

A Jump By Quietlovingman

Welcome to the world of the Disney Channel Original Movie Halloweentown.
As a Disney world don't expect things to get too dark, but best be careful, magic can be dangerous, and not all witches are good. You appear on the night of Halloween just before Marnie Piper turns 13. Take these 1000cp and enjoy your time here.

Get In! We're Savin' Halloweentown!



Location Roll 1d8 to determine your starting location, or pay 50cp to choose.

1 Riverview - A quaint and very normal town in the mortal world. You find yourself on Southwest Sequoia Street, just down the block from the Piper house.
2 Riverview Mall - A one stop shop if ever there was one.
3 Callwood High School - This is a fairly typical highschool for an affluent school district of this era. It is fairly centrally located in town.
4 HalloweenTown Square - A quaint and very quirky town in another world.
5 The Witches University - The restored Castle Cromwell, this palatial fantasy castle has been a university for centuries.
6 The Cromwell House - This is the estate of Aggie Cromwell, a lovely home with a well loved yard and a magically locked privacy fence. You appear directly in front of said fence.

7 Gort's Cottage - Gort is a rather grumpy fellow, and having you appear on his lawn, like all the various lost items that find their way there will not endear you to him.
8 Free Choice - You may appear in any public place appearing in either world or on any property you own or import.



Background

Drop-in You appear in the world with no connections and no memories of this world prior to your arrival. You are a stranger in a stranger land. You may choose to be a child, teen or adult

Mortal? - You have been raised in the mortal realm, You may have ancestry that is not quite human, but you haven't noticed any obvious signs of magic. You may choose to be a child or teen.
Legacy Witch - You have been raised in HalloweenTown, your family has a long tradition of magic. You may choose to be a child, teen, or adult.

Perks



General Perks

Being Normal is Vastly Overrated. -100cp What's this, you aren't human at all are you? You have magical blood of some kind, whether it be witch, warlock, vampire, werewolf, troll, pixie, or something stranger, you are most definitely not run of the mill. You may freely choose your form and may have a minor ability associated with it. Whether it be a troll's excellent hand eye coordination, or a Pixie's way with plants, or even a little ogre

strength, you are something else. Check the Races section for options.

Bowling League -100cp The HalloweenTown Bowling league is one of the best in the universe. Sadly they rarely get to compete against their human counterparts unless disguised. You may or may not be a member of the league, but you are a master of a sport of skilled hobby that takes years of dedication and practice, no matter what form you are wearing. Why, even skills you mastered in one form easily translate to new forms you take or when disguised.

Halloween Treats -100cp Whenever you make candy, cookies, cakes, pies, or any kind of dessert or sweet, it somehow comes out packed with nutrition and is far more healthy than it has any right to be. Should you purchase such items off the shelf, they are just as nutritious after spending a night in your possession. You, and those you give these treats to can eat them instead of normal food with no negative health consequences, they won't even trigger food allergies or insulin spikes.



Scare with Flair -200cp Many of the denizens of HalloweenTown visit the mortal world once every year on Halloween night to blend in with the costumed crowds. Some of them go for the fun of a good scare, and you are no exception. You are able to effortlessly switch between blending in with a crowd and inspiring fear and awe with your presence and presentation. You also have the uncanny ability to seem benign and harmless even when obviously monstrous.

Age Like Fine Wine. -400cp Discounted for **Mortal?** And **Legacy Witch.** This is not immortality, but it is close. You will age to your prime then your aging will slow to a crawl, it may take over a thousand years for you to seem to have aged at all. This will not negatively impact any powers that grow stronger with age, the clock is still ticking after all, but the ravages of time have little hold on you.

Dropin

I'm from Canada -100cp Sometimes you need to blend in. With a cover this good surely no one will ever realize your secret! Seriously though, paper thin disguises and a flimsy claim that in your country things are different is all you need to divert attention from huge gaping holes in your backstory, or the scenery.

Unreal Realty -200cp Sometimes you just need a job to keep you busy when the kids leave the nest. This real estate business is a turnkey operation. You have all the forms, and just seem to know exactly what laws and rules you need to abide by to buy and sell residential or even commercial real estate. All of the books are kept in order and taxes properly filed and paid from the business account, and the business has some residual income from investment properties that keep it afloat when the markets are down. You are also a consumit realtor when it comes to marketing a house or finding one that perfectly fits a buyer's needs.

