In 1974, in a small town in West Virginia, Hell on Earth was born. Burned nearly to death by fanatics called the Brethren in an obscene ritual meant to cleanse her soul on accusation of being a witch, a young girl named Alessa was left with third-degree burns all over her body. Her life was saved in an act of fate that caused the very fire that burned her to spread into the town, eventually finding its way to an underground coal mine where the fire still burns to this day- releasing toxic fumes and ash into the surrounding area and leaving it uninhabitable. Much of the town was destroyed during the fire, and in the chaos many lives were lost- half of the bodies were never found, and the survivors were forced to relocate. Yet, the members of the cult that started the blaze remained in the town long enough for Alessa to get her revenge.

Despite the cult's best efforts to kill her in their sacrificial fire, Alessa survived and was evacuated to a nearby hospital for treatment. Tormented and in pain, the young girl developed strange powers in the wake of the incident- or else unleashed the ones she already possessed. Alessa split her soul, creating a dark representation of her hatred and anger. Her dark half promised to help Alessa get revenge on the cult, and soon the young girl joined forces with her dark half to spread an otherworldly corruption in the town. The surviving members of the cult were dragged into a separate dimension, cut off from the rest of the world, where Alessa could torment or corrupt those who made her suffer with strange and demonic creatures. Forced to take refuge in a church, one of the leaders of the cult declared this to be the end of days, and that only their faith in their god would protect them in the days to come.

Alessa and her darker half went into the alternate reality they had created as well, but some time after that Alessa split her soul again- this time creating an embodiment of her good side as a young baby. Alessa's dark half delivered the child to an orphanage in the real world, where it was adopted some time after by a married couple; Rose and Christopher Da Silva.

But now the young girl- now named Sharon Da Silva- is having strange dreams and nightmares during the night, even sleepwalking- screaming the name of the town where that fire started, so long ago. After one of those incidents of sleepwalking nearly turns fatal, Rose decides to take her daughter to the town against her husband's wishes… not knowing the horror they will soon face.

Whether you have a connection to the town or not, whether you are involved in these events or not, you will find yourself drawn to that place as well, one way or another. Good luck, Jumper, and…



A Choice to Make

Although this Jump- which covers the events of the Silent Hill movies- can be played normally, with the Jumper receiving 1000 CP to spend, it can also be played as a Gauntlet for additional rewards. If you choose to do this, the following rules will apply:

1. All outside powers, items, etc. from other Jumps are locked off for the duration of the Gauntlet, including companions. This includes the Warehouse, but not the Body Mod. Companions cannot be created or imported in Gauntlet mode- though you can still purchase canon ones- and items can also not be imported in Gauntlet mode.

2. Death during Gauntlet mode will not end your Chain; however, you will lose anything you purchased here and will not be allowed to make a second attempt at Gauntlet mode. Whether you attempt the Jump normally afterwards is at your discretion, but if you do your actions during Gauntlet mode will not carry over.

3. You will have to choose a Goal to complete in Silent Hill. The Goal you choose will give you an objective to complete that will allow you to win the Gauntlet, and may also give you additional benefits depending on which one you choose; they may also impose drawbacks or other limitations on you at the same time. You may also choose a Goal if you're not in Gauntlet mode, though this would be purely for fluff.

4. You will start out with 0 CP (not counting any CP gained from your Goal); the only way to gain additional CP is to take drawbacks. However, you may also take as many drawbacks as you desire.

5. Options with red names cannot be taken during Gauntlet mode, but may be purchased after winning the Gauntlet with any leftover CP (discounts still apply). Options in blue can only be taken in Gauntlet mode.

Origins

You may pick your age and swap genders if you wish at no cost. Any Origin can function as a "Drop In". Origins get their 100 CP perks free and pay 1/2 price on all perks of each price tier above that.

Outsider- You're not from Silent Hill originally- or maybe you just left before things went to hell- but something has drawn you here anyways. Maybe you were searching for a missing person; maybe you were trying to discover something about your past. Maybe you're seeking revenge, or maybe you've just ended up here due to a spell of bad luck or some coincidence. Whatever the reason you came to Silent Hill for, one thing is certain- you're not leaving until your business is resolved.

Native- You lived in Silent Hill before the Great Fire that claimed it, and it's possible that you may have lived in it since then, too. Whether you're a member of the Brethren, an unfortunate survivor who was drawn into the Otherworld alongside them, or maybe even a relative of Alessa's who 'enjoys' a life of relative peace with no fear of the monsters that inhabit the town, like the outsiders soon to arrive you're just as trapped here as anyone else is.

Goals

If you are in Gauntlet mode, you must pick a Goal to complete in Silent Hill. More difficult goals may award CP for taking them, while easier goals may cost CP to keep things fair. Taking Inner Demon will lock you into either the Justice or Revenge Goals in Gauntlet mode.

