# Goosebumps

*Series by R. L. Stine, Jump by Aehriman*

*Jumper beware, you're in for a scare!*

A family moves to a haunted town, or possibly ancient evil turns up in their attic, weird science in the basement. Perhaps an alien invasion in their school, or a comic book comes to life. Or they go on vacation. You never have to scratch too far under the surface to find horror, because for the next year you'll be living in Goosebumps, an anthology horror series for middle-schoolers.

Have **1,000 creature points** (cp) to get by. Don't eat any weird substances.

## Locations

***Pick someplace to start, or roll for +100 cp.***

1. **Dark Falls** - A charming New England town, so shaded by trees that sunlight hardly ever touches the ground. Oh, and all the townspeople are long dead, ghosts. But they always need fresh blood...
2. **Camp Nightmoon** - a summer camp divided into boys and girls camps, where strange creatures stalk the woods, the phones are fake, kids are disappearing and the staff don't care.
3. **London** - A thriving modern metropolis, home to Terror Tower, aka the Tower of London.
4. **Wheeler Falls** - painfully dull suburbia with a single tourist attraction, the allegedly haunted Hill House.
5. **Shock Studios Theme Park** - A theme park built around the highly successful *Shocker on Shock Street* franchise of horror B-movies.
6. Sherpia - A small village on the edge of the Arctic Circle, about a thousand miles from anything. Weird how every house has an identical snowman...

7. **Wolf Creek** - A town amend for its wolves. Only, there aren't and never were any wolves here...
8. **Bell Valley** - A town where, in 1947, the entire graduating class of the local high school vanished mysteriously.
9. **Middletown** - A large town with a mini-Olympics between the schools, and the haunted Hedge House, or so it is claimed.
10. **Greenwood Falls** - A small and terribly boring town. Perfectly normal, nothing to see here.

---

## Age, Race and Sex options

*By default you're a kid. Roll 1d8 + 8 if you want randomness. As to race and sex, keep it or change it as you like.*

---




## Perks

*These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any 100 cp perk or item for free. Two tokens for more expensive ones.*

**Beast From the East** - You're the best at games, board games, videogames, stuff you made up. You could be dropped into a death game you've never heard of, with rules that are never explained, and play so well the monsters will apologize for putting you in the amateur league.

**Calling All Creeps** - Monsters tend to assume you're one of them, not human. If a monster yourself, you can flawlessly disguise yourself as a normal human and explain away any oddities, much like the Creeps themselves.

**Happy Camper** - You went to nature camp, and know all about how to find your way in the wilderness, what plants you can eat, how to survive.

**Legerdemain** - You are highly skilled in magic tricks, from coins and cards to sleight of hand illusions, even escape artistry.

**One Day In Horrorland** - You get a lot of opportunities for adventure. Cruises, season passes, exclusive tickets to amazing events without lines. Occasionally one might be a trap, but what an adventure you'll have!

**Only the Best** - You are extremely athletic. This is good, since you'll probably be doing a lot of running.

**Piano Lessons Can Be Murder -** You have a gift for music, and also sports. Your hands are uncommonly coordinated, precise and quick.

**PS Don't Write Back** - You sometimes receive letters from the past or future, which may contain valuable hints as to your situation, warnings of danger, calls to adventure or just a little context to local legends.

**Sneak** - Whether from a lifelong dream to become a ninja, pranking experience, or just sneaking out to have fun late at night, you have become an expert at getting around unseen and unheard. Skills that may serve you well in the nights to come.

**Survival Instincts** - You have a good sense for when a situation is off, when danger threatens, when there's something rather odd about your school librarian... You are far less likely to be caught off guard.

**You Can't Scare Me!** - You can feel fear, but never panic or freeze up or do something dumb in the face of danger. Fear makes you sharper, not slow.

**Chicken, Chicken** (-200 cp) You can turn people into animals! Only, it takes a few days. Initiate the transformation by naming the beast twice to your victims. You can cancel or undo the transformation at any time.

**Deep Trouble** (-200 cp) Unlike most humans, you can breathe underwater. Fresh or saltwater makes no difference, nor most hazards you'd normally encounter in the water. Transformation into a merperson/fishman optional.

**How I Learned to Fly** (-200 cp) You can fly! And it's a teachable skill you can instruct others in, in the book a potion and a magical incantation was needed, but never mind that.

**How to Kill a Monster** (-200 cp) Stake vampires, pinch Horrors to deflate them. It's easy when you know how. You have an encyclopedic knowledge of monsters, their weaknesses and habits, which updates in future worlds with the local supernatural scene.

**Werewolf of Fever Swamp** (-200 cp) You can shift back and forth at will between a human and a lupine (wolf-like) form.

**Attack of the Mutant** (-400 cp) Like the Masked Mutant, you are a peerless shapeshifter, able to assume the guise of any person, animal... even inanimate objects. The one downside is the transformation must be solid, if you turn into a liquid, you will be unable to change back.

---




## Items

**Dog** - In Goosebumps, dogs are pretty consistent about freaking out at ghosts, and often other supernatural weirdness. Your faithful canine companion in the breed of your choosing will never age or die or get health complications, and will remain sensitive to all supernatural forces and dangers in future worlds.

**Monster Blood** - A glowing green slime that, once freed from its can, will grow without apparent limit. And anything that eats monster blood will also grow and grow and grow.

**Haunted Mask** - The best Halloween mask ever! It's grotesque and changes your voice. Can generally only be removed by a symbol of love, but since you're paying, just wanting to is enough.

**Slappy** - An animated dummy. Fortunately, he thinks you're his best friend.

**Identity Seed** - A small seed which, fed to a human, turns them into a Creep, an alien lizardman programmed to be loyal to their 'commander', i.e. you. Creeps can assume a human appearance to blend in. You get another packet each week, which is about how long it takes them to go bad.

