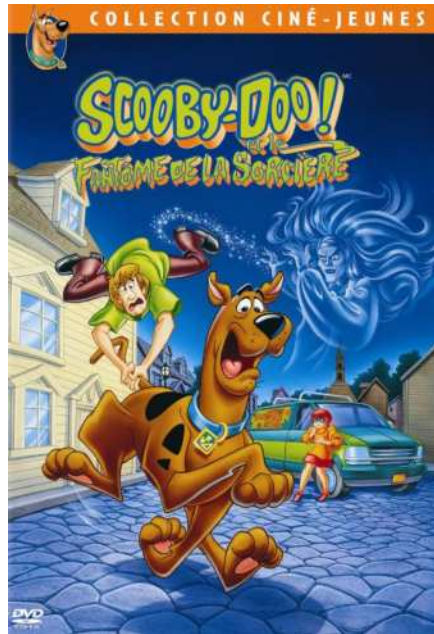


## Scooby Doo and the Witch's Ghost Jumpchain



By Ze\_Bri-0n

In celebration of its 25th anniversary

Warning: I challenged myself to write this jump in a day, so it's very, very rough. I'm reasonably satisfied with the result, but I did not give myself the change to nitpick and ramble, so it's a little less refined - though perhaps less garrulous and controlling - than my usual work.

### Intro

The second direct to video Scooby Doo movie made by Hanna-Barbera, and one of the few installments at the time to contain real supernatural elements.

Still, I'm getting ahead of myself, so let's just say welcome to Oakhaven, New England, hometown of the famous horror author Ben Ravencroft, where some unusual events are about to repeat themselves. You see, the town is now being haunted - supposedly - by the ghost of his ancestor, Sarah Ravencroft, who was executed for witchcraft centuries ago. Unfortunately, all is not as it seems.

You arrive in the town just as Mystery Inc returns with the aforementioned author, though where in town is up to you. You'll spend a decade here, unless you choose Fast Forward.

+1000 Mystery Points (MP)

## Origins

You may freely pick your age and sex. And of these may be taken as a drop-in.

### Meddling Kid

Yes, I know you're probably an adult at this point. Still, you are a member of the famous ghost-busting group, Mystery Inc. You've mostly - if not exclusively - run into frauds, which you promptly exposed, but Oakhaven won't be an ordinary case.

### Hex Girl

You are the fourth member of an eco-goth band close to cutting their first CD. Whatever that is (I kid, I kid, we're all ancient here). You may also choose to replace an existing musician, if you prefer. You can take this origin as a male, but it'll make the name weird.

### Author

Like the famous Ben Ravencroft, you write novels for a living, and you're pretty good at it too. Perhaps he's a relative or inspiration of yours?

## Perks

Talking Dog (Free) Even the most inhuman form won't prevent you from taking part in human activities, like driving, opening doors, operating machines, and oh yeah - *speaking*.

Jumper Doo (50) You're a dog rather than a human being, possibly a relative of Scooby himself, though you can be any dog breed you like. Despite this, no one who meets you in person will ever mistake you for a non sapient being or be confused why you can talk. The latter two effects may be toggled, and your canine state becomes an alt-form post-jump.

Relicious! (200) Your stomach isn't endless, but it might seem like it when you're scarfing down a restaurant's worth of food. This never affects your figure for long, and you don't need to worry about nutrition details or timing anymore. Also, you can eat *very* quickly, and appreciate food more in general.

I Know We'll Catch That Villain (100, Free Meddling Kid) You're more fit and observative than most people. Furthermore, when it counts, you're clever and courageous.

Run and Hide! (200, Discount Meddling Kid) You and your group can choose to scatter and draw attention to yourself. When you do, you're more likely to become an enemy's target, and it begins a classic Scooby Doo chase, where physics is second to comedy. It also means that - unless you're a clear threat - your enemy usually won't take you seriously.

Ghost Hunting's Our Specialty (400, Discount Meddling Kid) You are a professional quality investigator, with a focus on hoaxes. You're hard to lie to, and tend to happen upon clues, so most investigations will be cleared up within a few days. Also, you can almost always tell when something supernatural is fake.

