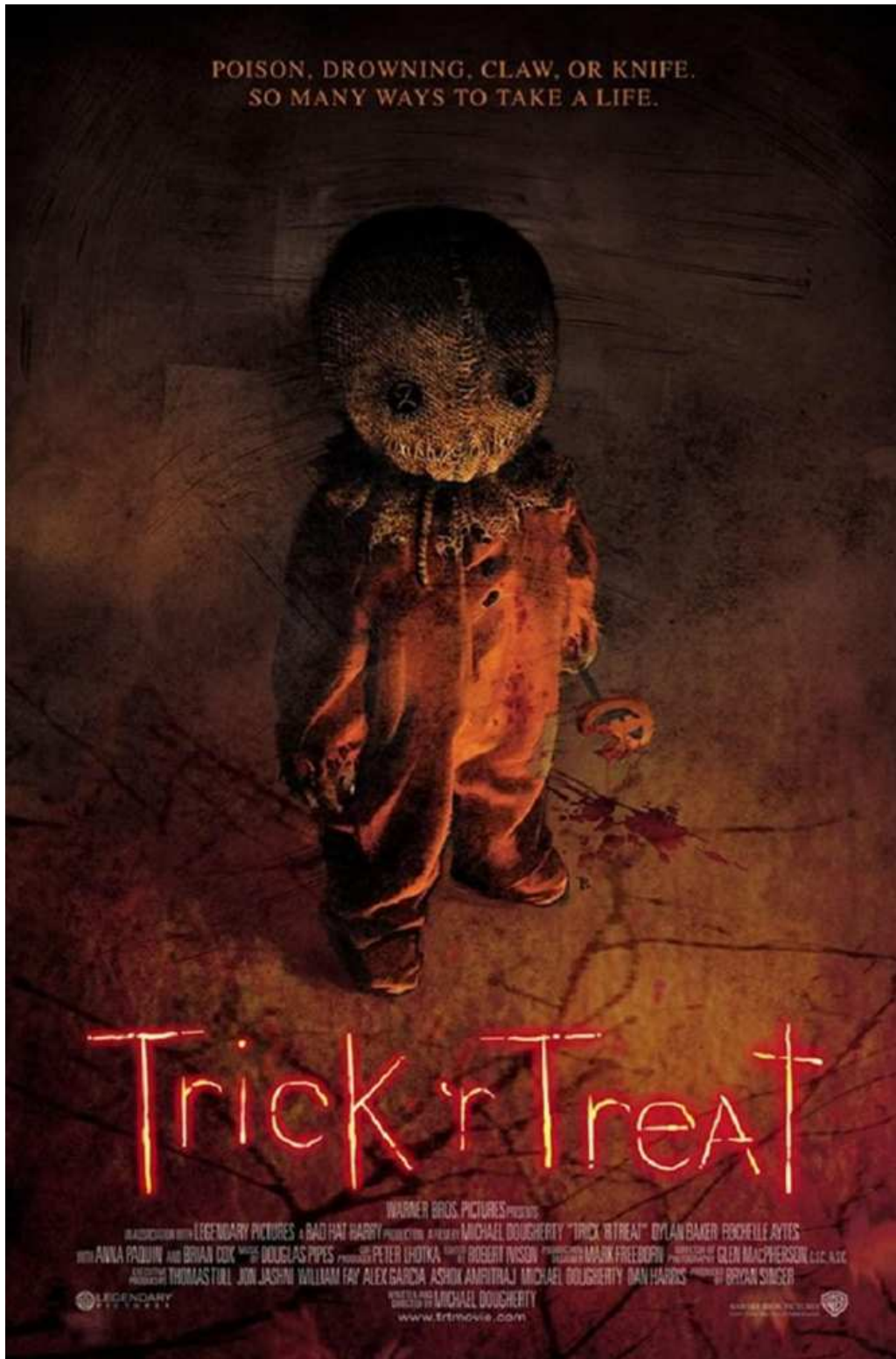


Trick 'r Treat Jump

Version 1.0.0



Halloween, or maybe Samhain, whatever you call it, the night of October 31st is a special time when the boundaries between the worlds of the living and the dead are at their weakest and when monsters can walk among mankind. It is a day where masks are donned and masks are removed, and children run alone at night.

