

# SCOOPY-DOO!

Jinkies!

It looks like you've ended up in the mysterious world of Scooby-Do!

Though this world might appear colourful and cheery on the surface, there are always crooks out there willing to do what it takes to get ahead. Many won't think twice about getting rid of whatever obstacle is in their way - even if those obstacles are children. There are even a few real monsters out there, which might be why people in masks can so easily terrify the adults in this world.

Don't let that worry you though. There are plenty of perfectly pleasant people too, even if a lot of them end up victims due to one evil plot or another. Even some of the monsters aren't as scary as they appear. All it takes to sort the good from the bad is a little bit of detective work.

You'll never be short of a mystery to solve over the next 10 years here.

## Rudget

A mysterious benefactor has offered you these choice points to help you in the pursuit of solving crimes. Remember you get to keep everything bought in previous adventures. These points allow you to take on a brand new identity, or just gain groovy skills and items here.

**+1000cp**  
**Rhoice Roints**



# Rontinuity

Mysteries in Scooby-Doo come in a variety of flavours. Even though the characters have remained mostly the same over the years, sometimes their personalities changed slightly or different villains lurk behind the scenes. Some options exist in entirely different realities, where other are only separated by time. Roll 1d8 to find out what sort of universe you'll be staying in or pay 100cp to pick.

## 1 Scooby-Doo, Where Are You?

The classic scenario: The gang comes across a destination suffering from a problem with ghosts or monsters and offers to help out. Eventually the creature will be unmasked as a crook trying to get money or revenge, but not before Velma finds clues, Daphne finds trouble, and Shaggy finds some food.



## 2 Scooby-Doo Mystery Incorporated

Four inquisitive teens and their canine mascot live in a small town called Crystal Cove. The older generation use the town's long history of ghost and monster sightings to bring in tourists even if it means hiding the truth and putting everyone in danger. A dark force here can manipulate anyone at will.



## 3 The 13 Ghosts of Scooby-Doo

Shaggy and Scooby have to track down and trap 13 of the most terrifying spirits this world has known after accidentally releasing them from the Chest of Demons. They are joined by Daphne, Scrappy, a young Mexican con-artist named Flim-Flam, and the warlock mentor Vincent van Ghoull.



## 4 What's New Scooby-Doo?

The events of "A Pup Named Scooby-Doo" have occured long in the past. In this continuity the gang are full grown adults rather than mystery-solving teens. The characters are quick to learn lessons and acknowledge the strange quirks or catchphrases of themselves and others. A more modern world.



## 5 Scooby-Doo and Scrappy-Doo

Appearing to occur after the events of "Scooby-Doo Where Are You?" Velma and Fred are absent from Mystery Inc. and Daphne will not reappeoar for some years as she grows as a reporter and journalist. Their personalities are made up for by Scrappy Doo, who will eagerly rush headlong into danger.



## 6 A Pup Named Scooby-Doo

The characters here act like strange parodies of their older counterparts. This world is significantly less threatening than others, with comedic monsters and chases that can easily be interrupted by dancing. Wacky, nonsensical events are commonplace. If you have trouble with children, avoid this place.



## 7 Free Choice

You can begin in whatever Scooby-Doo setting you like. You can take any of the options listed here or something else like "Shaggy & Scooby-Doo Get A Clue!". You do have to choose a purely Scooby-Doo world though - not one of the crossover continuities...



## 8 Scooby-Doo (2002)

Mystery Inc. split up long ago under acrimonious circumstance. Soon events will conspire to bring them back together to solve another case. This one features real monsters for the first time. Old foes will continue to show themselves along with new monsters and the entire world is more sinister and crude.





# Ridentity

# Free

The identity you choose defines your history and memories here. Your old memories won't be lost but seem no more relevant than new ones. The choice also grants knowledge, experience, and more memories too. New memories effect your personality, thought process, and instincts, but it holds no more power over you than your past lives. With time and effort you can change these new habits.

## Meddling Kid

- No new personality interfering with your judgment
- No new memories to acclimate you to the world or personal connections

Though no more of an expert in meddling than you were before, jumping from world to world surely ruins more than a few villainous plots. Some of those villains might even get away with their crimes if it wasn't for you. Choosing this background doesn't grant any new memories or personality in this world, and you have no history here either before being dropped in. At least this way you can be sure the only one meddling is you and you haven't had some strange hidden agenda slipped into your head. Just be sure to keep an eye out for the frequent bad guys who know hypnosis.

## Ralking Rog

- You are a dog, and often treated as such
- Your speech is impaired but understandable
- Dog breed is Great Dane unless you have a different canine form available to you

It looks like you're not human anymore. You're now a dog. You can still communicate with humans to some degree, although your speech is impaired by not having human anatomy. You don't have to do much to do besides general dog stuff, but occasionally your master will drag you off to use your keen nose to help solve mysteries. Despite being a dog, villains will see you as just as threatening a witness to their crimes as anyone else – even if they don't hear you speaking. Anyone in the world who finds your human-like mannerisms unusual will quickly get over it.

