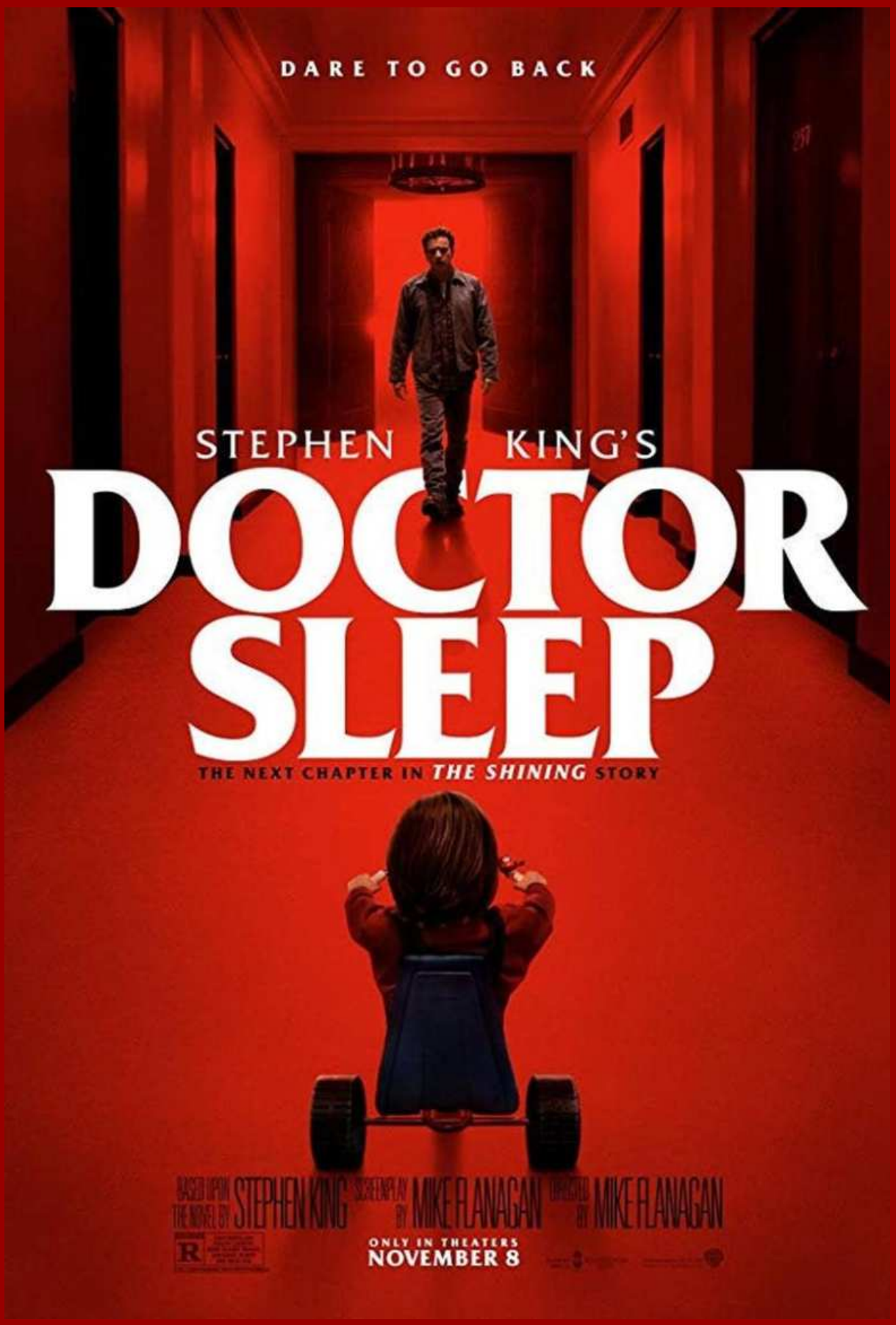

DARE TO GO BACK
STEPHEN KING'S
DOCTOR SLEEP
THE NEXT CHAPTER IN THE SHINING STORY
BASED UPON THE NOVEL BY STEPHEN KING
SCREENPLAY BY MIKE FLANAGAN
DIRECTED BY MIKE FLANAGAN
R
ONLY IN THEATERS
NOVEMBER 8

In a world much like our own, dark things move where people don't look. Hotels look out over the Rocky Mountains with hungry windows. Spirits wander between the worlds of the living and the dead, some benevolent, many starving. Here and there, folk are born with the Shining, a psychic power that connects them to others and to the world of spirit. And here and there, people have learned to feed on that power by killing the Shining in pain and drinking in the 'steam' they produce in their agonies.