That Belongs in A Museum -400cp Archeology is a study that is often more luck than science. While scientific methods are used to organize a dig site, or catalogue finds, locating good dig sites is often down to chance. Certainly historical research and breadcrumb clues at one site can lead to another, but some of the greatest finds have been because a farmer was tilling his field and found something odd, or a construction crew was digging a foundation and found more than they bargained for. You have a knack for finding interesting sites of significance and potential renown. Sites you help excavate are far more likely to produce relatively intact relics and even writing. Treasures you uncover are never confiscated or nationalized without prior arrangements.

Nothing's worth anything if you can get it just by wishing -600cp Aye, there's the rub. In a world with magic powerful enough to grant most wishes, what is the value of anything? Fortunately you are not plagued by that dilemma. You understand the intrinsic value of things, people, memories, experiences, relationships, and hard won wisdom. You have the gift of perspective, and can instantly tell how much things are worth, not only to the general public, but how much they are worth to those that have them. You can strengthen those feelings of worth, whether it be making someone feel something is precious, or helping to appreciate the people in their life while they have them. You can also weaken the perception of worth in the minds of those around you, increasing their willingness to part with things or let go of emotional baggage.

Mortal?

Deja Vu - 100cp You get glimpses of the future not a constant stream, but important events unfolding always seem slightly familiar to you, just familiar enough that costly mistakes can be avoided with care.

Midnight in the Mortal World - 200cp Dimensional divides do not always run in lockstep. Two hours in the Mortal World could be two days in the world of Halloween Town, (or two weeks if they are on vacation) This same kind of differential time manipulation may be applied to any extra dimensional places you have access to, such as your warehouse or when traveling between dimensions that are not explicitly directly connected. Time is relative.

The Gift -400cp A simple power really, almost fundamental, and yet completely lacking in most witches repertoire. The power to completely command, to compel with your voice, to order and have it done. This power was sealed away by the last Queen of Halloweentown a thousand years ago, And now only the one who possesses the gift can truly command with the power of the voice. This is no necklace to be broken but rather an aspect of your power to use, or not at your whim. Use it wisely.

Magic is Simple, Just want something, And let yourself have it -600cp While trite, it's true. At its most basic, heartfelt desire is all it takes to manifest magic. Will, focus, and a touch of emotion. Simple easily visualized magics are almost effortless to someone with talent and an openness to the possibilities. More complex magic requires spells and structure to maintain or an object to focus the enchantment upon. All spells are made up, however, from the dreams

and wishes of generations of witches and warlocks. Fear and stress may limit you, but most of your limits are self imposed.



Legacy Witch

Harmonic Magic -100cp Magic is more powerful when done by groups, especially family. Your powers don't just add, they multiply when working magic as a family, whether by blood or choice, those you truly call family will have their powers greatly increased when working in concert with you, or each other. The effect is multiplicative with no upper limit. Countering or undoing your group magic would require a group of greater or equal size.

Insanity is Genetic 200cp And its Catching apparently. Some call it crazy, but you know it's just unbridled creativity, curiosity, and a little self indulgence. You thrive in the presence of the strange and unusual, the monstrous and macabre, the magical and the mysterious. More than that, you have an air about you that draws in others to that point of view. By spending time with you people will become more open to new ideas, and more accepting of others' differences, and more willing to change themselves to be the best version of themselves they can be. This slow process of change is much faster the closer of a connection they have to you. Blood will out.

The Renaissance, Such happy Memories -400cp In your long life you have experienced many things, perhaps more than most could ever remember, fortunately your memory is excellent when it comes to telling stories of your experiences. You never seem to forget a name, or pertinent detail, you can spin a yarn sure to enthrall an audience and if you happen to let slip that you were asked to play a role by Shakespeare himself, those who shouldn't know of your age, will dismiss it as an embellishment. You will never forget anything remotely important, nor lose any treasured memories, no matter how mundane. Faded memories, or things you have chosen not to retain may be recovered with a bit of effort and focus, even things you thought you forgot completely before getting this perk can be recovered with enough effort.

