
SLITTERHEAD

INTRODUCTION

You receive 1000 BLOOD POINTS to prepare yourself.

Kowloon: a grimy slum of a city situated in Hong Kong. Recently, bodies have been turning up left and right, all with their brains extracted through a massive hole bored into their skulls. According to rumors, this is the work of monstrous creatures called "Slitterheads" named after a similar creature from an ancient myth.

If only they had remained fictional. The Slitterheads are very real. They are grotesque creatures with an insatiable hunger that can only be sated by human brains. Not only can they crawl into the corpses of their victims as a disguise, but they can also assume their personality and memories, allowing them to not only imitate their victims, but become them entirely.

Slitterheads are not intrinsically malicious, but their diet and murderous instincts render coexistence with humans logistically impossible. Some have tried in spite of this, such as the Echoes of Love Cult, with debatable success. There are just as many that embrace their predatory nature, and countless humans have lost their lives as a result. Soon, a special task force known as the S.P.E.U. will arrive to hunt down Slitterheads in response to strange spacetime anomalies all pointing to Kowloon.

In the midst of all this, a mysterious entity arrives. They are a "Hyoki", a spirit with the ability to possess living beings. They have no memories, no personality, and hardly any sense of right and wrong. They are completely empty, beyond the sole, ingrained directive to eliminate all Slitterheads.

However, matters will not remain this simple for long, as this spirit (later dubbed "Night Owl") will discover the ability to travel through time, leading into an elaborate weave of time loops and branching timelines, all leading to the true tragic origins of the Slitterheads.

You arrive in Kowloon at the exact same time as this spirit. You may leave upon experiencing the full seven days following your arrival. You must experience each of these days at least once, meaning you can go back in time to repeat any of these days as many times as you'd like, assuming you have the means to accomplish such a thing.

You may choose whether to bind yourself to one timeline or to allow reality (and your memories) to retroactively alter around you in response to the actions of the various time travelers who find themselves in Kowloon. This is a moot point if you are a Rarity synced to a Hyoki like Night Owl or Leopard Head, or a time traveler yourself like the Mimic Octopus Slitterhead.

GENETIC INFORMATION

What are you? Choose one. Decide age & gender freely (if applicable)

HUMAN - +200 BP / 0 BP

You are a human being. In return for 200 BP, you are a regular human being with no special attributes. However, by waiving those points, you are instead a Rarity.

A Rarity is someone who, for unknown reasons, has a high affinity with Hyoki like Night Owl or Leopard Head, allowing you to retain your consciousness while possessed. Even without being possessed, your physical abilities are greatly enhanced, especially your vitality. Injuries that would be fatal for regular humans just leave you reeling in pain for a few seconds. Paired with your ability to rapidly regenerate damage, while incapacitating you is only somewhat harder than before, actually killing you for good is nearly impossible. Key word being "nearly".

While possessed by a Hyoki, you gain several abilities focused around your blood. In this state, your blood is poisonous to Slitterhead, can be crystalized into a weapon based on an object you have a strong affinity with, can use it as a lasso to leap between buildings, infuse it into humans on the brink of death to revitalize them, transform it into flesh to instantly regenerate lost limbs, drain blood from the surroundings to restore your own reserves, and more.

Additionally, you can demonstrate 4 special "Active" and numerous "Passive" skills based on your personality or history. A Rarity with a history of manipulating others might have skills focused around luring and weaponizing bystanders, while a more cruel and violent Rarity would have skills based around pure damage output or sacrificing bystanders for their own benefit. These abilities all slowly grow stronger the more you use them and expose yourself to danger.

Some Active Skills are fueled by the Rarity's own blood, while others draw on the energy of the Hyoki possessing them. Taking this species guarantees you will cross paths with and form a psychic bond with either Night Owl or Leopard Head early into the Jump. Post-Jump you can use all these abilities freely, regardless of whether you have a Hyoki to possess you.

SLITTERHEAD - 0 BP / 200 BP

You are a Slitterhead that has assumed the form and mind of a human you killed to infiltrate society. Whether you do everything in your power to suppress your instincts and coexist with humans, or embrace your genetic drive to feast on brains, is entirely up to you.

You are able to split the head of your human disguise open, protruding part of your true form from the neck. In this form you can demonstrate strength and agility beyond even Rarities, letting you leap between buildings or tear humans limb-from-limb. In addition, from this head you can protrude a several-meter-long prehensile tongue with enough force to effortlessly skewer a human skull. When backed into a corner, you can reveal your true form.