**Magic Bat** - A bat that guides your hand to strike at balls or other fast-moving objects.

**Purple Peanut Butter** - This purple goop, which smells and tastes just like peanut butter, is a shrinking solution that reduces humans to mouse-sized. The jar refills each week.

**Chocolate Cake** - A slice of cake that grows a human to fifty feet tall! Or can counter the Purple Peanut Butter. Replaced every three days.

**Dead House** - Home sweet home! It may seem a little disrepaired, a bit creepy, but that just helps deter salesmen and your enemies. No need to pay rent or utilities.

**Stay Out of the Basement!** - A basement laboratory with equipment to match the finest corporate and government labs. Whatever your mad science needs, you can find them here.

**Let's Get Invisible!** - a full length mirror. Kill the lights while standing before it, and you turn invisible. Just beware, the longer you stay invisible, the deeper you fall into the mirror realm and the closer you come to switching places with your reflection.

**Person-to-Person Vacations** - Once per Jump, you can swap bodies with a willing person, for a time period you agree on, or indefinitely if both parties consent. Any perks or powers remain with you.

**Vampire Breath** - A substance that can sustain vampires, and summon vampires from the past or send you to the past when it was collected - not that you can change anything.

**The Summoner** (-200 cp) A mummified hand of an ancient priestess, Khala. The Summoner can bring some mild good luck, but its real purpose is to summon and command evil spirits, such as mummies, to protect and serve the bearer.

**Shrunken Head** (-200 cp) A shrunken head from the tribes of Beladora, a powerful focus of Jungle Magic. By brandishing the head and shouting the magic words "Kah-Lee-Ah!" You can command plants and wildlife, split the earth, and shrink people to mice, along with healing and other magical feats.

**The Cuckoo Clock of Doom** (-400 cp) A cuckoo clock with a magical secret. If you twist the bird's head backwards, it will send you back in time when next you sleep. First a day, then one year each day, unless you also fiddle with the date display in which case it can send you back to a specific day. Make sure to twist the bird's head to look back towards the future, before you age yourself down to nothing.

**Antique Typewriter** (-600 cp) What you type with this machine comes true, though as the story gets more involved, you become more bound by genre conventions. Can't have a huge monster attack and just type 'and then the monster vanished and they all lived happily ever after.' There must be some struggle.

**Be Careful What You Wish For** (-600 cp) Whether a crystal orb or a genie's lamp, you have here the means to make three wishes per Jump. Beware that wishes in this series often go awry, but you can use wishes to negate prior ones and get one free takeback.

---

**Give Yourself Goosebumps**

*Challenges. Choose as many as you dare.*

**Tick Tock, You're Dead!** - New York, New York! Your little brother gets lost on a museum visit, in this kooky scientist's experimental time machine. Now you have to search the past and/or future for the twerp. If that weren't bad enough, history says your whole family dies in a car crash tomorrow.
Reward: For saving your family, you can now ensure that you see them all the time, any family you insert into will be yours, as they would be in that world. This can be toggled off.

**It Came From the Internet** - A computer virus, a spyder, has literally grown from your computer and bit you, infecting you with a virus that is erasing your memory and will turn you into a spyder! Is there a cure!?
Reward: You get a sapient web crawler, a 'vaccine' that can protect any computer absolutely from viruses and intrusion, and the ability to turn into a digital being yourself.

**Ship of Ghouls** - You're on a two-week cruise to Japan with your best friend and no parents. Par-tay! Wait, who is this lunatic saying that the ship is mutating people into fishmen? And he's getting ready to blow up the cruise ship! Do you warn the captain, or make your escape?
Reward: A chest full of gems and doubloons, an advanced degree in marine biology, and a talking sea turtle with experience in law and accounting.

**Invaders From the Big Screen** - You agreed to accompany scaredy-cat Laura to a horror double-feature at the local cineplex. But tonight, the silver screen is a gateway. Will you be snatched up by the giant ape, swim with humanigators in the world of Agent Z, or lost in the House of A Hundred Horrors?
Reward: Two pairs of 3-D glasses that let you enter the world of any movie or show. Try not to lose them and you might be retconned in as a star actor - or at least a guest star.

---

**Supplement Mode:** *You can choose to use this jump as a supplement and attach it to another jump.*

---

**Crossover Mode:** *Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.*

---

## Companions

***Free***

**Recruit Anyone:** Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

**Import:** You can import all your companions, and they'll get 700 points to spend. They also get the 4 Template tokens, same as you got.

---

## Drawbacks

*Each of these offers 200 points unless otherwise stated.*

**Leave When The Story Finishes:** +0 cp You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

**Continuity Toggle: + 0 cp. Like the TV show better? The movie? Or some other interpretation? There's not usually much difference between reprints but whatever, have at it.**

**Be The Main Character: +0 cp, replace the protagonist of a Goosebumps book of your choosing.**

**Longer Stay:** You'll spend the plot of five more books here, and you *will* encounter them.

**Item Lockout:** You can't bring items from outside the jump into this jump.

**Power Lockout:** You can't use abilities from outside this jump here.

**Warehouse Lockout:** You can't access your warehouse.

**Companion Lockout:** Your companions can be imported and buy things, but they can't enter the jump with you.

**Outsider:** Like most Goosebumps protagonists, you're a loner, the new kid at school, a geek, a loser or otherwise the lowest person on the social totem pole.

**The Girl Who Cried Monster:** **No grown-up will ever believe you about supernatural or strange goings-on, no matter how ironclad your proof is. Just more tall tales.**

**Go Eat Worms:** You keep finding worms in uncomfortable places. In your bed, on your plate, in your clothes...

---



## End?

*What will you do now? Stay here? Go home? Move on to the next jump?*