Escape (+0 CP)- Simple enough, right? Your only goal is to escape Silent Hill, through any means necessary. Unfortunately, this is easier said than done thanks to the sheer drop offs into the abyss that surrounds Silent Hill. To escape, you'll have to either convince Alessa to let you go- something that's going to be hard considering she's miles underground and has almost nothing but hatred and pain in her heart- or you're going to have to find the Order of Valtiel and either steal the Seal of Metatron from them, or somehow convince them to perform the ritual that allows them to send agents to the real world (or perform the ritual by yourself; it involves carving arcane symbols into the bare flesh of the person they're sending, just so you know.) If you have an Arcane Seal, then the other half is somewhere in Silent Hill, in a well-hidden place that will require a good deal of exploration and investigation to find.

Rescue (+200 CP)- There's someone missing in Silent Hill. Maybe you know them; maybe you don't. Maybe you're with Rose, trying to help her find her daughter Sharon, or maybe you're with Sharon trying to find her father Christopher. Whatever the case, you not only have to find them- alive- but you also have to escape Silent Hill with them. Teaming up with Rose or Sharon to find their respective loved ones will give you a clean getaway if you follow the events of their adventure- though I should note that their adventures didn't turn out so well for the other people that decided to help them out. If you take the Lost One drawback with this Goal you will only receive half the points you'd normally get from the Lost One.

Justice (+0 CP)- The injustices that the Brethren and the Order of Valtiel have committed against Alessa and others over the long years of their existence cannot stand. The goal that you have to achieve in Silent Hill is simple; eradicate the devout members of these two cults. If you succeed, Alessa will thank you for either taking your own revenge or by helping her fulfill hers by letting you leave Silent Hill. If you took the Alessa's Favor perk then you must take this Goal, as well as pay an additional 300 CP. Taking Alessa's Favor or Inner Demon with this goal will also prevent you from taking the following drawbacks: Frequent Changes, Persistence, and World of Rust. You must also take both ranks of the "Heretic" drawback for no additional points; allying with Alessa in such a way or bearing so much corruption will be obvious to the faithful souls in the Brethren and the Order.

Revenge (+200 CP)- That monster has trapped you and other members of your congregation in Silent Hill for too long. As a member of the Brethren or the Order of Valtiel, your goal is to resurrect your god so that she can free you from Silent Hill and cleanse the world of sinners. Obviously, this will nullify the effects of the Alessa's Favor perk if you have taken it. If you've taken Inner Demon, then this won't give you any additional points. To resurrect your god, Sharon must join with Alessa's dark half, and then a ritual must be completed using the completed Seal of Metatron. Your greatest challenges will be doing this without getting killed by Alessa, or the other members of your cult for heresy if you possess supernatural powers.

Drawbacks

Because of the optional Gauntlet mode, drawbacks will be presented before any other options. In normal mode, the drawback limit is +800 CP, while Gauntlet mode is not limited. Some drawbacks give more CP in Gauntlet mode; the number in blue is what you get during the Gauntlet, while black is for a normal Jump.

Welcome to Silent Hill (+0 CP, Mandatory)- No matter what, something or someone will cause you to come to Silent Hill during your stay in this world. Escaping Silent Hill, while not necessarily hard, will require you to deal with Alessa and her captured tormentors in one way or another. Whether you're brought here at the same time as Rose and Sharon, when Sharon returns to find her father, or on your own is up to you.

Haywire (+100 CP)- Technology is unreliable in Silent Hill; while simple things like guns or flashlights will still work, cellphones, cars, radios, and other electronic devices will often be on the fritz. This now applies everywhere you go, so you'd better get used to static, flickering lights, and garbled signals or messages. In Silent Hill itself, you'll find that those things won't even turn on for you at all.

Sirens (+100 CP)- The constant wailing of the Brethren's sirens will be your constant companion. While the loud noise isn't necessarily harmful, the way it rings in your ears may mask the sound of something creeping up on you. And while normally the sirens would serve as a useful warning for when the Fog World was going to transition into the Otherworld, now it will be harder to determine which set of sirens is which, possibly causing you to get caught flatfooted once the change starts.

Suspicious (+100 CP)- Other people often suspect you of having less than noble intentions. While it may be possible to earn their trust with time- or at least getting them to cooperate you without having them run away or putting you in handcuffs- by default most people you meet will be wary of you, or even outright hostile if they're particularly paranoid or inclined to violence.

Chicken-heart (+100 CP)- Even if you're accustomed to the supernatural activity of other worlds, the stuff that happens here is sure to send a shiver down your spine. While it won't override your sense of fight or flight completely, whenever you see a monster here you'll be much more inclined to do the latter rather than the former, only fighting back once you have no other options available.

