to "Virtual Reality", and quite frankly, it's unclear what is supposed to be virtual about Illbleed – the dangers here are all very real.

Illbleed Exhibits	Description
Banballow Hotel	A run down hostel abandoned by its owner after a tragic fire claimed the life of the owner's son, though the locals avoid the building, there are rumours that people still reside within, though what they're doing there and how they're surviving is anyone's guess.
Camp David	This campsite was a popular recreations ground, complete with a drive in theatre and a monkey zoo. At least that was the case, until everyone who was camping there died. No one knows how they died, but it seems like everyone who went to investigate also died given that no one has yet to return. Old documents suggest that before the campsite was built, this place used to be a farm. Not a cow farm, not a chicken farm...but a worm farm. Are these two points related? Maybe, maybe not.
Maclachlan Mill	George Maclachlan was the owner of one of the biggest lumber mills in the country. Unfortunately while he was busy testing out a prototype of his new chainsaw, he vanished. People didn't care because he was a loner and they could just take over the mill. Unfortunately, George's disappearance was only the beginning. 7 years later...100 workers disappeared from the mill. What had happened to them? Why are there woodpuppets being made from the mill? Who is still running the mill? You'll have to solve that mystery.
A Department Store in Nebraska	Somewhere in Nebraska, a tycoon by the name of Donald Cashman set up an elaborate scheme to scam people out of their souls, their lives, but most importantly, their hard earned money. Normally, this would be a matter left to the local justice department – except they already

	shot Cashman to death: but the man's bottomless greed allowed him to survive as a ghost, and now he's out to make another profit.
“Manhattan”	The year is 1935. The place is New York. There's a serial killer called KILLERMAN going about killing people and up to 39 people have died. The year is 2001. The place is New York. There's a killer with the same M.O. as the original KILLERMAN. Why is he killing? Who is he killing? Who is KILLERMAN? Is this place actually New York or just Illbleed's backroom?
Toy World	Toy World follows the story of Cork Inda. Professional hero and murderer whose default solution to any problem happens to be “fill them up with lead”. Having just come back from murdering his nemesis Cactusman down in Mexico, uhh...wait, why is he going to hell? Why is there a Toy Hell and a normal Hell? Why the hell are we following Cork Inda to hell? Whatever. Enjoy Cork Inda as he tries to find a way to go to Toy Hell.

Ultimately, what you choose to do with your decade here is up to you.

But won't you consider going to Illbleed? Please? Won't you? Michael Reynolds would greatly appreciate it...

[SURVIVAL PREPARATIONS]

[Restricted to the Horror Enthusiast]

If you plan on visiting Illbleed, it's important to note that Illbleed has no such thing as a "safety policy". By participating in Illbleed's various attractions, you're essentially acknowledging that if you die, the only person responsible will be you. Most people who venture into Illbleed are ill prepared – the daily death tolls (at least a hundred a day!) should be clear indication of that.

As such, there are modifications available here which are specifically tailored for people looking to brave the horrors of Illbleed, ranging from physical to mental to expertise based enhancements. Naturally, the Horror Enthusiast has other measures available to them as well, but these modifications are offered with the intention of raising your odds of survival.

To be honest, these modifications are best suited for someone who has absolutely no experience whatsoever; it would be awful if an absolute novice with no skills were to stumble blindly into Illbleed, tempted by the allure of 100 million dollars.

They would die way too fast for it to be satisfying!

BODY AND MIND

As a Horror Enthusiast you'll gain **30 BP for the following modifications**. Extra points can be bought, at a rate of **100 points →5 PP**. Modifications are effectively divided into two categories, those which affect your physical body, and those which affect your mind and spirit. But some specific modifications that deal with attaining experience also exists.

Each of these modifications brings you up to the level where you would be recognized as a "professional"/"expert in the field" for possessing such feats. Each modification taken afterwards effectively doubles your base foundation, whether it is applied to a skill or a physical attribute. (Should you already be at "professional" value for whatever reason, the enhancement begins with the first purchase)

The **cost format** of these modifications is very simple. **Every modification costs 1 for the initial tier**, but the **cost increases by 2 for successive tiers**. As such, the second tier costs 3, the third tier costs 5, the fourth 7, and so forth. *Basically the formula is 1+2n (where n is the number of times you've taken the same modification)*

Modification	General Description
Bodybuilding	Used to bulk up that physique and make you stronger, you can use this to fortify your physical strength, stamina, and overall vitality. You can opt to increase your base size by roughly a tenth or

	so – don't worry, you won't feel that much discomfort as the dummy surgeons stretch you out a little. Regular bodybuilding methods aren't so extreme, but as they say, no pain no gain!
Dumb Luck	Relying on luck is a risky bet – but some people are born gamblers, and maybe that includes you. The effects of having improved luck is quite hard to pinpoint, sometimes you'll find unexpected treasures in unlikely locations, sometimes you'll just happen to miss a monster as it passes by without noticing you. To be on the safe side, you probably want to pair this up with some other modification, so you have something to fall back on when your luck runs thin.
Horror Expertise	Bestows knowledge regarding a specific facet of horror, for the horror enthusiast who desires even more knowledge. Be it knowledge of spirits, zombies, vampires, murderers, so long as it is related to the horror genre – this will provide comprehensive knowledge on that subject, and allows you to identify when an entity matches or deviates from what you know.
Logical Reasoning	A modification suited for those who prefer to think their way through problems rather than applying brute force or rely on sheer luck. With the help of Dummy Neurosurgeons (they're certified!), you'll be able to improve your mental capacity and processing speed – the books lying around with help improve your talents in deductive reasoning.
Obstacle Course Training	By repeatedly running through an obstacle course which may as well have been designed by Michael Reynolds to kill you, you'll find that your reflexes, dexterity and overall speed will improve noticeably. Even if you can't run from every problem in Illbleed, at least you can outspeed your pursuers in a fight.
Personal Appeal	Improving your charisma probably isn't going to help you survive a monster encounter to be honest. Sure, monsters may not attack you as readily and people will like you more, but at the end of the day, there are still dozens upon hundreds of traps rigged to scare you to death even if the monsters don't make an attempt.
Sensory Training	This hones one of your five senses – though you could find the possessed Dummyman to train you in terms of improving your sixth sense as well. Because each tier of improvement increases your sensory prowess by a noticeable degree, it may cause you to inadvertently become dependent on a specific sense – say an extremely heightened sense of smell. You'll have to find a way to not fall into this pitfall on your own.
Shock Bracing	Originally intended to help keep you from falling over on your ass and dying in a panic stricken stupor, this modification serves to anchor you, initially so that you don't kneel or fall. But eventually this will extend to resisting general attempts to move you against your wishes. Also serves as a general improvement for your physical and mental resilience.
Weapons Practice	Intense drills against Dummyman with your weapon of choice will increase your proficiency with said weapon, which in turn increases the effective of the weapon when you use it. This can be applied to any general type of weapon – say a firearm, or a spear, or a sword. You may prefer to apply this training towards a specific weapon, such as a wooden hand or a crotch beam.

[THE THEATRE OF FEAR]

[Restricted to the Park Owner]

You wouldn't be much of a Park Owner if you don't actually have a Park to operate. However, this Park that's available to you isn't in the best condition. Frankly, if you leave it alone, it'll probably end up being more of a detriment than a benefit. But it's not that hard to turn things around – if you're willing to put a bit of effort into it and bring the basic facilities back online, visitors will come to check your park out. Naturally, the responsibility falls onto you to make your Park a successful venture.