You won't be arriving on that night, you'll have a few months to get ready. And who knows it's possible that supernatural happenings or interesting things will happen to you in the rest of the year. But the most important, most magical day of the year is obviously Halloween itself. And for that night we've got some gifts for you. But you've got to select them. So to help you with our catalog, have these:

+1000 Candy Points

Remember the rules... Wear a costume, pass out treats, never blow out a Jack o' Lantern, and check your candy.

Location:

You are in a town or city, large enough and with enough of a reputation for Halloween traditions that you might have out of towners coming for its halloween parade and parties. It doesn't have to be the one from the film, this is after all an anthology, but you will find that at least one Halloween during your stay here Sam, and other supernatural elements will come to visit wherever you are.

Age and Gender:

Characters range from school kids to the aged Mr. Kreeg, and Sam however old he is, and come in both genders. So you can be whatever age or gender you'd like.

Backgrounds:

No mechanical backgrounds this time. You can be a drop-in or have in-universe memories and connections whichever you prefer. In the latter case your purchases here, and anything you import can be used to shape this background.

Perks:

No discounts.

Costumer (50/200 CP): You are a capable seamstress/tailor, good enough at least to make your own clothes if you needed to. You shine at making costumes, whether for cosplay or Halloween, knowing how to modify outfits, what materials would be good to use, and how to get things to look the way you need. For 200 CP this improves to the level of a true, high end fashion designer. Beyond knowing how to make clothes, you have a good idea what would be aesthetically appealing and how to predict upcoming fashion trends.

Holiday Histories (50 CP): You have an encyclopedic knowledge of the history and traditions of common and popular holidays and festivals. You could tell people about the connections between Samhain and Halloween, or how Christmas traditions have changed in the last 2000 years or even older traditions like Saturnalia, and the evolution of Spring fertility festivals into the modern version. This isn't Ph D level knowledge, but in-depth for an amateur. It will update in future jumps so you'll always have knowledge of the traditions around holidays and festivals.

Storyteller (50 CP): Telling stories is a long, old Halloween tradition. One you are now a part of. You are a skilled storyteller. You know how to memorize stories, as well as keep them alive and interesting as you tell them, with the necessary flair for the dramatic and improvisation needed to keep the audience involved. While you're good at telling any sort of story, you're at your best with the scary story, knowing how to set the mood, and the ambience, and coax the listener into proper suspension of disbelief.

Urban Legend Collector (50/300 CP); Urban legends are modern mythology, and you are one of the priests keeping this modern mythology alive. You have an encyclopedic knowledge of urban legends, from sewer crocodiles and hook handed killers to more local specifics like the story about when parents of special children had them murdered as a burden they no longer wanted to deal with. If you stay in a location for a year or so you'll pick up these local legends and stories common to it. For 300 CP you will know which of these stories have a kernel of truth, able to pick up the pure fabrications from the post-telephone game truth, and have an idea for how close to the truth it is; and you'll know which tales of the supernatural are actually accurate and not.

Choosing Victims (150 CP): Whether a serial killer or something more supernatural, it's essential that you choose victims who won't be missed, or at least won't be traced back to you. You are good at finding times and places where you can cause someone to disappear

- permanently - and it won't be able to be traced back to you. This includes figuring out when they're isolated enough to not be missed immediately, or when they're in a state where a crowd would dismiss their screams as something else. While this helps you figure out who you can kill without being easily caught, it doesn't help you figure out who you can actually kill; you'll have to be careful you don't attack a superior predator.

Get Your Man (150 CP): Whether it's skill, luck, or some sort of *je ne sais quoi*, you're good at getting people interested in you. This works for attracting short term flings, a one night stand, a single date, more than anything long term. Making something that lasts longer than a night is up to you, but you can generally find a date for a party if you try.

Hiding Bodies (150 CP): Even if you pick victims who won't be associated with you, or who won't be tracked down easily, you've got to be able to clean up your mess afterwards. If you just leave the body lying about they'll know where and what happened pretty quickly. More than just a basic knowledge of how to clean up the evidence afterwards, you've got a bit of luck when it comes to hiding bodies and disposing of the evidence. This luck will generally show up with a comedic bent to it: it won't stop a dog from sniffing around, but it will help you get rid of it by feeding it a finger (which it will eat to the point of not being able to be recognized); it won't stop your neighbor from seeing you digging a grave, but it'll help you pass it - and the scent of the other body you buried there last year - as just working on the septic tank.