This form is a hexapedal monstrosity with the human disguise dangling limply off your tail. Slitterheads often resemble specific insects or aquatic creatures, but this doesn't seem to make much difference in their specific capabilities. You are far stronger in this form but find it much harder to retain your rationality as your instincts take over. Despite the apparent violence of these transformations, you can return to your human disguise with relative ease and no outward signs of mutilation or deformity.

For 200 BP, you are one of the greater Slitterheads like the Devil's Flower Mantis Slitterhead, the Reef Stonefish Slitterhead, or the Mimic Octopus Slitterhead (sans their unique spacetime abilities). You are substantially stronger than regular Slitterheads in all areas. Additionally, you likely possess a variety of strange psychic abilities like telekinesis, different types of energy projectiles, illusions, curses, short-range teleportation, etc.

HYOKI - 200 BP

Like Night Owl or Leopard Head, you are a spirit-like entity that is able to hop between the bodies of complex organisms. When you exit a body, time appears to slow to a crawl, allowing you to float around and carefully choose your next body. However, you can only stray so far from your current body if you are unable to find a new vessel to jump into. Incidentally, these vessels briefly become stronger immediately after you possess them, incentivizing you to rapidly jump between bodies in combat.

There are different levels of affinity that organisms can have with you. The majority have an average affinity, meaning when you possess them you gain full control and once you leave they retain no memory of the period under your thrall. These individuals will gain similar abilities to a Rarity while possessed, but the physical boost isn't nearly as extreme and the weapon and skills they manifest are shared by all organisms with average affinity, unlike Rarities who have personalized abilities.

Around ⅓ or less have a low affinity with you, meaning you cannot possess them. You also cannot possess entities that are already under some kind of parasitic control or spiritual possession, such as Slitterheads. From your perspective, these beings appear identical to any other being with low affinity.

A small minority possesses a high affinity with you; these are called Rarities. There is no way to know if someone is a Rarity until you possess them for the first time, at which point they will awaken to various active and passive skills along with a personalized blood weapon.

Once you possess a Rarity for the first time, it forms a kind of psychic link, allowing you to easily locate them and if you have some means of traveling through time their consciousness will also be sent back to the same time, assuming they were alive at that point in the timeline. This link also causes your respective personalities to "rub off" on each other. In other words, every time you possess a Rarity, you become a bit more like them, and they become a bit more like you. However, should they wish it, a Rarity can completely sever the bond on their end.

You possess the ability to perceive the auras of Slitterheads. Once you have grasped a Slitterhead's aura, you can use "Sight Jacking" to see through their eyes as long as they don't stray too far. You can also pick up traces of aura from objects that had some exposure to Slitterheads, allowing you to see relevant visions from the object's past. On a related note, Slitterheads are sensitive to your aura and will be able to detect something abnormal about you regardless of the body you inhabit.

If you fail to leave a body before it receives fatal damage, you will be forcibly ejected. If you fail to find a new vessel in the next few seconds, you will die. If you're forced out of a body this way three times in short succession, you will die regardless of whether there's a valid vessel for you to transfer to.

FUNDAMENTAL ESSENCE

Choose one Disposition. Any may be taken as Drop-In.

PROTECTOR - 0 BP

Some may call you naive, but protecting others often requires an inner strength that those who only know how to destroy can never understand. You live to protect others, whether it's one specific person, a handful of friends and family, an entire organization, or perhaps you're mad enough to try and protect absolutely everyone, whether human, Slitterhead, or anything in-between.

HUNTER - 0 BP

This world is kill or be killed, and you're more than happy to be the one doing the killing. Whether you're a lone vigilante, a member of the S.P.E.U., a crazed mass-murderer, a Slitterhead killing anyone and everyone that gets in the way of your kind's rise to power, or anything of the sort. Point is, you're someone who isn't shy about using force to make sure things go your way.

SURVIVOR - 0 BP

You never asked for much, just the right to live in peace. Whether you seek an impossible coexistence like the Echoes of Love, degrade yourself to fund your lifestyle like the myriad prostitutes of Kowloon, or if you're just a bum who lives up each day with a smile on your face and a bottle in your hand. Still, in this deranged world, preserving even this meagre happiness becomes a taller order by the day.

UNDEFINED STRENGTH

RETROACTIVITY - 0 BP FOR THIS JUMP (HYOKI) / 600 BP / 1400 BP

The Hyoki and Slitterheads aren't just random monsters, they are actually the result of a twisted kind of time travel. Something that you are now capable of yourself. For disembodied information entities like Hyoki, you simply transport yourself to different points in time. As for more material beings, your consciousness is instead transferred into your own body at that point in time.