Take 1000 CP.

You're gonna need it.

Locations

Roll 1d6, or pay 50 CP to choose.

1. **Anniston, New Hampshire.** The hometown of Abra Stone; a pleasant little township where not much seems to happen.
2. **Frazier, New Hampshire.** The town where Danny Torrance pulled himself out of the pit of alcoholism with the help of true friends, and earned the nickname 'Doctor Sleep' at the hospice.
3. **Adair, Iowa.** Hometown of Bradley Trevor, the 'baseball boy' the True Knot will one day track down.
4. **True Knot Camp**. They wander here and there throughout America, a convoy of motorhomes and vans. They make camp for a while, then move on. You can choose to arrive in a camp they've already left, or their current one.
5. **Overlook Hotel, Colorado.** A hotel stained with death. Delbert Grady succumbed to cabin fever, killing his family and himself. Jack Torrance tried to kill his family, and died of cold. A place that hates you. A place that hungers.
6. **Free Choice.**

Origins

You may take any Origin as a drop-in.

Wanderer: You're running from something. Maybe bad memories, maybe an addiction, maybe something chasing you that's all too real. You don't stay in one place too long - but maybe you can find somewhere to put down roots.

Innocent: The world hasn't hurt you, yet. Maybe you're a kid. Maybe you've just had a fortunate life. Whatever the case, you're hopeful, optimistic - and you might face a harsh lesson when you learn how dark the world can be.

Ordinary: You've lived a life untouched by the supernatural. Maybe you've had a hard time, but it's been for normal reasons - drink, or hard times at work, or difficulties in marriage. Maybe you can keep your head down, and one day you'll die untouched by the supernatural. Maybe.

Monster: Behind your eyes is something horrifying. You've done things that would make hardened criminals blanch, and you'd do them again. You walk amongst normies and rubes like a wolf among sheep, picking out your prey, and when you take the hindmost they shiver, and do their best to forget.

Perks

General

The Shining (100 CP)
You possess the Shining, a mysterious, psychic power. You have a semi-unconscious ability to 'read' others; you can get a sense for what people are thinking or feeling if they're nearby or you feel a strong connection to them, you can get a sense for the feeling of places, and particularly in times of stress or heightened focus you can anticipate people's actions before they take them. Finally, you can sense when someone's near death; this might manifest as just an intuition, or maybe something more obvious, like seeing nonexistent flies hovering around them.

You may purchase further skills from the 'Shining' section below.

Bright Shine (500 CP; requires The Shining)
You have an extraordinarily powerful Shining, the equal of Abra Stone. You can use your powers on a scale an order of magnitude greater than most Shiners (where they could Send a hundred miles away, you can make a thousand etc), and can learn and apply new skills with your Shining as if on instinct. Fine control isn't so easy, and you can still use your abilities without meaning to in times of high emotion, but once you learn to master your abilities you'll be incredibly powerful. Until then, though, you'll also make an incredible feast.

Wanderer

Road to Nowhere (100 CP; free Wanderer)
You know how to navigate the world as a vagrant, how to safely hitchhike and get transportation, how to avoid cops and you're able to pull off various petty crimes like shoplifting with relative ease. You're good at finding a couch to crash on and, failing that, know how to deal with the elements. Finally, you have the kind of patience and security in

your self-worth required to beg, and when you do so in a place people frequent you can be assured of at least getting enough to make it to the next day.