Hallucination (+100 CP)- As if the monsters weren't bad enough, now you have to deal with them in the real world, too… in a fashion. While they're not real, the hallucinations you experience will seem very real to you, and any methods you possess to determine whether they're real or not won't work… so God help you if the monsters of Silent Hill actually come for you in the real world. Not to mention the less obvious hallucinations, like that little girl that keeps running around in the corner of your eye…

Pursued (+100 CP)- Someone dangerous is following you. They might be some sort of maniac, or maybe you're on the wrong side of the law. Whatever the case, a highly well trained, well armed, and extremely determined individual is looking to do you harm, and they won't let anything as minor as a cursed town stand in their way.

Frequent Changes (+100 CP)- The transition between the Fog World and the Otherworld happens much quicker, now, while the time it takes for the Otherworld to revert stays the same- essentially halving the amount of time in the Fog World before the hellish Otherworld returns. Can't be taken with World of Rust.

Grey Children (+100 CP)- The Grey Children are strange, ashy, child-like figures that constantly emit a haunting wail as they waddle down the streets. While normally they could only be found in the dark alleyways of the Otherworld, they now roam the streets and buildings freely- sometimes in small packs of around five, other times forming into huge hordes of dozens. As a possible representation of the school-children that tormented Alessa, when they spot someone they will attempt to drag them down so that the horde can dog-pile them. What happens when they succeed isn't known, but now the Grey Children will be much more violent in their attacks, strangling or beating their quarry into submission and brutalizing them even after they're pinned to the ground.

Medical Ward (+100 CP)- The Nurses are another strange creature found in Silent Hill; while their nurse's outfit shows off a well endowed body, their sickly pale skin and warped faces, devoid of any recognizable facial features are clear signs of the nurse's inhumanity. Often found on the lowest levels of Silent Hill, as the representation of the nurse whose curiosity first invoked Alessa's wrath they are deathly still, only the barest of twitches and the occasional gasp or moan revealing that they still live. They are attracted to light and sound, which causes them to break their stillness- lashing out at whatever stirred them with medical instruments, scalpels, needles, and bone-saws until the target of their attack is as motionless and quiet as they are. Not only will these womanly monsters be more common in the Otherworld, but some of them have learned to attack nearby prey despite how quiet or careful they are, which will make sneaking through them much harder as a result.

Persistence (+100 CP)- Normally, once the Otherworld transforms back into the Fog World most of the monsters that were summoned into it would die or vanish, only a rare few monsters being found in the Fog World normally. Now, if they're on your trail they won't be lost so easily, following you between the two worlds until you find a way to defeat them or evade them completely. Can't be taken with World of Rust.

Fog of Horror (+100 CP)- The ashy white fog that covers the ground and blots out the sky hides many things in Silent Hill. But now the haze that spills out into the streets has grown deeper and thicker, seeping into the darkest buildings and even the Otherworld. While the fog isn't harmful on its own, it can conceal a great many dangers…

Heretic (+100/200/300 CP)- The leader of the Brethren- Christabella, the very same woman who burned Alessa nearly to death all those years ago- has declared you to be a witch and heretic of the worst kind. The Brethren will seek to kill you, combing the town in their mining outfits and wielding whatever weapons they can find or create. They'll beat you to death if they have to, but ideally they'd like to drag you back to their church where they can burn you to death, as is tradition. For an additional +100 CP, the much larger Order of Valtiel will also seek to destroy you, seeing you as a threat to their plans to summon their god. Although the Brethren are a smaller sect of the Order of Valtiel and arguably less fanatical, they are the ones who have attracted

the most of Alessa's wrath as they are the ones who burned her alive- so much so that even after nearly forty years, the Order of Valtiel is mostly intact, with some members of the cult even being born in the corrupted Silent Hill. Furthermore, a few of the senior members of the Order know arcane rituals and are capable of turning into terrifying monsters due to being corrupted by the Otherworld over the years. Although they're unlikely to do so on a whim, seeing as the other members of their congregation don't know about their secret, they may shed their human disguise to go after you personally should you prove troublesome. Going against the Order of Valtiel in Gauntlet mode grants an additional +100 CP for this reason.

Dreams of Silent Hill (+100/200/300 CP)- Even in your dreams, your memories of Silent Hill haunt you. If you're lucky you'll only encounter the desolate, ash choked sky of the Fog World; if not, then you'll find yourself in the rusted, hellish Otherworld. While you're not in any danger, the dreams will feel vividly real- and will not be free of the creatures that haunt Silent Hill's streets. For an additional +100 CP, you will find that you move while sleeping- wandering around in reality even as you wander Silent Hill in your dreams. For a further +100 CP more, your dreams- while still dreams- are no less dangerous than actually being in Silent Hill. Injuries sustained in your dream world will reflect on you in the real world… as will death.

Trapped (+200 CP)- Escape? From Silent Hill? That's impossible, for you at least. You'll be trapped in Alessa's worlds until your ten years in this world are over, unable to leave the Fog World or Otherworld through any means you possess. While there's nothing stopping you from helping other people escape, even the Seal of Metatron won't work for you, nor will the strange rituals that the Order of Valtiel use that allows them to send their agents to the real world for a time.