Travelling to points in time you've personally experienced is effortless as long as you aren't currently engaged in combat or similar high-stress situations. Initially, pushing even a single day past this limit will demand substantial exertion. With practice, you can work past these limitations, letting you travel increasingly further backwards or forwards with greater ease, and even shift between different parallel timelines. In time, you might be able to effortlessly jump decades forwards or backwards.

However, be aware that time travel in this world has some strange quirks. Whenever you go back in time, things won't always play out identically. This almost always makes things worse for you, like your enemy suddenly having way more troops or them initiating their attack ahead of schedule. At the same time, fate will try its best to steer causality in a way that all the most significant events still occur in roughly the same way, even if the context is different. Additionally, it is theorized that frequent abuse of time travel will eventually cause the web of causality to completely collapse.

Hyoki are capable of time travelling for free during this Jump but must pay to retain it post-Jump.

For a full 1400 BP, your mastery of the timeline is equal to the Mimic Octopus Slitterhead. You can effortlessly travel to any point in any timeline you please. In a sense, you exist outside of time entirely, allowing an ambiguous degree of awareness of alternate timelines and any manipulation of spacetime by others. Though this is far from total omniscience.

The most notable difference between this and the prior tier is your immortality. When you are "killed" in any way, your consciousness is instantly transported back in time with your memories intact. Presumably you are free to choose how far back you go. Short of erasing you from reality or sealing you outside of time, there doesn't appear to be any obvious way to prevent you from cheating death.

TEMPTRESS - 100 BP

You are quite the looker. You look just fine without it, but you know how to use makeup to enhance your attractiveness even farther. Your seduction skills could let you string along countless taken men at the same time with hardly any effort. Just don't expect their partners to be quite as enthused.

MEMORY VAULT - 100 BP / 0 BP WITH WIPED CLEAN

Should your memories be lost, corrupted, or distorted in any way, they are not truly lost. Instead, they are scattered miles around your vicinity as floating nodes only you can perceive or collect to restore your memories. Additionally, you and your allies are able to enter a strange illusory arena called the Memory Vault. Enemies and civilians continuously spawn here. There is no tangible reward for good performance or punishment for death here, but the benefits of training done here are very real.

CHECKLIST - 200 BP

You are able to superimpose this game's user interface onto your own perception. Whether it's a list of current tasks, objective markers directly guiding you, health and mana bars, pop-up tutorials, etc. During downtime you can pull up a menu that allows you to keep track of various tabs.

- TALK - Lets you know when one of your allies has something they'd like to talk about. This can be used to "fast travel" to their location, where the conversation will manifest to you as the same kind of surreal dreamlike visions as seen in the game.
- MISSION - Pulls up a map that keeps track of any past or planned missions relevant to your goals. This also alerts you to any secrets/collectable/challenges/etc. remaining to be found within said missions. However, unless what you're looking for is relatively inconsequential, this will not alert you to the presence of anything if you didn't already know it would be there.
- STATUS - Helps you keep track of the notable weapons and abilities of you and your allies.
- CLOSET - Lets you keep track of any outfits for you and your allies, as long as you were already aware of said outfit's existence.
- MEMORY - Records all interactions experienced through the TALK tab.

This UI is extremely adaptable and can evolve alongside your goals and abilities. For instance, if you have the ability to time travel, you can use the MISSION tab to go back in time to repeat past missions or use the MEMORY tab to retroactively change your responses to past conversations. If you suddenly change your priorities in order to focus on reducing casualties, perhaps a counter will be added to the menu that keeps track of how many lives were lost on a given mission. To give two examples.

A HUMAN'S STRENGTH

Exclusive to HUMAN species, no discounts.

SECRET IDENTITY - 0 BP

Any kind of facial covering serves bizarrely well at hiding your identity. Whether it's an opera mask, a motorcycle helmet, a medical mask, or even a sweatshirt wrapped around your head. Even if nothing else about your appearance or outfit has changed, people find it almost impossible to recognize you without getting a long and close look at your features.

FUTURE OR PAST - 100 BP

Many Rarities have memories of prophetic dreams or visions. Whether of future allies or impending disaster. These come randomly, and provide barely any context, but it'll usually be fairly obvious when these visions are coming true and how you should react in kind. These will rarely trigger at complete random but are more common in response to physically or mentally traumatic experiences.