Looking to Make a Change (200 CP; discount Wanderer)
Fancy a quiet new job, an opportunity to switch careers? Opportunities for new work come along frequently for one of your talents, often in secluded and serene parts of the world. On paper the work doesn't seem too demanding, so there's plenty of time for any hobbies, and even if it doesn't make you wealthy, you'll be able to support yourself. On the other hand, such places have a tendency to be a little odd, or bring you into contact with 'interesting' people and events - for better and worse.

Drowning the Shine (400 CP; discount Wanderer)
You've learned to hide your light under a bushel, concealing your true self from those who might hurt you. This applies on both a mundane and a supernatural level; you're good at passing beneath notice or looking non-threatening, and you can conceal any supernatural emanations you might give off. Those who look very closely might still see your true self, but to any casual observer or someone without a reason to look closely you're just one of the crowd.

Innocent

No Problems Here (100 CP; free Innocent)
You're good at explaining things which would normally seem suspicious. You're a kid talking to a man four times your age? He's your uncle! You're sneaking around school after dark? You forgot something important, and you need it before tomorrow! You won't be able to explain *everything* away, and you're not guaranteed to escape all punishment, but people tend to give you the benefit of the doubt to a certain extent.

Just Imaginary (200 CP; discount Innocent)
All those horrible things? They're just imaginary. ...Well, not necessarily. But you've got a kind of talent for compartmentalization that lets you push away traumatic experiences so they won't affect you in your day to day, and you can help others do the same by talking to them. The trauma will still be there, and they'll have to face it one day, but for now... best to pretend.

Furthermore, if you have **The Shining**, you can separate that (and any other power that might be a conduit for terrible things) off into a part of your mind. It'll keep traumatic visions and other such awful knowledge away from you, until you ask it to reveal them to you. Whatever happens then is on you.

Shine On (400 CP; discount Innocent)

Until now you've seen the lighter side of the world. Even now you're plunged into darkness, though, you can carry that light with you. You have an incredible well of determination and will (some might call it recklessness), enough for a child to stand up to a gang of immortal sadists, and a sense of hope that can carry you through dark times. Moreover, you have a way of spreading that hope to others - inspiring them to fight back against horror and darkness, rather than meekly accepting that the world is a cruel place.

Ordinary

Day Job (100 CP; first free Ordinary)
You've got a steady, mundane sort of job which keeps you reasonably comfortable in terms of income. You've also got the skills for that job, at the level of an experienced professional. This work must be fairly ordinary, but you can pick its precise nature, from engineering to plumbing to accountancy. You could also pick 'writing', in which case you could be about as prolific as Steven King.

Additional skills at the same level may be purchased for 100 CP apiece (non-discounted).

Used to Be a Hunter (200 CP; discount Ordinary)
Or maybe you're ex-military. Whatever the case, you're a damn good shot with a variety of guns, able to make accurate shots at good range even in a tense or violent situation. Furthermore, you're good at concealing yourself in natural environments, at laying ambushes and traps, and you can live off the land if you need to, provided you've got the right tools and equipment. Finally, you know all the ins and outs of caring for and maintaining firearms in good condition, even when away from civilization.

Uncommon Sense (400 CP; discount)
You've got a practical mind, and are very good at the sort of down-to-earth, simple reasoning that can cut through complexity to achieve a goal. Why organise a climactic standoff if you can shoot the tires off a van and make momentum do your work for you? This same practical sense lets you quickly assimilate new information and get on with this ("Psychics are real. Okay."), as well as quickly identify points of failure that grand planners or dreamers might miss ("And you expect them not to just take the money and go?"), not getting caught up in their imagination.

Monster

Sheep's Clothing (100 CP; free Monster)
You're able to put on an act of normality no matter what you've done, able to slip into ordinary society and go grocery-shopping even if you've just come from torturing a person to death. This won't conceal any physical evidence, but you can put on a mask of normal

behaviour no matter how alien your morality or mentality - good enough to fool the rubes, though there's no guarantee if they can get behind your eyes.