Let's go over some of the finer details regarding your Park. To begin with, you have an area of 50 acres to work with. Most of this land is unused, because there aren't that many facilities to account for. Utilities and basic facilities such as washrooms are things you don't need to worry about – as long as the Park is earning some sort of profit. If the Park isn't profitable, it won't be long before the lights go out and the water is cut off.

To begin, your Park contains the following facilities.

3 [“Theatres”] – The Theatres are your main attractions, and each of the Theatres requires a theme – you can refer to Illbleed's various exhibits for examples of themes, but effectively they consist of a setting and an objective (such as solving a mystery or surviving a horde). You can decide the format of the Theatre – be it a survival game, a virtual reality simulation, a competition that pits guests against one another, or otherwise. You can also choose how much space to allot each Theatre, though naturally the sum of the Theatres can't exceed the actual size of the Park – and you'll probably want to leave some space for other facilities. Granted, size allotment is more of an academic detail. The more appealing your Theatres are, the more guests that your Park will lure in and naturally the greater your Park revenue.

To use Illbleed's as an example, the setting, objective and even genre of the theme tends to be horror related. While it would be reasonable for you to follow suit, you don't necessarily have to stick to horror if you don't want to. As far as anyone is concerned you could have a romance themed park. Note that without a specific modification, Theatre details are permanent.

1 [Shop] – The Shop serves as a secondary revenue source, while it can't keep the Park up and running by itself, the revenue that it accrues during the Park's operation can establish a rainy day fund. You can decide what the Shop sells, be it medical supplies, food, or equipment.

1 [Office] – The Office serves as your control room which allows you to survey the Park and review how well it's doing, primarily by the safe which will accumulate the revenue earned by the Park. You can extract the revenue, which converts into the local currency – but keep in mind that the Park does need a floating sum of revenue in order to stay in operation. You can also artificially inject cash into the safe to keep the Park running.

SETTING THE STAGE

There's nothing to stop you from making add ons to your Park, but if you're in a hurry and you'd prefer to have the construction expedited while you tend to managing the Park, the following options could come in handy. Since it is rather sad to start off with a Park in disrepair, here's **20 PP** to help you get started. You can convert your standard points into PP as well, at a rate of **100 points →5 PP**.

Also, there are some facilities which may be helpful in the items section which you could attach, if you run out of PP and don't feel like converting. For the most part, the facilities available in the items section serve very specific purposes.

Construction	Cost (PP)	General Description
Extra Theatres	**1+2n**	Increases the amount of theatres in the park by one each time this is taken. However, the cost increases, such that the second time you take this it'll cost 3 (n being the number of times you've already taken this). The third time it'll cost 5, and so forth. Expanding the theatres means you'll have to set a new theme per theatre, and if the size of the park remains fixed, you may have to adjust the size of some theatres to fit in new ones.
Land Expansion	**1**	Increases the amount of land within the park by a fixed 50 acres each time this is taken. Just keep in mind that while having a great deal of land is nice, if you don't have anything to use it with – it'll remain barren land.
Mascots	**1**	Mascots don't really do much, they're supposed to be a friendly face that greets the guests and makes sure that they feel welcome. This means that generally speaking, having mascots around improves guest satisfaction and your overall reputation. But it can also be used as an opportunity to give any companions you have idling about a job. Sure they're basically stuck in the park, but at least they'll get to do something. Each time this is taken the number of Mascot slots you have doubles, starting from 1.
Employee Housing	**2**	A luxury rather than a necessity, this gives the staff a place to stay within the park. While it isn't anything high class, it is comfortable enough to ensure that you don't have to worry about staff complaints – makes retaining staff much easier, if you hire staff rather than use your companions or minions. Can be used to house up to 5 companions.
Graveyard	**2**	A place to house the dead. Why do you need to house the dead? Well you should ask Michael Reynolds that question if you meet him. In any case, should anyone die while at your establishment, this graveyard serves to capture their soul. They'll be stuck here for a little while, unless you have the means to return them to a body.
Security Office	**2**	A small park probably won't need a security office, but if you're wary of interlopers or guests potentially too dangerous to contain, having an office will come in handy. The officers employed here are basically tasked with keeping the park safe and will evict anyone who is

		excessively dangerous, be it to staff, other guests, or you. If you're going to use companions as permanent guards here, they'll need appropriate housing.
Hotel	**3**	One of the few alternative measures to making revenue, this Hotel facilitates overnight stays for guests, for as long as they're willing to pay. While not intended for employee housing, if necessary, this can be used to house up to 8 companions at a time – one companion per room. If you're looking to maximize revenue however, you'll probably want to keep the rooms empty.
MEGA DREAM Arcade	**3**	An alternative revenue generating measure, this is...well, a video game arcade. At first, the venue only uses the MEGA DREAM console, which despite its BLAST PROCESSING unit, only plays a few games including CLASH HEAT (a driving game), DINO (a dinosaur game), and CANDY PANIC (a Puyo Puyo lookalike). Thankfully, despite the initially limited console selection, the Arcade will acquire new and different consoles and cabinets provided that you travel to locales where they exist. The MEGA DREAM might be fun, but you can only play the same several games so many times...
Museum	**3**	This Museum keeps track of individuals who have visited your Park and allows you to view personal details regarding your visitors in a way that would make Michael Reynolds quiver in excitement. Don't think too hard about that, Michael Reynolds isn't a normal man. The more times that a specific visitor frequents the Park, the more information that you can access regarding them. This also allows you to keep track of who has died in your Park, but you probably want to keep those records to yourself. You can also use this as a trophy room of sorts, and if you do, it can serve to generate a small bit of revenue.
Petting Zoo	**3**	One of the few alternative measures to making revenue is this family unfriendly petting zoo. Well it is technically family friendly, but since it has an odd habit of prioritizing the collection of dangerous animals, you may wish to consider micromanaging this facility a bit. As long as you kill or subdue the creature, you can toss it into the petting zoo – but the zoo can only handle a limited number of each species
Strange Magic	**3**	For clarification, this isn't actually a facility, but rather a modification to the Theatres, allowing them to "generate" money from your guests when they interact with various elements within the Theatres. How does this magic whisk money of your guests if they don't have any on hand? No one knows, but the safe will slowly accumulate with whatever the local currency happens to be. Naturally if you can't get any guests to visit the Theatres, this won't be of much use to you.
Arena	**5**	It's a large scale coliseum arena, but the large clearing here can also be used to hold balls, banquets and other large gatherings. In a sense this is very specific Theatre, designed as a sort of "final attraction" from Michael Reynolds' perspective. You can select up to three creatures here – be it from the Petting Zoo, from the outside world, or even from your Companions. These serve as the "Gladiators" which your guests will fight against. Don't worry, neither party will be killed in the ensuing battle – it's for entertainment after all. It's