Treacherous Terrain (+200 CP)- As if the monsters weren't bad enough, now you have to worry about the landscape, too? Long, dangerous falls in crumbling buildings, cracks in the pavement that spill out into the bottomless abyss surrounding the Fog World, rusted, jagged metal jutting out like spikes and pockets of toxic gas from the burning coal mine beneath the town are now commonplace in both the Fog World and the Otherworld.

Executioner (+200/400 CP)- The being known as Pyramid Head is the guardian of Alessa; he's also her executioner. It's this role you'll become familiar with as the implacable butcher tracks you down, dragging his great knife behind him all the while. Able to strike surprisingly quickly for how he appears to struggle with his weapon, Pyramid Head possesses both immense strength and durability and can somehow see despite the massive helmet he wears. Not only that, but during your stay here Pyramid Head will gain the ability to follow you wherever you go- even into the real world if necessary. To make matters worse, if you manage to defeat or evade him enough then more pyramid-headed figures will start hunting you as well…

Mannequin Spider (+200/400 CP)- One of the oddest inhabitants of Silent Hill, the Mannequin Spider is a hunter and predator that captures humans in order to add to its own body. A mass of flesh connected to numerous mannequin limbs, the spider captures people and webs them up in its lair. Eventually, it straps them to a table and they are turned into a mannequin- their minds still aware beneath the plastic. Finally, the mannequin beast harvests them for parts, tearing away arms, legs, and the head

and assimilating them into its own body. Although it prefers to prey on women, it will make an exception if it must to hunt you, too, even making its way into the real world. And of course, should it be killed spiders often have numerous offspring…

World of Rust (+300 CP)- The transition between the Fog World and the Otherworld serves one purpose; to provide a false sense of hope to those trapped inside once the much more dangerous Otherworld disappears. Now, they'll lack even that mercy as the hellish Otherworld is now Silent Hill's default state, making survival much harder.

Pacifist (+300 CP)- Fighting back against the monsters of Silent Hill is already hard, thanks to their resilience and supernatural powers. But without a weapon, it's next to hopeless. Anything you find in Silent Hill that could be considered a weapon will slip from your grasp soon after you decide to use it for violence, sometimes becoming unrecoverable- and even if they aren't, fumbling for a dropped weapon is an easy way to get killed in a place like this.

Tailored Nightmare (+300/600 CP)- Silent Hill is a nightmare, the foundation dreamt up by those connected to it. Alessa, the Brethren… and now you. Every flaw, vice, sin and bad memory that you possess has been given new life in Silent Hill, represented by monsters that embody your pain. They become stronger the more that part of your psyche defines you; a minor flaw might be weak, while an addiction or furious temper might become a nigh-unstoppable beast. The good news is that the strongest ones are unique- the bad news is that all of them will seek to kill you above all others.

Punished (+300/600 CP)- Even without the influence of Silent Hill, there are many terrible fates that can befall you. Of course, the town does have its share of agonies, which you will now partake in. Whether you're covered in terrible burns or have barbed wire wrapped around- or even running through- your limbs, you've clearly made someone mad. While you won't die from this, with how badly you've been mutilated you'll always have a high level of background pain, which will quickly become full blown agony if you attempt to move around on your own. Although this will make things harder for you to do directly, if you play your cards right you might be able to accomplish any goals you've set out to do here using others as your pawns.

Lost One (+400 CP)- Someone you know and care about is lost in Silent Hill. It could be a child, a spouse, a parent; it's definitely a companion, if you have any. You've come to this cursed town in search of them, getting caught up in all this madness in the process. Worse, they've lost any advantages from other worlds that they might have possessed before, and while they might be able to survive on their own you still have a problem. If they should die, or if you should fail to locate them before your stay in this world is over, you'll not only fail the Chain (or Gauntlet), but their soul will be forced to wander the deserted streets of Silent Hill- forever. This is the only way to "import" a companion in Gauntlet mode.

Dark Half (+400 CP)- You have a dark side now; a physical, spiritual manifestation of all the evil and hate in your heart. Unlike Alessa's dark half, this being seeks to destroy you, not aid you, and will turn all of your own powers against you to do so. Although they won't possess your powers in Gauntlet mode, the dark part of your soul will likely still be a highly capable and dangerous opponent as they share all of your accumulated experience.

Outsider Perks

Mother is God in the Eyes of a Child (100 CP)- To a child, a parent can be their whole world. The person who gives you love and affection, and always has your best interests at heart. You give off the same feeling to your own kids, even those you've adopted- in return they have a strong sense of loyalty towards you that, while not ensuring they'll follow your every instruction, will keep them from harming you even in the depths of insanity or hatred. This also makes you good with children in general, not just your own.

Traversal (100 CP)- If you've come to Silent Hill, then you've already shown some aptitude at getting around. However, with all the unstable terrain from the fire and transformations that the town goes through, you'll want to have more than a good sense of direction. With this, you'll be much better at using your environment to move around, and going with your gut will often take you down one of the better paths you could take when trying to get somewhere- or away from some thing.

