

Haddonfield, Illinois. A small suburban town where, fifteen years ago, a grisly murder took place. A young boy no older than six named Michael Myers murdered his sister, and was then committed to the Smith's Grove Sanitarium. Michael is put under the care of Dr. Loomis, a child psychiatrist. Michael's nearly catatonic state and lack of response to treatment, combined with his total lack of remorse for the murder of his sister, causes Loomis to call him a beast and "evil incarnate". After fifteen years in the asylum an unknown incident allows the now adult Myers to escape. He hijacks a car and begins the drive back to his hometown, where he would start his first killing spree. From here, things get a little complicated. There are five different timelines to choose from. The first two split split off from the first movie, and both feature the complete aftermath of Michael's initial rampage (Halloween 1 and 2).

In the first of these alternate timelines (4-6), Laurie Strode- who is actually Michael's sister- is killed in a car crash, the news of which causes Michael to wake up after a ten year long coma after getting blown up at the end of his first rampage. He escapes to terrorize Laurie's daughter- his niece- Jamie, and it is later revealed that he is compelled to murder the members of his family by a supernatural curse laid on him by members of a Druidic cult.

The second timeline (Halloween H20 and Resurrection) is different, featuring a Laurie Strode that faked her death to escape Michael- though she's still his sister. Twenty years later, she works as the headmistress at a boarding school in California- where, inevitably, Michael turns up to terrorize her again. She kills him… but it is later revealed that she only killed someone she thought was Michael, and the real Michael Myers actually escaped, mimicking her own actions. Laurie is then committed to a mental hospital, which Michael breaks into before killing her. He then goes on to kill several people at his family home who were using the residence to film an internet show called Dangertainment.

The third timeline (2007 Reboot) is somewhat of a combination of the previous two, featuring elements of both. Michael and Laurie are once again related, and Laurie is once again committed to a mental hospital due to the trauma of facing Michael Myers. However, it diverges earlier in the timeline as Michael actually has his first rampage at the age of ten, killing several people before being committed to Smith's Grove Sanitarium. He escapes, and things play out much like they did originally with Michael attacking Laurie, who is suffering from hallucinations due to the trauma of his first attack. She ends up shooting him, he escapes, and two years later he returns to terrorize her once again. This time Michael appears to die for good… only for Laurie to take up his mask and get committed herself.

The fourth timeline (Halloween 2018) differs from the first two timelines by shortening Michael's first rampage, ending after he gets shot by Loomis and knocked off the balcony; he's also not related to Laurie in this timeline (essentially ignoring the events of the second movie). After his rampage he gets recommitted, and forty years later he escapes to terrorize Haddonfield again. Laurie- who has become extremely paranoid, fearing that Michael will one day return to kill her- has prepared for this possibility however, and she seeks to do the man in the mask in for good this time while protecting her family.

The fifth and final timeline (Halloween 3)… is completely unrelated to the other films in the franchise, and in fact features the first two movies in a fictional context. Rather than Michael Myers, the main villain is an Irish toy maker with android henchmen who wants to kill millions of people across America with boobie-trapped, magical masks that contain small pieces of Stonehenge and causes the wearer's head to disintegrate into venomous bugs and snakes when they're exposed to a commercial on TV to cause even more collateral damage.

…in any case, you can choose to go to any one of these timelines. For the most part, Season of the Witch and the 4-6 timeline excepting, they're all somewhat similar and don't feature overt supernatural elements- save for the possibly superhuman killer, Michael Myers.

You have 1000 CP to spend to help make your stay easier.



Origins

You can choose any natural human age for free, as well as change genders for free. You start in Haddonfield a few days before Halloween, unless you choose the Season of the Witch timeline in which case you start in the small town of Santa Mira, California, where the Silver Shamrock Novelties company can be found. You get the 100 CP perk and item for the Origin you choose for free, and have a 1/2 discount on all other perks and items for that origin.