		up to you whether you want to set a monetary prize for those who beat your chosen fighters – but you could also make a bit of revenue by arranging for bets...
Facility Upgrade	**5**	This also isn't a facility, but rather an improvement to a facility without increasing the amount of space it would take. The improvement comes in form of enhanced effectiveness, facilities that earn revenue will see substantially increased earnings, buildings with personnel slots have the slot allotment tripled, Theatres will double in effectiveness (increasing the amount of guests that they bring in along with the revenue). However, each building can only be upgraded once in this fashion.
Life Insurance Policy	**5**	This life insurance policy covers both guests and workers at the Park, because you never know when someone might keel over. Rather than toss them into the graveyard immediately, you can instead utilize this policy to bring them back to life immediately. However, there's a period of time after this kicks in where it can't revive the same individual. So don't let your employees get too murder happy just because the guests can come back. The park makes a small bit of revenue for every deceased individual, but you probably don't want anyone to know that.
Personalized Invitations	**5**	An administrative function that relies on you having some prior knowledge, if you have a specific individual in mind, the Park can send them an invitation to visit, and generally they'll be compelled to make the trip. While this isn't exactly foolproof, the Park's invitations have an odd tendency to always reach their intended target, no matter where they are, and your Office can keep track of where individual invitations end up. If an invitation is rejected and destroyed, you can send another one...and the potential guests don't seem to get irritated by your persistence in the slightest.
Seasonal Overhaul	**5**	Allows you to change your overall theme for Theatres in a “roulette” fashion – alternating with the seasons. The change is noticeable even outside of the Theatres, as the Park will go through a steady cycle of seasons regardless of whether the outside world happens to be experiencing the same seasons – Illbleed is basically in a perpetual state of Fall overcast, there's no reason you have to stick to any similar weather pattern though. As each season passes, you can “reset” every single Theatre in the Park – this doesn't take any time or resources, so if you find that some Theatres aren't faring very well, you may want to change them up for something which might draw in better crowds.

[PERKS/PERSONAL MODIFICATIONS]

Initial perk is free, perks for the chosen background are discounted. The Park Exhibit background has an exception case – detailed in its own section.

HORROR ENTHUSIAST

Shock Anticipation 100

For someone as well versed in the genre of horror as you, many things which may scare or surprise an ordinary person have no effect on you. It isn't that you have no sense of fear, but you've seen these situations unfold so many times before that you have a good sense of what might be lurking around the corner or behind the door. You could say that you've developed a strong resistance to shock, horror, and even direct attempts to manipulate your mental state. So take advantage of this, and while other people are panicking, you should calmly assess your surroundings and plan your next step.

Emergency Escape Pathway 200

You might have a wealth of knowledge when it comes to horror scenarios, but that doesn't mean you'll never find yourself in a pinch. Maybe you end up cornered, maybe you end up locked in a box, maybe you find yourself surrounded by Dummyman. Thankfully, you have a means of escape – one that comes in the form of a strange helicopter ladder that drops down from the sky. Sure, you can hear a helicopter, but you certainly can't see it.

Regardless of whether it's actually there, climbing up the ladder will whisk you away to the closest safe location. In some cases this might only stall your predicament by a little bit, but there's no denying that you'll be safe. The helicopter probably doesn't exist in all honesty, because even when there's a roof over your head, the ladder still drops when you're in need.

Just Shake It Off 400

If you're going to be challenging Illbleed, you're going to need more than just a strong understanding and appreciation for horror. Even if you can anticipate the brand of horror that comes from Michael Reynolds' twisted mind, you're still going to be facing many situations where your life will be put at risk – you'll likely sustain many injuries going through the attractions as well given that Reynolds doesn't appreciate safety precautions very much.

Take this bit of training to make yourself more resilient, both mentally and physically. With it, you'll be able to take a couple axes to your chest and keep trucking along. Sure, it'll still hurt, but it won't hurt as much as it should and most importantly, your wounds won't be distracting you when you need the time to focus on running away or attacking. Even a wound that should be critical, say you lose a limb, will be something that you can grit your teeth and push through. In the worst case scenario where you do end up panicking, you won't notice it (since you'll be

busy panicking), but further injuries won't have a noticeable effect. This lasts until you manage to stabilize your mental state.

By Horror Standards 600

For anyone who holds their knowledge as a point of pride, being forced to accept that your knowledge is flawed can be a bitter pill to swallow. But it's a big world out there, and the notion that your knowledge will hold true every single time is at best, wishful thinking. Thankfully, the measures you've taken to accumulate knowledge aren't for naught. Should you encounter a type of creature that you have a strong familiarity with, but it happens to be behaving in an unexpected fashion – with this you'll be able to force it to adapt its behaviour into a form that's more familiar to you.

Encounter an odd zombie only to find that they're far smarter than what you're used to? This will degrade their intelligence by a noticeable degree. Zombies suddenly running much faster than normal? This will slow them down dramatically. Depending on your understanding of the subject in question, you can infuence them in fashions both negative and positive. Of course, if you can't recognize what the subject is supposed to be, none of your knowledge will be of much use, but all you really need is a general gist of their classification.

There's one thing that you should be aware of. Should you encounter a group of creatures with the same classification, this can be applied to the entire group. But encountering a group with mixed creatures will make applying labels difficult – and you'll find that some creatures will completely ignore your attempts to make them conform. For the best results, you should target specific creatures one by one. Because this effect doesn't last forever, you should be wary if that zombie that you slowed down starts to move a little bit quicker once more...

PARK OWNER

Fear Attractor 100

Normally with a park where the visitors arrive but never leave, the reputation of the park doesn't fare very well. But beyond the one hundred million dollar prize, Illbleed has something else going on that keeps the visitors coming, even if no one ever seems to come out. You'll probably need to go to Illbleed to figure out for certain how they do it, but your own establishments have a similar effect on people. That is, it doesn't seem to matter whether people make it out of your establishments alive – as long as they visit once, even if their experience is horrible, more people become drawn to your establishments.

Maybe it's magic, maybe it's just your charisma rubbing off. People certainly seem to like you noticeably more than before.

Overlooked Operations 200

Sometimes you may find that you need to run a side business in your establishments, something which may not necessarily be in accordance with the local laws. While you could

certainly keep this side business hidden, that could cut in your customer base. Instead, why not just do it openly? Your establishments won't need to worry about third party interference – no annoying police wondering why your guests haven't returned home, no government agents snooping about to see if you're running a body trafficking ring. You'll still have to worry about business competition of course, but even if they try to rope a third party in, it won't disrupt your business by any noticeable degree.

Crash Tested Employee 400

As you expand your establishments, finding people suitable to be employees may prove to be a challenge, especially if you're running a park that's anything like Illbleed. Thankfully, even if your hiring attempts don't work out, you have a dependable workforce consisting entirely of crash test dummies that you can fall back on.

Crash test dummies have a rather bad reputation of being rather useless and existing to be destroyed, but your crew stands to prove that reputation wrong. Sure, they start off pretty useless, but teaching a dummy is much easier than it sounds. As long as you assign them to a specific task, they'll quickly establish a level of proficiency that you would not expect a dummy to have. Send a dummy to a hospital and you'll get a surgeon. Send a dummy to a police station and you'll get a trained gunman. Send a dummy to a construction site and they'll probably come back ready to kill people with wrenches and wooden planks. Crash test dummies tend to be a little violent if they're pushed – it probably comes with the territory, especially given how proficient they are at repairing one another when they break for whatever reason.

But what's important is that they work without needing rest, without complaint, and as long as you're not stacking task after task on them, they'll stick to their job without any complaint. And you don't even need to worry about dressing them up – guests that frequent your establishments will look at the dummies and see them as "locals". Now you don't need to worry about any local hiring quota either!

Horror Manifestation 600

In an ideal park, it isn't just the attractions that work to set the mood. Everything, from the actors to the set to even the spare props should work in unision to create the most authentic environment for your guests. But such efforts typically cost exorbitant sums, thankfully you don't need to worry about paying for it. Within the Park and in other establishments owned by you, you'll find that the enviroment takes a turn for the supernatural. Things that shouldn't be possible – be it books flying through the air or UFOs showing up – well, they're now within the realm of possibility.