## Mastermind

- You are more intelligent than your peers
- It's harder for you to relax and enjoy non-academic endeavors
- You love a good mystery

You were noted as a prodigy at a young age and had a passion for solving mysteries. You are quite intelligent and have a lot of obscure knowledge that may prove useful when solving cases that come up during your time in this world. You have a natural competitive drive when faced with academic challenges or other intelligent people and feel a need to prove your capability in these situations. You have some internal struggles about your physical appearance, and constantly waver between worry about what others think of your looks to insisting you don't care about looks.

## Chef

- Good problem solver, with creativity dealing with monsters or recipes
- You tend to be a bit gluttonous and eating is a favourite activity

Food is always going to be important, especially if you choose to operate as part of an unpaid mystery solving team. Since the job essentially only runs on donations, you know how to save money by using common ingredients to their best effect. This creative usage of material also extends into mystery solving. If clues take the form of something deliciously edible, you might face a dilemma over whether to turn it in as evidence or eat it then and there, due to your love of food. You can choose one type of cuisine to be very familiar with as part of your background.

## Trapper

- You're good with your hands, having a knack for mechanics
- You have an unhealthy obsession towards traps of all kinds

Even from a young age, you always enjoyed working hard to construct convoluted traps to amuse and entangle others. This doesn't stop you in taking an interest in other hobbies, but traps were always dear to your heart. Your unusual hobby usually makes others see you as eccentric, but tends to make them interested rather than put off. Due to your interest, you've gotten quite skilled in working with your hands and have a familiarity with many crafts that are useful in the construction of all kinds of tricky devices. You already have a history of catching a few would-be villains.

## Man in a Mask

- Good people skills, with some talent at manipulating others
- Fallen on hard times and need cash
- Handy monster suit for half-baked scheming

You're familiar with money and were raised owning some of the finer things in life. From your childhood, you've been brought up knowing how you're supposed to act around others and can easily adapt to different social circles to come across as a good guy. But under that surface, you always want to earn a little extra money. Perhaps your family lost their fortune or you've just been cut off from it. Now though, you've taken to dressing up as a monster and using the disguise to scare people away from things you can take for yourself and sell for a tidy profit.

## Age

Your age starting age is 1d8+15. You may spend 100cp to be any age from 16 to 23. Man in a Mask may roll an additional 1d8 if desired. If your continuity is "A Pup Named Scooby-Doo" your age is 11 and cannot be changed.

100CP

## Sex

Your gender is unchanged in this world.  
You may change genders for 100cp.

100CP

## Location

Your time here will be spent all over the world solving various mysteries. To begin with, you'll start in the town of Coolsville.  
If your continuity is "Scooby-Doo Mystery Incorporated" you instead live in Crystal Cove.



# Recial Rabilities

Though the world occaisionally operates on unusual physics it is very much like the one you are familiar with. The abilities here might not do you much good in a fight, but they could certainly be useful for avoiding one or solving a mystery. Discounted special abilities reduce the cost of a perk by fifty percent for the marked identity. Free perks cost, like, nothing for the marked identity.

## Run For Your Life

When frightened or surprised, you are able to run at a significantly increased speed. Even in normal circumstance you're still a little faster than you used to be.

100CP

## Black Belt

You have a complete understanding of karate and can perform any technique of that martial art perfectly under ideal circumstances. Being a black belt will also make you more capable in a fight, naturally.

100CP

## Enormous Appetite

You may eat as much food as you want without ever growing uncomfortably full. Overeating will not negatively impact your weight or body fat in any way.

Chef free

100CP

## Ventriloquism

You have excellent vocal control, you're able to throw your voice and mimic others with ease. Oddly, this does not improve your ability to sing at all.

200CP

Meddling Kid discount

## Divide and Conquer

You can subliminally convince a group to break into separate groups when they're trying to accomplish a task. You need not actually speak to accomplish this.

200CP

Trapper discount

## Clue

You have a keen, sixth sense for discovering evidence of a crime. This ability will lead you right to nearby hints that can provide a good idea to a solution for a mystery, but it's up to you to interpret the information correctly.

200CP

Mastermind discount

## Talking Animals

You can speak clearly when in animalistic forms and can understand the speech of animals as well. Most animals aren't intelligent to have much useful to say to you, but there will occasionally be creatures that surprise you.

200CP

Ralking Rog discount

## Prehensile Tail

You can use your tail easily to hold and manipulate objects. This ability works with any form you have that possesses a tail.