Meddling Kids (600, Discount Meddling Kid) You are often in the right place at the right time to foil whatever kind of nefarious scheme you're looking for - even if you aren't looking for them at the moment. Perhaps fate is on your side? The world around you also acts like a semi-realistic cartoon, so you're less likely to get hurt in the process. Furthermore, you can choose to have supernatural incidents - real and fake - occur in any world you land on, which will provide you with fun and exciting adventures.

Hit it, Sisters! (100, Free Hex Girl) You're part of a band now - that requires certain skills. Skills you now have. Song writing, singing, a musical instrument of your choice - the works. Teamwork too, obviously.

Musical (200, Discount Hex Girl) When you take part in an exciting incident, custom music fills the background - without providing a distraction. If you prefer to take this further, the entire world can now be made into a musical, at will. It doesn't affect the outcome, but it can be fun if you're into that sort of thing. You can even lower the drama requirement, and force people to reveal their secrets or vent their emotions. You're a musician, after all. This is totally toggleable, and you can decide if the subjects find it weird or grown as people because of it.

One of Us (400, Discount Hex Girl) People with similar interests feel a kinship with you - and you with them. This'll make it easier to suss out kindred spirits, amass a following, or just make

friends in general. Also, you're good looking in general, though it tends to work best when you go with a goth aesthetic.

One Sixteenth Wiccan (600, Discount Hex Girl) The Witch Cult hypothesis is apparently right in this world, only bloodlines matter and there are legitimately evil witches with distinct and darker powers. Well, I'm not going to complain. You have the right ancestry to be in tune with the natural world, allowing you to use herbal remedies more effectively and intuitively. You feel a deep respect for nature, and oh yeah, know a spell to imprison witches and evil spirits forever-ish. You'd normally need to be a virtuous soul to cast it, but that doesn't matter to you.

Stories to Frighten People (100, Free Author) You have the skills and connections of a best selling writer - though you tend to tell dark or macabre tales. The connections update every jump or decade.

You Should Serve Me! (200, Discount Author) You've got some trait that ensures those you unleash are generally grateful, and family affection is reciprocated across generations. It may not be healthy or redeeming, but it will be there. Oh, and if you traffic in summoning magic, you'll find that the forces you conjure are much more reasonable than they would be; prices are fair and negotiations are open. Even the spirits of evil - usually. I'm sure Ben wishes he had this.

You Can't Solve *Me* So Easily! (400, Discount Author) Even under stress, you're very charming when you want to be, and quite a skilled liar. Your facades are good enough to fool famous detectives, and you're very good at getting people to do or believe what you want, without them ever realizing how you've shaped their perceptions.

Witchcraft (600, Discount Author) You are descended from a superior breed - or at least a stronger one. And you've unlocked their power, giving you access to and basic knowledge of dark magic. You're more Ben than Sarah, but perhaps you can change that in time? And if you're worried about needing to fuel your powers with dark deeds or pay homage to some dark forces, don't worry, it's all handled. Your powers are your own, and not to be meddled with by theoretical patrons.

Items

Mystery Machine (100, Free Meddling Kid) An iconic van with a custom paint job, which really sets the tone for a mystery. It's always in perfect repair, doesn't need gas, and all the paperwork is perpetually handled.

Weirdly Good Disguises (200, Discount Meddling Kid) You have a collection of outfits and costumes you and your friends can instantly switch into while unobserved, even if they aren't there. They're pretty blatantly fake, but somehow most people won't notice.

Best Restaurant in New England (400, Discount Meddling Kid) A excellent restaurant which can be imported into later jumps *and* accessed through your warehouse, where you and one guest may eat as much as you like, once per day, without cost. Further meals and take home boxes must be paid for normally, but they'll take any currency.

Instrument and Goth Outfits (100, Free Hex Girl) What every member of this band needs; the clothes to wear and an instrument to play. Come with hyper realistic vampire fangs made by a dentist.

Herbal Vapors (200, Discount Hex Girl) A set of natural incenses which heal the throat from damage or exhaustion. There's even some magic in it to slightly improve one's musical talents for a few hours, but that's as far as it goes.

Stage (400, Discount Hex Girl) A musical stage guaranteed to pull a crowd under any circumstances. Context still determines if it's large or small, but they'll be there. It also comes with a supply of flash powder, and may be redecorated or moved at will.

Childhood Home (100, Free Author) A mansion with a top quality writer's studio, guaranteed to get the creative juices flowing, albeit in a darker direction. All the utilities are provided and you'll never need to pay taxes on it.

