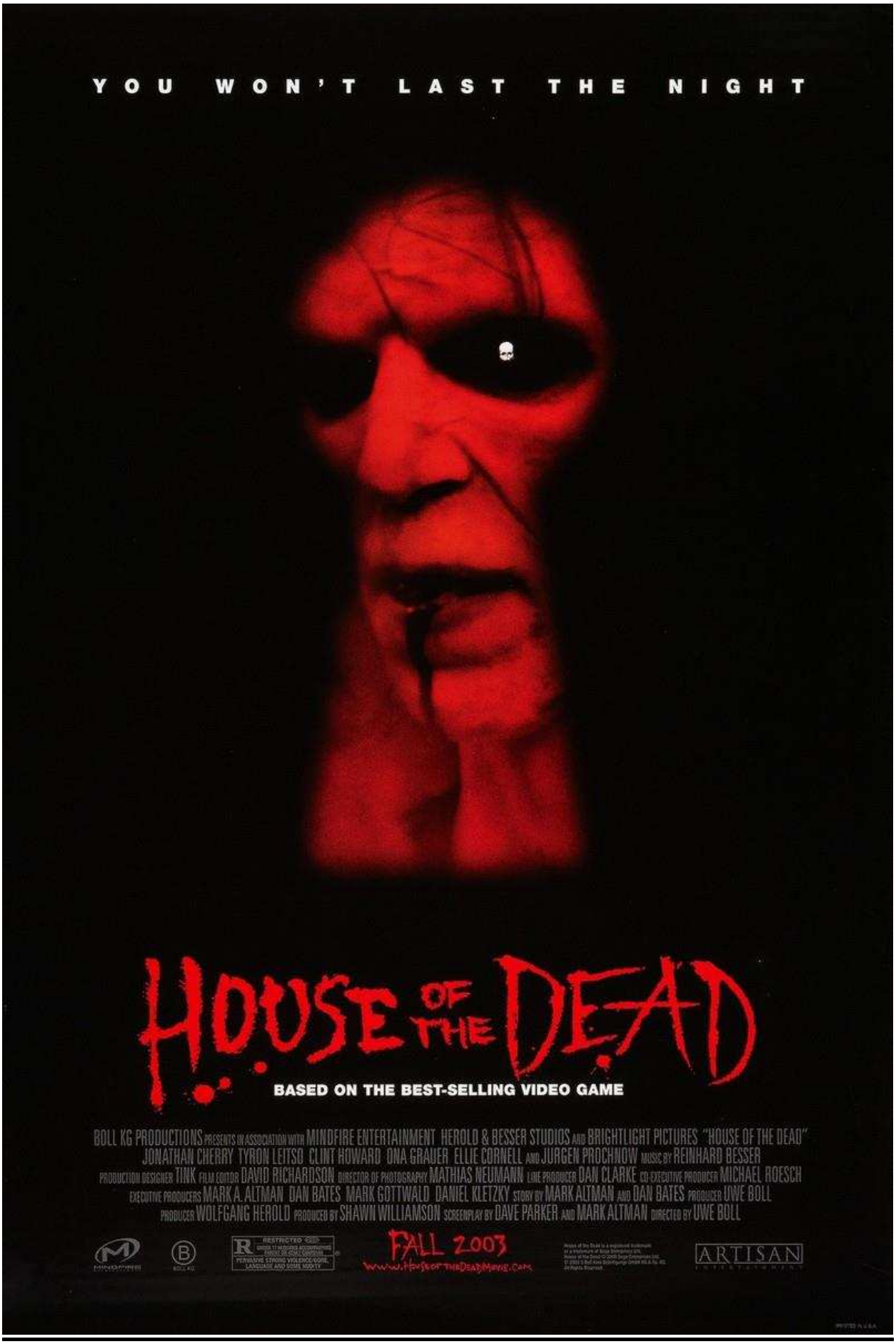

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FALL 2003
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The House of the Dead (Movie) Jumpchain Version WIP

By Atma-Stand in the style of TroubleX27/Pgx27

It was a nightmare. So many dead, so many victims. It all started a few days ago with a rave held on an island off the coast of Seattle. Known as Isla del Morte, this island has been the home of cutthroats and smugglers since the days of colonialism. Nowadays, the stories do not hold as much weight, and with the rave of the year being held there, the island's mystique faded even further. Of course, that's how it appears anyway. In truth, the rave was organized and held by a lingering figure from Spain's colonial days, one who has sought to use the ravers as a means of resupplying his stock of fresh materials.