NRA Membership (150 CP): You are an excellent shot with a rifle, shotgun, or other firearm. You know how to operate and maintain guns, how to aim one, and proper trigger discipline. While you won't be - with just this - making trick shots where you ricochet bullets, this does help you aim, fire, and reload accurately and quickly under pressure.

You also get an NRA Membership in any jump where that would be appropriate.

Poisoner (150 CP): You are skilled in the use of poison. You know which foods will mask their tastes (or which poisons to use in what foods), how to place poison in food so it is not readily apparent that they have been tampered with, and even how to control dosage so that a child could eat one piece without danger but will die if they ignored the take one-sign and pigged out on a dozen pieces.

Sheep's Clothing (150 CP): You're beautiful, or handsome, or... well let's just say you have an appearance that could be called smoking hot. You're a 9 out of 10 minimum. Though this is something that may be only skin deep. You can disguise your form under the appearance of another of your alt-forms (or another appearance you can take on through your powers). You'll not have any overt external physical traits - you'd not have

a werewolf's teeth and claws - but you'll possess their abilities underneath the skin, and you can begin to express more of your true form but it will start to press out and become apparent - a werewolf's claws could begin to stretch out their fingers - until finally you tear away your flesh and reveal your true form and nature.

Strong Jaws (150 CP): What are you? A zombie? Maybe a wannabe vampire? You have abnormally strong jaws and teeth. You're strong enough to take a bite out of someone's throat, ripping it out without damaging your jaw or teeth, but tearing through their jugular. You can bite chunks out of people in other places if you need to as well. And as you get stronger your jaws will always remain disproportionately stronger than they should be, let's say at least twice as strong as you'd expect given your general level of strength.

A Friendly Mask (300 CP): It's rather useful to have a good mask to wear. Oh not as part of a Halloween costume; Halloween masks allow people to take off the ones they wear year round. This is the mask you wear year round, not a physical mask but a behavioral one used to hide your true nature. You are excellent at putting on a guise of friendliness, normalness, or otherwise hiding your psychological nature and beliefs. You have an excellent poker face, and could come off as the family friendly, Mr. Rogers-esque individual even while you are actively plotting how to kill the person you're dealing with and dispose of their body. While not immune to supernatural means to break through this mask it will make it harder for them to function on you.

Occult Etiquette (300 CP): When dealing with the supernatural, knowing the how and how not to behave can be the difference between happily ever after and being killed or worse. Now you have an instinctive knowledge of supernatural codes of etiquette, whether those relating to specific entities and interactions with them, or supernatural times and festivals. This won't tell you the results of behavior, but you'll instinctively know what you are supposed to do, and if something you are about to do would break part of the code. This only applies when the codes of behavior are relevant; you'll know that you should give candy to visiting children on Halloween, and that putting out a Jackolantern before midnight would be dangerous. And this will apply outside of just Halloween, or even creatures such as fairies; you'll know how not to act in a god's temple to avoid getting smote, or what you shouldn't do unless you want Cthulhu to take offense to your existence. It won't provide you with anything too specific such as the steps for a ritual or words of a prayer, but will give you a feel for their general nature.

Unnoticed (300 CP): Some people have all the luck... the bad luck that is. How many other people started to take down their Halloween decorations early, or didn't give candy

to trick or treaters, and yet Sam only actually caught a few. For one of his victims it might have been that he was doing things that specially attracted Sam, but for another Sam just happened to be there and that doomed her. Now you're lucky. You will not be targeted by hostile entities at random (barring drawbacks). This won't protect you if you do something egregious, or habitual, but you will not be a victim of opportunity, someone who merely stumbled into them doing something that anyone might do. You won't just happen to break a minor rule of Halloween when Sam is across the street and in a bad mood, just happen to be the person a werewolf decides to pick as their prey for the night, or just happen to buy the house that's on an old burial site. This won't protect you if you do something out of the ordinary to draw their attention, like mock the deaths of a group of children on Halloween at the site of their deaths, or they're specifically looking for you for some reason, it only helps ward off random ill-fortune. It will help you avoid being singled out for random malice from non-supernatural agents as well, so you're less likely to run into a mugger, or draw a serial killer's eye.