Chemistry is not an exact science -600cp When performing experiments with hard sciences, your outcomes can be influenced by your magic giving you a little help. While this can be useful at times, such as when creating a vaccine, if you are trying to teach, or create a test that others can replicate, you aren't doing yourself any favors. Where this perk really shines however is creating new spells and recipes that your fellow witches and warlocks can duplicate. You are a whiz at making new magic, crafting spells, potions and imbuing magic into items.

Items

One purchase of a 50cp item is free, A 50% discount may be applied to any three items priced over 50cp. Items may be purchased multiple times but discounts only apply to the first

purchase. Some backgrounds and perks grant additional discounts or freebies. However an item may only have a single discount applied to it, and only the first purchase is free.

Witches Glass - 50cp A Scrying cauldron. Large enough to bathe in, or a smaller hand held mirror version that can be used more like a phone. Why you can even get a matched set of silver bracelets with flip covers hiding mirrors that can be used to communicate with those you choose by calling their names. This classic bit of witches kit is perfect for communication and keeping track of each other when separated by distance or dimension.



Flying Bus 200cp This magic school bus (no not that one) can fly and cross the dimensional divide when the portal between worlds is active. Even if the portal is too small for a mouse to fit through. By all appearances it is a standard issue 1930's Dodge diesel school bus which normally seats about 36, but this one never seems to fill, or need maintenance or fuel for that matter.



Psychic Cab -100cp *"We know where you want to go"* Just give a whistle and Benny (Benjamin C. Deadman) will come squealing around the corner in his vintage 1940's Plymouth cab ready to take you anywhere you like. Fare is free, but you do have to listen to his jokes the whole way. Not above hot pursuit, Benny's driving is much better than his jokes. He will always get you where you are going safely and, unless you can teleport, quicker than you could on your own.



Animated Tapestry Bag 100cp This modest sized article of luggage is just as mobile as though it had hundreds of tiny feet coming out the bottom, but seems to glide along after you with no visible means of locomotion. It can be skittish at times and does not like jumping off of high places, so be a dear and carry it should you need to suddenly change elevation. It is considerably larger on the inside, and can seemingly freely conjure candy and halloween themed party favors such as hats, masks, costumes and brooms. You can place anything that will fit through the mouth of the bag inside, no matter how long it happens to be and it will not break in transit or be affected by any of the other contents. (Also comes in Alligator skin, but that version manifests limbs and is a bit more rowdy)



Merlin's Talisman 400cp This hollow rod topped with a frosted crystal orb can be filled with a special potion to give it great power. It is the key to the creation and maintenance of HalloweenTown, and in subsequent jumps can be used to craft and open portals into demiplanes designed by you.



Jewelry Box - 400cp This box seems to be made of fine silver, though it never tarnishes. Embossed upon the lid is a name, your family name to be exact. Inside the box is a plush black velvet interior that will completely seal and contain anything you can place inside it. When you hold the box you may remove aspects of your power, perks, or extra sensory abilities and turn them into jewels, amulets, rings and brooches that can be worn by others who will gain the power you now lack. You may use the jewelry freely as well, or absorb it, restoring to you your missing power. When the box is locked, only you may open it. No power in this world, or any other may force it open.



Family Grimoire 100cp (Free, Legacy Witch) This is a matched set of two identical spellbooks, additions made to one are copied to the other. It contains the basic spells that every young witch or warlock is taught by long tradition, as well as any family spells you and yours invent or acquire. It is taboo for anyone to read a Family Grimoire without the permission of a family member, but this set has some extra security features to ensure that never happens.

Instant Witches Brew - 100cp This is not something you see every day, standardized potions in a box, just add water and heat. No need for grinding, measuring, chopping or straining. Just stir and serve. The instant witches brew may be purchased as a subscription, seven boxes a week, any combination of potions you like, change at any time, or put your subscription on hold if you like. Only potions you have made successfully yourself are available for purchase.

Witch's Microwave - 50cp Free with your Instant Witches Brew Subscription This state of the art kitchen marvel will make cooking a breeze. With just a few simple presses of a button Bubble, Bubble Toil and Trouble your brews will come out perfect, first time, every time. Act now while supplies last!.