It's about to get pretty chaotic here, Jumper, so I've smuggled in about **+1,000 Character Points** to help you out. Try to last the night.

Origins

You may maintain your gender from the previous Jump or change it for FREE. As for your age, roll a 1d20+18 if you are a Survivor and a 1d100+18 if you are of The Dead.

- **Survivor (FREE) –** Whether you received an invitation for a rave at Isla del Morte, visited the island to deposit illegal goods, or were part of the United States Marine Patrol on a routine patrol, you found yourself on the island facing the hordes of zombies that roamed its shores and forests.

- **The Dead (FREE) –** I hate to say it, Jumper, but you died. Oh, I know how that sounds, but please understand that death was not the end for you. You've been resurrected as part of Padre Sermano's experiments, and there are plenty of others who are just dying to join you. Maybe you should help them.

Starting Locations

Roll a 1d6 to select your starting location or pay -100 CP to choose. Be aware that Survivors can choose to start at the Seattle Waterfront, and The Dead can choose to start at The House of the Dead.

- **Seattle Waterfront –** Ah, the Seattle Waterfront. Home to fishing, restaurants, and other such water-based activities, it's pretty quiet right now, but it does look like there's a group of people attempting to charter one of the boats. If you want the time of your life, you should probably join them.

- **Isla del Morte Shore –** A quiet part of the island's shoreline. While its rocky shore isn't the best place to relax, it's picturesque in its own special way. That being said, you do feel as though you are being watched.

- **Rave Site –** The place where the rave of the year was going to begin! Depending on your timing, you find yourself here during the height of the party or well after the fact. Regardless of when you appear, know that the beer is still cool.

- **Isla del Morte Forest –** You find yourself within the forest of Isla del Morte. Despite your unfamiliarity with this place, you can see enough well-worn foot paths to be able to navigate through the forest with some degree of ease.

- **The House of the Dead –** This house stands near the very center of the island. While seemingly decrepit and abandoned, you cannot help but notice signs of life in and around it. Maybe it's not as abandoned as you thought.

- FREE Choice



General Perks

- **Adaptation Looks (FREE) –** This world is, at its core, based around a B-movie. With that in mind, you've had a bit of a glow-up in the looks department. You're a solid 7/10 in looks and tend to clean up nicely regardless of the kind of night you've had.

- **Raging Boll (-100 CP) –** The director of the movie this world is based on has been known to react negatively to criticism and has challenged others in the past to boxing matches to prove his films' quality. Like Boll, you are now a semi-professional amateur in the Pressure Style of Boxing, or the focus of high-aggression and energy fighting that uses high guards and head movements to overwhelm an opponent.

- **Turntable Vision (-200 CP) –** One of the infamous aspects of this universe was the various panning shots present. Similar to them, but nowhere near as dangerous, you have the ability to temporarily slow down your perception of time and cast your vision in a 360-degree radius, allowing you to see the world around you and have time to react to any threat that is swiftly approaching.

- **Allied Rescue (-400 CP) –** Throughout your time here, I have no doubt that you will encounter allies, whether they be living or dead, in need of rescue. Should you desire, you can rescue these allies by targeting specific individuals who mean to do them harm. When doing so, these attackers will briefly flash red, alerting you to which one poses the most real and immediate danger. In saving your allies, you will be rewarded with a small restoration of your overall health and the assured knowledge that they will survive for a while longer, at least.

Survivor Perks

- **Dancer's Body (FREE and Exclusive for Survivor) –** Many of the major players here came to the island under the assumption that they were there to party, and boy did they have the bodies for it. Like them, you're in great shape, naturally more flexible than the average person, and have built-in protection that can be toggled on or off in case you want to enjoy some consequence-free time with a fellow partier.

- **You Ever Watch Scooby-Doo? (-100 CP, FREE for Survivor) –** Not for nothing, Jumper, but many of the survivors here don't really see the red flags in front of them. You, on the other hand, do. You have a fair degree of common sense when it comes to recognizing situations that may be dangerous or just plain off.

- **Collegiate Athlete (-100 CP, FREE for Survivor) –** Did you play college ball? You must have, because the conditioning you received during that time has influenced you for the better. You are now able to keep a consistent running speed through treacherous terrain and maintain that running for longer periods of time.

- **Destreza (-200 CP, Discount for Survivor) –** Alicia and Rudy originally broke up due to their desires to pursue different studies, and you must have been one of Alicia's fellow students in fencing. Like her, you have a fair degree of experience in Destreza, a universal system of fighting that was developed in Spain, which can be used with all martial weapons, but specifically with rapiers.

