Mad Monster Party

Version 1.0.0



Rankin and Bass may be best known for their Christmas specials, but they did not only create Christmas films. You will be visiting one of their non-Christmas films. In fact it is a distinctly darker time place.

On the Island of Evil, Baron Boris Frankenstein, the head of the global monsters association, has perfected his latest and greatest discovery: a solution to explosively destroy all matter. In celebration, and preparation for his own retirement, he has sent out invitations to the most famous monsters from across the world. And it would seem you are included in that list.

Enjoy your trip to the Caribbean, don't let Dracula get too handsy, and maybe trade some scientific secrets with Boris. Or do something else entirely your own. These will help you either way:

+1000 Monster Points

Good luck, and good jumping.

Location:

You may begin either at the Caribbean cruises ship which will be, knowingly or not, transporting most of the monsters to the Island of Evil a little before it leaves, or else on the Island of Evil itself as the various monsters arrive the day before Felix and the boat.

Age and Gender:

Your age and gender are your own. Many of these monsters are immortal beings centuries or even millennia old and you may well be one as well.

Origins and Discounts:

There are neither origins or discounts in this jump. The price you see is the price you pay.

Perks:

All perks which grant an alt-form post jump will merge to create a single monstrous form post jump.

A Voice to Sing With (Free): This is a Rankin Bass holiday special. It'd be simply cruel to send you here without giving you this. You possess the skills and talent necessary to sing at a professional level; this won't make you a top class talent, or a star performer, but you could sing for a kids movie and not embarrass yourself. You are also a passable dancer, though this won't make you excellent on its own.

Back Mumble (50): Sometimes you can't be bothered to enunciate. Thankfully for you, it doesn't seem to be a problem if you don't. If you mumble, growl, or otherwise vocalize some unintelligible non-words with the intent of somehow using it to communicate information anyone who can understand any language you can speak can understand your intent as well as if it was clearly spoken. This does take a roughly similar length of grumbling as it would to speak the words normally, though it is slightly shorter.

This can even be used for spoken passwords, voice activated commands, or magic spells. You'll still need to know the proper words and intend them, but there's no need to trip over the syllables, or deal with the headache of poor voice recognition software.

Kisses Leave Marks (50): You possess vampire-like fangs. These fangs give you quite the dangerous bite, and you can even drink blood through them, draining individuals of their blood - if you bite a major vein or artery - at a speed to relatively quickly leave a human unconscious from blood loss or even dead. Beyond deadly teeth you possess the ability to survive off of human blood alone with no need for other food.

Mafia Style Cooking (50): You are an expert chef, capable of working as a gourmet chef either for ordinary humans, or for the sort of (deadly) cooking that monsters prefer knowing how to make delicious (at least to monster) dishes out of venomous vipers, black widows, poison ivy and toadstools, arsenic, and similar dishes. At least assuming your diners can survive them.

Music Director (50): You want more than a voice? Fine. You are now passably skilled in all typical American/European instruments of the 1960s, good enough to provide a musical score for a movie, as well as song writing, and dance choreography. You might not be good enough to become famous as Broadway's best, but you could make a good musical film.

Pharmacist (50): You have experience as a drug store pharmacist. This does not give you particular skill in the creation or even recognition of drugs and medicine; why would that be learned at a drug store? No, it makes you an excellent creator of tasty beverages. You know what flavors go together in a drink, and how to mix a mean soda, float, milkshake, or even more adult drinks.

Amphibious Creature (100): You are an amphibious creature, covered in fish-like scales. You are capable of functioning underwater as well as on land, capable of seeing and hearing in either medium, of breathing either medium, and of swimming far faster and more easily than a human. You also seem to produce an amount of water inside of yourself, enough to spray forth in a hose-like stream for short periods at a time.

Post-jump this becomes an alt-form.

Cast Iron Stomach (100): Monsters seem to have rather, er, unique dietary tastes. One has to wonder how Boris von Frankenstein survives as a human. Well he does, and now you can too. You are immune to the effects of consumed poisons.

You can toggle this on or off if you'd like to get drunk or otherwise enjoy intoxicating food and drink.

