

A cabin in the woods. A night of terror for five young college students. Demonic possession. A very aggressive tree, and one man- Ash Williams- as the lone survivor. After the death of his friends, Ash will become a hunter of Deadites, taking a trip through time along the way. So grab your chainsaw and Boomstick; things are about to get messy.

Here's +1000 CP to help you prepare for the Evil Dead. You're here for ten years; give or take a possible trip through time or two.

And remember: it's Klaatu. Barada. Nikto.

Starting Location



(It’s the shack Ash and his friends stayed at. You can pay 50 CP to start elsewhere, if you’re a coward.)

Origins

You can pay 100 CP to swap your gender. 100 CP Perks and Items are free for their Origins. You can pick your age within the Age Range.



Drop In- You know how this works: no memories, no history. Your otherworldly nature might make you especially good at fighting the Deadites. Age Range: 20-50



College Student- You're a college student; maybe even a friend of Ash's. You work at S-Mart when you aren't studying or being terrorized by the undead. Age Range: 20-23



Deadite (400 CP)- You are a demon/zombie hybrid; your host's soul is being raped in hell. Have fun! Age Range: Ancient.



A Brief Word on Deadites

"Deadite" is the word used to describe a being possessed or infected by the Kandarian Demon, turning them into a sort of demon/zombie hybrid. The Demon can possess people, animals, and even plants, turning them into Deadites; what's worse, each Deadite is part of a hive-mind with the Kandarian Demon, giving them great coordination. The Kandarian Demon is given "license" to possess people when certain passages from books like the Necronomicon Ex-Mortis are read, with the actual possession being possible once a Deadite inflicts harm on or kills one of their victims- after which, the soul of the victim is sent to hell to be tortured and devoured by the Kandarian Demon. Deadites, and the Demon controlling them, are beings of great malice and cruelty and delight in terrifying and torturing their victims before killing or possessing them.

Deadites possess great strength, and are capable of tearing through humans like tissue paper, though they will often inflict less lethal wounds to terrify their victims. They're also more durable than humans, and can only be killed by the destruction of their brain or the complete dismemberment of their body, which would leave the Demon with nothing to control. They don't need food, drink, or air, being dead, and are naturally immune to poison and disease. They're inhumanly fast, capable of easily outrunning any human. They have perfect recollection of the lives and memories of their host, and they have the ability to temporarily take on the appearance of their host as they were when they were alive, which they use to fool other victims. More powerful, older, or more significant Deadites also have the ability to change their shape to a small degree or take on more demonic forms.

If you or any of your companions choose to be Deadites some of these aspects will change. For one thing, your actions will be your own- you will not be a part of the Kandarian Demon's Deadite hive-mind. Of course, you'll still have the memories of an ancient, demonic murderer and rapist inside your head, so your thoughts and actions might be a bit skewed. Other Deadites will also realize that there's something wrong with you and may target you because of that. Of course, you may also look like a horrific corpse, so the living probably won't be too happy to have you around, either. Another change will be that you won't be vulnerable to some of the weaknesses that Deadites have, namely the other methods that would allow their hosts to escape their control. These include being forced out by the willpower of their host, and the light of day. The Kandarian Demon being banished or destroyed will also not affect you.

Drop In Perks

"I Know Your Damn Words, Alright?" (100 CP)- And you mean it this time. When set on doing something, you won't forget any important steps or details pertaining to that thing, no matter how long it takes.

"It's a Trick. Get an Axe." (200 CP)- One of the only ways to kill a Deadite is by dismembering it, and dismember you shall- you're extremely skilled at dismembering your enemies and when facing grunts find it bizarrely easy to do so. You can also always tell when someone is dead, or just faking it.

"This… is my BOOMSTICK!" (400 CP)- Primitive screwheads they may be, they can still put up a fight. Your advanced technology will amaze and terrify those whose tech is less advanced; if the difference is big enough, they won't even think of touching you, even if they outnumber you a hundred to one. If you wish, they'll also have a much easier time adapting to the existence of your advanced technology- not enough to master or replicate it, but enough that it can be used around them without scaring them, or for them to use it somewhat competently.