- **Fists of Liberty (-200 CP, Discount for Survivor) –** There's a misconception that dancers are supposed to be lithe, and while that may very well be the case for you, it merely belies your strength. Like Liberty, your physical attacks have far more force behind them than they would otherwise appear to have. For example, an average kick from you can now easily rupture organs and take down a zombie.

- **Smuggler (-400 CP, Discount for Survivor) –** A humble fisherman, Jumper. What sort of life is that? No, we both know that you are a smuggler, and a damn good one at that. You have the knowledge to easily hide contraband and illegal goods on a vessel that can remain undetected even from an investigator who suspects you are a smuggler, as well as the sense of where to go and who to talk to, to get the best deals and items for your more illicit dealings.

- **Marine Patrol (-400 CP, Discount for Survivor) –** Seems like you weren't here for the party. Like Casper, you have served for several years as a member of the United States Marine Patrol. During that time, you not only received a good amount of military training but also gained practical experience in the investigation and arrest of smugglers throughout the coastal waters of the United States. Through this combination, you can easily figure out where smugglers might try to hide their illicit goods, both on their boat or on land.

- **I Am Fury (-600 CP, Discount for Survivor) –** When the survivors attempted to seek shelter in the island's single standing building, they came across a massive horde of zombies. In their push to get inside, they entered into an almost Zen-like state, and so can you. When on the attack, you may enter a trance-like state, where your nerves are calm, and your attention hyper-focused. This state will allow you to dodge attacks from enemies of comparable speeds and strength.

- **Legacy of The Name (-600 CP, Discount for Survivor) –** It was revealed at the end of the movie that Rudy's last name was Curien. Like what is implied with Rudy at the end, you can rapidly understand and learn from research notes and live examples of biological manipulation. However, you can also greatly improve on the effectiveness of the processes these notes and examples were geared towards, creating breakthroughs their original creators could not even dream of. Where Padre Sermano created merely humanoid creatures, you could easily make monsters.



The Dead Perks

- **Rotting Body (FREE and Exclusive for The Dead) –** As an individual resurrected through the experiments of Padre Sermano, you have some benefits over the living. Namely, you are much stronger than an average person, being able to tear people apart with your bare hands, and while you are not any more durable than an average human, you do not need to be. Unless you take some truly catastrophic damage, either through headshots, destruction of your heart, or complete destruction, you will still be a threat to those around you.

- **Preservation of Will (-100 CP, FREE for The Dead) –** Despite being a reanimated corpse and having a brain that's on the pleasant side of putrid, you've maintained your original sense of self. As such, your mind has remained your own, and no matter what you become, whether living or dead, you will always be fully in control of your thoughts and actions.

- **Buoyancy Control (-100 CP, FREE for The Dead) –** When in the water, dead things usually drop first, then rise to the surface. You're different as you can choose to adjust your buoyancy so that you may either sink deeper into water or float to the surface without suffering from any issues, like the bends.

- **Acidic Discharge (-200 CP, Discount for The Dead) –** In Padre Sermano's experiments, one of the materials he used was a caustic liquid that could easily melt through flesh. You've been modified in such a way that you can spit this material out. If it hits flesh, it will leave permanent scars and cause permanent blindness if it hits an individual in the eyes.

- **Mighty Leaps (-200 CP, Discount for The Dead) –** The horde that chased Greg and Officer Casper displayed some impressive leaps and jumps. You've been modified in a way to replicate these feats, allowing you to effectively jump in lateral distances by ten to twenty feet, depending on the terrain.

- **Heightened Senses (-400 CP, Discount for The Dead) –** Isla del Morte is an island with little to no human settlements on it. As such, it can get very dark in its forests. Padre Sermano has accounted for this and modified your ocular and auditory senses to better track targets in the dark. You can see better in low light conditions, and can hear more sharply than before, allowing you to tell whether the sound of a twig cracking is the act of an animal or a human.

- **Drawing Lure (-400 CP, Discount for The Dead) –** Similarly to one of the zombies the pre-game ravers encountered on the night before the rave, you look superficially alive when seen in the dark. This will allow you to trick humans into lowering their guard around you until they take or have the time to look at you better. Be aware, however, that this does not cover any injuries that would have killed you originally.