Off With a Warning (100 CP)- You're not supposed to be here, you know. It's not just dangerous, but it's also illegal. Luckily, any authorities you happen to run into while trespassing in Silent Hill are willing to let you off with a slap on the wrist- as well as when committing other crimes, including breaking and entering so long as you don't make a habit of it. They'll draw the line at violent crimes like assault, though- and this only applies to real authorities, not crazy cult leaders.

Get Out of Dodge (200 CP)- No, this won't help you leave town, at least not directly. Rather, you seem to be much more agile and quick on your feet, able to run faster and react to danger quicker. Escaping monsters will be easier, and if you get cornered you might just be able to evade their attacks long enough for something to save you.

Rescue Prone (200 CP)- You seem to come across people in need of a helping hand a lot- but at the same time, it seems you become a beacon to friendly strangers when you need help as well. Due unto others, and all that; if you save someone, they'll be more inclined to trust you, and might offer a word of useful advice, a helpful item, or even some help themselves. At the same time, you're also more likely to attract the attention of friendly or at least neutral people whenever you're in a jam yourself.

Courageous (200 CP)- You might not be fearless, but you do have a lot more spunk than most people. While the threat of some of the creatures here might still scare you, they won't send you into a blind panic- making it easier to think rationally and take calm action in tense situations. Furthermore, overcoming your fears- or at least successfully dealing with them- will give you a burst of energy to invigorate you.

Sacrificial Lamb (400 CP)- At times, you may have to make sacrifices for the good of others. It's not always easy, or even rewarding, but it may be necessary for the good of someone you care about, the world, or even your own conscience. When you lay your life on the line to help others, they'll be able to fight harder, run faster, and overall have more luck at whatever it is they're doing. The greater the risk to yourself, the further they'll be able to push themselves. Were you to actually die while helping them, they'd be practically guaranteed to succeed in whatever task they were trying to accomplish unless it was truly impossible from the beginning.

Your Reward is the Truth (400 CP)- The truth can be so hard to find, especially when it dates back so far into the past. People want to hide the truth, because they're afraid of what it can do once it gets out. But others want to see the truth set free, and it's these people you'll encounter most often. When you go searching for the answers to your questions, whether you've got a problem to solve or you just want to learn, you'll often find documents and historical records that go into great detail on the topics you wish to learn about. Finding people who are knowledge about the subject you're trying to research will also volunteer answers to your questions more easily, even going into long lessons or stories on the subject if necessary.

I Felt Her (400 CP)- A person getting lost in Silent Hill is already nightmarish enough, even without the supernatural coming into play; what with all the crumbling buildings and pockets of natural gas, it's crucial that any missing person is found as soon as possible. Once you add a hell-scape and monsters into the mix, and finding that person quickly becomes a matter of life and death. Luckily, your skill and luck at tracking down lost people is almost preternatural- of course, you should be sure that they're actually the person you're trying to find first. Not only are you great at finding people in your dimension, but you can even find clues of where they are in alternate dimensions, catching whiffs of their perfume or glimpses of them in mirrors.

Contain the Corrupt (600 CP)- The corrupting influence that Alessa created seeps into everything, given enough time. If you spend enough time in the Otherworld, touch the wrong religious artifact, or are an evil enough person then the corruption will come for you, too, even if Alessa doesn't just come for you yourself. But now, you'll be able to contain and possibly even find a way to use that corruption, as now you're not only immune to it, but you can also absorb it. Even if you lack a way to use it directly, having the corruption inside your body will allow you to do a few interesting things. The first is that, if you have the right type in high enough amounts, monsters that were created by the corrupt influence inside you will ignore. The next is that the corruption you've absorbed will be nigh-undetectable, to the point where you could sneak it into a place that's warded against it. Finally, you can expel the corruption from your body into your surroundings by bleeding; a mortal, but not instantly fatal wound will cause it all to leak out, but the wound will reseal itself before you die.

Artifact Finder (600 CP)- There are a rare few arcane objects in Silent Hill, brought into the small town or created by the Order of Valtiel or possibly even by Alessa. These artifacts have a variety of uses- if one can find them. While you won't be tripping over these things during your stay here, on occasion such items will fall into your possession, even in other worlds. Though their effects will be more interesting and varied than outright powerful, focusing more on utility than the destruction of the wielder's enemies, one mustn't underestimate the potential that they possess.

Clear Path (600 CP)- In the dream-like reality of Silent Hill, finding your way can often be difficult. And while the Fog World stay the same, the Otherworld is almost entirely unrecognizable. Add in the fact that these dimensions encompass an entire town at minimum, and finding out what you're supposed to do can be enigmatic- except you have a very good instinct for that type of thing. While it might not be easy, your path is almost straightforward in comparison, with signs and other clues pointing you in clear directions, telling you where to go next. And once you get there, you'll often find any items you require in the area- almost as if someone left them for you…

Native Perks

Surviving Among the Ashes (100 CP)- If you plan on staying in Silent Hill, you'll need to cover your basic needs. While you'll be on your own for sleep, unless you throw in with Christabella's flock, you'll often find edibles just lying around- even fresh water. You'd think the town would be picked clean after thirty years, but maybe Alessa has her ghoulies restock the shelves and houses when no one's looking?