LOW AFFINITY - 200 BP, INCOMPATIBLE WITH RARITIES

You are one of the many humans that has absolutely no affinity with possession. Not just in terms of Hyoki but going forward you'll be totally immune to any kind of spiritual possession or parasitic infection. Following this Jump, this can be toggled on a per-Jump basis, so try not to use this in situations where the inability to be possessed is more of a weakness than a strength.

YOU ARE ME - 300 BP, EXCLUSIVE TO RARITIES

Alex's superhuman willpower and hatred were so intense that they not only dominated the will of Night Owl, but they practically reversed their dynamic as they seized total control over Night Owl's will and powers. You can now do the same. Should a being attempt to possess your mind or body, then as long as your will is greater than the invader's, you can slowly eat away at their will and identity. The longer they spend in your presence, the more your personality infects them, until they no longer recognize their own identity. At this point, you are able to freely control them and their abilities. Even if they leave your body, you can continue to telepathically control them like an RC car.

A SLITTERHEAD'S STRENGTH

Exclusive to SLITTERHEAD species, no discounts.

FOG OF TIME - 0 BP

Seemingly every Slitterhead possesses the ability to create wards. These are solid walls resembling fog, turning your immediate surroundings into an enclosed arena. These can be easily entered from the outside, but exiting is nearly impossible once inside. These wards are extremely taxing to maintain for an extended period, so it's best saved for single battles. With practice, you can eventually figure out how to apply curses to enemies within the ward, like lowered weapon durability or reduced health.

MONSTROUS MIND - 100 BP

When a Slitterhead extracts a living human's brain, they absorb their thoughts, memories, and personality. Absorbing the minds of multiple humans in this way would drive most Slitterheads mad. However, you have no difficulty maintaining your sense of self, even as your consciousness is mixed with countless other minds in one way or another. You have no trouble recognizing the lines between all these consciousnesses and your own, no matter how intrinsically vague that line is.

DARK MAGIC - 200 BP

Powerful Slitterheads often demonstrate power akin to magic or psychic powers, such as telekinesis, different types of energy projectiles, illusions, curses, short-range teleportation, etc. By taking this, even if you chose not to be among the stronger Slitterheads, buying this will grant you similar abilities. If you paid for that as well, then you excel in one particular supernatural technique/ability. Perhaps your illusions are strong enough to trap foes in an illusory world where they can be physically injured, or maybe through a long cast time you can release an AOE instant death curse, to give two examples.

MUTATING AURA - 300 BP

Accompanying many Slitterheads is a peculiar symbiotic species resembling a bipedal earthworm. All Slitterheads appear to be able to mentally command these. However, the truth is that these are actually mutated humans. Like many other powerful Slitterheads, you can emit a corrupting wave that causes any nearby humans to instantly transform into these creatures. Not only that, this wave can also cause nearby Slitterheads to go berserk. This transformation can only be used on regular humans. Those with superhuman abilities like Rarities cannot be corrupted in this way.

A HYOKI'S STRENGTH

Exclusive to HYOKI species, no discounts.

PIED PIPER - 0 BP

The Hyoki have one other strange ability. They appear to have a subconscious ability to attract humans to their location when they enter battle. The humans will not be aware they are being lured, nor why they are so hesitant to leave. Even if it makes no sense for them to arrive so fast, as long as there's any possible way for a human to reach your location, they'll almost seem to spawn out of thin air the moment you enter combat. Becomes togglable post-Jump, if you care about casualties.

CROSS CONTAMINATION - 100 BP

Rarities rarely express more than momentary anger or mild concern at the prospect of allowing a strange spirit to seize control of their body and use them as a weapon. Perhaps this is due to the mental mixing that occurs between Hyoki and Rarity. Going forward, any beings you possess will feel shockingly little discomfort with the violation of their free will and utilization of them as a weapon. However, this won't change their mind if your goals or morals are fundamentally incompatible.

SKILL TICKETS - 200 BP

As you subject yourself to different challenges and missions, you will gradually accumulate a kind of invisible currency known as "Skill Tickets". These tickets can be used on any ally to enhance any of their personal abilities or even unlock dormant abilities they have the potential for. Most skills can only be upgraded to a maximum level of three. The true convenience is your ability to freely distribute this between any Rarities you've previously bonded with, even if they aren't currently present.