What actually happens depends on the establishment, as well as how much time and energy you're willing to invest into setting this up. Using very little of both, you can make very simple phenomena manifest itself – in a library, paper and pens may move about, books may open on their own accord. But if you're willing to put in both time and energy, the severity of the bizarre phenomena intensifies rapidly. You may find book golems manifesting around the halls, or

creatures may manifest off of the pages. Creatures may now stalk you and other guests persistently, examples of lasting phenomenon rather than the "flashes" of activity you may seen with little to no investment.

The theme and nature of the establishment is extremely important in determining what happens – and while Illbleed's general theme has to do with Horror...well there's nothing to say you absolutely need to choose horror as your theme. It's even possible for you to influence your immediate surroundings rather than a specific establishment. However, while the changes made to your establishment can be permanent, if you opt to change your immediate surroundings and leave it alone for long enough, the changes will revert back.

PARK EXHIBIT

In addition to [Aura of Terror] being free, the Park Exhibit can choose a single instance of [Character Actor] for free as well.

Aura of Terror 100

If you want a job at Illbleed, all you need is to prove that you can give people a good scare. The more fear you inspire, the more likely that Michael Reynolds will take a liking to you. This should be a walk in the park for you, as your presence alone is enough to send chills into those around you who are aware of your presence.

This doesn't require any specific action on your part, just being around people is enough to make them uncomfortable and that feeling doesn't go away unless they immediately turn to leave – slowly discomfort turns into fear before becoming uncontrollable terror. It's perfect for meeting Michael Reynolds' expectations. With enough time, you'll learn how to manipulate this "aura". This gives way to more advanced techniques of fear manipulation, whether you want to concentrate your efforts into terrifying one person among a group, or you need to suppress the aura in order to keep your identity a secret. Practice makes perfect.

Close Confinement 200

When people are terrified, the fight or flight response tends to kick in, and when your primary objective is to keep people terrified – well neither response is particularly helpful. Fighting tends to draw away from the sensation of fear, while running gives them a chance to recover, removing all of that fear you instilled.

But if you can successfully scare them enough, you'll find that neither the flight nor fight responses become an option for consideration. The threshold for this is substantially lower for you than it is for others, allowing you to throw people into a panic just by confronting them. Sure, the ones that are mentally resilient will quickly recover, but the ones that don't will waste their time scrambling about in a panic while ignoring what should be the most obvious solutions available. The exit right next to them? Goes unseen. The fire axe they could swing at you? Tossed aside. Calling for help? The idea never even crosses their mind.

Character Actor 400

In order to achieve his vision for Illbleed, Michael Reynolds is willing to go above and beyond with every single aspect of the park, including the actors and exhibits. There's no sum of money too large if it means ensuring his actors and exhibits are absolutely terrifying. And this has had clear results – you're not just playing a monster, you are a monster. You can opt to choose from either a selection of creatures that are part of the regular cast for Illbleed, or alternatively, you can choose a creature type which you're more familiar with.

Choosing a creature type, for instance a vampire, succubus, or a zombie, gives you their appearance as well as basic powers representative of the creature "species". At the beginning these powers aren't particularly noteworthy – good for scaring visitors but not enough to be a threat on anyone's life. The secret to growing your strength is fear – the more fear you instil into others while in this form, the stronger your abilities become. This strength is retained even if you change your form through other means, and the growth process applies to Illbleed creatures as well.

For a Park Exhibit, you'll receive a "default" purchase of this (i.e. *this is free the first time*). However, this can be purchased multiple times. How you manage your forms is up to you – the notion of having creatures that can transform or creatures that merge different forms together is not anything strange for Illbleed.

Creature Type	General Description
Dummyman	The Dummyman is an unfortunate relic from a long string of tests, in which they were used for testing the lethality of Illbleed's various traps. They don't have any particularly noteworthy traits other than a high level of resilience against physical trauma and their limbs can be detached or amputated at no apparent detriment to their capabilities.
Greed Spider	Part of the Nebraska Department Store theatre, this creature behaves exactly as you would expect a spider to, being able to traverse ceilings and walls effortlessly, as well as utilize webs to bind and trip victims. It is however, most notable for its ability to steal money away when they latch onto a target.
Grill Chef	You're a chef – a master at operating a grill. Why is that supposed to be terrifying? No one really knows, but you have the ability to conjure animated meat to harass people. Pork, Beef, Chicken, these are chunks of meat that jump around and body slam people – it'll hurt too. Why is a grill chef working at a Department Store in Nebraska? That's probably a question only Michael Reynolds knows the answer to.
Killerman	KILLERMAN is supposed to be the star of the Manhattan attraction,

	though...something is clearly off with the overall exhibit though the staff have been rather hush on what just happened. But KILLERMAN is extremely strong, capable of heroic feats like shooting like laser beams, short range teleporting, and launching star projectiles – all for the sake of doing what heroes do best. Killing people. That is what heroes do right?
Monkiller	A rather diminutive monkey creature whose greater strength comes from its ability to call upon other monkeys – and coordinate them to harass and violate its chosen victims. Like the Dummyman, the Monkiller favors physical attacks, but its diminutive size makes it effective at hit and run attacks, as it is fairly difficult to keep a bead on.
Police Car	The Police Car happens to be alive – its "face", which is effectively eyes for headlights and a mouth on the front grill, is how it interacts with the world around it, but it doesn't seem to have any issues with driving about rampantly, ramming into potential criminals. Why you would want to be a sapient police car is a reasonable question to ask, but perhaps there are benefits to posing as a member of law enforcement.
Toy Figurine	This effectively makes you a resident of Toy World – your shape and abilities depend on what kind of toy you are, but generally speaking, at least you have some rudimentary skills, like firing a gun, or shooting a weak laser beam. Being a Toy isn't a bad lifestyle if you have a good owner, and if you're in danger, you can always "freeze" and pretend to be a toy.
UFO	It is questionable whether this is actually a toy or not, but being a UFO allows you to fly fairly well, and your tractor beam is very effective for sucking money out of guests (and holding them in place). You're fairly small – so it is likely that people will see your shell and assume you're a RC toy. (You're not)
Wood Puppet	Wood Puppets are part of the Maclachlan Mill Theatre, and while they seem as fragile as Dummyman at first glance, there's a very critical difference between the two which can make a Wood Puppet extremely dangerous in comparison. The Wood Puppet foregoes physical resilience for flexibility – in a way which allows their upper body to spin at extremely high speeds. This effectively turns their upper body into a spinning blade when they extend their arms. They seem to suffer no disorientation when they do this, allowing them to corner targets and mow them down with wooden arms.
Worm	The biggest challenge of the Camp David Theatre are the worms. Capable of burrowing rapidly through the ground, spitting out dangerous corrosive fluids and growing to extremely large sizes these are a threat to anyone walking on the surface. Being proficient at living underground, they track their prey through vibrations on the surface and can quickly burrow

	towards a vibration source without being detected.

Shape of Fear 600

Fear is subjective and ultimately, the most effective form of fear comes from deep within your prey – you can project fear into others, but there's nothing quite like drawing out the phobias that people try to keep locked away and wearing it as your mask. Fear can be exceedingly effective, even if it is only skin deep, and you can call upon the nightmares residing in your victim's subconscious to manipulate your physical form.