- **I Am God (-600 CP, Discount for The Dead) –** Padre Sermano would often utilize his zombies as lab assistants during his experiments. You were one of these assistant zombies, and during the long years between your initial resurrection and the rave, you learned the methods and means by which Padre Sermano began to resurrect the dead. This means that given the resources, you could easily recreate the immortality serum that Padre Sermano created so long ago, and… maybe even perfect it.

- **Don't Lose Your Head (-600 CP, Discount for The Dead) –** Your body can take some catastrophic damage before it finally breaks down. Unfortunately, it is still decaying. That being said, your work with Padre Sermano has alerted you to what you can do to counteract this. You can now surgically remove tissue from the living or recently deceased to replace your decaying tissue with, extending your physical un-life by a much longer degree of time. Post-Jump, you may do this with living tissue to preserve and extend your natural life.



General Items

- **The Merchandise of the Dead (FREE) –** I'm sure you want this solely for archival purposes in how not to make an adaptation, right? Well, regardless, you will find a CRTV television set and console in your warehouse with copies of the original three House of the Dead games with a console to play them all with, a copy of House of the Dead (2003), and a copy of its soundtrack.

- **Hand Tool (-100 CP) –** Whether you are a Survivor or of The Dead, individuals from both sides were seen using these. Appearing as either a form of hand-axe, mace, or machete, this weapon has certainly seen better days, but until you get something better, it remains a viable way of protecting yourself.

- **Portable Spotlight / Torch (-200 CP) –** Outside of civilization, things get very dark, and visibility becomes a problem. Depending on your origin, you will receive a unique light source.
    - As a Survivor, you will receive a portable spotlight with a halogen bulb. While useful in illuminating the forests at night, it also serves as an excellent means of blinding your pursuers.
    - As one of The Dead, you will receive a torch with a reusable wick. While it is great for illuminating the darkness of the night without ruining your night vision, it can also be used to lure in the living for ambushes.

- **Isla del Morte (-400 CP) –** An island off the coast of Seattle, Washington, that was once considered a prime location for colonization by Spain during the mid-to-late 18th century. Sporting an expansive forest, easy-to-dock shorelines, and several pre-existing structures, the island has played host to a variety of unsavory individuals, ranging from mad scientists, smugglers, and other cutthroats. As such, when exploring the island, you can find caches of illegal goods scattered about it, which will respawn on the second Friday of every month. Lastly, you can use this location to host highly profitable raves, which will always make a copious return on your investments.

The Survivor Items

- **Camcorder (-100 CP, FREE for Survivors) –** A then-recent model of camcorder that would have been commercially available in 2003. You will find that when using it, it can capture incredibly high-quality and understandable footage even in the most chaotic and frantic situations.

- **Relic Sword (-200 CP, Discount for Survivors) –** A curious rapier found on the island. Despite it looking as though it came from the era of Nueva España, the blade has not lost its edge or its efficacy. Interestingly enough, you will find that the blade is extremely maneuverable and light in your hands, despite its inherent weight.

- **Lazarus VI (-400 CP, Discount for The Survivors) –** An inflatable motorboat that was attached to the Lazarus V. Easy to deploy and pack away in a portable container, this small boat is a great way to get from dock to ship. More importantly, it can seat up to 6 people, and the fuel never seems to run out.

- **Shoot Outside the Screen! (-600 CP, Discount for The Survivors) –** As you might have guessed, Captain Kirk isn't one for honest business. Among the various items he has smuggled in is an assortment of illegal firearms. You have a copy of one of the guns used in this movie, with a key alteration. When you empty your magazine, you need only aim the weapon outside of your view and pull the trigger to fully reload it.