Hero From The Sky (600 CP)- Turns out there were TWO prophecies about heroes who would fight the Deadites, and you're the other one. You're immune to possessions, demonic or otherwise, as well as anything that would zombify or mutate you. You might also be able to use your "chosen one" status to pick up chicks; while it won't give you anything special, in each world you visit there will be an obscure, ancient prophecy describing you as its chosen one.



College Student Perks

"Groovy." (100 CP)- You're an undisputed badass- or at least you can act like one convincingly. You're the king of memorable one liners, and can work in flourishes and impressive stunts into everything you do to impress others.

"Hail to the King, Baby." (200 CP)- You might be an asshole, but you're the only hope they've got. People are willing to tolerate your insults and misc. jackassery as long as you're helping them. Basically, people like you in spite of your rudeness. In fact, some of them will even find it charming- despite acting like a dick to them, there's a good chance that you could still woo someone into your bed. Because in your own way, you ARE king.

"Name's Ash. Housewares." (400 CP)- You're an amazingly skilled engineer and mechanic. With only the tools and materials available in the Middle Ages, you could make a fully functional prosthetic hand. If you had something better- say, a car- you could make a whirling dervish of death and destruction, capable of mowing down an entire army of the dead.

"Good. Bad. I'm the Guy with the Gun." (600 CP)- In a fight, you are truly something to behold. You have a mixture of skill, luck, toughness, and even a little plot armor to help you win the day. You could take hits or grapple with beings that tear apart lesser men without a scratch, hit your targets when aiming behind your back, and in general you have a tendency to survive things you really shouldn't; your enemies often seem to be playing dumb with how many opportunities they give you for escape or getting the upper hand.





Deadite Powers (Deadite Exclusive)

These are not discounted to Deadites, but they get the choice of one of their 100 CP powers for free.

Levitate (100 CP)- Certain Deadites have the ability to levitate, which is possibly the result of latent psychic powers in the host manifesting due to demonic possession. You can fly at around 100 MPH.

Shred (100 CP)- Deadites have strange and absurd powers of manipulation over the dead. You could turn a cadaver into a skeleton in a matter of seconds, or even turn a body into a fountain of blood and viscera, and more.

Non-Human Form (200 CP)- The Kandarian Demon is capable of possessing all natural life, not just humans. You can choose to have possessed any living creature on Earth, within reason, making your Deadite form resemble a corrupted, sickly version of that creature. Ant? Sure. Polar bear? Why not. Tree? Kinky.

Demonic Form (200 CP)- Old enough Deadites start to mutate, taking on a more and more demonic appearance with age. You are such a Deadite, and can take on a demonic form of your design, so long as it's roughly human sized and suitably horrifying for a creature born of a dead body. If you have Non-Human Form, you can appear as a demonic version of whatever form you chose; either way, this will give you greatly enhanced strength and durability.

Dismember Me? (300 CP)- Some Deadites are noticeably more resilient than others, requiring more than their complete dismemberment before being put down. You're the same way; if someone wants to kill you, they'll need to render your body into an unusable state, such as by chopping it up or blowing it to bits. Until that happens, you'll still be in control of your body- or what's left of it, at least.

The Evil (800 CP)- You've taken the place of the Kandarian Demon, and in the process gained its powers and weakness to sunlight, which puts you in a dormant state (though this weakness will only temporarily prevent you from taking on this form in future worlds, and can be removed by devouring enough souls in any world). You are an intangible spirit, but can selectively interact with the world to destroy or manipulate objects, and possess enough strength to smash down trees. When certain passages from the Necronomicon Ex-Mortis are read, you are given license to possess those who heard its passages, and once you do (creating a Deadite) you can use them as a vessel so that you can possess others by inflicting harm on or killing other victims. You share a hive-mind with all of your Deadites, letting you control any number of them simultaneously; as your influence grows from consuming souls, you'll be able to control them over a greater distance, until you have enough range to subsume all life into yourself. You also have the ability to create temporary, clones of others from their reflection in a mirror, and can make these clones permanent by somehow infecting the original with their clone, causing a duplicate to grow out of them. This duplicate will be a part of your Hive-Mind, though it will appear as a perfect copy of the original instead of the rotten appearance of a Deadite. They won't possess any supernatural powers, though. The only problem? Ashley Williams; as the Chosen One, he is fated to oppose you, and you must take the Ash vs The Evil Jumper drawback for no points.