Drop In- No history, no memories, and no connections from this world to tie you down. A blank slate, in other words.

Survivor- Some might call you a victim instead, but you're no victim. Whether you've had an encounter with a killer in the past, or have yet to have one, they'll soon discover that you're not the type to lie down and die. You're a fighter, and if you go down at all you'll go down fighting.

Doctor- You're a respectable doctor- for now at least- working at one of the hospitals or medical institutions near Haddonfield. You might even be a colleague of Doctor Loomis. Whether you'll work to save lives or find a life you feel must be taken, your knowledge will surely carry you places. You're well off, but work often enough that your office is your home away from home.

Serial Killer- They caught you, and put you away. But they couldn't keep you locked up forever. Perhaps it was a coincidence that allowed you to escape; maybe you left a trail of bodies behind you when you broke out of whatever prison or asylum they thought they could lock you away in. But you're out now, and there's nothing keeping you from taking more lives.



Drop In Perks

Business As Usual (100 CP)- All this talk of serial killers can't get in the way of what's really important. What's that? The spirit of the holidays? No, while Halloween spirit is all well and good I'm talking about what's really important: money! Luckily you seem to be pretty good at making it. While this is hardly a Midas touch, you've definitely got good business sense, as well as an eye for what's popular nowadays.

Psychic Visions (200 CP)- Some would call this the delusions of a troubled mind, but this is no illusion. You have a chance of developing a psychic connection to people who you share a connection of some sort with. Familial bonds being among the strongest means that developing bonds with family members is easier, but you could potentially form a psychic connection with anyone so long as you spend enough time with them. Once the bond is formed you'll start to get glimpses of what they're doing at times, and may even see the world through their eyes. When danger is near these visions will happen more frequently; in the case of your allies, you may get a glimpse of their assailant or a hint at their location, but if you somehow develop a connection with an enemy your visions may hint at the dangers they would unleash upon you.

Toymaker (400 CP)- There are so many wonderful toys you can make with the knowledge you have. In fact, just sticking to toys would almost be a waste with your talents. Compact laser beams small enough to be hidden inside of small chips, yet powerful enough to shear someone's face off and fully loyal androids are some of the wonders you're capable of producing, with enough time. Of course, Halloween is a time rooted in tradition; you can't have new-fangled contraptions like these without a bit of the old magic to go along with it, can you? If you're skilled in the art of magic you'll find that integrating magical components into your machines to be a cinch. Though it may require the right materials, you'll find that even mass production is possible with this, so long as your designs are followed to the letter.

Druidic Magic (600 CP)- The supernatural is real, and if you know where to seek it one can become quite skilled in the old arts. In particular, you are skilled in the type of magic used by Celtic practitioners. While the magic of this world isn't overt- requiring rituals and preparation rather then on the fly 'casting'- the effects can be impressive with enough preparations. Transmutation of a victim's head is among the more overt spells you can make, and enacting something like the Curse of Thorn- a magical spell that imbues the victim with great strength and durability while compelling them to kill the other members of their family- can be done with ease.



Survivor Perks

Gorgeous (100 CP)- Sure, the Shape will target anyone if they get in his way, even if they're just unlucky enough to cross his path- but at the same time he does seem to go after a lot of attractive young adults. Well, it's a lucky day for you since you're now one of them- the attractive part at least, if not young. You looks alone are enough to make you popular; you might want to consider acting, even.

Desperate Struggle (200 CP)- Flight or fight; the age old question. One or the other may be the more attractive option, depending on how physically capable you are or whether your opponents is that much stronger then you. Luckily, you not only have a pretty good idea of which option is the best when it comes time to ask that question, but you've also got an usual luck when enacting them; finding good hiding spaces and things to trip your pursuer up when fleeing them or discovering weapons and environmental hazards when trying to beat back an attacker.