Subtle Wounds (300 CP): You have a talent for inflicting wounds without your victim feeling them as wounds. Oh they'll still feel your touch, and some pressure, but you might bite badly bleeding wounds across someone's body and have them only feel it as some 'lovebites'. You are not limited to just bites, though, and can generally disguise the full force of your attacks on others somehow.

Tough as Nails (300 CP): You are tough, and resilient, resistant to pain and injury. While you'll still feel pain, you are able to act through it, and while fighting with a broken limb won't feel good, you will be able to do it without the pain overwhelming you and becoming a distraction that makes you function worse. This helps you continue to function through injury and blood loss as well, a cut on the leg might leave you limping, but it won't collapse completely on you unless it's mostly severed, a broken arm might impact your ability to use it, but you could manage to use it to help support your shotgun at least. It's still as easy to cut you as ever, and a mortal or fatal wound will remain one, but you can continue operating with a lot more punishment than most people, and with mortal wounds that can be the difference between surviving to get treated and not.

You Cry? I Don't Believe It (300 CP): There's something about you that can appeal to shared humanity (or lack of it) with others and make them question their biases and preconceptions about you. This won't work on everyone, some people are too far gone or too obsessed with the pleasures that the abuse of power gives to care if they are possibly wrong about you being unrepentantly evil, but there's something about you that can give people pause and make them question if their preconception of you is accurate. This makes people evaluate you based on your honest actions and behaviors as opposed to

biases or preconceptions of what kind of person you might be, if these beliefs happen to be accurate this won't help you much even if you try and pretend otherwise. Your tears might move a witch hunter, but crocodile tears would not.

Big Bad Wolf (500 CP): You are a werewolf, and even though we only see female ones in the film you don't have to be a girl. The abilities of werewolves in the film are a little uncertain so we'll have to make some assumptions. This gives you a powerful healing factor, a bite to the jugular could heal before you'd suffer enough blood loss to impact your ability to function, and we'll assume other wounds will close just as quickly, you might even be able to regrow lost limbs, as well as superior strength and agility to a human; you could position a person in the canopy of a tree with relative ease, or could toss a grown man a significant distance through the air. The fact that their yearly ritual feeding takes place on Halloween and includes only one generation, implies they do not require a full moon to transform, and that they do not have to eat people regularly. Also as a wolf you'd have wolf-like senses to go with your superhuman strength, agility, and healing speed.

Corn Maiden (500 CP): You may not be the corn maiden of legend, but you could be a corn maiden. You have a great well of spiritual energy, in this world it will help you see and recognize spirits as well as provide fuel and strength for your magic. You are also capable of feats and acts of magic. This magic is associated with the harvest and fertility, growing strongest near harvest time and the night Samhain, and weaker away from it. You could bless crops with fertility, make plants grow at a rapid pace - making a pumpkin seed grow into a pumpkin in instants - or even cure the ill with a touch and some of your magical energy.

Making Friends (500 CP): Through stitching together corpses, adding a new brain, some electricity, some corn syrup and candy, and a touch of Halloween magic you can make your own friends from scratch. This allows you to create Frankenstein-style monsters and creatures. They won't necessarily be particularly intelligent, but do default to being positively inclined towards you as long as you don't abuse them. Who knows what you could do with this and some non-human bodies. But now you can always be assured of being able to make friends.

Opportunities Abound (500 CP): Principal Wilkins just happened to walk up on a child taking all the candy from a take one bowl, Laurie having failed to find the right one just happened to have someone present themselves, Sam having been made to spare one victim because they presented a proper offering saw someone else just happening to break the spirit of the season. You have this sort of luck too, and it's not limited to when

you're looking for excuses to kill people but great luck in finding chances and opportunities to pursue your goals.. When you go out looking for a chance to do something, opportunities to do just that are more likely to appear. The less likely for it to happen the longer you can expect to wait for the opportunity, and there are some absolute limits. Someone breaking a Halloween rule on Halloween for you to punish would happen relatively quickly, a specific individual doing so might take years. Similarly you can expect this to give you an easy victim if you go looking, but if you want a specific individual as one it'll take time, and if they're highly paranoid it might take years to get an opportunity. Don't expect this to just make a god give you the opportunity to defeat it as an ordinary person.