NOT SO RARE - 300 BP

It's unknown what the exact criteria are that gives someone the potential to be a Rarity, but very few people have it. Kowloon's population is estimated to be between 35k to 50k, and Night Owl was only able to find 8 Rarities. Perhaps you aren't satisfied with those odds. By purchasing this, all your companions possess the potential to be awakened as Rarities once you possess them. While this does technically apply to group companions, their potential will be dispersed to the point that there's hardly any difference between them and regular humans with average compatibility.

THE STRENGTH TO PROTECT

100 BP Perks free and others half-off to those with the PROTECTOR disposition.

THE CAVALRY - 100 BP

When you get separated from an ally and they suddenly find themselves in trouble, you receive a sixth sense that not only alerts you to this and where it's occurring, but you'll somehow be able to find the quickest path to this ally with little difficulty. Not instantly, mind you, but even if you're retracing the same path your ally took nearly an hour to pass through, you'll manage to catch up in minutes.

NEXT STEPS - 100 BP

More often than not, the hero's role is a reactive one. Whenever you find yourself lost on what your next steps should be in your opposition to a particular enemy, a lead always seems to fall into your lap. Whether it's spotting a major enemy leader out in public, catching rumors of a strange family smuggling some unknown goods, or just getting a cryptic message from an anonymous caller.

HEAVY HEART - 200 BP

You possess an uncanny ability to resonate with the hearts of others. As you continue to interact with someone, your importance and ability to resonate with them emotionally swells disproportionately fast. Even if you don't appear particularly exceptional in any way, you can quickly become someone's most trusted ally and moral anchor, simply by sticking by their side through thick and thin.

ANOTHER DOOR CLOSES - 200 BP

While loyalty is important, one must always know when the only real option is to turn away. When you cut ties with someone, the effects are immediate and obvious. Your former allies will find it obscenely difficult to track you down, even through the use of supernatural abilities, as long as you don't wish to be found. This even severs any psychic or spiritual bonds that may have formed between you.

NO ESCAPE - 400 BP

Once per Jump, you are able to pull off a similar miracle to Night Owl. When you find yourself brought down to your lowest point, or backed into a corner you have no way to get yourself out of, you will be shunted into a new timeline where everything else is mostly the same, but you made slightly different choices that completely avoided the situation that forced you to flee the last one. You can even freely jump back and forth between the two timelines.

THE STRENGTH TO HUNT

100 BP Perks free and others half-off to those with the HUNTER disposition.

PET PROJECT - 100 BP

When you get down to it, a sworn enemy is almost a kind of lover. Those who see themselves as your enemies will quickly develop a twisted fondness for you, finding exhilaration in your battles. This can even go as far as them taking action to deliberately groom you into an even mightier rival for them, albeit by subjecting you to as much trauma and misery as possible.

BACK ALLEY DOCTOR - 100 BP

If you're going to let your body get torn up, you better know how to put it back together. You have all the skills of a capable back-alley doctor. You likely won't be able to compete with licensed doctors with proper equipment, but even with just the tools a civilian could get their hand on, you could perform complex surgeries and competently prescribe medicine.

MONSTER HUNTER - 200 BP

As long as your target can be reasonably defined as a "monster" (in a literal sense of the term), your own attacks will be substantially more effective, while theirs are substantially less so. With this a regular human cannot only fend off a Slitterhead but hold the advantage in combat. However, if the gap between you is too great to begin with, this can narrow the power gap but not close it.

UNRELENTING - 200 BP

As long as you act in pursuit of a goal you hold dear, your will is unbreakable. You can sacrifice your closest allies or subject yourself to practically infinite torture without hesitation or regret. Whether these sacrifices are actually necessary is another matter. Should this goal be rendered fundamentally impossible, this self-assurance will collapse on the spot until you find a new goal.

FLAMES OF DESPAIR - 400 BP

The more guilt, conflict, and isolation you experience, the more effective of a killing machine you become, especially if it's self-inflicted. If a random monster killed your family, the survivor's guilt would make you such an effective killer that it would take multiple trained soldiers to put you down. But if you instead went out of your way to murder numerous innocent civilians in cold blood, you'd be able to finish off monsters in a single blow that previously required you to fight for your life.

THE STRENGTH TO SURVIVE

100 BP Perks free and others half-off to those with the SURVIVOR disposition.

A QUICK GETAWAY - 100 BP

Not a particularly flattering skill to have, but a useful one. You have an uncanny knack for disappearing without a trace. If someone tells you that there's an assassin on their way, you can be on the first flight out of the city within a few hours. To a lesser extent this also applies to those who are actively chasing after you, who are comically susceptible to tripping over any debris you throw their way.