Hunchback's Fitness (100): Why is a man with a deformed spine so strong and acrobatic? Judging by your physical capabilities, it's almost more like you're a gorilla than a man. Leaping, brachiating, tossing things. You have the physical fitness of a bull gorilla.

Alternatively this can make you a gorilla, in which case post jump it becomes an alt-form.

Vocally Talented (100): You have excellent vocal training and control. You are especially talented at impersonations, capable of almost replicating any voice in a wide vocal range - such as any typical male voice, or any typical female voice. This won't be a quite perfect replication, but it'll be enough to fool casual observers who are not intimately familiar with the individual.

Gotta Stay One Step Ahead (200): When you're assigned to read page one, read 3 more and you'll see that the next day the group is way behind. You have a keen eye for chances to get ahead of your peers. This is not some conceptually perfect sense, but you are good at recognizing opportunities to better yourself, or sabotage your enemies, easily recognizing them, and having a good sense for how to capitalize on them. You could

make an excellent, if cut-throat, businessman, and it might be possible for you to make yourself a respected (and feared) lord of monsters as a mere human mad scientist.

Original Batman (200): You possess the ability to transform yourself, as well as any objects (but not living/sentient things) you are carrying or wearing, into a bat or back again in a puff of smoke. Even when you're not a bat you are particularly skilled as climbing, hanging from your feet, and even able to levitate and fly albeit slowly and awkwardly. Dracula got into that tree somehow.

Monstrous (200): Perhaps you don't value acrobatics. You are a towering, green-skinned, corpse-monster like Frankenstein's monster at least half again as tall as a human. While you won't match a gorilla in agility or dexterity, you are substantially stronger than one, possessing great strength and raw power and comes with toughness similar to that of Frankenstein's monster. Strong enough to push trees so that their roots begin to tear from the ground and tough enough that kicking or hitting you is like hitting a solid block of stone, so it's nothing to scoff at.

Post jump this becomes an alt-form.

Werewolf (200): You are a werewolf, possessing the ability to turn into a wolfman… or a wolf whatever alt-form you are in at the moment. In this form you will take on wolf-like features, growing fur across your body, lupine ears, claws, fangs, and a tail. This will increase your strength, speed, and agility approximately similarly to the Hunchback's Fitness perk, though it also provides you with a canine's sense of smell and the aforementioned claws and fangs. More importantly, though, you are a werewolf and as such seem to take reduced damage and heal more effectively from damage not inflicted by silver or burning while in this form. Enough bullets would still put you down even if not silver, but you could take one or three and hardly notice.

Easter Candy Cane (300): You're different. And that's what people seem to like about you. Oh not necessarily everyone, but you have an odd luck for finding people who like you specifically for the elements which would normally be socially rejected, seen as unappealing, or are downright anti-social. You're a stitched together corpse with the green-yellow pallor of decay? You're weirdly likely to find someone who likes that. Half again the size of an ordinary man and only able to talk in grunts and moans? Well you'll find someone who likes the very large and very silent type. Doctor who while outwardly presenting as noble and kind, regularly imbibes a potion for the sole purpose of turning into a deranged serial killer? You might find yourself with serial killer groupies.

This won't affect everyone, and it won't necessarily affect the specific individual you want it to. It's not a targetable effect, merely a luck in finding people who will love you for your abnormalities, no matter what they are.

I Love the Shape They Put You In (300): You are beautiful. In terms of the perfection of your physical beauty you are an outlier, as if a master craftsman had painstakingly crafted you to be an absolute beauty. Of course beauty is in the eye of the beholder, but you will find that even those who would normally have rather inhuman aesthetic sensibilities will appreciate more standard and classical beauty when it is yours. Yours is a beauty that crosses the line of species, or even macabre supernatural sensibility.

Machine (300): You are no longer a biological being, but instead a robot made in the imitation of a human, or whatever monstrous being you would be. You possess slightly increased strength due to this, but primarily you are simply abiological. You no longer possess biological necessities instead working by a combination of electrical energy and the winding of clockwork meaning you can survive without food, water, sleep, and breathing (though you can still eat) and are immune to most poisons and diseases or assaults on your biological vectors. You do however have many delicate parts inside of you so are not necessarily that much more resilient than a human when it comes to physical harm and impact trauma.