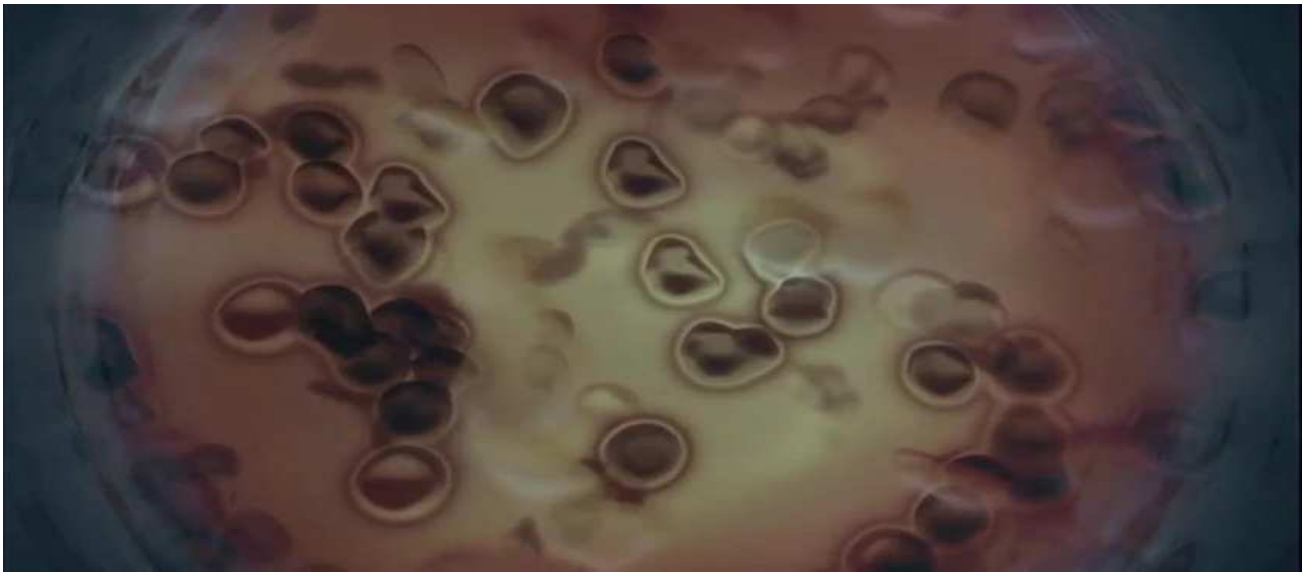
The Dead Items

- **False Face (-100 CP, FREE for The Dead) –** This grotesque piece of apparel is a face that once belonged to a very recently deceased individual. Matching your general physical features and gender, wearing it will allow you to pass as a member of the living. It's not perfect, mind you, and a close examination of you will reveal the facade.

- **Underground Lab (-200 CP, Discount for The Dead) –** An underground laboratory carved out from the mines that intersect this island. While rudimentary in nature, you will find that scientific pursuits made within this lab have a high degree of success. In addition, it comes with four undead soldiers who are not only perfectly loyal to you, but can blend in with the corpses that are sure to fill your workspace.

- **Jamming Equipment (-400 CP, Discount for The Dead) –** I don't know how you got this, but you must have made some serious connections. This set of jamming equipment can interfere with radio and cell signals across the entirety of Isla del Morte, allowing you to easily isolate the living from the outside world.

- **Immortality Serum (-600 CP, Discount for The Dead) –** The culmination of Padre Sermano's insane research. This serum can be used to resurrect the dead and provide a twisted form of immortality. It should be noted, however, that the effects vary based on use. Should it be injected into a living subject, it will activate upon their death and bring them back with their full mental capabilities. Should it be used on a corpse, it will bring them back, but as near mindless foot soldiers.



Companions

All Companions will receive +600 CP to spend as they wish. However, companions' options will be split between those accessible to Survivors and those accessible to The Dead.

- **Fellow Ravers/Dead (-50 CP to -100 CP) –** Wish to go to this Jump with your fellow companions? With this option, you can select up to eight of your previous companions to join you in your adventures here.





Survivor Companions

- **Greg (-100 CP) –** A good guy, if not a little goofy. Due to his past as a college-level baseball player, he has considerable conditioning when it comes to long-term, high-intensity activities.

- **Simon (-100 CP) –** A man who has been graced with looks, but not much between the ears. That being said, he has a surprisingly high tolerance to pain and is more than capable of bouncing back from mental and physical trauma.

- **Cynthia (-100 CP) –** Greg's current girlfriend. While looking like pure eye candy, she's surprisingly strong. That being said, she doesn't do her best while under pressure.

- **Karma (-100 CP) –** A young woman who believes she's Foxy Brown, and she might as well be. She has an incredible grasp of the concept of common sense and will call out stupidity when she sees it.

- **Alicia (-100 CP) –** An experienced fencer who broke up with her boyfriend recently to devote more time to her sport. She has a sharp eye for detail and is particularly good at map-reading.

- **Salish (-100 CP) –** The First Mate of Captain Kirk's ship. While churlish and more than unsettling to be around, this deeply superstitious, and hook-handed man tends to go out of his way to ensure the safety of those around him.

- **Captain Victor Kirk (-100 CP) –** The captain of his own, seemingly innocent fishing ship, Kirk has been known to make several long-distance trips in and around the bay area. In truth, he's a smuggler of luxury goods and illegal firearms.