Finding Refuge (100 CP)- Unless you're a member of Christabella's flock, you'll probably want to find someplace safe to hide out once the world turns from gray to black. While finding a safe haven as well protected as the Brethren's church is unlikely, you are skilled at finding safe spots and hiding places. Whether anyplace can be considered truly "safe" in Silent Hill is another matter entirely.

Eye for Symbolism (100 CP)- The dimensions created by Alessa are both reality and not; the nightmares of those within made manifest in her service. Although the nature of the dream can change after it is created, the metaphorical nature of Silent Hill and the fiends that inhabit it will stay the same. You have a talent for figuring out metaphors and symbols, and what they mean. Here, you'll have an easier time of figuring out the solution to certain metaphysical problems, and can possibly discover the answer to puzzles or discover the inspiration or weaknesses of certain beings.

Symbol of Faith (200 CP)- Religion can bind a community together in ways that most can't even imagine. It can create an environment of good-will towards your fellow man, and it can whip believers into a frenzy when they feel their way of life is being threatened. Those of the same faith as you are easily swayed by your words, taking their religious beliefs to the next level. Although they have to be truly faithful, you can guide members of your church to do great and terrible things in the name of their faith with a smile on their faces.

Affable (200 CP)- There's just something about you that makes people want to like you. Even the most paranoid or untrusting of people would be willing to spend time with you after talking to you for a few minutes, and after a few hours they'd probably consider you an acquaintance, if not a friend. Being charming can open many doors; just makes sure the friends you make are good ones.

Witch-Hunter (200 CP)- Witches and demons are what got brought Silent Hill to this sorry state. And even now, witches and demons are at our doors, trying to deceive us and let them in. Well, you're no fool, not at all; whenever a person means you harm or has beliefs that are irreconcilable with your own, you'll always find some indication that gives away their true nature and beliefs after meeting them.

Hold Off Your Fate (400 CP)- Death finds us all in the end, yet it need not be at the hands of the devil and his children. Though you may have to devote yourself to the task entirely, it is possible for you to hold off any "fate" or future event that you are aware of, perhaps indefinitely if you work hard enough at it. The harder it is to stop, the more work you'll have to put in to stop it, and unless you can see it coming you won't be able to do even that- but if you can, and you have the mind and the will to do so, you could delay death itself.

Dreams and Realities (400 CP)- People say that dreams and reality are different, but you no better. In truth, there are an infinite number of realities all stacked up on top of each other, each more like a dream than the last. You have a keen insight into the nature of these realities, and can in fact perceive multiple realities simultaneously if you wish- as many as your mind can handle. Not only that, but your insight into reality has given you the ability to recognize when a reality has changed, or even when it's about to change, much like the canary's that the Brethren carry.

Awakened Powers (400 CP)- In addition to the immense power it took her to create Silent Hill, Allesa also possessed powers of telekinesis, and even the ability to manipulate life. Although your powers won't reach the point where you could create alternate realities like Alessa did, you do possess a few of her other abilities- although you'll have to wait or train a good deal use them to their full potential. You have telekinesis strong enough to snap a metal chain, or cause mild lacerations on others, and you also have the ability to drain (and possibly heal) life, though these powers will only work on simple life-forms like plants or insects at first. In time, you might be able to kill a person with a glance, or control a great mass of barbed wire with your mind to rip people apart... though this would take a long, long time.

Inner Demon (600 CP)- The corruption that Alessa unleashed doesn't just change the town of Silent Hill. It seeps into the people, too; and while you may not be as bad as Claudia or Colin, you've been changed by Silent Hill all the same. You're capable of taking on a monstrous form, about the size of a man, but much stronger- and possibly possessing powers of its own. Look to creatures like Pyramid Head and the Spider Mannequin when deciding how powerful or strange your new form is, in addition to the two others mentioned previously. And keep in mind that just because you're a monster, that doesn't mean the others will see you as one of their own…

Faith is the Only Truth (600 CP)- Reality can be so mercurial here. It need not always bend to the will of the one who created this place, however; in a dream, the dreamer can guide or determine the outcome of their dream. While an individual would have no hope of really changing reality here, get enough people together who all believe in the same thing and it just might happen. This is no great warping of the fabric of reality, turning prophets into gods and turning the laws of physics into children's toys, but it can alter the rules, just a tad. The more people that believe and the stronger their beliefs, the more iron-clad the rules will become. A church full of people could bar the unholy from entering their sanctuary not due to any real protection from their god, but by sheer power of their faith alone turning away demons and monsters.