Prepared to Survive (400 CP)- Some people would be content to sit around, oblivious or uncaring to the true dangers that the world presents. Evil is real; and unless you want to be a victim, you'll need to learn how to protect yourself. You're an expert at designing strongholds, traps, and plans against even the strongest of foes like Michael Myers. Furthermore you're an expert at handling most firearms, and aren't too shabby when it comes to hand to hand either. Most importantly, you've got the willpower to actually put these skills to use; fear won't have a hold on you for long, especially once shit really hits the fan, and you can fight through pain and the most dire of situations.

The One That Got Away (600 CP)- When things start to head south, you're often the last person standing. Call it luck or fate, but whenever you're in a pitched fight for your life you always seem to come out better than you really ought to. While this protection lessens steeply after multiple encounters with the same foe, it is often replaced with an obsession with you that makes them want to take their time with you- to toy with you, in other words. In this sense the protection comes from the actions of your enemies, as they target your allies in the hopes of "saving you for last" or weakening you before your final confrontation, slowly stalking towards you when they have you cornered, taking the time to scare you before the kill, etc. They seem to relish the hunt, and while they'll probably relish your death just as much it seems you'll always have the chance to flee or fight back before then.



Doctor Perks

Accredited (100 CP)- A doctor's work is never done, it seems. Whether you specialize in the mind like Dr. Loomis and his colleagues, or take a more concrete, bodily approach you'll find that you're an expert in any one field of medical science you choose. Whether you're a psychologist or a surgeon, you're sure to see some work in the coming days…

The New Loomis (200 CP)- You know what the biggest shame is about all of these interesting subjects and cases is? Most of the time, they've already got people working on them. It'd be a shame if someone of your caliber was turned away from an interesting project just because they didn't want to pay your salary. You however have the luck of somehow managing to get on any project you set out to be a part of, so long as you have the right credentials of course. Just be sure that you actually want to do so; the consequences of failure might be dire.

Last Minute Savior (400 CP)- Those who are more callous then you may write off the last victims of the monster, even when they still yet live. Let the police handle it, they say. Well, you say differently. So long as you set out to stop someone or something that would cause people harm, you will find that their victims will be capable of holding out a surprising amount of time on their own, even if they're much weaker in comparison. They may be just barely clinging to life, but so long as there's a chance at saving them you'll be able to get there in time to make a difference in their survival.

Mind of the Beast (600 CP)- What drives it to kill? That is a question that has yet to be given a concrete answer. Supernatural curses, trauma from a bad childhood, evil given Shape- there are so many theories, but few real answers. You, however, are capable of understanding the minds of the insane, and indeed most beings with inhuman mindsets. After that communication can start, and then- who knows? Maybe you'll find a way to reach them, or at least direct them somewhat. It should also be noted that when one stares into the eyes of evil, the eyes of evil stare back. Unlike some of Michael's other doctors your mind will be much sturdier in the face of such evil; not immune to direct attack, but anything less will fail to truly change or harm your mind, and you'll still be resistant even to that.



Serial Killer Perks

The Devil's Eyes (100 CP)- Emotionless, remorseless. If the eyes are the window to the soul, then yours is cold and black. You can deaden your emotions entirely, feeling no sadness, regret, guilt, empathy, or anything else that might stay your hand when killing. Doing this will give you an unnatural, haunting presence that makes people question whether or not you're really human… or pure evil, wearing a human disguise. This will also significantly deaden your response to pain, letting you show little to no reaction to even the most grievous of damage.

The Boogeyman (200 CP)- A man can die, or fade into an obscurity. But even if the man dies, their myth can live on well past the end of their life. The actions you take, great or terrible, will quickly grow in notoriety, and with time will become urban legend- for you are the one that goes bump in the night.