Post-jump this becomes an alt-form.

Secret of Creation (300): You understand the secrets of Boris von Frankenstein's creation of life. Like Frankenstein, you are able to create creatures by stitching together corpses and infusing them with the energy of creation in the form of lightning, and build robots that can pass for humans. This will also make it just a little easier in general for you to create living, thinking, or just animate creations; you'll find yourself learning such skills somewhat faster and being a bit more naturally talented at them whatever their form.

Won't Get Rid of Me So Easily (300): You seem to be a master of getting away. When you are under attack with lethal intent you are able to immediately and easily identify all possible escape routes, your mind naturally figuring out what it would take for you to escape through one. While it does generally have to be something you can sense, and identify, merely improving your ability to do so and do so quickly, this does give you a sixth sense for secret doors in these situations immediately recognizing them and how to open them even if you normally wouldn't be able to and even if you're blind or stumbling

around in total darkness. Going a step beyond that, sometimes secret doors just seem to spawn in your location when you really need to get away.

This does only apply when you are under direct attack and threat of your life, it won't apply if your enemy just wants to nonlethally capture you, or if you're merely trapped somewhere.

Felicitous Survival (400): You're surprisingly hard to kill, especially it would seem when you are unaware of the danger you are in, or at least not making attempts to save yourself. As long as you're not actively trying to survive or avoid a danger, deadly threats against you seem to have a way of being foiled by luck. This isn't a completely invincible shield, if you're on an island that is converted into a massive explosion you're still dead, but you could accidentally spray bug spray into the mouth of a vampire coming to kill you, or repeatedly duck below attacks you were completely unaware of. This isn't merely good luck for you, your enemies have a way of tripping when they normally wouldn't or suffering bad luck when trying to kill you. You very well could survive a whole island of monsters trying to kill you by sheer dumb luck more often than not.

Infusion of Energy (400 MP; requires Secret of Creation and Secret of Destruction): You are able to use lightning to infuse things with energy. This works in a way similar to Frankenstein's other inventions. By infusing a collection of dead body parts, or machines in replica of a human form, with lightning you could give them life and even sapience. By infusing a chemical explosive you could make a chemical capable of providing kiloton, or even megaton, explosions with a single vial. The prerequisite perks already provided you with the capability of making those specific feats possible, but this expands it. You can use this infusion of energy to make anything more. You'll have to experiment with objects and creations to discover what exactly happens to them, but you can prepare things to not only survive the destructive fury of the wrath of Jove made manifest, but to draw power from the lightning bolt and become something more than it was before.

Invisible (400): You are completely invisible, light passing through you as if you were not there. This does not apply to worn objects or held ones, only your own body.

Post-jump this invisibility becomes part of an alt-form.

Secret of Destruction (400): You understand the secrets of Boris von Frankenstein's final great discovery. You are capable of replicating this destructive masterpiece, creating the chemical which destroys matter in nuclear-esque explosions, through some combination of chemicals and the infusion of energy via a lightning bolt. Beyond merely being able to replicate his formula you show a talent and affinity for creating tools of

destruction, learning to craft or create weapons coming to you more easily than otherwise. This won't help you cast a fireball, but it would give you a bit of a talent for crafting a wand that did so.

You're It (400): You're big. How big? You're as big as "It", the giant ape, large enough to wrap your hand around a person from the neck to their feet, or lift several individuals - including Frankenstein's monster - in one awkward handful; or at least if you had hands proportioned like a gorilla's you could, you'd probably have a bit more trouble with a human hand. In true giant monster fashion you ignore the square-cube law in a lot of manners which are favorable for you (heat exchange should be a literal killer). You're not quite as strong as It with this alone, It was a giant ape and you're theoretically a giant person, but with something like Hunchback's Fitness you could make up the difference.

Since always being so big would be inconvenient, post jump this becomes an alt-form.