This will result in a gradual transformation – the longer you remain around your victim and the more you learn about what lurks in the darkest recesses of their mind, the more complete and powerful your transformed state becomes. Some people have very distinct fears – fear of dogs, fear of diseases, and these will result in very straightforward transformations with well defined abilities. But others are special in that the terrors which haunt them are difficult to define with a name, hard to give any shape. The transformations associated with those fears are often alien and unrecognizable, with powers that seem to bend at the very fabric of reality. Thankfully, you aren't affected by your own powers and even if the transformed appearance is that of some abomination, a glance at yourself in a mirror will only lead you to muse how odd you appear.

The same cannot be said of your victims – and often those nearby. However, for this to be effective, it is best if you choose to concentrate on one victim at a time – diluting the transformation by fixating on multiple victims can lead to some rather bizarre results that are more bizarre or hilarious rather than terrifying.

It's important not to overlook one detail. As you are channelling this to some degree and the fear has a source, if the victim that you're drawing your transformation from is safely extracted away from you, you won't be able to maintain your transformed state for very long. How quickly you can complete your transformation depends on how scared your victim is, and how well you know what it is that they fear. It would probably help if you could coax them into revealing their horror weaknesses, or maybe just have some means to probe their mind.

MISC.

Surgical Modification 50

Michael Reynold's clinic is happy to offer you an opportunity to let the expert staff manhandle your body and improve you in ways that you've probably never considered before. The expert surgeons here specialize in physically enhancing specific parts of the body, so if you're looking to greatly increase the strength of say your left arm or your third leg, just submit a request and leave your fate in the hands of the woodpuppets. There are some rather peculiar surgery courses that you can opt for on top of this.

Increase the strength of your heart? No problem. Increasing the amount of blood that's in your body and how strong it is? Just lie down on the table and close your eyes. Don't want to have a sense of fear anymore? No worries, there's a hammer just for that.

Michael Reynold's clinic would like to remind you that every woodpuppet here is a trained and certified surgeon in the Reynold's School of Medicine.

The Ambience 100

If you're looking to scare someone senseless, setting up the mood is extremely important. You need to make the atmosphere and surroundings your allies, and you can start by playing music and sound effects at the right time. This isn't a matter of popping in a disc or playing a track on a computer – you just need to know the music that you want to play, and everyone around you will hear it. If no one can figure out why they can suddenly hear spooky music, they're bound to get scared right?

Gibberish Comprehension 100

Because Michael Reynolds has a fair and open hiring policy, a fair number of his employees don't actually speak English, or any language which would be commonplace on Earth for that matter. So it's a good thing that you can understand the gibberish that spews out of them. It'll still be a hassle if they can't understand what you're saying to them, but at least you'll have a clear idea what they're trying to say to you, nuance included.

Esper 200

Most people who claim to be Espers tend to be either delusional or intentionally running a scam. But that isn't to say that Espers don't exist – some people, like you, do possess the powers of an Esper. It just so happens that an Esper's powers aren't as flashy or grandiose as people like to portray them.

The powers of an Esper go down two routes – telepathy and telekinesis, both of which may seem rather impotent when you first start utilizing them. Telepathy manifests in the form of you throwing your thoughts into other people's heads, the effectiveness of telekinesis ends up being limited by range and target size. But if you keep at it enough, eventually both of these branches will grow in strength, range, and application. Eventually acts such as holding mental conference calls and remotely disabling an array of traps won't pose any challenge to you.

Both of these branches converge on a single end point, oddly enough something that wouldn't be immediately attributed to an Esper at all: Interacting with spirits. The one Esper that was drawn to Illbleed went with the express intention of talking to the spirits of the dead, but based on seeing what spirits are capable of, it appears that it is possible for an Esper to interact and manipulate the spirits around them. If a suitable shell is available and the concentration of spirits is sufficient, an Esper can even channel the spirits into the shell and animate it – giving the dead a second chance at life as it were.

[COMPANION MODIFICATIONS]

Companions can't take companions of their own.

Unexpected Visitors 50/300

Import a companion for 50 CP; they gain 600 CP to spend. They gain the appropriate secondary currency (BP/PP) that is associated with their chosen background.
The park option available to [Park Owner] is shared between you and all companions.
You may import in a batch of 8 for 300 CP, with the same benefits.

The Participants 50/100

While it's questionable whether any of the people visiting Illbleed, working in Illbleed or tangentially related to Illbleed would make for good companions, if you're interested in them for whatever reason, this option exists, allowing you to recruit them. The discounted price applies if you're willing to convince them on your own accord.

The following companions are a special case as each of them have their own..."eccentricities" While you may encounter them if you happen to venture into Michael Reynold's Illbleed, you may not be in the position to interact with them.

Fall Down Bear 50

Fall Down Bear is a very unlucky bear who makes a habit of tripping, falling, and stumbling over everything and anything it can. Be it a tree branch, a boulder, a sudden change in elevation, an axe thrown from afar, anything can make this bear fall over. The peculiar part isn't that Fall Down Bear keeps falling down but rather it never stops getting back up.

Fall Down Bear is dubiously immortal – be it a trip and fall into a canyon, or an axe to the back of the head, it'll get back up in due time. It also happens to be a magnet for misfortune, to the extent that it acts like a lightning rod for its allies' misfortune. And yet in spite of all this, Fall Down Bear continues trudging along with unwavering resolve.

HELL CAKE 50

A beautifully arranged layer cake which would be fit for a wedding, were it not for the bizarre head slapped on top of the uppermost layer. The cake happens to be sapient, interacting with those around it through a face plastered on the side of the cake, and it has no problems telling its allies to take a bite out of it when they're hungry. The fact that it can be eaten doesn't seem to disturb Hell Cake in the slightest, and as long as you don't every last slice, it'll regenerate given time. Despite the peculiar appearance and behaviour, eating the cake has a substantial healing effect for the consumer, which comes in handy for anyone who is severely wounded.

Cork Inda 50

Cork Inda is the hero who fought off Cactusman down in Mexico, except no one has any clue what the fight consisted of and why he needed to fight Cactusman in the first place. With a trusty revolver that never seems to run out of bullets and an awkward ability to shuffle out of harm's way, Cork is the sort of man (or rather, toy) to shoot first and ask questions later. Except he doesn't like to ask questions, except when it involves his Sexy Doll.

Be wary that because Cork Inda doesn't really understand the concept of consequences, he won't blink twice at committing a crime, be it theft or murder. Bad eggs, prostitutes, children, he'll kill them all and cheer if that's what it takes to get what he wants.

Potedon & Mr. Gas 50

A living toy rocket, Potedon is technically Cork's partner in crime, but he doesn't seem to have any problems with helping others as long as he's got gas in the tank. He'll listen to whatever problems you may have and put that processor brain to work – just be aware that Potedon has no concept of morals and frankly sees no reason to adopt any. Also, because Potedon's consciousness is stored on a chip, he can be removed from his toy rocket shell and implemented into a different one, as long as the new shell is compatible with processing chips.

As his name implies, Mr. Gas is a gas tank. Like the Hell Cake, he can interact with others just as well as a normal human adult. But unlike a normal human adult, he can also spew out canisters of gasoline – he takes special effort not to spew it out as a liquid and create a mess. Don't ask how he manages to produce a canister every time he does this, just know that he can only produce so much gasoline before he gets tired and needs to eat and recharge.

Asset Conversion 100 -> 50

If you have too much resources and nothing to do with it, this allows you to convert your resources into resources that your companions can use. Conversion occurs at the indicated rate, and applies to all of your companions. Only you can take this option.