Evil Incarnate (400 CP)- You've killed again and again, and in doing so have become a master of your craft. Knives, fists, whatever you happen to find lying around; if it can be used to kill then you can use it with brutal efficiency. This is less mastery or skill with the weapons you use and more of an instinctive, natural knowledge of how to kill with them by targeting the vitals. You might not be able to outfight a master martial artist, but if you can get your hands around their throat they're as good as dead- and when it comes to a fight to the death ferocity and brute strength can overpower even the most prepared fighter. Especially when each successful blow you strike is enough to cripple- if it doesn't just kill them outright, that is. Not only are you skilled with weapons, but you're also naturally good at stalking your prey; tailing them unfailingly, going unseen, hiding in plain sight, or disappearing the moment they take their eyes off of you.

The Shape (600 CP)- Is Michael Myers merely a man possessing great brute strength, or something more then human? The world may never know- but you might, as you are now his equal in strength. You're strong enough to rip a tombstone out of the ground and can even tip over a car with enough effort. Using this brute strength against a human would allow you to lift them up with one hand, or crush their head into paste with one stomp. Your durability is nothing to sneeze at either; while you're not any more bulletproof then the average person, you could take six shots to the chest, fall off a second story balcony, and walk off in the span of a few seconds. You could even survive an explosion or being shot in the head- twice- though healing from that might require a decade's worth of rest via coma. But you'll come back, all the same.



General Perks

Theme of Halloween (100 CP)- The theme heard in Halloween is almost, if not more recognizable than Michael Myers' modified Shatner mask. You can play this classic theme at will, and can even choose who hears it, if you want to terrify people on your own time.

Drop In Items

Silver Shamrock Masks (100 CP)- "Happy happy Halloween, Halloween, happy happy Halloween, Silver Shamrock!" A simple set of masks, yet highly popular with children; you have a witch's mask, a skeleton, and pumpkin. They even glow in the dark! Of course, that's not all they do; the masks have been imbued with a piece of rock stolen from Stonehenge, powering a spell that turns the wearer's head to mush when a certain commercial plays. Not only that, but it's protected against tampering with a powerful laser hidden in a small chip in the mask. Wearing this is probably not a great idea, but every time you "use" one of the masks you'll get a new one.

Commercial (200 CP)- A commercial for what, you ask? Why, whatever you want! Advertise your new book or a new line of masks; your ad will run on every major television station of whatever world you end up on. The only limitations are that it must be appropriate for daytime television, and it must run for no more than a minute. You can even change the content of your commercial every ten years if you'd like, no hassle required.

Stolen Stonehenge Rock (400 CP)- How did you get this? Well, I suppose it doesn't really matter. You've somehow come to possess one of the rocks that used to make up Stonehenge. Stonehenge is actually a place of incredible magical power, and that power has seeped into the stones of the monument due to the manifold rituals that have taken place at the ancient site over the years. Essentially, this rock acts as a magical battery, from which you can siphon incredible amounts of magical power from. You could even break pieces off in order to create actual magic batteries. Tapping into the power of the stone is up to you, but if you can pull it off you might just have enough power to affect an entire nation…



Survivor Items

Car (100 CP)- Your standard car available in whatever time you've found yourself in. It can be high-end or look like a hunk of junk, if that's what you're into, but it'll run well regardless and post-Jump you'll find it never runs out of gasoline or requires maintenance from regular use.

Armory (200 CP)- A huge collection of firearms; mostly rifles and shotguns, with a few revolvers, pistols, and knives thrown in for good measure. Hell, you can even have a crossbow if you want. All of these weapons are contained in a small armory attached to your Warehouse, inside of which you'll find all the tools necessary to maintain your weapons as well as a replenishing stock of ammunition.

Compound (400 CP)- A decently sized house in the middle of the woods; this seemingly humble abode has top-of-the-line security, including a fence and gate that can be opened or closed remotely with an attached communication system, numerous cameras littered around the property for surveillance, as well as bars on all the doors that can be activated with the press of a button. You even have a panic room somewhere, which can also be hidden or revealed with the press of a button.