VETERAN VAGABOND - 100 BP

You've lived a tough life and developed a wide range of miscellaneous skills to help you survive in a hostile world. Whether it's lockpicking, camping, cooking, seduction, or just the knowhow to keep yourself fed while out on the street. None of these skills are exceptionally impressive, but they'll come in handy far more often than you'd expect.

MARTIAL MASTER - 200 BP

You have managed to master a particular human martial art to a borderline superhuman extent. Even unarmed, you'd be able to fend off multiple fully armed soldiers simultaneously, not to say you could get away unscathed. These skills are so ingrained in you that even if you neglect your mind and body for multiple years, the degradation of your combat skills will be negligible.

COMPANION OF CAUSALITY - 200 BP

When you find yourself in danger, someone always seems to come along in the nick of time to try and save you, even if they're complete strangers or there's no way they could have known where you were. Fate often bends over backwards to help you get in and out of situations you have no business surviving, making you a master of infiltration even if you aren't particularly bright, strong, or stealthy.

PUPPET AND PUPPETEER - 400 BP

You have the charisma to become an accomplished cult leader and an aura that can convince even the most cynical humans of your upstanding character. Your followers will overlook all but the most blatant red flags or play along with clearly unethical schemes. You can even gaslight yourself to suppress unwanted aspects of your psychology like fears, hatred, mercy, memories, instincts, etc. Just be wary not suppress so much of yourself that these traits take on a life of their own.

SUPPLEMENTAL STRENGTH

Choose three purchases below to discount. Discounted 100 BP purchases are free.

COMPANION IMPORT - 100 BP / PER

With one purchase, you may import or create up to two companions with 600 BP each to spend as they please. Each additional purchase doubles the total number of companions.

COMPANION EXPORT - 100 BP / PER

With one purchase, you receive two slots that can each be used to recruit any native of this world as a companion, with their informed consent. Each additional purchase doubles the total number of slots.

HUNTING GEAR - 100 BP

A sleek motorcycle and a shotgun that is bizarrely effective against monstrous creatures like Slitterheads. Both require fuel/ammo as normal. They are no more durable than any mundane bike or shotgun, but if lost or damaged will be returned to you in peak condition within a week.

TRIALS - 100 BP

In this and future Jumps, you will find small, hidden shrines that when interacted with, will summon a powerful enemy for you to fight. Should you beat them, you will be awarded with various outfits that perfectly fit the style and measurements of yourself or some of your active companions.

RATIONS - 200 BP

The Slitterhead's need to consume brains is the main obstacle to their coexistence with humans. As such, you have somehow obtained a steady supply of human brains. They aren't in the best condition, but whatever route you obtained this through is as close to ethical as something like this can be.

S.P.E.U. LOADOUT - 200 BP / 400 BP

An assortment of equipment used by the S.P.E.U. to combat the Hyoki and Slitterheads. This includes scanners that can detect possession, a jammer that fires an energy projectile that can force a possessing spirit out of a body, electrified swords and shields, and so on. You can pay twice as much to have enough of this equipment to arm a few dozen soldiers.

FODDER - 400 BP

A group companion of exceptionally loyal soldiers/minions. By default, this is 24 regular soldiers (for Hyoki/Humans) or worm-like symbionts (for Slitterheads). However, you can trade these for stronger allies on a 3:1 basis. So, you could instead receive 8 loyal Rarities (for Hyoki/Humans) or 8 regular Slitterheads (for Slitterheads). You can also mix-and-match some ratio of weaker to stronger minions.

ENTERPRISE - 400 BP

Your own somewhat small-scale but prosperous organization. The nature of this is up to you. Whether this is a cult, a brothel, a street gang, a hospital, etc. Has a small community of mundane human members/employees You never have to worry about funding this organization's activities.

MAGIC SPELL - 600 BP

The ultimate weapon designed to deal with otherwise unkillable entities like the Mimic Octopus Slitterhead. It is a kind of magic spell. When used on an enemy, they will be sealed in an inescapable prison outside of time and space. This seals away all manifestations of them across all dimensions or timelines, so even extradimensional or achronal entities can be trapped.

Firstly, the target must be nearby and sufficiently immobilized as you complete the lengthy chant. Secondly, the spell requires an activation key in the form of a lump of condensed data that will be sent to a random location within a couple miles of wherever you start the Jump. You have a sixth sense that can guide you towards this key, but if another living being finds it first, they will fuse with it, becoming substantially stronger and more violent, requiring you to kill them to retrieve it. Thirdly, you will only be able to use this spell once per Jump. Even if you fail and your target manages to flee before you can trap them, you won't get a second chance.