Alessa's Favor (600 CP)- Despite all the hate in her heart and all the pain that she went through, Alessa is still capable of caring for other people. When the police officer who pulled her out of the fire returned to Silent Hill with Christopher Da Silva, she made sure that neither of them were pulled into one of her alternate realities- and she's protected her mother for over 30 years, despite Dahlia being the one to hand her over to the Brethren in the first place. For some reason, she has the same affinity for you as well. Maybe you were the only one who was nice to her in school, or maybe you were a relative who treated her nicely; whatever you are to her, the monsters of Silent Hill won't lay a finger on you, and will even come to your aid if they see you being harmed. This affinity will extend to the monsters and dark beings of other worlds as well, though not if they are provoked or ordered to attack by their master.

Items

You can pick one 100 CP Item to get for free and one 400 CP item to get at a discount.

Outfit (Free)- A sensible (or not so sensible) outfit of your choice. Must be normal clothing, and must not be armor (a motorcycle helmet is fine, though).

Sturdy Weapon (100 CP)- A solid bit of piping or a good knife, or maybe something like a police baton. You won't beat back a horde with this, but you might dissuade someone from starting a fight with you or fight off a singular creature with this. You'll find a similar weapon soon after you break or lose your first.

Motorcycle (100 CP)- A motorcycle of your choice! Unfortunately, you probably won't be able to use it in Silent Hill between the electronics interference and the massive shear cliffs preventing escape, but at least it looks nice. You might also be able to use any gas in the tank for something if you're crafty enough. Post-Jump it'll have unlimited fuel, too.

Car (100 CP)- Similar to the above, you own a car of your choice. Also similar to the above, it's not going to get you out of Silent Hill- the bright side is that you can rest in it if you need to, and that you've got a full tank of gas to work with too. Post-Jump it'll have unlimited fuel as well.

Electronic Device (100 CP)- A phone, radio, or similar portable electronic device. While you won't be able to use it very effectively in Silent Hill, so long as it can turn on you'll still have enough of a signal to send (garbled) messages to the outside world, although they won't be able to be tracked so long as you're in another dimension. They'll also start acting up whenever a big ugly monster is nearby, possibly warning you of their presence- while still being quiet enough that they won't hear it unless they were listening for you or just a few feet away.

Coal Miner's Outfit (100 CP)- A heavy coal miner's outfit with an attached helmet/mask for filtering air. Although it's stuffy, it keeps out any foulness in the air that you might run into while also providing a bit more protection than regular clothing.

Medical Mask (100 CP)- Like something you'd find in a doctor's office, this mask has the unusual property of keeping out contaminants in the air so long as you're wearing it. While it won't protect you like the coal miner's outfit, it's both less encumbering to wear, less protective, and easier to have knocked off in a fight.

Caged Canary (100 CP)- This bird isn't at all angry over being kept locked in a cage; in fact it likes it. It'll stay silent when monsters are around, and it's even capable of giving you about a minute's warning ahead of time when a change in reality is about to happen, such as the transition between the Fog World and the Otherworld. Comes with a baggie full of birdseed, too, as well as a package of wipes for cleaning.

Flashlight (100 CP)- A heavy duty flashlight or lamp. Might flicker occasionally, but will last for multiple days in spite of this. Unlimited battery life Post-Jump.

Pyramid Helmet (100 CP)- Pyramid Head's signature pyramid-shaped headpiece; this colossal mask weighs several hundred pounds, yet is also very protective despite that. You can also see out of it somehow without even impeding your vision, if you're strong enough to wear it.

Great Knife (100 CP)- A gigantic blade wielded by Pyramid Head; like the Helmet it takes superhuman strength to wield this huge sword, let along carrying it, but it's sharp enough to slice through any monster in Silent Hill if you could just use it.

Journal (100 CP)- A journal containing information on Silent Hill, including a few tidbits of esoteric knowledge. While it's not anything too mind-blowing, it does serve as a useful primer on what to expect about the area while also giving you a bit of a "who's who" on some of the people still living in town, if you can connect the dots.

Police Belt (400 CP)- You might have found this somewhere, or maybe you're just one of the local cops who got sucked into Silent Hill while on patrol. You might even be Cybil's partner; who knows? In any case, you have a radio that work similarly to an "Electronic Device" above, as well a baton, a set of handcuffs, and a handgun with three magazines worth of bullets to use, as well as anything else the average cop is likely to have on them. Post-Jump, anything you use up will replenish soon after.

Box of Memories (400 CP)- This is a cardboard box with a collection of interesting items in it; namely, a journal and assorted documents similar to the Journal listed above, as well as a handgun (with one magazine's worth of ammunition) as well as your first major clue as to how either escape Silent Hill, or accomplish whatever it is you're trying to do here. While it might not seem like much, the box will actually refill itself in future worlds- giving you a collection of useful, usually inexpensive or non-rare items right off the bat to help you get started.