Doctor Items

Revolver and Long Coat (100 CP)- A revolver and stylish long coat. While usually the symbols of a hard-boiled PI with a chip on his shoulder and nothing to lose, here you might use it for a different purpose- catching a killer before they catch someone else, especially you. The revolver replenishes its ammo every day if it has previously been spent.

Tranquilizers (200 CP)- You have several doses of powerful tranquilizers, used in mental hospitals to subdue rowdy patients. One or two doses should be enough to throw even a brute like Michael for a loop; with the amount of drugs you have, sticking him with all of them will either stop his heart or put him to sleep for a very, very long time. Your drugs and syringes will replenish a day after use.

Asylum (400 CP)- A large penitentiary, run and operated by you. You might be the head doctor or simply the warden, but whatever you are- and whatever reason you have for wanting such a thing- you'll find that so long as you're not obviously breaking the law that the government mostly leaves you alone. All the employees are surprisingly loyal to you, though not to the point of being suicidal. The only problems left, really, are the prisoners…



Serial Killer Items

Murder Weapon (100 CP)- A simple close ranged weapon, yet highly effective for what it is. It might be unnaturally sharp, capable of slicing through someone's sternum like a knife through butter, or smashing someone's head into pulp. Not only that, but you can put as much brute strength into your attacks as you'd like without fear of them breaking. This can be a particular weapon, in which case you can import one for free- however, if you'd like you can instead find simple weapons such as these with surprising regularity. You'd be amazed with what you can with the stuff lying around, and while it may not have any fancy enchantments or technological enhancements there's a lot to be said about a simple kitchen knife or pipe.

Nondescript Clothes (200 CP)- A simple mechanic's jumpsuit, or maybe some other uniform. It doesn't belong to you, but that's the point of this simple disguise; while wearing it, people won't pay you much mind. Even if you're wearing a mask to go along with it, so long as you're not acting too strangely people won't pay you too much attention.

Halloween Mask (400 CP)- A mask hides who someone really is, but at the same time it can show who the wearer really is. This mask is much the same; taking on an appearance that best suits the owner, this mask is capable of evoking raw, primal terror in your enemies when it is worn. The mask is suitable for hiding your identity if you care about that, and if one of your victims happens to fight back they'll find that the mask is harder to pull off then it should be. On top of all this, while wearing the mask others will find it hard to call you entirely human, using phrases such as "it" or coming up with nick names to describe you instead.



General Items

Halloween Costume (Free)- There's only a few more days until Halloween. You do have a costume, right? Well, if you don't you can have this for free: one high quality Halloween costume of your choice. If you already have a costume- or simply don't celebrate Halloween- you can also choose to get a set of high-quality threads instead.

Halloween Warehouse Theme (100 CP)- Want to decorate your Warehouse in the spirit of Halloween without the hassle? Well, now you can; by pressing this button- added in a convenient location somewhere in your Warehouse- you'll find your Warehouse transforming before your very eyes as Halloween decorations appear from nowhere, as if by magic. All of the structures and other Warehouse add-ons you have will be given a spooky theme, and if you wish fog can pool close to the ground, adding to the spooky atmosphere. Once Halloween is over, pressing the button again will cause the decorations to disappear- no need for any clean up.

Halloween Franchise Merchandise (100 CP)- You have a large collection of Halloween related merchandise; everything from clothes to posters, and everything in between. This also includes the movies in both DVD, Blu-Ray, and VHS.

Candy Bowl (100 CP)- If you've got a sweet-tooth then this is the item for you. This bottomless candy bowl never seems to run out of candy, of which it is filled with the highest quality of confections from Almond Joys to Whoppers. Basically any mundane candy can be found here if you look hard enough. As an added bonus, if you leave it out on your porch with a sign any trick-or-treaters will only take however many pieces you specify.

Companions

Companion Import/Creation- You may import or create a single companion for 100 CP, four for 200 CP, or a full set of eight for 300 CP. Each companion gets 800 CP to spend on perks and items as well as a free Origin.