Flare for Witchcraft (500): No witches actually show up, but Felix's mother is said to have been one. You definitely are one. You can perform traditional witchcraft; things like communing with the spirits of the dead, flying on broomsticks, transforming yourself into a cat, creating voodoo dolls (or well poppets), brewing poisonous potions, leveling curses, and the like are all yours to command. It's not the flashiest magic, nor quick battle magic, but it does provide some variety at least for more sinister and dark purposes.

It's Her Own Fault for Thinking so Loud (500): Was that a fourth wall break? Well it's hard to say how the monster's mate knew what Francesca was thinking. Maybe she just was good at reading faces. You, though, can hear people's surface thoughts. This isn't just merely passing thoughts, but any clear, loud, consideration; like if someone considered their plans in your presence. If it's something that they would vocalize in their head you can hear it as if they were speaking aloud in a normal, indoor tone.

And because this could get maddening if it was on all the time you can toggle this on and off in case you don't want to listen in on other people's thoughts, and can even focus it so you can only hear a single individual's thoughts at a time.

Jumper Kronkite (500): You are a real monster: an American businessman. There's something about you that helps you induce a sort of unflinching complacency in those who work under you, and to cultivate in them a willingness to continue to do so even under horrible conditions. Through a combination of debt, and your capitalistic charisma you could possibly convince an employee to keep working for you even as debt due to their breakages and damages piled up faster than you pay them so that the more they work the deeper in debt to you they become all without actually getting paid. If you

pretend kindness and sympathy during this they may even come to see you as a respected and cared for pseudo-father figure, and to find they like the complacent, easy life as your ~~debt slave~~ "treasured employee" over the chance at something more and greater.

There Never Was a Torch That Burned So Blue (500): The torch of love burns with a bright, blue heat when it comes to you, or at least the love others feel for you does. You have a way of making others fall for you. Even if you were a clumsy, clueless, sad sack you could find the beautiful femme fatale falling in love with you. There are four conditions which influence the effectiveness of this perk, each of them needing to be true for it to be at its greatest effectiveness. The first is you do need to be attracted to them; this doesn't have to be heads over the heels love, but they do have to be someone you could reciprocate the feelings of. The second is that they initially wanted to kill you, though merely having originally been your enemy will still help though not to the full extent of actual attempts on your life. The third is that you have saved their life, even if just by sheer accident or dumb luck; other forms of rescue or help will partially trigger this condition. Finally is if you slap them; you'd think this would make most people upset, but it seems to catalyze things for you; though preferably you have a decent reason and aren't just walking up to people and slapping them as this doesn't stop them from getting mad about the slap if they would. With none of these factors the perk will still help you draw in the romantic interests of others, but put together and you could be a sad sack and win the undying love of a beautiful, intelligent robot to the point she'd throw away her ambitions to be with you.

Zombie (500): You're not quite traditionally alive are you? Whether you're undead or some sort of perpetual motion machine you just seem to lack a lot of the necessities of life. You do not need to eat, breathe, or drink. More your body parts seem to remain connected in consciousness and alive even when separated. You still need your brain to think, or your heart to pump blood (not that you need your blood to live any longer), but your brain is able to control your body from afar, and you can continue to live as long as any substantive part of you exists. Also being already 'dead' you're immune to most death magic, and anything that can only affect the living. Though since you're paying points for this you can still heal as if you were alive.

If taken with the **Machine** perk you no longer need a power source, and can continue to function with most of your parts missing or destroyed and continue to control them from afar. You are now far more robust than a human in your construction.

Items:

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.

Antique Plane (50): This is an old, one man plane. The propeller has to be manually started spinning, it only seats one, and they're almost completely exposed leaving it almost more of a flying chair than anything else. Still it doesn't need fuel, and will repair itself, or replace itself within a week if damaged or destroyed.

Carnivorous Plant (50): This is a potted plant with a 'head' on it similar to the 'mouth' of a Venus Fly Trap, except large enough to consume the entirety of an adult's hand, and with sharp enough 'teeth' to bite one off. You can grow more from cuttings.