Revenant (500 CP): You have died, but this is not a death that will end your chain. How long ago you died is quite questionable, but you are now a revenant, some form of corporeal ghost risen from the grave to extract vengeance for your own murder. Normally you might not continue to exist as such a state beyond taking vengeance, but you seem able to. The powers of the undead ghost children are never shown on screen, so have to be guessed at. While lacking a werewolf's regenerative capabilities or agility, you possess similar strength, resistance to being damaged by mundane means, no need to eat, sleep, or drink, and the ability to survive through substantial wounds as you're already dead lacking any singularly vital area. Your individual body parts can even animate on their own, hands crawling back to you. You are also able to animate your clothing, up to and including chains that you may have died wearing.

Spirit of Halloween (1200 CP): You are a spirit of Halloween, or at least a spirit that enforces its rules and punishes those who break them, a creature similar to Sam. This gives you abilities similar to both a werewolf and a revenant. You possess strong spiritual energy comparable to a corn maiden, are superhumanly strong and fast, durable enough to survive having your limbs shot off by a shotgun and a bullet blown through your head, and have the individual limbs animate and crawl back to you while healing the wound. These are all secondary powers, though. You are the spirit of Halloween, and while acting in this role you possess a great variety of magical capabilities: off screen teleportation, covering a room in menacing writing, creating candy mixed with razor blades, and more. Of course these powers are tied to your role as spirit of Halloween and function best on Halloween and when enforcing its rules; not that they will be completely lost at other times. Of course as the spirit of Halloween, you will find that wherever you go Halloween will exist; it might not be identical, or have precisely the same traditions, but you will find a version of the holiday - a day celebrating the day where the barriers between the worlds of the living and dead are at their weakest - existing in any culture or

world you visit. This also gives you a Halloween themed alt-form, something monstrous; you could match Sam as the pumpkin child, or you could perhaps create another of your own, maybe a skeletal figure representing death, a headless horseman, a witch, or something else.

For an additional 200 CP you can have an equivalent power set linked to a holiday other than Halloween, bringing that holiday with you instead, just in case you want to be Krampus. If you want to somehow change from one Holiday to another being 400 CP to add an additional holiday (you could theoretically pay this multiple times), this won't increase your baseline powers, but will increase the breadth of your holiday themed magic, each set rising to its full extent at different times, and to enforce different rules. You will take each holiday you choose with you, and non-Halloween holidays will give you a different alt-form.

Items:

No discounts. You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bag of Candy (Free): This is a bag, almost a sack really, that a kid might carry trick or treating. It is full of candy. Maybe you can give this out to trick or treaters who come to visit. Or eat it yourself. The bag doesn't refill, replenish, repair itself, or anything special, but you do get a new bag full of candy at the start of each jump. Consider it a welcome basket of sorts.

Halloween Costume (50 CP): Your very own high quality Halloween costume. It will clean and repair itself the night before Halloween each year, and you get a new one each Halloween as well so you never have to wear the same one twice if you don't want to. You get to keep all of these costumes; one for each year you've had this item (they don't replace each other but form an ever expanding collection).

Halloween Decorations (50 CP): You've got to show the Halloween spirit somehow. These decorations will adorn any CP backed properties you own, or any property you are dwelling in. They will put themselves up, or take themselves down, over the course of an hour or two while no one is paying attention, and you can set up what time they will do so with a thought - in case you want them to take themselves down while you sleep in to sleep off a hangover. You can choose the nature of these decorations as long as they're the sort of thing you'd see used to decorate a house and yard for Halloween (and Halloween in specific).

House of Your Own (50 CP): A two story house with its own half-acre. This is just an ordinary house, though it will maintain itself over time, repair itself over a few weeks or months if damaged or destroyed, and its tax comes prepaid.