Scream For Years (200 CP; discount Monster)
You're a master when it comes to inflicting pain and suffering, whether with your powers or more mundane means, as well as intimidating others. Maybe you're not the best fighter, but you know how to make your hits *hurt*, and place them where they'll be debilitating - which can make a hell of a difference in a fight - as well as put the fear of God into others. You've also become an expert in torture, able to inflict horriffic pain with simple or complex tools and methods, and to keep someone from passing over into death for a long, long time.

Steam Eater (400 CP; discount Monster)
You've transformed into the same kind of psychic vampire as the Brotherhood of the True Knot by eating the 'steam' produced when a Shiner dies in pain. By consuming this psychic essence, you can heal your body and extend your lifespan - not indefinitely, but if you eat every decade or so in this way you'll be able to live for thousands of years. You're not dependent upon this feeding in itself, but if you don't feed you'll slowly revert towards your true age - potentially dangerous if you've gone beyond a mortal span.

You can also induce this change in others, effectively giving them this perk, though remember that this might mean splitting any Steam you make with them.

The Shining

You must take the Shining Perk to purchase skills from this section. Even if you don't buy a skill, you may still develop it through practice if you possess the Shining.

Each skill costs 100 CP, unless noted otherwise.

Listening
You've become proficient in one of the most common talents amongst those with the Shining. You've refined the instinctive ability to 'read' others to the point that you can hear the surface thoughts and feel the emotions of others consciously. This can become overwhelming in places where emotions are running high amongst many people, however, unless you have the control to shut down your psychic senses, and going deeper than surface thoughts or memories people are currently recalling requires different skills.

Looking
You can use the Shining to perceive things far away, or even to look into the past, as well as sense the 'vibe' of a location in more detail. 'Navigating' this sense is far easier when you

have a connection to or personal knowledge of whatever or whoever you want to look in on or, in the case of viewing past events, can touch an object in question. However, powerfully emotional events, particularly when they happen to those with the Shining, can 'draw' your sight, blotting out other events, or even cause you to Look involuntarily - perhaps when you're asleep.

Pushing
You can use your Shine to push thoughts and desires into the minds of others, compelling them to listen to you, do what you say, feel things that you suggest and even take on hypnotic suggestions which will trigger later on. The more extreme or irrational (from their perspective) the action you compel someone to take, and the stronger the target's will, the harder it is to compel them. It's easier to compel people to take short-term actions than long-term ones, unless you can regularly renew your Push. In times of high emotion you might unleash a Push without meaning to.

Sending
You can use your Shine to project your spirit out of your body - leaving it blank-eyed and catatonic - and out into the world. This can be used to travel far away and contact or assault the minds of others, or to enter their minds and rifle through their thoughts and memories - though this might result in you becoming trapped or harmed if their mind is strong. It can also be used to send thoughts, images and memories to others, especially if they have the Shining, or even to transmit physical messages (like chalk writing) over long distances, which doesn't render you catatonic.

Possession (Requires Sending)
An especially powerful form of Sending, if you can send your spirit into another's mind, you can take control of their body - especially if they're asleep or unconscious. If they're aware, taking control of their body will be a struggle that will require iron will or overwhelming power on your side to win - though even that struggle might have value, if you can distract an enemy, or hold them still for a moment. While possessing a target, you can use your Shining and any other psychic abilities through them, though this may be difficult due to splitting your concentration.

Projection (Requires Sending)
Where possession uses Sending to take control of a victim's body, a Projecting psychic instead uses a similar method to fill another's mind with the images they want them to see. In short, Projection allows you to create illusions and hallucinations in the minds of others, making them see things that aren't there, or miss things that are. This requires the same concentration Sending normally does, though, leaving you largely unaware of your own body while filling the minds of others.

Tracking
You've trained your Shining for sensitivity, enabling you to clearly pick up on the Shining of others, as well as other supernatural emanations, and to track them over long distances, as well as pick up on their power. If you have an item of importance to someone, or which they've imprinted on via a powerful emotional event, you can use that to track the person as well, sensing with your Shining where they are in relation to you.