Conveniently Appearing Fez (50): This is a simple fez which will appear on your head whenever you need it. If you'd prefer some other type of hat you can have it be one. It has no other special qualities besides teleporting onto your head when you want to wear it.

Fancy Cape and Tuxedo (50): This is a suit of clothing fit for eastern european nobility. When you wear it people will typically mistake you as a person of wealth and class, even if it is dusty and cobweb covered, or you are otherwise in great disarray.

Machete (50): This is a simple enough machete, though it does have some oddities to it. For one it seems to stay sharp no matter how much hacking and chopping you do with it. For another it makes cutting through underbrush or even a thick jungle surprisingly easy. It's still work and effort, but even a bumbling wimp could make steady progress, cutting clean through thick vines and woody shrubs usually in a single cut with this machete.

Motor Launch (50): This is a small boat with a dragon figurehead. Seating three comfortably, and more if you're willing to squeeze in, it has a motor in the back which does not seem to require fuel. The boat is also surprisingly good at surviving the swells and waves of the ocean; you'd probably not want to risk a major storm, but it could be used as an ocean going vessel despite being a small boat designed for transport from a larger ship to shore or up river. If damaged or destroyed it will be repaired or replaced within 1 week.

Mummy Wrappings (50): Exactly as it says this is a collection of linen mummy wrappings. Of course mummy wrappings are a complicated affair that should take

extended periods to don or remove. These, however, can be donned or removed with the same sort of speed and time as a regular suit of clothing.

Bone Guitar (100): This guitar, or maybe banjo, is made from human bones, with a skull for the body, femurs forming the neck, and strings probably made from some preserved body part as well. Or maybe it's another similarly morbid instrument, such as a bongo made from bones and human skins. What's important is when you play this macabre and disturbing instrument it sounds just fine despite its unorthodox construction, and small imps, goblins, and similar creatures will appear to dance, and provide a chorus or back up music if necessary. They'll not do anything else really, except maybe try and scare your listeners as well as keep them from leaving though they're not actually very strong or powerful, and they'll disappear again when you're done.

Caribbean Cruising (100): This is a replica of the S.S. Herring used to transport the monsters to the Island of Evil. It is surprisingly easy to man, only seeming to actually need a captain and a first mate to sail it, but it is otherwise a normal, if run down, cruise ship. If damaged or destroyed it will repair/replace itself within 1 month.

Messenger Bat (100): If you give this bat a written missive and direct it to an individual, the bat will fly to their location, delivering the message. It is capable of flying anywhere in the world over the course of a single night, though things out of this world may take longer. Unfortunately before you begin to consider following it, the bat seems to teleport as part of this hastened flight.

For an additional 50 CP you can get 10 bats instead, and an additional 50 CP on top of that will increase the number to 100.

Zombie Wait Staff (100): A dozen zombies of the pre-Night of the Living Dead variety. Being the walking dead they're not the brightest but have no need for food or rest and are mostly capable of menial jobs; they could even fix rather basic meals or fly an antique plane though don't expect them to be good at it. Even something simple like patrolling a region might see them bumping into each other, but with a bit of direction they can be made to do jobs properly.

Pharaoh's Treasure (150): This is the ornate treasures of an undisturbed pharaonic tomb. Ornate sarcophagus, burial mask, countless trinkets and grave ornaments, and the wealth of a dead king. A living individual could probably live for a fair while off of this if they wanted to, and any portions of it you sell, melt down, trade away, or otherwise expend will be restored at the start of the next jump.

Mad Science Lab (200): This is a dungeon-laboratory which would fit right into a gothic horror movie set in the Victorian era. It lacks working electricity, but it possesses the tools of an alchemist-chemist, and mechanical devices to raise or lower things up above the lab attached to a lightning rod to attract electricity in the form of Jove's wrath. Comes with a restocking supply of ghoulish ingredients fit for a mad scientist.

Monster Castle (200): This is a large, gothic castle, similar to that of Baron Boris von Frankenstein. While it doesn't come with a copy of his lab, it does possess a docking area for small ships, a hangar bay for small aircraft, properly macabre furnishings, many rooms, and many more secret passages for creeping about unobserved or quick escapes from those who come to slay you.