Please Take One (50 CP): This bowl of candy holds about 100 fun sized pieces of candy, and refills itself nightly. There's a note on the bowl saying to please take one, though you (and only you) may replace the number by writing a new one. People, even greedy children, will respect this note and only take the number noted; this resets when the bowl refills.

Shotgun (50 CP): This is pretty much an ordinary shotgun. There are two special CP backed traits to it: when you need to reload it you will always be able to find ammo

within arm's reach; and if you ever need it you can find it over the nearest fireplace wherever you last left it.

Weaponized Candy (50 CP): This is a piece of candy that has been somehow turned into a weapon. It could be a sharpened sucker that's sharp and sturdy enough to cut a person's throat like a metal knife, box cutter in a piece of chocolate, or possibly other such candy weapons. You don't actually need to choose one, but instead just always seem to have one on you if you need it and have permanently lost the previous one.

Guard Dog (150 CP): This dog is loyally protective of you. It seems to be able to detect magical and supernatural happenings. It will act furtive when magic is being used to affect its proximity - whether that's a house being cursed or someone scrying on the area it's in - and when unfamiliar (to it) supernatural creatures are about it will begin to bark a distinctive bark. If they are overtly hostile it has a similar but distinguishable bark of higher alarm. This might not help you the first time you encounter something supernatural with it, but you'll probably soon learn to trust its senses.

Halloween Street Party (150 CP): This door in your warehouse, or if you lack one another property you possess, will open only from midnight to 3 AM (it'll be some time vaguely earlier) and leads to a different city somewhere in what seems to have been the real world on Halloween night. More specifically it leads to a street party in a real world city where they are celebrating Halloween. You can't take anything out of this place with you, and food or drink consumed here won't sustain you, you won't be able to go inside any buildings other than those related to a night of Halloween partying, or leave the range of the party, but you'll be able to celebrate Halloween any day of your choosing. On Halloween itself it does something a little special as it will instead open to a Halloween celebration on some world you have previously visited on your chain, or a version of that world where they celebrate Halloween, allowing you to briefly (re-)experience Halloween there.

If you'd prefer you can instead have it lead to some suburbs for trick or treating, or buy it twice to get both.

Monstrous Mask (150 CP): This mask, representing some sort of monstrous face, has the effect of making monstrous creatures recognize you as one of their own. They might not perceive you as their species, but they'll recognize you as a fellow monster and importantly not as a human. Humans will see this as simply a normal mask.

Seed of Halloween Magic (150 CP): This is a (pumpkin) seed filled with Halloween magic. Once used this magic is expended until the start of the next jump but as long as

you have it there's a few ways you could use it. By using its full magic you could bring Halloween to a new land, causing Halloween celebrations to develop there. Or you could release the magic to cause the seed to perform some magical effect which is beneficial to you in the current situation, helping you with a pending threat in some way, this will usually be in some Halloween (or just pumpkin) themed way, making vines burst from your enemies, summoning a small force of monsters, maybe it could shroud a region in night, revive those murdered by someone as revenants to kill them, or turn the poison which one group fed another back on the former; this is mostly uncontrolled but will be something that helps you in the current situation. Of course if you have magical skill of your own you could just use it as a magical power source, supercharging your own magic for a spell.

A Treat (300 CP): This is a simple candybar, possibly chocolate. It's not for you to eat, though. It's for you to give away. When you give it to a supernatural creature they will take it as a gesture of respect, and appreciate it far more than should be natural. Unless they have a particularly strong reason to be hostile towards you, they will typically accept it as a sort of peace treaty, and at the minimum will take it as a gesture of peaceful reconciliation; a creature that is simply defending its territory might not accept you coming and going as you please with just this, but would probably let you leave unmolested if you turned to do so after giving it this treat. You get a new treat 1 week after you use the first one.

Monster Mash (300 CP): This door in your warehouse, or if you lack one another property you possess, will open only from midnight to 3 AM and leads to a world of monsters, ghosts, and ghouls; a manifestation of the world of Halloween. You can't take anything out of this place with you, and food or drink consumed here won't sustain you, but the monsters will tolerate your presence, and even accept you not only as one of them but as a special existence among them. They might offer you friendly advice, or just a chance to chill. You can only enter part of this world, and not all the creatures will be here all the time. And of course they throw the very best Halloween parties.