[ITEMS]

Note that items bought by companions are bound to said companion. The only exception to this case is items which can be attached to a park, which are specifically marked.

Caution Bomb 50

To "help" his guests, Michael Reynolds took ordinary flashbangs and asked his team of technicians to repurpose them for Illbleed. The Caution Bomb is the fruit of their labours, a device that doesn't simply stun opponents, but also reveals the location of nearby traps, ambushes, and supernatural activity. While these come in a limited supply and requires time to restock, they're very effective at dismantling Illbleed, if you can afford to wait.

Hassy Vending Machine 50

No one really knows what goes into making Hassy, but it is an exceedingly popular soft drink, sometimes considered an energy drink due to the excessive burst of "vitality" that consumers experience. While Hassy shouldn't be used as a medical substitute, there's no denying that it is extremely effective at treating the wounded...And well, even those who are healthy will see certain "benefits" to drinking Hassy.

There's no explanation as to why the Vending Machine refills every day, but for your sake it's probably best not to get addicted to this stuff.

Mary 50

Were you to find this anywhere other than Illbleed, this toy would probably make a good gift for a young child. But Mary is one present you definitely don't want to hand to any child, and not just because she's sapient. Mary dolls come in three varieties – Bloody, Cutey and a third that seemingly suffers from bipolar disorder, shifting in personality between Bloody and Cutey.

Despite her name, Bloody Mary is polite and helpful to her friends and associates, proficient in the fields of medicine and surgery. She might look slightly terrifying but she means well. Her counterpart Cutey Mary looks no different from a normal doll, but acts like a whimsical maniac complete with telekinetic powers and an exceedingly sharp kitchen knife. As stated, the last variant shifts periodically between these two states. Why would you want a doll like this following you around? Are you in such dire need for company?

Reusable Chemical Syringe 50

The alternative to Hassy when it comes to emergency medical supplies, these syringes fill with one of three different chemicals – adrenaline injections to quickly boost activity, coagulants to stem excessive bleeding, and nitroglycerin to stabilize heart and stress related conditions. You

can choose which of the three prior to application, based on the circumstances. The syringes come in a pack of ten syringes, and once expended takes a short period of time until they refill.

Cinema Theatre 100

Michael Reynolds was a very avid fan of horror cinematography, and this passion greatly influenced the structure of Illbleed as each attraction is modelled after a "film". This theatre serves as a testament to his passion, constantly airing classic films such as "The Dummyman Trilogy", "Massacre in Nature", "Eyes Wide Open", and the Dosco Takagy favorite "Goblin Moon". Of course, the theatre isn't meant to be the main attraction, but it does give guests a nice place to cool down when they aren't busy trying to stay alive with their sanity intact. If for some reason you don't share Reynolds' appreciation for horror movies, this theatre will play other movies as well, recording movies that you've seen before from various places.

This can attached to a Park, to serve as a means of entertainment for both you and guests alike, and if you're not inclined to follow in Reynold's example you can simply use it to show movies and make a profit that way.

Fear Weapon 100

In order to ensure the optimal Illbleed experience for guests and staff alike, Mr. Reynolds has made very specific modifications to the equipment at Illbleed. The modifications applied to various weapons left lying around Illbleed have reduced lethality, but the portion of physical damage which would be inflicted is converted to psychological damage instead. All for the sake of maximizing the fear that guests experience during their stay.

Granted, since many of the theme park's "predators" are close to being braindead, this effect is far more noticeable on the guests capable of succumbing to panic. And because psychological damage is harder to treat than physical damage, it is entirely possible to kill a person with shock even if they have minimal physical injuries.

Horror Monitor 100

Handed out to every guest, the horror monitor is the Reynolds approved method for experiencing Illbleed. With goggles that flip over the eyes, the horror monitor is used to detect traps, supernatural phenomena, enemies, and other threats. Like the caution bomb, it can also be used to neutralize threats through a process that puts a small burden on the user's psyche. But unlike the caution bomb, the Horror Monitor can be used as many times as the user can handle the burden.

Well, it also happens to allow people to see through clothing and delve into the past to a limited extent, but those aren't the standard uses for the monitor. Don't act like a monkey and use it to harass other people – especially not the female guests. Also, be wary if you're using it to try and look into the past – the Horror Monitor tends to only show major events, and even then, it only shows them in chopped up bursts.

Prop Assembly Area 100

If you can't afford to spend twenty million dollars for every piece of hardware but you're still interested in making props for your own purposes, this workshop should serve you well. Primarily specializing in animatronics and using technology similar to what is used at Illbleed, this workshop is extremely effective at creating "replica monsters". For creatures and entities that you've seen before, the workshop can be automated to assemble simulacrums to scale – creatures that you've studied in depth will be reproduced with greater accuracy. The assembly area includes a storage house, so a stockpile of replicas can be amassed over time.

This is well suited as an add on to any theme park, supplying the various attractions with suitable props. Having the workshop around also means that you won't have to worry about repairing attractions or maintaining the park – especially if you're expecting rowdy guests to frequent your park on a regular basis.

Wood to Flesh Electrolyzer 100

One would think that with the technology developed by Michael Reynold's team, opening a theme park is just a major waste. After all, they even made a machine that's capable of converting wooden dolls into flesh and blood living beings. No one other than Reynolds seems to have any clue how it works, and while one would normally assume that the wooden doll needs to originally have been a human, trial runs suggest otherwise. Even a brainless entity can be transformed into a human – granted, their intelligence might be a little lacking.

This machine is intended for use on wooden constructs, so if you try to throw constructs of other materials in, don't expect satisfactory results. In most cases you'll probably end up with melted scrap, and very rarely you may end up creating a confused Dummyman.

Dummy's Photobox 200

While designing the theme park, Michael Reynolds came to the conclusion that certain safety precautions were required and thus this odd photo taking booth was created. Given the amount of fatalities that occur at Illbleed every day in spite of this, it would not be a stretch to say that his efforts were utterly insufficient.

But given Reynold's eccentric nature, it's hard to say whether he commissioned these boxes with the intention to save people or to prolong their torment. This contraption was designed to to create "snapshots" of memories and store them – this combined with the bizarre medical capabilities of Illbleed's staff would allow guests to be "restored" to life. Not quite a resurrection, as their memories would only be good up to the snapshot. However, as many guests arrived alone or died together – the technology wasn't actually used all that often.

Much like the other technology used at Illbleed, no one except Reynolds knows what the Photobox operates off of. Perhaps it is demonic magic, perhaps it is alien technology – but whatever it is, it can create a perfect recollection of an individual's memories when they go

inside to take a photo. It only does this once per individual however, and any attempts to save another profile will overwrite the original.

Just be aware that in your case, this doesn't actually prevent you from dying.

Morphing Tentacle 200

This is a giant tentacle which can be used to latch onto targets, swallow them, coat them in a thick layer of slime, coil around them to keep them in place, and transform them into a toy replica of your choosing. However, when it comes to the transformation effect, the victim needs to be able to fit inside the tentacle with their full body, and this tentacle was designed to fit at most two average sized human adult females.

After being spat out by the tentacle the victim will retain their awareness and general abilities, but they'll be stuck in the toy form until sufficient time passes and the transformation wears off. Some guests find that the tentacle's "wet" sound effects are utterly terrifying, but if you prefer, the sound effects can be completely disabled. For general utility purposes, you also don't need to keep the tentacle attached to you – you can latch it onto a wall or a ceiling, if left alone it can turn invisible after a while, and it is generally smart enough not to transform you or your companions.