It will insert into future jumps at a fitting location.

Island of Evil (300): This is a replica of the Island of Evil, sans Frankenstein's castle. It comes complete with an alligator filled lagoon, a quicksand filled beach, man-eating plants that dwell in its jungle-like dark forest, and properly dark and dreary weather even if in some place normally bright and sunny like the Caribbean.

It will insert into future jumps at a fitting location. And just in case you're worried, it is legally recognized as your property, assuming there's some higher court to recognize such things.

Jekyll's Elixir (300): In this case there are 7 small bottles of a certain elixir. When imbibed it will transform the drinker. It releases their dark desires and evil nature, bringing it to the surface and letting it overwhelm them, freeing them to control the body. It only lasts a few hours, but that's still plenty of time to indulge and enjoy oneself. A physical transformation accompanies this, twisting their appearance into a ghoulish visage, and shifting their skin towards a greenish or an equally monstrous hue, eyes towards red or yellow, and their hair towards dark and black shades.

This elixir does have medicinal effects as well. It bolsters the imbiber with superhuman elan while it affects them, enough to bring your typical Victorian doctor to near the peak of human physical capabilities. And even afterwards some of this vital energy seems to remain helping to bolster their immune system, recover their stains, and generally improve one's health when consumed.

The Destruction of Matter (300): This vial contains Frankenstein's recent discovery, fully infused with energy. While it will not react with the glass vial it is in, or the stopper on the bottle which prevents it from leaking, a few drops on the paw of a raven is enough

to cause an explosion which while it does not create a perfect mushroom cloud is large enough to create the sort of cloud associated with a small atomic explosion. The whole vial poured on the ground could cause an entire island to be wiped from the map as it exploded. There is a short time between the chemical being applied to matter and its explosion; enough for a raven to fly to a safe distance, though you might not want to pour it on the ground unless you can teleport or otherwise swiftly reach a safe distance.

You get 1 vial, and will get a new one each month. For an additional 100 CP the rate of replenishment can be increased to 1/week, and another 100 CP on top of that for 1/day.

The vial is not categorically indestructible, but it is highly resistant to damage and the stopper will not leak. It could be dropped from the top of a castle to the ground without breaking; and it may be more resilient than that.

Caribbean Island (400): This is what Felix thought he was going to. Here it is your own private island with beautiful pristine lakes, lovely beaches, and just enough jungle to enjoy. By default it will insert into an area similar to the Caribbeans in future jumps but if there is none, it will seem to have weather more like a Caribbeans than it should; it won't be a tropical paradise if it was positioned where Greenland is, but it might be closer to Iceland than Greenland. Even in an area like the Caribbean it seems to have particularly fair and pleasant weather, and the fish seem to like it as edible fish tend to swim close to the island. And just in case you're worried, it is legally recognized as your property, assuming there's some higher court to recognize such things. Why you'd want something so boring and worse sunny is beyond me, but it is yours.

For an additional 100 CP it comes with a high class resort as well. Maybe it'd make a good vacation after the party.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 5 companions with 600 CP. For 400 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 100 CP per companion to give them 600 CP (and ability to get an origin).

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 Boris von Frankenstein. Boris von Frankenstein costs 100 CP.

Drawbacks:

Need more than 1000 MP, you may take drawbacks for additional MP. All drawbacks fade at the end of the jump.

Just Here for the Party (Toggle): The events of the movie do not cover long. A few days at most. If you wish you can end your jump the day after the film's end. However if you take this option, drawbacks other than Caribbean Vacation and Monster Slayer only give you 50% as many Monster Points, and you must spend at least 1 night on the Island of Evil.

Bad Jokes (+100): Like the mate of a certain monster you have a tendency to tell very, very poor, and often outright insulting, jokes. No one else will think they're funny, but you will be absolutely convinced of their humor, and continue to make them almost constantly.