Fortification
You've turned your Shining inwards, enabling you far greater control over your mind. You are more able to defend your mind against hostile Sendings or other psychic attacks (potentially by turning it into a trap for those who would attack you that way), to dampen your Shining against Trackers, resist Pushes and deceive those who might Listen in. With time and practice, this command of your own mind might lead to more internal benefits, such as better recall or control of your own impulses.

Boxing (Requires Fortification)
You've learned a talent that Danny Torrance honed, forming boxes, cages or other means of confinement within your mind. These can be used to lock away spiritual or psychic entities with your will and Shining, sealing them up where they can't do any harm, though in order to catch something other than a spirit you'll need to bring them into your mind. This ability requires great concentration to perform, so too many enemies at once might overwhelm you before you can perform it, though you can hold spirits indefinitely. You can also release them later when you wish.

Telekinesis
Perhaps the most obvious talent, you've learned to wield your Shining as a hammer, exerting physical force in the world. This telekinesis is often crude and momentary, allowing you to slam and lock doors, twist a steering wheel or momentarily turn aside a weapon, but that may be all you need. With time you may gain more finesse with this ability, or become able to use it at a greater range than a few feet - but your telekinesis may also flare up in response to strong emotions such as anger or fear.

Premonition
Your Shining opens up the future to you - at least a little. You sometimes get premonitions, in dreams or when you're looking, of emotionally-significant events in the future, generally either relating to you, those you're close to, or to events which will have such wide fallout that they influence a whole society (such as Abra's premonitions of 9/11). These generally take the form of momentary glimpses and visions, without much context, and can be difficult to interpret. There's not much you can do to make the visions clearer, but you may learn to interpret them better.

Items and Companions

General

Companion Import (100 or 400 CP)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may not take Drawbacks. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 600 CP each instead.

Wanderer

The Essentials (100 CP; free Wanderer)
No matter the conditions, this backpack always seems to have the essentials. A little money, a couple days of food and water, and enough to rig up a bit of shelter if need be.

Ticket to Ride (200 CP; discount Wanderer)
This ratty old ticket doesn't look like much, but there's something special about it. Maybe it's got a little Shine of its own. Whatever the case, this ticket seems to work for any kind of public transport; from buses to cars to airliners, if you show this to get on you'll be allowed. It won't get you into private or exclusive transport, and it won't get you high-quality passage (e.g. on a cruise ship you'd get the most ordinary cabin, on a plane you'd get economy-class seats), but you can be assured you'll be able to go.

Bright Spot (400 CP; discount Wanderer)
There's a piece of land, a home or a business, and there's something special about it. You might have inherited the place, or just know about it while others are uninterested - but whatever the case, it's got a Shine of its own, a kind of presence above and beyond an ordinary location. However this manifests, some past event imprinted itself powerfully upon this place, and now it seems drawn to (or draws in) the supernatural. This Shine may draw in wolves and lambs alike, and not all of your guests will necessarily be friendly - but you'll have the home-field advantage, because even if this place doesn't have a voice exactly, or a mind as people do, it's got a will, and that will is loyal to you - or at least it's less harmful to you than the other guy.

This location may be combined with any other property you have in this setting, whether bought in this jump or imported from another.

Innocent

Tales of Horror! (100 CP; free Innocent)
You've got quite the selection of slasher paperbacks, horror novels and true crime exposés. Should someone your age really be reading those? Whatever the case, these make for good reading, and might even give you some clues about how to enter the darker side of the world, as long as you can sift fact from fiction.

Silver Screen (200 CP; discount Innocent)
A television which to all observation looks utterly ordinary. However, it has a subtle but powerful property; while watching it, the programming seems to drown out surrounding influences, whether those be parents fighting in the other room, dreadful visions or a hungry, searching thing looking for your Shine. You can't really do anything else while making use of this, but it's got its applications.

Friendly Focus (400 CP; discount Innocent)
You have a personal object; perhaps a toy, a piece of jewellery or something else, which seems almost to absorb the Shine. If you have the Shining yourself, you can infuse your power into this focus, where it will act to help you - perhaps lending you power when you need it, focusing your power if you channel it through the focus, or waking you if someone's sneaking into your home. Even if you don't have the Shining, this object can absorb it from other places and people to help you in the same way, and while you have it nearby it will shield you to some extent from the Shining of others, leeching power from their efforts.