Offering to Those Who Died (300 CP): This is a set of 8 Jack O'Lanterns. By going to a site associated with the death of one or more individuals, or where their bodies have been placed, and lighting one or more of these Jack O'Lanterns you can perform a ritual which can be used to reanimate the dead as revenants to take vengeance against those responsible for their deaths. The dead individual in question must perceive someone specific as responsible for their death, and must desire vengeance against that individual. They can do other incidental acts of vengeance or violence on the way, but they will return to the grave once their vengeance is complete, and exist purely to complete their

vengeance. Each Jack O'Lantern can only revive 1 individual, and if you use one or more Jack O'Lanterns they will be replaced at a rate of 1 per year. The individual is revived as a supernaturally empowered revenant, possessing all the power they did in life and possibly more.

Owl Tchotchke (300/800 CP): This little owl pin attaches to your shirt or jacket. If you are wearing it when you are investigating a murder, or series of murders, you will find yourself being guided towards the culprit by a series of hallucinations and visions, you'll still have to follow the clues they give you, but they'll help you find the killer; it's almost as if the spirits of the dead and the spiritual world in general is guiding you along your way. Of course this guidance won't necessarily tell you *when* you'll find the killer you seek, and when you're hallucinating it can be hard to prepare precisely for what is to come when you do find them.

For 800 CP this guidance works for other things as well. Hallucinations and visions will guide you towards individuals or objects that you seek even if you do not know precisely who or what you are searching for.

Protective Jack O'Lantern (500 CP): This is a simple Jack O'Lantern, but when it is lit you will find that it provides a protective ward against malicious supernatural entities and forces. Supernatural entities that intend you harm will find it hard to approach the light of this Jack O'Lantern much less enter within the range of its light, or to enter or approach near a domicile which has it on display by the front door. Harmful supernatural forces and magic, manipulation, etc is suppressed and dispersed by the Jack O'Lantern's light blocking harmful magic or attempts at others to manipulate or control things within its protection. This is not absolute, but things here weaker than Sam would certainly not be able to overcome it, and even things that overcome it will find themselves weaker and more sluggish while doing so as well as having additional difficulty in attempting to extinguish its light, and the more powerful you become the more powerful its protective light becomes; if you are significantly more powerful than an entity it and its magic will be blocked by this, and even your erstwhile equals will find themselves weakened by it.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Sam.

Sam (200 CP): You can take Sam as your companion. An age old spirit recognized by both European witches and Native Americans. Not a good spirit, but potentially a powerful protector, he seems to be associated with the enforcement of Halloween's rules. The limits of his powers in such a role is unknown, after all scaring them first is part of the job.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Shorter Stay (Toggle): You can choose to stay here less than a full decade. You must include at least 1 Halloween, and to benefit from drawbacks you must stay at least a full year.

Child (+100 CP): You are returned to being a child, while you'll have all your memories you will have the hormones of a child. Attempts to speed your aging will fail, and while you can assume alt-forms they will all be reduced to children.

Lame Costume (+100 CP): You have a particularly lame Halloween costume, maybe you're dressed as a hot dog or are overweight and dressed as a baby. No one will think it looks good, but you will wear it. And you'll wear it next Halloween... that is if you don't replace it with one that's even worse.

Virgin (+100 CP): You are a virgin and you will lose all your experience and emotional hardening that comes with it. You feel the need to make your first time truly special, and lose all experience you might have in seducing or attracting lovers. By the end of the jump you need to lose your virginity, and not to a companion or follower. Alternatively you can apply this to as a killer, losing all your experience in killing people, or isolating targets, and you have to kill someone before the end of the jump, but you have to make sure your first kill is special. You can take this drawback twice.

Witch (+100 CP): People believe you are a demon worshipping witch. This doesn't mean they necessarily believe you have magical powers, or that the Devil is real, but they believe that you attempt to make dark pacts with the Devil for supernatural power. If people start being killed you'll be a natural suspect.

Child Killer (+200 CP): Years ago you killed children - innocent children - and you have lived with the guilt of that action for years. Even now it haunts you. But at some point during this jump it will become a more literal haunting as the children you killed rise from their graves as revenants and attempt to murder you.