- **Officer Jordan Casper (-100 CP) –** An officer of the United States Marine Patrol. While she started this evening trying to pursue a standard boat inspection, she's become involved with the nightmare that is to come.

- **Liberty (-100 CP) –** One of the dancers who had front-stage seating at the Isla Del Morte rave. Despite or because of her looks, she's surprisingly strong and skilled in hand-to-hand combat.

- **Rudolph "Rudy" Curien (-100 CP) –** An attendee who has recently broken up with his girlfriend to further pursue his study of biology. Quick-thinking, he can easily piece together scientific processes and improve upon them.

The Dead Companions

- **Jose (-100 CP) –** A reanimated corpse of an unknown individual. While suffering from heavy decay, he is nonetheless capable of exerting surprising amounts of strength through his bites.

- **Eduardo (-100 CP) –** The reanimated corpse of an individual who was drowned off the island's shore. While physically bloated due to constant exposure to water, he can easily manipulate his buoyancy to attack swimmers and boats.

- **Manuel (-100 CP) –** A physically frail zombie that is similar in appearance to Jose. Don't let his frailty fool you, as he is capable of spitting out a corrosive fluid that permanently scars flesh and blinds victims.

- **Carmen (-100 CP) –** A zombie created from one of the ravers after the initial attack. Far more physically fresh than her counterparts, she is capable of using tools and electrical equipment to attack the living.

- **Juan (-100 CP) –** A more recently created zombie, and possibly an attendee of the rave. Showing an affinity with axes, he will use them to protect his face and body while he closes the distance for the kill.

- **Maria (-100 CP) –** A zombie created from the remains of one of the attendees of the rave. Due to the stiffness of her body, she will use her arms to take powerful swings at her victims and attempt to bludgeon them.

- **Carlos (-100 CP) –** A zombie created from one of the soldiers aboard the San Cristobal. Due to time and environmental conditions, he is covered in a thick layer of moss, allowing him to blend in extremely well inside caves and forests.

- **Ignacio (-100 CP) –** A zombie created from one of the soldiers aboard the San Cristobal. While rusted due to time and the elements, his armor and weapons allow him to be a considerable threat to those without more modern means of offense.

- **Padre Castillo Sermano (-100 CP) –** A Spanish priest who was banished from his homeland due to his insane experiments. Not only is this sentient undead a capable scientist, but the long years have made him an accomplished swordsman.

Drawbacks

- **Mission Accomplished (+0 CP) –** Look, we both know the quality of this world and its squandered potential. So, if you would like, you may leave this Jump after the events of Isla del Morte conclude. No need to wait 23 years to see what happens next.

- **Secondary Rave (+0 CP) –** This drawback allows you to supplement or cross this document onto another existing Jump. Be aware that even though your budget pools will remain separate, you cannot use this option to escape the Drawbacks you took in this Jump. On the other hand, you may use this option to use another Jump to supplement this one.

- **Replacement (+0 CP) –** Unsatisfied with how a certain character handled themselves during this setting? You may use this drawback to take their place, provided that your origin matches their character. Any powers they might have, unless purchased as perks in this document, will fade away after this Jump.

- **Echoes of The Past (+0 CP) –** According to Cpt. Kirk, this all started when a crazed priest named Padre Castillo Sermano was banished from Spain. He was supposed to be sent to a garrison somewhere in the Americas for further punishment, but the ship never made it there. Instead, Sermano escaped and slaughtered the crew before beaching the vessel and enslaving the island's natives. Why does this matter? Because now you'll be going through these events. Instead of starting in 2003, your time here will begin roughly between 1760 and 1790.
    - If your origin is that of the Survivors, you are one of the natives that inhabited the island and must deal with a recently resurrected Padre Sermano and his undead crew.
    - If your origin is of The Dead, you are one of the reanimated crew members of the San Cristobal and must deal with a unified and well-organized tribe hunting you and your fellow undead down.

- **Flashes of Quality (+100 CP) –** It is obvious that this universe is a poor representation of the one it is based on. In keeping with that, when fighting the monsters created by the deranged Padre Sermano or the Survivors, you will get flashes of gameplay from the first three games in the franchise. These will be slightly disorientating and remind you that you could be playing the real House of the Dead.

- **Wardrobe Issues (+100 CP) –** Considering the nature of the rave and the decay experienced by the zombies, you come under an unfortunate effect.
    - If you are a Survivor, your clothes are more easily damaged and remain wet for longer, causing you to suffer from the cold and exposure more than your fellows.
    - If you are of The Dead, what is left of your clothes is in a far more ruined state, exposing you to other survivors and revealing your undead state more easily.