Ordinary

Home Sweet Home (100 CP; free Ordinary)
Your own home; a small but comfortable apartment you need never fear losing due to falling behind on rent or similar. It's not all that glamorous, but it's cosy, it makes you feel at home, and it's got some nice little comforts.

For an additional 100 CP (non-discounted to Ordinary), you may expand this item to represent a comfortable house of your own; not massive, but a respectable home.

The Old Machine (200 CP; discount Ordinary)
This old car's seen better days, but it's a classic and it'll keep running for a long while yet. It's a bit ornery and it's got its quirks, but it handles for you like no other, the fuel efficiency is incredible, and it never seems to break down. Even should it be damaged, you'll find you're either able to repair it yourself, or find someone else who'll do the job for a very reasonable price. Finally, the car seems to resist the influence of any supernatural powers from those opposed to you, as if it's loath to betray you.

Community (400 CP; discount Ordinary)
You're a figure in the community; around where you live, you're well-known and people are pretty well-disposed towards you. You can generally ask for small favours, like getting preference on rent for you or a buddy, but more importantly this community acts as a web of contacts. People tell you things, and if you ask around you can almost certainly find someone who knows someone who can sell you something you need (a good gun, for instance), or get details on anything relevant to the community. Finally, if things start really going down, you can count on your community to have your back, at least to some extent. Maybe they won't fight supernatural monsters, but they might let you lay low in a basement.

Monster

Van (100 CP; free Monster)
You've got a nice, spacious motorhome, caravan, van or other vehicle you can pretty comfortably live out of. As well as a set of spare, fake registration plates - for emergencies.

Canisters (200 CP; discount Monster)
A set of six canisters which can contain the 'steam' harvested from unfortunate Shiners indefinitely, three of which are full at the start of the jump. Each canister can contain the 'steam' of one person, preserving it for the future. You know how to make more canisters (this requires some time, some good tools and a few relatively rare metals, but it's not too hard), and they can be used to contain similar amounts of other types of supernatural energy, such as mana, chakra or Investiture, though you'll have to handle getting it into and out of the canister.

Cult (400 CP; discount Monster)
You have a dozen or so loyal followers. They each have the Monster Origin, the Shining Perk and 400 CP to spend, but may not take Drawbacks. They're loyal to you, and willing to do horrible things so long as you can keep them loyal, but you'll have to lead them - and if you don't, they might get unruly.

Drawbacks

You may take as many drawbacks as you like, but may not gain more than +1000 CP from any combination.

Page to Screen (Free; Toggle)
You may choose to jump either into the world of the book *Doctor Sleep*, or that of the film - there are a few differences between the two.

Round and Round Again (Free; Toggle)
You may choose to insert into the time-period of *The Shining* instead of that of *Doctor Sleep*. If you choose to do this, you will begin in or near the Overlook Hotel.

Hard Mode (Free; Toggle)
Take this Jump as a Gauntlet instead. You begin with 0CP, and must take Drawbacks to purchase any perks.

Bad Impressions (+100 CP)
You have a habit of making bad first impressions. Maybe it's the way you dress, or the way you look, or just an unfortunate result of doing things for supernatural reasons that from a mundane perspective look suspicious, but you're going to have to work hard to get through these troublesome first impressions. If you do something *really* suspicious, you might find yourself answering some questions from the cops.

Destitute (+100 CP)
You're homeless and without much in the way of prospects or money; you've got enough for a few bus fares but not much more than that. Any money or wealth you bring from other worlds or in your Warehouse won't be accepted - and you might find yourself in trouble for attempted forgery. You'll need to find a way to support yourself.

Just a Kid (+100 *or* 200 CP)
For 100 CP, you're not an adult. Instead you're a kid, with all the benefits and limitations of that status: You can't drive a car, you can't work for money, and you probably have parents who keep track of what you do and have a great deal of power over you. On the bright side, you don't have to support yourself. For an additional 100 CP, anything unusual you try to bring to the attention of adults, unless they already have personal experience with it, will be treated as the results of an overactive imagination. You might be able to get them to take you seriously, but it'll take a lot of effort.