Triage Ward 200

The Michael Clinic is the leading medical facility on the planet, and that isn't an exaggeration of any sort. Whereas normal hospitals and clinics use trained surgeons and doctors to assess and treat medical conditions like strokes, cancer, and tuberculosis, the Michael Clinic uses a dedicated team of dummies armed with hammers and sticks to perform feats of biological engineering, brain reattachment, and revival from death. Had Michael Reynolds dedicated himself to the medical world, humanity would likely have conquered most diseases – but alas, he's too busy killing people by the hundreds with shock trauma and rapid onset cardiac arrest.

While this facility can certainly be used as a standalone medical clinic (the dummy surgeons retain every bit of their professionalism and expertise), it works best when attached to a park, since any fatalities you may encounter can be immediately rushed into the triage ward. End result, you don't have to worry about costly lawsuits when people hold you accountable for whoever dies.

It doesn't seem like Michael Reynolds is too worried about that sort of thing.

Wood Puppet Conveyer Line 200

No one has any clue how Michael Reynolds came up with the idea to take a human, strip away their skin, then attach a wooden exoskeleton around them. But the madman approved of this machine, which serves as the lynchpin for one of his major attractions – a "contest" where guests are turned into wood puppets and lumberjacks are sent out to kill them. Needless to say, many people never make it out of this attraction.

This machine is fairly straightforward, a human is inserted on one end, the machine can either remove their clothing, their skin, or toss them into the shell encasing section as they are. The shell encasing section seals them within a wooden puppet frame. How does everyone manage to fit inside the same frame and why are they capable of rotating their upper body independent of their lower body? No one has any idea, but you'll find that oxygen and nourishment doesn't seem to be an issue either – in fact, the wood puppets seem to be perfectly capable of eating. You'll never see where the food enters their body, but they will eat.

The last section of this machine is dedicated to cracking the wood puppet shell safely and is intended for retrieving guests without needing to electrocute them. But on normal wood puppets, all this machine does is cut them apart.

Worm Farm 200

A happy little worm farm for people who want to grow worms. Why would anyone want to grow worms? Well, some people consider them useful for agriculture, some people consider them food (for whatever reason), and then some folks seem to consider them as pets. There's one thing that you should be wary of, if you're considering rearing worms – the worms grown here can get to extreme sizes, bigger still if you decide to feed them an unorthodox diet such as gasoline. You might be thinking that gasoline should kill the worms, but on the contrary it only makes them massive.

To begin with, you only have a single worm – but don't worry, as long as you want more worms, you only need a single worm around for more worms to...appear. Call it the Queen Worm if you would.

Naturally, this can be attached to a park. And given that worms come in all shapes and sizes, you aren't restricted to raising worms of the "Tunnel through the earth" variety either. Just be aware that if you do attach it to a park, your worms may wander around the park, and if they can in fact tunnel through the earth, they might be a major hazard to your guests.

[SITUATIONAL MODIFIERS]

There's no limit to the amount of modifiers you can take, but be wary that certain combinations may compound into much bigger problems than the modifiers by themselves.

I LOVE CHOPPING WOOD +100

The denizens of Michael Reynold's various "attractions" aren't quite right in the head. They're certainly professional, but their professionalism makes them a tad obsessive, to the point where they don't seem to know when the act is supposed to stop. One would think that there's an employee within each of the props, but they never seem to break character.

Unfortunately for you, that means these lumberjacks will constantly be hunting you down with their axes. Because even if you aren't a nice sturdy tree, they've got an axe to grind, and they might as well use you to do it. Just keep an eye out wherever you go, you never know if a lumberjack is going to burst out from a locker or drop from the ceiling to give you the axe.

Now...You Are All Dummy +100

Technically speaking, there's nothing wrong with any of your senses. You're just suffering from a distinct inability to tell people apart from one another. From your perspective, everyone looks like a crash test dummy – different sizes, different shapes, but all crash test dummies. Because this is a problem with you rather than them, it doesn't change their capabilities. Of course this means that all of Illbleed's hazards will become significantly more dangerous, as there's no telling whether the dummy in front of you is a gun toting prostitute or a UFO or just a plain crash test dummy. You should be wary, if you're travelling with companions, not to accidentally attack them, as they'll also be crash test dummies from your perspective.

Unnatural Tenacity +100

If there's one thing that seems to be true about your average horror creature, it's that they never stay down when you need them to. Light them up with a flamethrower, put a hail of bullets into their head, hack them to pieces, these creatures don't seem to have any problems getting back up, and the ones that do die disappear when you're not looking just to show up again. If these creatures would only go after the other guests it wouldn't be a problem – but they seem to have it out for you. Even if you're part of the establishment, they don't seem to have any qualms hacking up the staff to get to you.

Saviour Complex +200

So, this crazy man called Michael Reynolds made a horror theme park and people from all over the world have been invited. Normally, this wouldn't be a problem, clearly Mr. Reynolds is fantastically rich and can afford to hold publicity stunts like these. But then it turns out that

people are dying by the hundreds at this theme park of his. And for whatever reason, you feel driven to figure this place out and save the people that you can save.

So now you're at Illbleed with a caveat – you need to save everyone you can, and not just the guests (who are still coming in droves by the way) but the innocent staff as well. Good luck figuring which ones are innocent – most of the staff don't exactly act human.

The World is Rigged +200

With a prize like a hundred million dollars on the line, it's no wonder that people flock to Illbleed by the thousands. But one would assume that at least one or two among the thousands would have completed Reynold's challenge. Well, it turns out that it's rigged. Not just the attractions, not just Illbleed – everything in this world seems to be rigged. You're unfortunately not the center of this, the center is a rather bizarre young lady going by the name of Eriko Christy. This unfortunately means that you're going to wind up at Illbleed, and circumstances will likely work against you, doubly true if you try to avoid or target Ms. Christy. Even being her friend isn't necessarily safe – one of her friends is currently a woodpuppet without his brain.

It's going to be a bit of a dice roll whether you get out of this in one piece...Hopefully you can hold out until Ms. Christy makes her way to Illbleed.

OHNOMAN +200

Your worst fear come to life.

The embodiment of everything that makes your skin crawl, that makes you dread looking over your shoulder, that makes you wary of what might be around the corner.

OHNOMAN. It's after you.

Actually it's not quite that bad, sure it might be able to change its form based on your memories and your phobias, and sure it might be relentlessly pursuing you in an attempt to make you the next exhibit in Michael Reynold's attraction, and sure it might be practically immortal, but like any good horror specimen, it spends more time stalking you than actually attacking you, studying you to learn more about you, to make the "perfect scare" as it were.

Just don't let it actually win – being confined in Illbleed as another exhibit isn't the greatest experience to be had.

Franchising +300

Well, it turns out that Michael Reynolds didn't just have Illbleed as his only venture. In fact, he seems to be just about everywhere from the movie industry to the health supplement business. And while you might be wondering where the funding for any of this is coming from, it should probably concern you more that every single venture of his seems to have the same

outcome: Mass casualties without the panic that one would expect. If you just let these establishments operate unhindered – well, regardless of whether you're running your own park or you just happen to be a tourist, it won't be long until the population of the planet is put at risk. If Illbleed can kill hundreds per day, just how bad will it get when there are effectively dozens of similar parks scattered across the world?

