



It has happened again.

Someone you love has disappeared into the MANOR FOR THE FOREVER TORMENTED, a mansion swallowed by a demon named TORUTARU, who is building an army of traumatized spirits to wage war on God.

You may either enter the manor to find them and escape, or simply wait out your **10 years** in this jump before moving on and forgetting this ever happened. No matter what goal you pursue, you will be given **1000 CP** to start off with.

Origins

Drop-In - Just you as you are, with the clothes and items on your back. No more, no less.

Human - A bog-standard human trapped in a world where *TORUTARU* creeps ever closer to total domination. Not that you are aware of this, mind.

The Wandering - A person who has seen the MANOR FOR THE FOREVER TORMENTED and has been struck by the horrid revelation of what lies within it - now trapped in a haze of inherent paranoia, terror, and confusion as the world is stripped bare of the illusion of reason and sense.

Some understanding of mysticism and the occult has been imparted upon you, but barely enough to truly grasp whatever evil you were unwittingly subjected to.

The Tormented - A lost soul that was caught in the depths of *TORUTARU* but has somehow found itself in the material world once again. Or is this the material world? It's impossible to tell anymore...and you find yourself no longer caring if it is.

An Exorcist - A skilled master of exorcism and Onmyōdō with knowledge of how to craft protective talismans, barriers, and wards against evil - alongside several other branches of magic and divination. You do not know the precise nature of the evil you face, let alone of the greater conflict *TORUTARU* wages against God - but your potent abilities have allowed you to drive off many an evil spirit as you search for whatever stole your loved one.

General Perks

A Loving Hand [Free for all Origins] - You had someone you cared about who was stolen by THE MANOR FOR THE FOREVER TORMENTED, but even without them here you can still feel them no matter how far away they are. Whenever you are feeling lost, confused or alone, their lingering spiritual presence will be there to comfort and guide you - letting you keep pushing onwards no matter how bad the situation might seem.

Dweller Of The Strange [100] - You have a fascination with the unknown, the macabre - *the alien*. This fascination has shaped your mindset into one where even some of the weirdest scenarios are something you're curious about, rather than unnerved by, your mental state remaining impeccably calm and perceptive in the face of unknown dangers. Short of something *truly* beyond your method of expertise, it is hard to shake your resolve.

Mental Labyrinth [100] - Your mind is a maze where it's easy to get lost in, but somehow you've always managed to make a clear and concise path back-and-forth no matter where you go. Due to this, you possess a clear 'mental map' that updates as you go, and which you can selectively edit to mark clear zones of danger, dead-ends, points of interest and other things - whether to instinctively avoid them or to follow and see where they lead.

A Penny For Your Thoughts [200] - Somehow, you always seem to find bits of loose change wherever you go - Golden pieces of monetary value cropping up where you least expect them to. And for whatever reason, they're *very* effective at distracting ghosts or evil spirits, who seem to have a sort of fascination with them or some sort of revulsion. Throwing a gold coin into the center of a haunted room tends to result in said room's evil presence dispersing for as long as

the gold coin remains in the center of the phenomenon. Remove it, and it comes back just as swiftly, and often not in a good mood.

- **Note: This only affects certain supernatural entities. Beings such as the Sick Infinity, incarnated zombies, and others will not be influenced by this.**

Some Peace Of Mind [200] - Sometimes, we could all use a break to stop and collect ourselves. A calming soothing presence washes over you when you stay in one place for a few minutes, allowing you to maintain your focus and come to a better understanding of the environment you're in, enabling you to better evaluate your chances of escape and survival.

A Quaint Samsara [200] - You can see it, the very essence of your life - represented as a multi-colored circle. Things that damage you deplete color from this circle over time, fatal damage instead merely stripping away bars of color. So long as you still have at least one 'bar', you can't die - but you grow weaker, more panicked, less focused. Resting can help replenish 'bars' and spiritually cleansing techniques can greatly enhance and speed up your recovery. In an area of high spiritual purity, your essence replenishes even faster than normal.

Whispers In The Dark [300, discount for the Tormented] - The shadows whisper things to you, the agonized remnants of people swallowed up by *Torutaru*, their last echoes bleeding into reality. Sometimes they're helpful, at others scathing and spiteful. But most of the time, they're crying out for help. Their screams and pleas grow stronger in areas of great impurity, or in spots inhabited by large numbers of corrupted souls. This klaxon wailing of the damned acts as a great alarm system for areas of incredible danger or extreme threats such as **The Sick Infinity**.

Bloody Remains [300] - You have a lot of blood, an almost excessive amount of it really. A single cut can send it spraying everywhere, coating walls and halls with long streaks of red. This is annoying in some ways, but helpful in others - the long streaks create patterns you can memorize, an easy way of tracing your steps and returning to wherever you once were. It just has the unfortunate side-effect of requiring you to be harmed first.

Tireless Endurance [400, discount for The Wandering] - Your body, likely because of influence from *TORUTARU*, never breaks and never fully tires. You may briefly run out of breath if you go into a full tilt sprint for too long, but you are quickly rejuvenated in only a few seconds and are ready to go again with barely any rest. Similarly, even if you have massive gaping gashes slashed across your body or you have lost significant amounts of blood, so long as you have even an ounce of strength remaining, you can keep going.

There Are Others Here [400] - Other people have been swallowed up by or touched by *TORUTARU* and lost in the sprawling depths of its infinite guts and you may occasionally meet them. They may choose to follow you as free companions, encourage you with morale boosting words, and may even fight in your stead against various spirits or unclean entities that you may encounter.

Outside of *TORUTARU*, you may still encounter these strange individuals who sill choose to follow and assist you for no other reason than they can - with the only thing unifying them being their consistent memories of having met you in a strange mansion.

An Untainted Flow [400] -

Human

Denizen Of The Haunting [100] - You have an odd fascination with haunted locales, places where the ordered world bleeds and breaks away into the strange and unwordly. As a result, you've developed a sort of strange 'sixth sense', enabling you to determine if an area is really haunted or not. Ghost sightings are easy for you to discern from whether or not they're elaborate fakes, or really genuine supernatural manifestations. This has kept you out of trouble in a lot of cases, but it's just as easy to get into it given how easy it is to stray into the paranormal nowadays.

A Chill In The Air [100] - Something evil stalks these halls, you can feel it in the air. The closer and more intense the presence of a spirit is to you, the more cold you feel - an intense chill running through the area around you that goes deeper than just skin or bone. The more spirits there are somewhere, the more freezing this sensation is, to the point of hundreds effectively acting as their own miniature weather system - complete with fog that only you can see as it starts to swallow up buildings and alleyways.

Contact To The Outside [100] - You have your phone on you, the device somehow retaining a connection in spite of the increasingly strange situations you now find yourself in. With it, you can communicate to people beyond the influence of haunted areas, with varying effects. Them wishing you good luck or best of health may result in you feeling rejuvenated or less stressed, they may offer you something in appreciation such as a few coins or other trinkets, or they may even go so far as to give you a mystical talisman with a unique effect suited towards combating spirits or enabling you to escape dangerous areas (often via warping or teleporting you out of the danger zone). You don't tend to question how they're doing all of this across a phone-line, or why these objects suddenly appear in puffs of multi-colored sparks.

The Wandering

The Tormented

An Exorcist

Companions

Items

Drawbacks

Scenario

End