General Perks

"Shop Smart. Shop S-Mart." (50 CP)- Years of working minimum wage have honed your skills, making you a model employee for any supermarket. You can stock shelves, ring up purchases, point out aisles and more with the skill of a master.

The Campbell Chin (100 CP)- You know what I mean. The famous chin of Bruce Campbell is now yours, boosting your handsomeness to godlike levels. If for some reason you don't want the chin than you can treat this as a general boost to attractiveness.

Chainsaw Hand (200 CP)- Having a chainsaw hand is cool and all, but it might be cooler to, you know, have a hand. Luckily you can have the best of both worlds; you can, at-will, replace one of your hands with a chainsaw in a similar fashion to Ash's, and can also reverse this change. If you already have a chainsaw, you can also choose to summon that one instead. Note that this won't heal your hand if it was actually cut-off, it'll just replace it with a chainsaw.

Exposition (200 CP)- You have a weird habit of finding documents, recordings, and other in depth, useful information about things of interest. And unlike Dr. Knowby's tapes, these won't have anything on them that will wake the dead if you read or listen to them!

"Necktie… Nectar… Nickel… Noodle…" (300 CP)- It's an 'N' word; it's definitely an 'N' word! You can ignore the requirements to use or activate mystical objects up to a point; so long as you're close or "good enough". Whether this prevents the consequences of not fulfilling the requirements is a crapshoot, but at least you won't have to remember every little syllable, right?

Bloody Hilarious (300 CP)- It's amazing how much the mood can change, from one moment to the next. You're out in the woods having fun with your friends, and the next thing you know you're chopping up your girlfriend only to get flung back to the past through a wormhole. Crazy, right? You can shift the 'genre' of the world; not enough to make huge changes, but by acting in a certain way you can influence others and even your surroundings to act in a similar way. Crack enough one-liners, and your horrific experiences will have an element of action and comedy to them; act serious, and even the most lighthearted of people will be, too. Note that this won't change people's disposition towards you- those zombies will still want to kill you no matter how many jokes you crack. They just might join in while they're munching on your arm.

Drop In Items

Axe and Armor (100 CP)- A suit of medieval armor and a matching axe, similar to the style of weaponry used to defend King Arthur's castle. The armor is surprisingly durable for something created by primitive screwheads, as is the axe which seems to do more damage when aimed at limbs.

Throne (200 CP)- A throne, in whatever style you desire- anything from a wooden chair to a diamond studded golden masterpiece. When you sit in it, a trio of giggling scantily clad maidens suited to your tastes appear to fan and massage you, as well as feed you grapes, wine, and roasted meat.

The Pit (400 CP)- A Warehouse attachment that takes the shape of a deep hole in the ground; water and spikes optional. You can summon any monster you've encountered before into the pit, and although nothing of theirs can be taken out of it you can drop others down there to have them fight. If you'd like, you can go down there as well; being killed by the things you've summoned instead moves you outside of the pit, unharmed. Good entertainment, if nothing else.

Castle (600 CP)- A castle, similar to the one owned by King Arthur, that will follow you on your journeys. In each world you visit it will be staffed by knights or warriors of some type- all loyal to you and your causes- who number in at around sixty strong, as well as a large collection of weapons and armor. Despite the small size of your forces, the castle is sturdy and well-protected enough to hold off a much larger force if they are led well enough in its defense.