Magic Monthly Magazine -50cp
This periodical has everything a witch or warlock might be interested in reading about from useful household spells, grooming charms, seasonal rituals, gardening tips, and incredibly accurate horoscopes. The content of the magazine is always sure to be of interest, and age appropriate to whomever is reading. Any time you move to a new setting that has magic, the contents of those issues will reflect the local magic system, though the writing style of the articles will remain just as witty and informative. Should a mundane view the issues, or you so choose, they will appear as original prints of *Jean Hugard's Magic Monthly*, a periodical for stage magicians.



Head Phones - 50cp A pair of matched shrunken heads, probably never actually alive. When activated anything spoken into the ear of one will be

spoken by the mouth of the other in the same voice. They have unlimited range and can even work between dimensions.

Zip Suit -100cp Free if taken with **Being Normal is Vastly Overrated** - What is this, a cartoon? Seriously, you have a hyperrealistic suit that when worn allows you to pass yourself off as a perfectly normal human… Or monster I suppose. The deception is more than just skin deep as the suit works on creatures from the Tiniest Wood Nymph to the Tallest Ogre. You can eat, exercise, use the bathroom, all while seeming to be something other than what you are, until you tug at the zipper hidden in the back of your hairline that only you can find.

The Mall - 200cp Discounted for Drop In This is something else, a sprawling multi floored shopping center with a huge variety of different stores, and surprisingly only a handful of teen clothing stores. It's a relic of its time, a fully occupied shopping mall with an arcade, miniature golf, seasonal costume shops, a diverse food court, and even a couple fine dining restaurants tucked away in the corners. The anchor stores are the classic twelve, from Hudson's to Sears and everything in between. If anything isn't in stock that one of the stores has ever carried, or even in their old catalogues, they can order it in for you for the right price, or even deliver. In subsequent jumps the store lineup may change to reflect local stores, but if you check the directory, you will always be able to find any mall store you have ever been to.

Castle Cromwell - 600cp Discounted for Legacy Witch The ancestral seat of power of the Cromwell witches before Splendora refused the throne. This massive magical castle is full of secrets and surprises and is in fact a restoration of a much older castle whose ruins it is built upon. Deep in the bowels of this magical place, who knows what secrets may be found. One of the enchantments placed upon the castle ensures that spells and enchantments laid in place on its grounds become permanent on Halloween night at midnight.

Companions

Special Guest Star - 50cp You may import or create a companion. They get a background of their choice and 800cp to spend.

Halloween Party -200cp You may import all of your companions. They get their choice of background and 600cp to spend on perks and items. They may take Being Normal is Vastly Overrated for free.



Little Green Docents - 50cp This group of aliens will be happy to give you a tour of the local galaxy. (They had a marvelous time doing the same for Sophie!) They won't fight for you or even do much beyond being tour guides, but they always seem to know where the best and most interesting sites to see are. Solar systems steeped in history, Planets with bizarre life, even solar systems with chaotic binary star systems.

Cromwell Companion 50cp Any of the Cromwell or Piper Family may be recruited by you for your jump, whether you recruit one of them, or all five, the CP cost is the same.



Everyone Else - Anyone other than the Cromwell extended family may be recruited to join your chain, but you will have to be persuasive.

Drawbacks



There Can Be Only One 0CP - You may freely choose which actress the Marnie of this world resembles. Choose Wisely.

Halloween is only Once a Year - 0cp You may leave when the events of the film have concluded.

Skip the Intro 0cp - Rather than beginning on Marnie's 13th Halloween, you may select the beginning of any of the other three films as the starting date for your jump.

Supplement mode. - 0cp The Portal to Halloweentown will now open for one night a year in a Jump Setting of your choice. You may use this jump as a supplement and time in Halloweentown will pass at a significantly faster rate while the portal is open at a rate of two weeks to two hours in the normal world.

Ten Centuries Undercover. +600cp You don't appear on the eve of Marnie's 13th birthday, rather you appear on the eve of the Coronation of Splendora A. Cromwell. You will spend ten

centuries rather than ten years in this world and while you may spend that time in either world, time passes strangely in Halloweentown, and that thousand years can seem like forever.

Absent Minded Witch +100cp - You may have a mind like a steel trap, but it has been rusted shut. You have a terrible time remembering specific spells and incantations, recipes, even locker combinations. Without a reminder, cheat sheet, or even a spellbook to reference, you won't be able to recall enough details to get things right.