Sanctuary (400 CP)- Much like the church of the Brethren, this building has somehow been warded against dark and corrupting forces, as well as against the forces of darkness. Demons, undead, and other nightmarish monsters will be unable to step foot inside unless you allow them to. Of course, camping out in a building won't get anything done around here, but it's nice to have someplace to retreat to where you can rest your head. Your choice of what type of building it is, and it'll follow you Post-Jump.

Arcane Seal (400 CP)- Not quite the Seal of Metatron that the Order of Valtiel wants to use to bring their god into the world, but still useful. Holding the seal will reveal the true nature of things to the wielder, and those who touch it will have their true nature revealed as well if they are inhuman. More importantly, the holder of the seal can escape from the altered realities that Alessa has created and back into the real world; this property will work on the "mirror" dimensions of other worlds as well. Unfortunately, in Gauntlet mode it seems to have been split in half, making it useless… though the other half is probably around here, somewhere.

Companions

Companion Import/Creation (100 CP per)- You may import one Companion for 100 CP, giving them 800 CP to spend on Perks and Items. Keep in mind that you can't purchase this in Gauntlet mode, but that if you have spare CP afterwards you can import as many as you'd like.

Canon Character (100 CP per)- For 100 CP, you can bring one Canon character of choice along with you. Although you can't choose someone with supernatural powers (Sharon/Heather is exempt from this, if she even counts outside of Silent Hill), you'll either start out on good terms with them or become fast friends.

Nurse/Nurse Horde (200 CP/400 CP)- You've got interesting taste. It seems this Dark Nurse has taken a shine to you, for some reason. This is surely going to horrify most other people here, but you clearly know something that they don't. She's about as strong as a fit man and isn't twitchy like her "sisters" are- most of the time- and she has a scalpel that it's very handy with. Might be more trouble than it's worth, but at least you have company now. If you've got really interesting taste you can buy nine more for a total price of 400 CP.

Pyramid Head (400 CP)- The butcher himself has decided to come along with you… for some reason. Maybe Alessa decided to gift you one for helping her, or something? In any case, Pyramid Head will bring his massive strength and butcher's knife to bear for you in this world and those beyond, as well as charming wit and sense of humor.

Ending

Another ten years down, huh? Or maybe you've just completed the Gauntlet. Or maybe you died. Well, if you didn't get brutally killed you have a choice to make. If you did get brutally killed or otherwise failed the Jump, I'll just go ahead and remove any lingering trauma from that now before I send you home (if not in Gauntlet mode) or give you the same choice as if you had won (if you are). Whatever the case, the effects of any drawbacks will now disappear.

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Stay Here

Next Jump

Gauntlet's Reward

If you successfully completed the Gauntlet, you'll get a few things. First off, if you took less than 1000 CP in Goals and Drawbacks you'll get some extra CP to spend; enough to get you to 1000 CP in total. You won't be able to take any more drawbacks for more points, but at least you'll have the same amount of CP to spend by default as someone who took the Jump normally. Next are a few questions; is Alessa willing to come along with you on your journey or not? And if so, will you take her with you? Your choice affects your next reward, which is…

Silent Hill (????? CP)- That's right, you get to take Silent Hill itself along with you on your journey. If you decide to take Alessa with you, the town will be much like it is in the movies- abandoned, desolate, with two alternate realities connected to it (the Fog World and the Otherworld). As the creator of Silent Hill, Alessa will still have the most control over the dimension, much like she did in the movies, though you'll (probably) be safe there if she's willing to come along with you on your journey. The monsters will be primarily influenced by her traumas and psyche, not yours, and the town may or may not still attract those with a lot of mental baggage to the town.

Your other option is to take a copy of the town of Silent Hill with you, as well as up to two alternate realities to design with their own set of supernatural properties. You'll have a similar level of control over these alternate dimensions as Alessa does. Maybe your Silent Hill will be all sunshine and kittens, or maybe you'd just rather have more control over your Hell on Earth. In any case, you'll have the opportunity to populate your dimension(s) with as many psychological horrors as your heart desires, inspired by your own twisted mind or the fears of those you choose to bring into this nightmarish dimension. (Or not, if you go the sunshine and kittens route.) The other supernatural properties of Silent Hill (such as trapping those caught within it, the disappearing cliffs, the electrical interference, the constant fog and ash, etc.) can be used or discarded as well if you decide to go this route.

No matter which option you choose you'll also get the opportunity to bring Pyramid Head with you, as described under his Companion option above. Because wherever there's a Silent Hill, there must also be a Pyramid Head.

Your final reward is that you can choose to stay a normal ten years in this Jump as a sort of victory lap, losing all the Gauntlet restrictions and Drawbacks you may have picked up so you enjoy yourself.

Notes

-YJ_Anon

-Alessa's Favor doesn't allow you to command the creatures you encounter on its own; they'll simply leave you alone and help you out if something else is trying to kill you while they're around.