ANGEL'S LADDER - 800 BP

Somehow, you have come into possession of detailed schematics of the device known as the "Angel's Ladder". In simple terms, it is a time machine. Those who use the machine will be transformed into a spirit-like entity of pure information and transferred into the past to possess and take over the bodies in this new time. This ultimately led to the birth of Slitterheads, who were only able to possess the bodies of animals, which eventually led to them evolving into the monstrosities we know today.

Later, a certain engineer would modify the machine in order to send himself back in time, but rather than permanently fusing with a single vessel, they would be able to freely hop between bodies and shift through time freely. These schematics do not include this engineer's findings, but there's nothing stopping you from reverse-engineering this data to modify the machine in a similar fashion.

LINGERING WEAKNESSES

Take on further burdens in return for more Blood Points.

UNSOCIABLE - +100 BP

You have some extreme personality trait that makes you difficult to get along with. Perhaps you're overflowing with a baseless sense of superiority. Perhaps you're so cynical that you openly mock anyone who even proposes non-violent solutions, or so naive that you shame anyone who resorts to violence, no matter how unlikely it is for negotiation to work. Maybe you're just all-around obnoxious.

ANEMIC - +100 BP

You have some kind of physical ailment that afflicts you with abnormally high blood pressure, causing it to gush out at the slightest wound. You'll hardly bleed to death from a papercut, but you still need to be a lot more wary of injuries, especially if your powers are fueled by blood. If taken as a Hyoki, this trait extends to anyone you possess for as long as you possess them.

TRIPLE CHECKING - +100 BP

You never seem to accomplish everything you need on the first trip. You'll frequently find yourself needing to backtrack to the same locations over and over again in order to accomplish your goals. No matter how certain you are that you've accomplished everything you need to, something always inevitably pops up that requires you to retrace your steps yet again.

DEAF WORLD - +100 BP

It's foolish to assume that all conflicts can be averted with words, but quite a few can. Unfortunately for you, nobody ever seems to listen to you, no matter how reasonable your argument. Even if you are actively preventing Slitterheads from killing more people by supplying them with deceased brains, the fact that you associate with Slitterheads in any capacity marks you as an enemy by their hunters.

ROCK BOTTOM - +200 BP

You fell on hard times a while back and only kept falling further as time went on. As it stands, you are a filthy, homeless alcoholic. You're in an almost constant drunken stupor and any money you get slips through your fingers almost instantly and any time someone offers to shelter you, you're inevitably forced to leave for one reason or another. Better get used to living off scraps.

WIPED CLEAN - +200 BP

Something about your arrival in this world has caused your memories to scatter. You start out with no past memories and your emotions greatly dulled. You will slowly recover bits and pieces of both as you proceed through the Jump and collect golden nodes representing your memories scattered throughout the city. You retain your powers but will likely need to spend time re-learning all their applications.

TYPE J - +200 BP

Somehow the S.P.E.U. is already aware of your existence. They have a vague grasp of your most obvious powers and even have sensors that can detect you through any disguise or vessel. However, their understanding is quite superficial and full of holes. While they tried their best to counter your abilities through technology, they're still only working with late 80's - early 90's technology.

SELF FLAGELATION - +200 BP

Your past has been scarred with tragedies of unspeakable cruelty. This has driven you quite mad, though you're quite good at hiding it. You are in a constant state of frigid apathy and burning hatred. This often manifests as self-destructive tendencies as you actively seek out any excuses to act with excessive cruelty, seemingly to deliberately burden yourself with guilt.

NIGHTMARE DIFFICULTY - +300 BP

Some spacetime anomaly has caused fate to stack the deck against you in myriad ways. Whoever you happen to side with or against, your allies will all deal far less damage and be far more fragile. In contrast, your enemies will be far tougher, stronger, and smarter in combat. Especially powerful enemies will often be able to spam especially annoying abilities with relative ease.

SELF HYPNOSIS - +300 BP

Something has caused your psyche to shatter into two. This alternate personality technically shares your goals but twisted through diametrically opposed morals and ideals. You have no awareness of them, but they know of you. They'll rarely take direct control of the body, but they will actively manipulate your memories and perception in order to trick you into serving their goals.

NEW PLAYTHING - +400 BP

You have caught the eye of the White Suit / Mimic Octopus Slitterhead. They desire nothing more than to groom you into their eternal enemy. They will act to introduce as much tragedy as possible into your life, whether in the present or retroactively by restructuring the past. They desired to trap you in an eternal loop of killing and being killed by you. Of course, every time you do kill them, they'll likely just use the opportunity to alter the past and make your past and present even more miserable.