Oh Fiddlesticks +100cp - You are a bit clumsy aren't you. Watch out for stacks of anything, wobbly carts, perched cartons, or just anything that can possibly be knocked over. If you get too close you are almost guaranteed to accidentally dislodge something and cause a humorous (to others) collapse. This won't result in you falling to your death, or anything, but people will have a hard time taking you seriously.

There are secrets, Things I should have told you. +200cp During your time here, you, and any companions you may bring with you will be keeping unnecessary secrets from those around you and each other. You will also have people keeping secrets from you. All of those secrets will inevitably bite you in the rear at the worst possible time. Oh, and any knowledge you have of the events or secrets of the setting other than in jump provided background memories will be locked away for the duration of the jump.

Make sure you set your thermostat to 68° +100cp- You are a bit of a buzz kill. No really, you just can't seem to help yourself when others are having a good time. You feel the need to interject with condescending, moralizing, or elitist commentary and instructions. With effort you can eventually grow out of this behavior, but it will take time and a dedication to being better. Self deprecating humor may help. May devolve into mansplaining if left untreated.

It's Empty +200 When you are on the spot and performing for a crowd, and death is not on the line, you will often come up empty, no endless treats, no special powers, no mysterious insights. You have a bit of a performance problem. If you could already, you can still do magic, just not when people are watching. A small group of close friends or companions won't trigger this, but public performance will lock out most of your abilities.

Turned Head +300 Never let a catastrophic disaster stop you from appreciating a pretty face. You will be trusting of and distracted by anyone and everyone that has the smallest speck of charisma or appeal. You just cannot seem to resist the blandishments of the self assured. You will be extremely unwilling to acknowledge the obvious flaws and even potential villany of those you are attracted to.

Knights of the Iron Dagger +100cp -The ancient order of Knights was sworn to destroy all that was magical in the world, from the smallest pixie to the largest Ogre, and of course all the Witches as well. Now the remnants of that once proud secret society have been given the full rundown on you, your abilities, and should you ever be in the human world, exactly where you might be found. If taken with **Ten Centuries Undercover**, gain an additional **100cp** as the order is still active at the start and more dangerous.

The Dominion +100cp - This secret society of dark magic users have been plotting and planning for centuries. They specialize in mind control magic. Or they would if the great spells were not sealed, so they must use lesser magics to influence the wills of others, making monsters out of men and slaves out of monsters. They were always going to come for you, for recruitment or domination, but now their interest has been piqued. If taken with **Ten Centuries Undercover**, gain an additional **100cp** as the Dominion is still active at the start and more dangerous.

Must be one of those Charter buses coming back from a Costume party at the moose lodge... +200cp Denial is not a river in Egypt, but it is strong with you. You can (and will) easily dismiss the evidence before your eyes and never assume unicorns when hearing hoofbeats, even when experience says you should. Your blatant refusal to acknowledge the mysterious and magical despite overwhelming evidence to the contrary won't make you many friends in Halloweentown, but at least you have your slide rule.

13th Halloween +400cp - You haven't studied magic for years the way most legacy witches have, in fact, you have no powers or training prior to the start of this jump. You are starting fresh with only your natural non-perk granted knowledge and basic body. Over the course of a couple years your abilities will begin to return, but by getting such a late start it will take a decade to reach the level you were at before with your outside context abilities.

The Grey +200cp - You have been cursed with a spell created centuries ago by Agatha Cromwell herself. You have been greyed, made normal, mundane, boring. Your only interests are in being sensible, methodical, predictable, and polite with a distaste for anything colorful or fantastical. While under the effects of this curse, all of your powers and abilities, even those purchased here are locked out. And only by being disenchanted by a Cromwell Witch or Warlock can you be returned to normal. Even your form is made mundane, you appear as a normal average human no matter your origin or even your body mod.

April O'Neil -0cp That's odd; that TV reporter from New York looks an awful lot like Marnie's mom Gwen. This is now a crossover. Fill out a TMNT Jump, either the Mirage or 1980 version. Due to drawback shenanigans, you are in a world that more closely resembles the 1990 Film. Though events from any of the cartoons or comics respectively could play out. Whether you travel to New York and get involved is up to you. Any of your companions may import into that doc instead of this one.