200CP

Ralking Rog discount

## Acting!

You are excellent at concealing your feeling and motivations, and will never accidentally reveal your goals to others. Leaving behind obvious incriminating evidence will still get you caught though!

200CP

Man in a Mask discount

## Scooby-Dooby Doors

While this ability is active, eight nearby doors become mysteriously linked together. If there are not enough doors, extra doors will be provided. Entering any of these doors will cause a person to leave through another door nearby. Occasionally, other bizarre temporary effects may occur outside your control.

400CP

Meddling Kid discount

## The Rube Goldberg Solution

You can build overly complicated traps that captivate those who watch them in action, stopping anyone from acting until they are finished being sprung. Strangely these traps seem to be supremely effective at capturing your intended target when an ally blunders into the traps by mistake. Your traps only cause serious bodily harm when you intend for them to do so.

400CP

Trapper discount

## Monsters Aren't Real

Upon coming face-to-face with anyone in disguise you can immediately detect and clearly articulate the flaws that give them away. This also works on artificial monsters like holograms or robots if they have flawed disguises. This sense also extends to detecting false alibis and holes in stories and generally lets you read people better.

400CP

Mastermind discount

## Live Bait

If you know what something is supposed to like to eat, you can reliably use that food or item to draw it out. Even those masquerading as monsters will fall for this ruse while playing their role, attacking people you designate as bait (including yourself, if desired).

400CP

Chef discount

## Puppy Power

Your strength increases exceptionally. You can easily move on your hind legs and have no problem lifting ten times your weight or smashing through brick walls using nothing but your body.

400CP

Ralking Rog discount

## Golddigger

You can instantly determine the value of properties, persons, and what hidden assets they hold (cash, oil reserves, art, gems, etc.). You can use this on a smaller scale to perfectly appraise any item.

400CP

Man in a Mask discount



# Ritems rand Rompanions

Despite what you may think you know from watching crime dramas, you don't need a lot of gear to solve a case. Really, gadgets are just about being more stylish than the next guy. All you really need is tenacity and determination. If you want style, you can purchase some of our cool items below. If you're lacking in grit, you could always bring along some old companions spend CP to get new ones.

**Scooby Snacks**

With a lifetime supply of these 'delicious' dog treats, you'll never want for food again (if you're a dog). They taste somewhat like butterscotch morsels. They are very effective bribery tools for dogs, but may prove effective on other people too.

**Ralking Rog** free **100CP**

**Mystery Machine**

A groovy van that comfortable seats six and has plenty of space in the back. Comes with lanterns and a ladder, and it has plenty of computer equipment along the back walls to help solve mysteries. The vehicle itself has an uncanny ability to drive through a variety of environments.

**100CP**

**Ascot**

This is a seriously fashionable bit of cloth. If anyone wearing this, they appear much cooler and charismatic. This effect only lasts as until the wearer does something uncool or embarrassing. Comes in a colour of your choice.

**100CP**

**Coolsville News**

If you're looking for a mystery to solve you need look no further than your doorstep. Every day you'll receive a newspaper that can either lead you to a case or help give you clues or ideas that may help you work on your current puzzle. Difficult crosswords and sudoku's in the back. The comics aren't good.

**Meddling Kid** free **100CP**

**Traps Illustrated**

An obscure magazine that features suggestive photos of attractive young women (probably women) but also contains great articles on making more effective traps. Your free subscription grants new issues monthly. More explicit issues can be delivered for 100cp more.

**Trapper** free **100CP**

**Glasses**

Anyone who dons these appears more intelligent to observers. The effect only lasts until the wearer does something that breaks the illusion. The style of eyewear can be anything you choose.

**Mastermind** free **100CP**

**Disguise**

Even on close inspection, this scary person-sized costume is indistinguishable from a monster of your choice. Only if knocked unconscious will a seam be visible for the wearer's identity to be revealed.

**Man in a Mask** free **100CP**

**Doo Family Collar**

A priceless heirloom of the Doo family you've inherited. It's presumed stolen, but after a short case it'll be legally yours. You trigger similar mysteries in future worlds to convert previous assets into legally obtained goods or wealth instead of suddenly being burdened with suspicious amount of assets.

**Ralking Rog** discount **200CP**

**Shaggy Super Sandwich Supplies**

You have unlimited reserves of average-quality sliced white bread, ham, cheeses, sandwich meats, lettuce, marshmallows and condiments (including fudge). For +100cp, you have access to a massive variety of high-quality ingredients - anything a person would want on a sandwich.

**Chef** discount **200CP**

**More Meddling Kids**

You can import all your companions, giving them a history in the world (a single companion costs 100cp). They have tracking device placed in signature items of clothing in the event of kidnapping and gain "Run For Your Life" and one ability (worth 200cp or less) for free.