College Student Items

Oldsmobile (100 CP)- An old car, but one with a lot of heart, and more importantly gas. The gas tank will top itself off every twenty-four hours and it retains modifications done to it, so go nuts.

Workshop (200 CP)- A large collection of tools; hammers, nail guns, drills, wrenches, saws, and every houseware in between. Pretty much any tool you need for repair, modification, or killing the undead can be found here, and your supplies will replenish if you use them up.

Ash's Weapons (400 CP)- You have some of the weapons that Ash used in his fight against the Deadites. First off is his chainsaw; with unlimited fuel and the strength to slice through flesh like a knife through butter, this is an incredibly potent weapon. You also have his gauntlet; despite being made with materials from the 1300s this repurposed knight's gauntlet enhances your grip strength, letting you easily wield guns or chainsaws one handed. Both of those can also be used as prosthetics. Finally, the Boomstick; a twelve-gauge double barreled Remington. S-Mart's top of the line that can be found in the sporting goods department, made in Grand Rapid, Michigan and retailed for about a hundred and nine, ninety five. It's got a walnut stock, cobalt blue steel, and a hair trigger- as well as infinite ammo.

S-Mart (600 CP)- Your very own supermarket. It's pretty spacious, has a ton of products, and is easy to defend and barricade. While you don't have a retinue of knights, your employees and even some of the shoppers can be surprisingly fierce in defending it in a pinch. That's right. Shop smart. Shop S-Mart. You got that?



Deadite Items

Remote Cabin (100 CP)- This small house is located in a mountainous, forested place, isolated from civilization. Not a bad place to stay, but perhaps it'd be better as a place to lure your prey…

Fresh Souls (200 CP)- Easy victims have a strange habit of crossing your path; fresh souls for you to consume, and add to the Deadite horde! They do dumb things like go off alone into the woods, or play strange tapes they just find lying around… you do the math.

Fake Necronomicons (400 CP)- Far from the true Necronomicon in power, yet not without their own magical powers, these books could convincingly pass for the true Necronomicon Ex-Mortis. Several of them have mouths, filled with sharp teeth; they are capable of autonomous movement, but they'll happily lie in wait for years before attacking. You can also direct them to attack your enemies. They can flap their cover and pages to fly around at high speeds in a manner reminiscent of a bat. The other book is more interesting; when opened it creates a powerful suction effect, drawing nearby beings into a deep, extra-dimensional hole within it that leads to places unknown. While it's possible for this to be resisted or even escaped, most normal people will find it impossible to escape.

Army of Darkness (600 CP)- A graveyard that follows you around, home to hundreds of skeletal minions under your command. Includes rusted medieval weapons and armor for some of them, and instruments made of bone for a few others. Each one is about as strong as a man, and they're capable of providing comedy relief.



General Items

Evil Dead Merchandise (50 CP)- You've got a collection of all the things ever produced for the Evil Dead series; everything from the movies themselves, books, t-shirts, action figures, and more.

Mini-Jumpers (100 CP)- "Pocket sized" is the best word to describe these mischievous little guys. They're essentially miniature versions of you, scaled down in size to be only a few inches tall. They're loyal, but not very smart, and they don't seem to possess any of your supernatural abilities. For an additional 100 CP, you can get miniature versions of your companions, as well. If they get killed they'll respawn in a few days.

Poker Night (200 CP)- You're one of the privileged few who have been invited to The Inventory; a gambling establishment/bar built under an old video game storage warehouse in 1919. A special entrance to the bar has also been built into your Warehouse, letting you access it at any time. However, to prevent cheating all of your perks and supernatural abilities will be temporarily removed while you visit, as will any suspicious or dangerous items. In addition to any of the regulars, it's also possible to meet up with some of the people from your travels here to catch up with while you play a friendly (or not so friendly) game of poker. Speaking of which, if you happen to anger someone enough (or get blown up with a missile launcher, eaten by the Necronomicon, or…) that they end up killing you, you'll be returned to your Warehouse intact. Don't forget the buy in! Note that while it's possible to win things from the other players, they'll be non-functional trophies if they're overtly supernatural.