Canon Companion- Want to take Laurie Strode away from her psychotic (possible) brother? Would you like to introduce Doctor Loomis to the disturbed individuals of other worlds? Maybe you want to take Michael Myers on your next killing spree; whatever the case, you can take one canon character with you for 100 CP, provided that you can convince them to come along with you.



Drawbacks

You can take up to +600 CP in drawbacks.

Mute (+100 CP)- It seems you can no longer speak. Perhaps you've forgotten how, or maybe your vocal chords have been damaged. In any case, you won't speak a word during your stay here- but screams of pain are still allowed.

Hallucinations (+100 CP)- Your vision is clouded with images of things that aren't actually there. People from your past, scenes of violence and death… a white horse, for some reason. Distinguishing what is real from what isn't will be hard for you.

Forty Years Later (+100 CP)- Your stay in this world has been extended by thirty years, for a total of four decades spent here. In addition, you'll find that as the years go by you'll feel and look older, in spite of any non-human physiologies or abilities that should prevent that sort of thing.

Thrill of the Hunt (+200 CP)- You just can't help yourself. Sure, you might not want to murder everybody you meet, but eventually you'll come across someone that just pushes all the wrong buttons. After that, you'll quickly find yourself going on a murder spree until you're finally captured or killed, or whatever unnatural bloodlust that has taken hold of you wears off.

Not Savvy (+200 CP)- Horror movies weren't really a big thing that long ago. Sure, you had a couple, but this was before the slasher genre really hit its stride. Because of that, the behavior of the protagonists may seem a bit… off at times. Not confirming their kills is one problem, but you'll also find yourself running into basements or the second floors of houses when faced with danger, if you don't trip while running away. If nothing else, you'll find that you have pretty bad luck and tend to make dumb choices when you're in a pinch. If you're more like Michael, you'll find yourself toying with your victims a lot more then you really should.

Screw Loose (+200 CP)- You're a bit on the loony side. Maybe the stress finally got to you, or maybe you looked into the mind of madness and came out madder then you were before. You act in concerning, sometimes frightening or chaotic ways, and grow worse under stress. While you won't necessarily do anything you wouldn't normally do, you might also find that your definition of right and wrong is looser than it was before.

The Chase Is On (+300 CP)- The Shape has decided that you are his next target, and will seek to hunt you down at all costs. Worse, your powers from other worlds are ineffective against him- pyromancy fails to char his flesh, and even grand warpings of reality fail to unmake or even contain him for long. The Shape is relentless; following you wherever you go, and if you fail to protect yourself his knife will cut you down as easily as any other person in this world.

Connected (+300 CP)- Previously, one of the timelines- the one belonging to the Season of the Witch- would be almost entirely unconnected to the others. Now, it's not- and the consequences of that are far reaching. First, pick one of the non-Season of the Witch timelines. In that timeline, you will find that the events of the Season of the Witch will happen… with one major difference. Conal Cochran, taking inspiration from the Michael Myers killings, has decided to shift his focus from using Halloween masks to enact his sacrifice to the spirits, to using his androids to do the same. Imbuing them with pieces of Stonehenge, the androids are now just as strong if not stronger then the masked murderer. Discretely smuggling these android assailants all over the country, they will begin a spree of terror on Halloween that will engulf America in chaos and death. Even if the androids are killed, its slayers will find that the original spell still works- the mechanical murderers dissolving into snakes, spiders, and other venomous creatures to further threaten people on Halloween night. Once Halloween is over the androids will stop their spree, going into hiding- until next year.

The Curse of Thorn (+300 CP)- A mark has appeared on your arm; the symbol of a curse that will drive you to destroy everything that you love. The Curse of Thorn will take hold of you, twisting your mind until you desire the death of your family- or, failing that, the death of your friends and other allies, only being satisfied with their deaths.



Ending

Effects of drawbacks disappear.

Go home

Stay here

Continue Jumping

Notes

-YJ_Anon