**Meddling Kid** discount **400CP**

**The Trapmaster 5000**

This kit has absolutely everything an aspiring trapsmith could need. There are always more ropes, strings, springs, levers, screws, and wires. Practically anything you could need to build basic traps is in available here, and it will never run out of supplies.

**Trapper** discount **400CP**

**Dogbot**

A large loyal robotic dog capable of displaying dog-levels of intelligence. It can cook food inside itself, produce a portable bed, transform into a rickshaw, and has jaws powerful enough to chew through chains. It can follow simple commands without additional programming.

**Mastermind** discount **400CP**

**Special Spice**

This ingredient can be included in any baked product prior to being cooked. Upon completion of cooking in an oven, the food will take on a monstrous form and attack anyone nearby. This magical herb also induced a pleasant relaxing effect but increases hunger.

**Chef** discount **400CP**

**Mystery Incorporated**

You are guaranteed to quickly hit off a friendship with a Mystery Inc. member of your choice and be included in the gang's adventures whenever you want. After time here is over, you may take this person with you as a full companion.

**Ralking Rog** discount once **400CP**

**Robotic Battle Suit**

Why settle for a lesser disguise when you can have reinforced armour, flight capability, or even offensive attacks like flamethrower breath or lasers. This can be obviously robotic or as monster-like as you would prefer. Unless you import a previous machine to improve and redesign, it can be no taller than 30ft.

**Man in a Mask** discount **400CP**



# Rawbacks

Taking any of the complications below will boost the amount of Choice Points you have to spend, but are also likely to make your time here more troublesome. You'll have to deal with the consequences for the entire decade, so don't choose these lightly.

**+600cp**  
**Maximum Benefit**  
(Maximum Benefit)

## Danger Prone

When it comes to bad guys, you have absolutely terrible luck. They will always peg you as an easy target and use you as a quick victim to frighten others. You're also a prime candidate for kidnapping or powerful hypnotic tricks.

**+100CP**

## Vain

You are far more concerned with looking good than doing good. Messed up hair, clothing, or makeup (and there will be makeup) needs to be fixed before you can continue other tasks. You ensure you are looking your best at all times, only the threat of imminent death can cause to ignore this obsession.

**+100CP**

## Let's Split Up Gang

Regardless of circumstances, you will always insist that jobs will be completely faster if you break into smaller groups. You'll make a point of pairing persons who work poorly together and sending off vulnerable people on their own when investigating dangerous territory.

**+100CP**

## I Can't See Without My Glasses

You are extremely nearsighted. Without your prescription lenses you are basically blind. Unfortunately, some supernatural force dictates that your glasses will be knocked off at least once per case.

**+200CP**

## Bottomless Stomach

No matter how much you eat, you're always still aching for more food. When you see food, you'll drop everything to try and eat it, but you aren't so consumed by hunger as to ignore the consequences. If it's obviously someone else's food you'll try and steal it without them noticing. You trust anyone who feeds you.

**+200CP**

## Scatterbrained

You have a lot of difficulty focusing on one thing for any amount of time. Your intelligence takes a shocking dive as well. You may forget important clues or other details when working a case or reveal all your gathered information to prime suspects.

**+200CP**

## Ghost!

One of the gang has been murdered, and you are the one responsible. It may have been accidental, or perhaps you were under the influence of malevolent spirits. Regardless, the memory of the deed haunts you deeply, as does the angry spirit of the person you killed. The ghost is unaffected by any of your abilities.

**+300CP**

## Coward

You are truly terrified of all things that go bump in the night. Even when all common sense tells you that it has to be a person in a suit, you will still panic and run for your life at the first sign of monsters. It also becomes much easier for them to sneak up behind you. You are mentally incapable of handling scary stories or films.

**+300CP**

## Scrappy

A certain great dane puppy has assigned himself to the position of being your best friend. He will grate on the nerves of your other associates and his personality is unchangeable. No matter what you do, he will remain by your side and is completely impervious to harm, as well as any of your powers.

**+300CP**

**Zoinks!**

**Is that ten years over already? Well, like, nothing left to do but to cancel out those nasty drawbacks and give you one more choice.**

**You may keep all purchases even should you choose to leave this world.**

## Mystery Solved

You're not fooling me. The way you shake and shiver, you're just too scared to stick around in this world! Oh well, soon you'll awaken back in the comfortable world you came from. You won't need to worry about monsters or mysteries again.

## One of the Gang

There could be some grand mystery waiting out there in the multiverse, but you know that this world has plenty that are within your capabilities to solve. And here you know that you will always meet kind people grateful for your help.

## Next Case

There is plenty more mystery out there and with the skills you've picked up here you're sure to stand a better chance at uncovering the secrets of the multiverse. Well, maybe not, but remember to have fun wherever your journey takes you.