The Deathcoaster (200 CP)- Another ancient relic from Castle Kandar, this is a copy of Ash's modified Oldsmobile. Despite being modified with the help of primitive screwheads and their inferior materials and tools, it's pretty much a tank, with additional reinforcements to protect from arrows and a large, rotating blade on the front to chop through Deadites, as well as a few other misc. modifications like a whistle The vehicle also has infinite fuel, and unlike Ash's version it won't go up in a fireball if it gets hit too hard.

Kandarian Dagger (200 CP)- A magical dagger that was found with the Necronomicon; it has the ability to disable undead and demonic creatures when stabbed into them, and can potentially kill Deadites even without dismembering them.

Necronomicon Ex-Mortis (700 CP)- Also known as the Naturom Demonto- the Book of the Dead. This book, bound in human flesh and written in human blood, is a powerful magical artifact; found within its pages are numerous rituals that can be used to summon demonic entities, including the Kandarian Demon. It has rituals for reviving demons from death, giving them corporeal forms, and can even open portals to the ancient past. Though there isn't a ritual for returning to the future directly, there is a recipe for a potion that can put a person to sleep for hundreds of years, depending on how much of it is consumed. As you venture to new worlds, the Necronomicon will gather new rituals for its pages, ensuring that you always have the ability to summon the demons and perform the dark acts of that world. It should be noted that these rituals don't necessarily give the ability to control or command what you summon. If you have "The Evil" then this option instead costs 300 CP.



Companions

Companion Import/Creation- For 100 CP, you can import or create one companion; for 200 CP you can do the same for four and 300 CP for eight. Each companion gets their origin for free as well as 600 CP to spend. Companions cannot purchase more companions or property such as the Army of Darkness, Poker Night, Pit, or Castle.

Canon Companion (50 CP)- If for some reason you wish to bring along a human from the Evil Dead series who isn't named Ash Williams, you can do so if you convince them. No demons/Deadites.

Ash Williams (300 CP)- Ash Williams- the hunter of Deadites, the Hero From The Sky, the Chosen One- has decided that he'd like to join you on your journey. Though a loud-mouthed braggart and not without occasional moments of weakness- particularly when it comes to pretty ladies- Ash is highly skilled at fighting and surviving against the evil dead. He has all of the "College Student" perks, as well as "It's A Trick. Get An Axe.", "This… is my BOOMSTICK!", and The Campbell Chin. He will also bring his Oldsmobile and his weapons, too.





Drawbacks (+600 CP Limit)

Alternate Continuity (+0 CP)- Would you rather visit one of the many spin-offs or alternate continuities that The Evil Dead franchise has spawned, such as the crossover with Marvel Zombies? You can do that, and you can also extend the duration of your stay here to cover the events of Ash vs The Evil Dead.

A Farewell To Arms (+100 CP)- You lost your non-dominant hand somehow, perhaps in an accident; either way, you're now stuck with just one hand. Any attempts to regrow or replace it will fail, and prostheses, cybernetics, and even chainsaws won't work right.

"Just Cut Up Our Girlfriend…" (+100 CP)- Does that sound alright? Your friends and loved ones are often possessed by demons, and while you might be able to force the demons out you can't protect them from the possessions themselves.

Rotten (+100 CP)- You often encounter extremely gross and disgusting things, and more often than not wind up covered in them, too; blood, guts, and other rancid things like mold and slop. Anything that would let you avoid these messes (such as Evercleansed) or avoid feeling grossed out are also disabled.

Insane (+200 CP)- Maybe it was a spell from the Necronomicon, maybe you just snapped under pressure, or maybe you were just crazy to begin with; whatever the reason, you've lost your mind. While you won't necessarily do anything violent, you're definitely insane; prone to fits of laughter, hallucinations, and mild self-harm.

Deadite Outbreaks (+200 CP)- For some reason, Deadites show up a lot more around you… maybe it's because people are reading passages they found from it because they think it's poetry. In any case, Deadites are pretty much a weekly threat for you. If you are a Deadite, than instead your would-be victims are much more clever and strong than they would normally be.