Fortune (200, Discount Author) You have a net worth of about two hundred million dollars, circa 2024. I'm not sure how many actual dollars that would be in 1999, but it'll make you quite wealthy. Unlike other items, this one only regenerates every jump or decade, whichever is shorter.

Spell Book (400, Discount Author) The very prize Ben has been searching for, a tome of dark magic which can unlock his hereditary gifts and guide him from amateur to master. Yours does not contain the malevolent ghost of an angry ancestress, but it can awaken other latent or faded gifts, and provide basic to intermediate instruction in any sort of dark or forbidden magic.

Fake Ghost (200) Your own ready-made hoax, with followers to help you pull it off. Weirdly, even people who know it's fake find it exciting rather than stupid.

Model Puritan Village (200) A tourist attraction which accurately models life in the 1600s, and guarantees you a certain amount of profit - without needing to pay upkeep.

### Companions

Import (50) Standard stuff; select a companion, they get 600 MP to build themselves. You can import up to eight in this manner, with the seventh and eighth purchases being free with the preceding six.

Mystery Inc (200) The whole gang, which tanks up 1 companion slot. As a group, they have the entire Meddling Kind line. Individually, hard to say...

Hex Girls (100) The eco-Goth band, yes. Takes up one slot, has their own perkline and items.

Canon Character (50) I mean, if there's anyone else you really want to bring with you, select them here, pay 50 MP, and they become your companion at the end of the jump if you can convince them to come of their own free will.

Giant Turkey (Free!) Not explicitly a sapient being, but still a turkey the size of a car, so if you want to count this as a pet or a person, feel free.

### Drawbacks

You may take these for additional MP.

Filmography (+0) Scooby Doo had a lot of direct-to-video movies, and it's a little unclear which, if any, happened in the same universe. There are contradictions, but Hex Girls show up again, and the sojourn to Zombie Island would explain a lot about Mystery Inc's reaction to the whole

dark magic thing, but you get to decide for yourself now. Naturally, Zombie Island 2 is disqualified automatically.

Fast Forward (+0) Rather than staying for a decade, you reach the Ending as soon as the story is resolved - if it is resolved. This precludes all other Drawbacks but Filmography.

I Hate That (+100) People keep calling you kid. Which you hate.

Can't See a Thing Without My Glasses (+100) You have vision problems. It's nothing too bad, but if you lose your glasses you're practically blind, which will seriously impact some career options.

Like is Like a Comma (+100) You say the word like a lot, which people will judge you for, even if they shouldn't based on the era.

Doggie Lisp (+100) You have issues pronouncing certain letters, and tend to start words with the letter r.

Voiced by Tim Curry (+200) You are voiced by Tim Curry, which makes you sound great, but now gives people the impression that you are up to something nefarious. Yes, even if you're a woman.

We Could Use a Break (+200) Whenever you try to take a proper vacation, you always get involved in something even more stressful.

Man are We Hungry (+300) Like Scooby and Shaggy, you're ever hungry. You don't strictly need to eat several times more than a normal human, but you won't feel full unless you do, which will be distracting.

Actual Ghost (+300) You are a ghost, and thereby transparent. On the upside, you can fly about as quickly as you can run. On the downside, your blatantly supernatural appearance makes you a centerpiece of attention, and some people will have issues with your existence - probably more than you expect, because this is a drawback. On the upside, you aren't invisible and don't

seem to be intangible, so normal life is still mostly possible. Your ghostly appearance becomes an altform post-jump.

Unjustly Persecuted (+400) You have some foul reputation, but unlike Sarah Ravencroft, you don't deserve it. People may - or may not - actually attack you for it, but it'll make life harder.

ScoobyNatural (+800) Those who've walked in shadows, who've meddled in the occult, can never again return to the light, to normality. Or so they say, and you shall experience. As you travel this world, you will constantly run into various supernatural happenings, apparently by happenstance. Occasionally you might get some weird science or alien visitors, but for the most part you're looking at monsters and magic - usually the hostile kind. You probably won't need to deal with a Winchester's crossover, but you might. Also, your out of jump powers and items are sealed for the duration.

#### Ending

After a decade here, you will be allowed to Go Home, Stay Here, or Move On. Whatever you choose, all drawbacks are removed.