Disturbed (+200 CP): Your parents didn't have you murdered, yet, count yourself lucky for that. Still you have some sort of mental disorder that makes it difficult to live a normal life. This will be a significant influence on your everyday life, though what form

your disorder takes is up to you, just that it will be bad enough you can not pass as neurotypical, and it will disadvantage you.

Serial Killers (+200 CP): Something about you seems to attract them. Serial killers find you an attractive target, and you will have at least one serial killer target you during your time here, and probably more than one.

When We Show Our True Self (+200 CP): You and your companions lose access to perks, powers, abilities, and items - including access to your warehouse - from other jumps, as well as any supernatural powers or items from this jump. This loss of powers and items only applies when it is not Halloween. On Halloween you regain full access to all your out of jump powers and items but only until nightfall on November 1st.

Krampus and Other Seasons (+300 CP): It would seem that Halloween is not the only holiday with its own magic, or the only one with a spirit of vengeance and supernatural enforcer of its rules. Now not only do other holiday spirits of vengeance and murder exist, but you will interact with a few of them somehow. Expect to run into Krampus, or at least be affected by his presence even if you do not meet him personally, and the same with entities of other Holidays.

Sam's Stand-In (+300 CP): It's a little unclear why Sam does what Sam does. He's a spirit, associated with Samhain, who is not considered good by those who do revere him, but he is not necessarily evil. Judging from what we see he keeps the sanctity of the day, and ensures its traditions are followed. And now you have to do the same. Every Halloween, for 10 Halloweens, you must go to a different city and ensure that the magic of Halloween stays alive. You must somehow cause - or fabricate - supernatural happenings which leave enough witnesses alive to spread some version of them in urban legends, while also seeing that blood is spilt as sacrifice, and you must also find and personally kill at least one who breaks the rules of Halloween, but only after driving terror into the very depth of their heart. But it's not as easy as just that. You need to spread the fear of Halloween and teach someone to respect it - even if they then die - and leave the town with a bloody mystery and a newfound dread at the season. You have to do this for 10 years or fail the jump.

Smashing Jack O'Lanterns (+300 CP): You hate Halloween and everything about it. Sam will come for you at some point while you're here, and where Krieg could ward him off by giving him a treat and learning the error of his way you will not be able to learn to accept Halloween and its traditions, and Sam knows it. You will have to deal with Sam at

his full, unknown power, and beat him. Don't have to kill him, but have to survive his concerted efforts and make him learn he can't beat you.

Outro:

Whether you stayed for a decade or a year, you survived Halloween and hopefully had some fun. So now the choice is up to you:

Go Home: Return to your original world, your chain at its end.

Stay Here: End your chain remaining here.

Continue On: Why end your chain? Continue to the next world.

Notes:

Jump by Fafnir's Foe

For all the powers assumptions had to be made. The werewolves are shown to be able to receive a bite to the throat that causes a substantial amount of blood staining but was closed before it was shown at all, and to get a human body high into the air and drop it. The ghost children seemed to be physical revenants and animated their chains but have no feats. Sam has the most showing, but seems to have some rules of conduct and even with the shorts and the comics what these are is unclear. Corn Maiden was based on the witch in Seed and the girl in Corn Maiden (Days of the Dead comics). Making Friends was based on the short of the same name.

The Protective Jack O'Lantern is inspired by well they are there to protect the house from malicious spiritual forces and Trick R Treat references this... but the mechanics are me trying to make an interesting and worthwhile item. It's not a freebie, or priced so cheaply that it's a must buy so it should work.

Corn maiden will be better at making plants grow, restorative magic, and the like than Spirit of Halloween, but Spirit of Halloween will be better at magic to cause terror, or harm.

With the alt-form from Spirit of Halloween it's your choice if it just is a monster form you can chill in, or if your Spirit of Halloween powers are weakened or lost outside of it. The form shouldn't give you too significant advantages, but a floating grim reaper figure wouldn't be out of the question, or a hulking ogre, just you're not going to be a full fledged daikaiju or have anything too extreme; low end flight is fine, selective tangibility probably less so.

Changelog:

Version 1.0.0: Released.