Caribbean Vacation (+100): You and companions lose all meta-knowledge of the setting. In fact you have even forgotten your build(s) for the jump, and are instead convinced that this is a simple vacation jump where you will be allowed to relax at a Caribbean resort in what is otherwise indistinguishable from the real world save for perhaps a touch of romantic drama in the form of a musical.

Clumsy (+100): You seem to be a bit of a klutz. Tripping over your own feet, knocking down displays in stores, and generally speaking having poor coordination. You also seem to possess some significant allergies that get you sneezing and light headed from time to time. Thankfully this clumsiness doesn't seem to affect you when your life is legitimately in danger.

Hunchbacked (+100): You possess a deformed spine, giving you a hunched back and causing you to walk with a limp. Beyond this your face is twisted and hideous, and your voice is barely understandable. This will not form-lock you, but it will follow you in every form you take.

Near-Sighted (+100): You are extremely nearsighted. Like you could mistake a wolfman for a woman with a fur coat on from arms reach away, and without your glasses things are at best blurry shapes. You do get a pair of glasses… but you're guaranteed to lose them semi-regularly.

Modern Remake (+200): The world of horror has come a long way since the 1960s. You will find that Boris von Frankenstein's guest list has been expanded. You can expect

variations and expies of many more horror movie icons at his Monster Party, and for even more to populate the world. This might not seem too bad, but with the likes of slasher villains, literal demons, and Japanese onryou you can expect a more murderous gathering and one which will cause even greater chaos, you might even see a recreation of Godzilla vs King Kong, and off the island to run into slashers or other vicious killing monsters.

Monster Slayer (+200): This is a world of horror movie monsters. And it is a world which you must now cleanse of them. You must kill everyone on the guest list for Frankenstein's party, as well as Frankenstein, Francesca, and his zombies. Beyond that you must shatter the World Organization of Monsters itself. Taken with Modern Remake you will have to kill the entire expanded guest list.

Remember I'm a Jumper (+200): No one seems to respect you. It doesn't matter what you do, you will get absolutely 0 respect.

Crushing Boar (+300): You have a compulsive desire to smash and destroy, especially such creatures as boars. More than that you're just generally unlikeable. As a monster you could disgust even Baron Boris von Frankenstein himself, and even as a human you'll find something about you simply makes you repulsive to others who find themselves stuck in your company.

Frankenstein's Successor (+300 MP; incompatible with Just Here for the Party): You're locked into staying for the full decade now, though this does give you the option of extending your stay up to a century. You must secure the position of head of the world association of monsters and hold it without the association falling to pieces or having a great schism where you are no longer recognized by a significant portion of it. You can have up to 1 year during your stay where you are not the head of the organization, but only 1 year or you will fail the jump.

Just an Ordinary Human (+300): Your out of jump items, followers, and warehouse are sealed. You, and any companions you bring with you, are reduced to the limits of a real world human. You still retain any perks or skills available to a real world human, this can include charisma, luck, and the like within real world plausibility but it has to be feasible for a normal, real world human. This reduction will even affect perks you have bought here, though you'll at least get the items you purchased here.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe.

Jump didn't get discounts because… I honestly don't like floating discounts too much unless there's a reason to shoehorn you into specific tiers, and the jump really wasn't that powerful. I tried to make sure you could build anyone other than Boris von Frankenstein for 1000 points; Felix Franken being the main protagonist and with enough luck to put one over on a whole pack of monsters while bumbling was the intention for 1000 points with a bit of Francesca as the secondary lead. Boris is the bigger and better individual so I'm fine with replicating him completely not being easy or feasible, and given most of the other characters can be replicated for 200 to 600 points trying to scale it so that Boris was 1000 would have meant you just steam roll everything as your first jump.

I tried to take into account a weight between 'usefulness here' and 'usefulness in general' in pricing perks. Invisibility is well pretty good on its own, but it's not necessarily better than Frankenstein's monster's strength and toughness, but strength and toughness is far more common and easily available and easily made mostly obsolete. About the only thing more common than 'you're strong' with nothing else special is 'you're pretty' with nothing else special.

Changelog:

Version 1.0.0: Released.