Drowning (+100 *or* +200 CP)
You're caught in the grips of an addiction - to alcohol, drugs or some other vice or habit. It hurts you, drives you away from others and drags at you, trying to pull you down into self-destruction and despair. You can fight it, resist it and try to kick the urge - but it won't ever go away. You can resist indulging, and you can get better, but in your darker moments it'll always be there as an option. Willpower perks can help here, but they won't solve it for you: It'll always be a struggle

You may gain an additional 100 CP, but when you indulge in your addiction your Shining and any other supernatural powers you possess are weakened and suppressed; you can

barely use them, if at all, through the haze of your addiction. You cannot take this extra 100 CP if you have no supernatural powers.

Caught the Scent (+300 CP)
The Brotherhood of the True Knot have caught your scent, and they want to hunt you down. To turn you and make you a part of their club, to kill you in agony and drink your steam - or just to kill you in agony. You can shake them for a while, but they'll always come after you again unless you destroy them in their entirety. They have the influence to dissuade any attempts by you to bring the authorities down on them - though individual members of the police or other groups may be willing to help you, off the clock.

The Other Side (+300 CP)
You're haunted. A group of hungry, monstrous spirits have latched onto you as a source of life and power, and they want nothing more than to devour you. You can never be sure when they'll appear. It won't be too often; it's hard for them to find their way back from the other side - but they'll come, with the intent of devouring your very spirit. You'll need to find a way to ward them off, or escape them whenever they arrive, if you hope to survive.

Dimmed (+300 CP)
You lose access to your Warehouse, and to all powers, magic and items not purchased in this jump, apart from your body mod. Perks representing skill or luck can still be retained.

Notes

On the Shining

The skills outlined above are not the limits of what may be accomplished with the Shining; they're guidelines and examples drawn from *Doctor Sleep* (book and film), and *The Shining*. With time and experience, a jumper could almost certainly develop further powers - perhaps extending Listening and Sending to understand and swiftly tame animals, or control an animal and their own body at the same time. Telekinesis might be extended into a similar level of control over elemental forces like fire or electricity. Perhaps one could turn their Shining upon their own body to reinforce it. In any case, such skills would take a long time and extensive (possibly-dangerous) experimentation to develop.

On Steam Eater

In future jumps, you can consume other forms of supernatural power for the same benefits. You might consume chakra in *Naruto*, or feed on Stormlight or Breath in the Cosmere. As a rule of thumb you need about whatever a person of moderate power (in this jump, someone with the Shining) might hold to sustain one person for around fifteen years or so, if extracting it involved killing or tormenting a victim, or closer to one year if it didn't. If you

have some other form of regenerating power, you can consume that power directly to regenerate yourself and revert your ageing, though this is less efficient still.

When you enter a jump, you may choose to deactivate this perk; if you do so you'll age at a normal rate, no matter how old you are, but you can't use Steam Eater to heal or reverse your ageing. You may reactivate it by consuming energies in this way, but if you do so you can't deactivate it again until you enter a new jump.

On Properties

Any Items you've bought in this jump which represent stationary properties (primarily **Home Sweet Home** and **Bright Spot**) may either be inserted into future jumps in appropriate locations, their appearance and nature optionally being modified to fit the setting, or kept as attachments to your Warehouse. You may choose whether or not to insert a property at the beginning of each jump.

On Friendly Focus

If you have other types of supernatural or psychic power, this item may absorb, channel and use them in a similar way, though its ability to do so is relatively limited by its (mostly) inanimate nature. It might serve as a reservoir of chakra, or act as a decoy to chakra-sensors, but it won't be casting jutsu itself unless you somehow use it as a medium to do so.

Changelog

28/10/2022 - Corrected Steam Eater to be more accurate to the source material, by providing life for longer.

By QafianSage
With a debt owed to Myrm and zookdook1