Primitive Screwhead (+200 CP)- You're basically a primate with how little you understand modern technology. Cars and guns are a mystery to you, and no matter how much you or others try you can't seem to learn how to use it safely. Advanced scientific concepts, such as alloys, compositions and things with… molecular structures are similarly impossible to grasp.

"You Found Me Beautiful, Once." (+300 CP)- …But honey, you got reeaal ugly. Your appearance is now that of a rotting, ugly, corpse-like creature, with all that entails. You will be unable to take on other forms for your time here. If you have "The Evil" your true form is demonic, but no less unpleasant on the eyes.

Ash vs The Evil Jumper (+300 CP)- For some reason, Ash has a grudge against you. Maybe you're a Deadite, or even the Kandarian Demon itself, or maybe he's finally lost it after all the trauma he's been through. Maybe he's mad because he's made to act that way by an omnipotent super-being. In any case, Ash is after you, with all of his luck, pluck, and plot armor a mile thick intact. Needless to say, but you'll also be unable to take him with you as a companion.

Alternate Ending (+300 CP)- Rather than starting before the events of The Evil Dead, you're going to start later. Way later, actually; in the nuclear-war ravaged future. The world is in ruins, most cities reduced to rubble and ash; even worse, there are roving bands of Deadites hunting down any survivors. Luckily (or not, if you took the above drawback), Ash has also ended up in this time after taking too much of that potion at the end of Army of Darkness. You can't use time travel to fix the future; you're stuck here.

"I'm BAD Jumper…" (+600 CP)- ...and you're "good" Jumper. You were infected by the Kandarian Demon, but somehow managed to avoid being turned into a Deadite. Unfortunately, there's now an angry clone of yourself that hates your guts whether you're bad, good, or just a guy with a gun. Luckily, the process seems to have messed with its head, making it somewhat inept- but still no less dangerous in terms of the power it wields. It also has a strange habit of returning to life in increasingly decomposed states.

Ending

Either your ten years or up, in which case you can choose whichever option you like, or you bit it and now you're heading home.

Go Home- You return home.

Stay Here- You decide to stay here; you go missing in your home world, but all your affairs are taken care of.

Continue- The option you'll probably pick. You continue onwards to the next Jump.

Notes

-YJ_Anon

-The mandatory drawback from "The Evil" does not give CP.

-"Necktie… Nectar… Nickle… Noodle…" basically lowers the bar for the activation/use of magical items. If you needed to be brave AND a just leader to wield a magic hammer, than merely being one or the other would allow you to use it. If you needed to be level 20 to wield a magic sword, than you could wield it at level 15. If you needed to be the last heir of someone to open a door, you could open it by being distantly related to them. However, it doesn't protect you from the consequences of not meeting those requirements; if the magic hammer disintegrates those who touch it who do not meet the requirements, you can still technically wield it- you'll just be unable to as a pile of dust.

-Anything you gain from other patrons in the Inventory will be non-supernatural in nature. You will not be rendered mentally handicapped, incapacitated, lose your identity, lose memories, etc. from entering the Inventory, and will retain just enough "brain power" to function as you would normally despite the loss of your powers. Any patrons that would normally want to kill, maim, torture, rape, eviscerate, gore, maul, or otherwise harm you in any way- mentally, spiritually, physically, emotionally, or otherwise- will either not be present in the Inventory, or will be non-hostile to you for whatever reason inside it. In addition to death, effects like mind-control will also be ended once you leave the Inventory, and if you're in no condition to leave the Inventory for any reason, including mental compulsion making you want to stay, you will automatically be removed from it as if you had died and restored to perfect health. Keep in mind that people are visiting the Inventory to relax, and likely won't want to teach you anything while you're there- not that you won't be able to convince them to do so, just that it'll be hard to do.



Oh, But He’s Back! The Man Behind The Mask!
And He’s Out of Control!