!F@$K?? +300

It is unclear why you would consider taking this modification, but the consequences of doing so are quite simple: your brain is disconnected from your body and you won't be able to reconnect the two during your time here. This doesn't kill you – neither your brain nor your body. But without your body, your brain's capabilities are rather limited. And without your brain, your body will be shambling about, behaving as any mindless entity in Illbleed would – which generally involves running headfirst into traps. In the best case scenario you've avoided Illbleed altogether – but even then, it isn't exactly safe to have a body wandering about without a brain.

Notes

Illbleed is a "horror" game, but actually is a horror parody which follows the story of Eriko Christy as she tries to navigate the horror theme park Illbleed. Her friends left before her but never came back, so she enters the park to investigate and comes to learn that it is a death trap.

The general premise of the setting revolves around Illbleed – I could have enforced this via a Gauntlet but there was no point. The three backgrounds form a specific path – the Enthusiast is best suited for early entry, the Owner and the Exhibit are "specialists" in terms of operating an establishment and manipulating alt forms respectively. Each path has their own mechanic – the Exhibit's path being nested within the perks.

*Because it was brought up. The Enthusiast's basic modifications bring the individual up to a "professional" level (Which should technically be enough to survive Illbleed as long as you don't make a chain of stupid decisions). When it comes to things like strength, speed, and physical attributes this most easily equates to olympic professionals – for more obscure attributes such as Horror Expertise and Personal Charisma, think of an example of a "leading expert".

Perks

Horror Enthusiast	
Shock Anticipation	*Hardens you against the influence of fear, mental manipulation, and reduces the impact of being surprised in a panic situation. *Improves your general pattern recognition, applied towards trap anticipation and preemptive detection.
Emergency Escape Pathway	*When you're in a pinch, you can call down a helicopter ladder to flee, as long as you can climb in without being interfered with, the helicopter will deposit you in the closest safe location nearby. *The ladder comes down regardless of obstruction – you could be sealed in a box and it would still work.
Just Shake It Off	*Under high stress situations, you maintain focus effortlessly, and your situational awareness improves steadily given time. Steadily, the impact of mental attacks on your psyche and physical capabilities is lessened – this doesn't nullify the damage caused, but damage that goes past a certain threshold is suppressed to have no additional effect. *In the opposite direction, sustaining physical damage has a significantly reduced effect on your mental state. *Should you lose control and panic, your mind automatically enters a defensive state to shut out further damage for a short period of time.
By Horror Standards	*The behaviour of entities can be restricted provided that you recognize them to be within a certain species or race. This works best against monsters where general classifications can be applied. *This peaks in effectiveness against individual targets, can work on multiple targets in

	a group provided they're of the same classification, but doesn't work well against a diverse group. Creatures stronger than you can resist the effect outright if they're aware of what's happening. *The restriction is based on an understanding of how the entity "should" behave. It applies a "stereotype" to the entity. i.e. Zombies become slow and sluggish because your understanding of zombies is that they are incapable of moving quickly. Or a zombie may exhibit an extreme lack of intelligence because you understand them to be mindless monsters. *This isn't limited to specific traits for the creature in question, but also potential vulnerabilities or strengths. However, if you do not maintain the suggestion for long enough, the effects subside and the creature will go back to its original behaviour.
Park Owner	
Fear Attractor	*People are drawn to you and your establishments, regardless of the reputation you may have or how dangerous you prove yourself to be. *Your reputation grows without needing word of mouth, as long as people interact with you/your establishments.
Overlooked Operations	*Authorities will disregard activities which may be breaking the law or disrupting the local order, so long as those activities originate from an active establishment of yours. *This doesn't interfere with normal competition, but it protects your facilities from unrelated acts of sabotage or external interference.
Crash Tested Employee	*Using magic you can conjure Dummies to serve as workers at your establishments. These dummies can quickly learn basic proficiencies, but typically specialize in one proficiency above all others – Surgeon Dummies, Security Dummies, Testing Dummies, etc. *Once given a task they work tirelessly, and if they happen to be destroyed, they can be reconstructed by other dummies. They excel at repetitive tasks, but don't handle multi-tasking very well. *Guests of your establishments will see them as normal people, so their appearance depends on how "normal" is defined within the local world.
Horror Manifestation	*A phenomenon which affects your establishments and immediate surroundings. With an area, supernatural phenomena becomes plausible as long as they fit within a specific theme. (In Illbleed's case, this theme shifts between each "movie") *The simplest manifestation that doesn't require much energy or time is a "haunting", such as inanimate objects becoming possessed and acting out simple commands. In a department store, this may lead to watermelons springing out to attack before going inert. *With greater time and energy, and using a more specific "theme", the intensity of the manifestations increase dramatically. Entities such as lingering pursuers and consistent breaks in reality become plausible. In your establishments, the effects have a certain degree of "permanence". Outside of your establishments, the effects weaken and eventually return to "normal". *The general theme doesn't **need** to be Horror.
Park Exhibit	
Aura of Terror	*You emit an aura that slowly instills fear into those around you. You can determine who this affects and "focus" your aura on specific individuals. *Those sufficiently influenced will be stunned and disoriented for a short period of time, if you press them further, they can collapse into a state of complete panic.

	*You can suppress your aura, and this in turn reduces your presence in the world, making ambushes easier to pull off.
Close Confinement	*When you hunt down and corner a target, they'll be placed into a state where they will find it impossible to flee for a length of time. Their mind will ignore obvious escape routes even if their instinct is to run away, and they're more likely to break down into a panicked state rather than fight back. *The stronger your target is, the less time it takes for them to recover.
Character Actor	*You can adopt the form of a standard monster type found in the horror genre, this allows you to attain basic abilities attributed to them. Examples include ghosts, zombies, vampires, etc. *The powers that you gain with this form grow in strength as you harvest "fear" from your enemies. The more fear you instil into others, the stronger the powers get. This growth is permanent, but takes time to accumulate. *A secondary list addresses creatures specific to Illbleed.
Shape of Fear	*Your physical form and abilities can shift depending on your prey's fears, but unless you know exactly what those are, this is a gradual process. The effectiveness of this grows the longer you remain around them, and when their fear becomes more pronounced, the strength of your abilities tied to this form increases while the physical transformation becomes more distinct. *This works best when targetting a specific individual. Targetting a group will lead to a distortion of your physical form and the abilities you attain, as the fears of different individuals may come into conflict with one another. *This doesn't affect your natural abilities, but the abilities and form that you do gain will fade if you are removed from the source of fear.
General Modifications	
Surgical Modification	*General modification used for specific body upgrades. *Modifications can be made to strengthen various parts of your body. Specific modifications can be made to fortify your heart, your blood, and your overall vitality. Also can be used to make you Eriko (loss of fear)
The Ambience	*Affects your surroundings - "appropriate" music will play and the general atmosphere will change to suit the mood that you're looking for. Those around you will experience the changes as well.
Gibberish Comprehension	*Allows you to understand the general idea behind unintelligible speech, whether it is because the speaker is speaking a completely different language, or is completely incapable of normal speech. *This conveys the general intention of the speaker, and doesn't work well in the other direction if the speaker doesn't understand what you're saying.
Esper	*Entry level telepathy, useful for sending messages over medium distances. Can be developed into two way communication, but it can be somewhat unreliable when the other party doesn't have any talent for telepathy. *If you concentrate hard enough, you can use your abilities to identify the location of traps and disarm them remotely, regardless of whether the traps are visible. This transforms to include a branch of telekinesis. *Eventually develops into a form of spirit channelling, can be used offensively to "project" spirits into inanimate objects and animate them.