- **Weapon Swap (+100 CP) –** You've got a bad case of Attempt at Rule of Cool, where, without much reason, should you have two or more weapons on your person, you will be compelled to switch them regularly.
    - If you are a Survivor, then you will switch your primary and secondary firearms regularly. While this might seem innocuous, this will also mean that you do not properly reload your weapons until they are empty.
    - If you are of The Dead, you will be compelled to switch between attacking survivors with whatever weapons you managed to find or with your bare hands. This will come at the detriment of using an easier means to dispatch them.

- **Inclement Weather (+200 CP) –** The weather during the events of Isla del Morte is inconsistent, to say the least. One moment it can be a clear night, and the next, there is heavy rain. Now, it's raining the entire time you're here. This will not only cause issues in dealing with more treacherous forest terrain, but the constant rain will also impair your sight and hearing.

- **The Night Before (+200 CP) –** It would appear that you wanted to pre-game the rave. Unfortunately, your desire to party early has put you in a perilous situation.
    - If you are a Survivor, you took a dinghy out in the dead of night and joined the initial party group to have a good time. However, you quickly discover that Sermano's creatures have already begun their slaughter. Can you survive the next two nights?
    - If you are of the Dead, the initial party group has all received massive boosts to their competency and survival skills. Not only will they band together to better fight off the hordes that are patrolling the island's forests, but you will have to either eliminate them or isolate them to prevent them from warning others of your presence.

- **Coming Down (+200 CP) –** Seems you enjoyed the party a bit too much, eh, Jumper? Taking this option means that you are in some way, shape, or form suffering from the effects of a hangover.
    - If you are a Survivor, you had way too much to drink before getting on Cpt. Kirk's boat or during the rave itself. As such, you are suffering from a pounding headache, sensitivity to sound, and general irritability.
    - If you are of The Dead, your resurrection process had some hiccups. Perhaps it was a slightly botched sample of the serum, but your mental acuity isn't what it was, as you will not notice things you normally would, and experience bouts of extreme aggression.

- **Confiscated Goods (+400 CP) –** Hold on, Jumper. This is Officer Benefactor of The Multiversal Marine Patrol, and they're here to make sure you have nothing illegal… Unfortunately, it would appear that your Out-of-Context Perks, Powers, and Items fall under this description. As such, they will be withheld for the time being. In addition, access to your warehouse has been denied on similar grounds.

- **Wanted Body (+400 CP) –** It seems that your otherworldly nature has drawn the unfortunate attention of the island's two resident mad scientists.
    - If you are a Survivor, Padre Sermano will believe that your body holds the key to perfecting his immortality serum and direct his undead forces to focus on you. While he'd like to keep you alive for as long as possible, your corpse will be just as fine.
    - If you are of The Dead, Rudy will begin to actively hunt you the moment he is free to do so in order to pursue his studies. While his capabilities are limited by his inexperience, his potential for bio-manipulation far exceeds Padre Sermano's.

- **Solo Play (+400 CP) –** The games that this world is based on can usually be played by yourself. Unfortunately for you, no one else has been able to join you. Not only can you not bring in your companions from your previous jumps, but…
    - If you are a Survivor, then you will find that while you can interact with your fellow survivors, you will never fight alongside them and must face the hordes of the undead alone.
    - If you are one of The Dead, many of your lesser undead are easily killed, leaving you to deal with a more coordinated band of survivors by yourself.

- **Necrotic Evolution (+600 CP, Survivors Only) –** Padre Sermano has spent a long time on Isla del Morte, and it stands to reason that his research would have borne more favorable fruit than the movie shows, and indeed it has. You will now find the zombies you encounter during your time here are more varied and specialized than before, almost reminiscent of the ones fielded by Curien and Goldman, such as the Ebitans, Cyrils, Kens, and Maxs. In addition, it seems that there is a larger variant that has been seen among their ranks, a giant, masked zombie wielding a mighty bardiche.

- **AMS Raid (+600 CP, The Dead Only) –** It seems that reports of the rave made their way through some channels Padre Sermano didn't want. Through careful monitoring and reconnaissance, the AMS has been made aware of the nature of Sermano's work and has launched a raid during the time of your and your fellow undead's attack on the rave. Among the many highly trained agents sent in to save the civilians are agents Thomas Rogan and G. These men are practically one-man armies in and of themselves and will not hesitate to shoot at any creature they come across, including you.