INTERSECTING BRANCH - +600 BP

A version of you from a parallel timeline has made their way into this one. They share all your abilities and skills, but some quirk of fate will ensure that their goals are always the exact opposite of yours. If your goals suddenly do a complete 180, so will theirs. Even if you somehow jump between timelines, you'll just find yet another version of them there as well. They aren't shy about trying to kill you if that's what it takes to get what they want. Should you have a falling out with any of your allies, they'll find it bizarrely easy to poach them to help fight against you.

TRUTH REVEALED

Jump by GENE.

ESCAPE THE CYCLE - GO HOME

You conclude your Chain and return to your original world.

RECURSIVE SLAUGHTER - STAY HERE

You conclude your Chain and remain in this world.

BREAKING THE DEADLOCK - MOVE ON

You continue your Chain into yet another world.

NOTES

Any abilities that would normally exclusively apply to Slitterheads will be applicable to any similar parasitic Skinwalker/Body-Snatcher type organisms in future Jumps.

Feel free to fanwank how or if Retroactivity deals with attempts to travel to points in time where you don't physically exist. Perhaps it's fundamentally impossible, or you instead possess your own ancestor/descendent, or maybe your soul is trapped in the first organism you come across like the humans who eventually became the Slitterheads.

Feel free to fanwank what, if any, OOC abilities can be focused through a vessel possessed by a Hyoki.

The story of Slitterhead is confusing and open to interpretation, but Argent did a much better job than I could of compiling all the information into something relatively comprehensible:

Argent!#3fgg4M 03/22/2026 (Sun) 05:30:24 No. 284712 >>284738

>>284341
Horror game by the dev of Forbidden Siren where you play as a bodyless spirit known as a "Hyoki" who gets christened under the name of "Night Owl" by Julee based on an old legend of twin spirits called Night Owl and Leopard Head who fight the Slitterheads, one of several unique people capable of bonding with the spirit known as Rarities. Night Owl can jump between multiple people and control their bodies freely, but it's only with Rarities that he forms permanent connections with and can use devastating abilities specific to each Rarity. The titular Slitterheads are the evil body jacking entities that Night Owl and the Rarities he recruits must defeat, using blood magic and Night Owl's powers of jumping from host to host to search out and destroy all of them.

That's the surface plot. It is eventually revealed that the actual story set up is a quantum time travel nonsense narrative where Night Owl is actually a traveler from the future coming back in time to save everyone, because in the future he came from, the slitterheads overwhelmed and destroyed almost the entirety of humanity (it's also implied their presence is having "fun" effects like causing sun spots on the sun). In order to try and survive, a man named Duncan Dursley (DD) leads the few survivors to work on a project he /tells/ them will allow them to jump ship to another non-dying universe but it's eventually revealed that what he was creating was instead a time travel device that forcibly compresses and transforms all the survivors into a twisted information entity before sending them into the past (DD conveniently disappears around this time). Night Owl, having been an engineer on the project and understudy of DD who was imprisoned for his concerns about it, managed to survive and used his knowledge to transport himself back into the past in pursuit of the information entity - thus becoming the spirit, whilst the information entity bonded and fused to primitive lifeforms (crabs, other crustaceans, insects, etc) and became the Slitterheads. The big reveal is that the entire setting is a bootstrap paradox where the Slitterheads engineer their own creation after causing the apocalypse and Night Oel sends himself back to stop them before they destroy the world. DD is heavily implied to have been a form of one of the three prime Slitterheads, "White Suit"/Mimic Octopus, who can transcend all the timelines in a way Night Owl can't (Night Owl can travel back to the past a few days at most, Mimic Octopus can reconfigure any point in any timeline as it pleases, revive itself infinitely due to the fact it's unbound from the cause and effect of all points in time, and can outright leave the current universe and its series of timelines to enter new ones at will) and who set up everything to cause the Slitterheads' "birth" in the past. On top of that, he's the prime mover in causing the events that destroy Kowlong (an event which would come as close as possible to definitively killing Night Owl, since he's networked into the entire city's temporal structure) and ensuring that no one is left capable of opposing the Slitterheads by corrupting one of Night Owl's Rarities to in turn corrupt him. Left unchecked, Night Owl states the Slitterheads will eventually cause the total collapse of the entire web of causality which is why they must all be destroyed without exception.