The End? At the end of a decade, or 1010 years given certain drawbacks, your time here is up, you must now make a choice, do you:
Stay in Halloweentown forever, making a new home here?
Go home to your original world, bringing with you all that you have gained upon the jump?
Continue Jumping, other worlds await!

Notes on Races

Troll - Trolls generally are similar to humans in build and height variation, but nearly always have voluminous hair and can have skin tones ranging from the standard human tones to colors only occurring in a box of crayons. They tend to be intelligent and are long lived, many of them find humans to be ugly.
Ogre - Ogres tend to have skin tones in the blue-green spectrum, are quite strong and are taller on average than humans.
Werewolf - Werewolves from Halloweentown are not shapeshifters, they are wolfmen all the time, with enhanced senses and reflexes, they are even able to use their claws to scramble up vertical surfaces, Werewolves are colorblind, but have decent night vision. .
Catperson - Much like werewolves, the felinids are not natural shapeshifters, but rather humanoids with feline faces, tails, and fur. Their agility and senses are enhanced and they are a little stronger than their size would suggest. They have decent low light vision, but are a bit nearsighted.
Pumpkinhead - These interesting fellows are human in nearly every respect, save that instead of a fleshy head they have what appears to be a ripe orange pumpkin atop their necks. They have excellent night vision, but poor peripheral vision and sense of smell. Despite appearing to be a carved pumpkin, their faces are flexible and fully capable of expression and they can in fact close their eyes and mouth. They do have the ability to have their face appear like any carved pumpkin they have seen however.
Gremlin These green aquatic fellows are not as bad as their reputation would indicate. They don't multiply when wet, nor do they mindlessly destroy things. They are rather fond of pranks however and tend to be excellent at stealth and tracking.
Wood Nymph These lovely creatures are the size of a barbie doll or a little smaller, lit from within by a golden glow when seeing one flying most children would think they had seen

tinkerbell. However they are a little taller than tink, and not tied to a child's laughter, but rather are nature spirits and can use magic to manipulate and heal plants.
Vampire These sharp toothed liquid diet maintaining goths are not quite as allergic to the sun as has been bruited about, they do despise garlic however, the scent is just too overbearing. They are alive and can have normal problems such as toothaches and even cavities. They do not require human blood to survive, but are quite fond of fruit juices. Some will supplement a mostly vegetarian diet with a bit of blood occasionally, but they don't tend to harm the donor's to get it.
Mummy These are one of the actual undead here in halloweentown. The mummification process is an ancient magical ritual that reanimates a body and preserves it. Allowing the deceased to return and continue "living" indefinitely, though if they weren't highly magical beings to start with, the ritual tends to fail.
Fishmen Fully amphibious, fishmen are comfortable in or out of the water, though an arid climate is bad for their skin. They do like it moist, foggy, or rainy. They can see much better underwater than the finest diving camera, swim at very high speed, and their vocalizations on land range from deep smooth jazz to glass shattering dolphinesque high notes.
Ghost - The physically challenged are not merely echoes of who they once were, but are capable of growth and change. They can interact physically with specially created objects, and some are able to interact with anything given enough effort. In halloweentown they are fully visible, though they are hard to see in bright sunlight. In the Mortal world they are rather harder to see and easily overlooked. Though many of them have ways to make their presence felt.
Two Headed Person Two heads are better than one they say, and some of the residents of Halloweentown would agree, well, one of their heads might, the other is just as likely to disagree. Having a second head with two distinct minds and personalities with their own thoughts and feelings but bound together is not something many would ask for, but sometimes a spell goes wrong or maybe they were just born that way.
Golem Golems are not always strictly alive, it depends on what they are made of. They are bound to obey their creator unless freed, and if made from living things, may exhibit preferences in accordance with their makeup.
Elf Elves are what Wood Nymphs would be if they were human sized. Their culture is akin to the tree hugging hippies of the 1960's, and a few of them may have just slipped into the human world in the 60's just to touch off that movement.
Plant Person Plants have feelings too, though they feel things quite differently than humans do. Plant people somewhat split the difference. Able to go to a hair salon for a trim, they much prefer clippers to a weed wacker.
Zombie The modern version of the Mummy is just as resilient, but requires less magical preparation. They tend to be a bit slower to respond than they were in life, but reflexes aren't everything. They make up for it in strength and determination.