Afterwards

Well, your time here, however long or short it was, is up! And you, my Jumper, have a decision to make.

- **Game Over –** You actually want to stay here? Well, who am I to judge your decisions? It was good knowing you, Jumper. Try not to party too hard.

- **Next Assignment –** Looking to keep things going? I understand. Please, return to your warehouse and fill out the next document.

- **Mission Complete –** Had enough, have you? That's all right. Time for you to return home, Jumper.

Notes

- General Info
    - There was enough content in this movie to come up with a good amount of perks and items, but there was not enough to go on for individual origins for each main group of characters. The original idea was that the origins would be Ravers, Coastal Authorities, and The Dead. However, upon rewatch, there really isn't anything that separates Kirk and Jasper from the other survivors once they really get to the island. Hence why I went with a more TroubleX27 style.
    - If you're interested in watching the movie, it can be found for FREE on YouTube or Tubi. Just be aware that there are several topless scenes during the beginning, so please watch responsibly.
    - Yes, I am aware that Isla del Morte should be Isla de Muerta, but that's how they say it in the movie, and yes, it's a stupid blend of Spanish and French.
- Survivor Perks
    - Each of the Survivor perks is based on descriptions or character moments found in the movie. This ranges from Karma's Scooby-Doo comments, Liberty's throwing of hands, Rudy's last name and ending monologue, and Kirk's activities.
- The Dead Perks
    - There was a bit more fanwanking here than the Survivor perks. While some, like Acidic Discharge, were directly lifted from events in the film, other perks were taken from the interpretation of certain scenes or dialogue.
- Items
    - All items, whether they be General or Origin-specific, can have other similar items imported into them.
- Survivor Items
    - Camcorder is based on the one Rudy and Liberty's fellow survivor has with him when Alicia and co. enter the House.
    - Relic Sword is based on the two swords used in the film's final fight.
    - Lazarus VI is a gimme item that was included to cover the plot hole (among many) of how Kirk got from the boat and onto the Island.
    - Shoot Outside the Screen is priced so high because a Jumper could use this option to one of three fully automatic weapons in Kirk's arsenal, and as HOTD4 would show soon after this movie was released, an automatic weapon with infinite ammo can absolutely tear through hordes.
- The Dead Items
    - False face is based on Padre Sermano wearing Greg's face.
    - Underground Lab is based on the lab underneath what passed for a House of the Dead in the movie.

    - The Jamming Equipment was based on something mentioned briefly by a random party goer, Rudy, and Casper in different scenes, where they notice interference with phone and radio signals.
    - The Immortality Serum was named as such from the Wiki, and its description comes from what I could see in the movie and some fanwanking on my part.
- Companions
    - For Survivor companions, I tried to label them in the order of their appearance in the movie.
    - For The Dead companions, outside of Padre Sermano, their names and brief descriptions are meant to emulate the creatures' rosters and names from the proper House of the Dead games, but with a Spanish twist.
    - Due to the low power nature of this setting and spacing issues, I'm not going to list what perks and items these characters have. I think my description of them and the perks for each of the origins should be a clue as to what they are. Plus… It's a Uwe Boll film. I'm making this Jump to get it done before 23 Years Later comes and to bury an old ghost.
- Drawbacks
    - Originally, I was going to try to make more unique Drawbacks for both origins, but I decided on the system I used instead to make things easier and more interesting for Jumpers of either origin.
    - Echoes of The Past has its time set to be between 1760 and 1790 due to the fact that the uniform the Captain of the San Cristobal wears before Padre Sermano kills him, seems to correspond most with the Spanish Naval uniform during those thirty years. As far as what I've researched, the Seattle area and fictional Isla del Morte would fall squarely into the Alta California region of Nueva España.
        - Additionally, items do not reduce in tech level if you take this Drawback. So, by all means, introduce Padre Sermano to the power of 00 Buck, before he really gets started.
    - Unfortunately, I could not think of a third +600-Point drawback for this document. I drew enough blood from this proverbial stone, and there was nothing else that came to mind for another +600 pointer.

Changelog

- **5/17/2026 –** Version 0.9 was Released
- **6/20/2026 –** Version 1.0 Released
    - Special Thanks to Blackscorp98, gg gg, Taiyaki J, and the Anonymous Users for their observations on the Grammatical Issues present in this document.
    - Grammatical and Spacing changes have been made.
    - Removed Drawback Limit