

A Jumpchain for the 2002 and 2004 movie by SpazzWave.

Welcome to the world of Mystery Inc., where monsters lurk around every corner, mysteries need solving, and nothing is quite what it seems. Here you'll encounter elaborate schemes, hidden passages, and villains who would have gotten away with it too (if it weren't for you meddling jumpers).

Whether you join the Mystery Inc. gang, strike out on your own supernatural investigation career, or even become one of those mask-wearing criminals with an inexplicable talent for building complex contraptions, this world offers adventure, friendship, and more Scooby Snacks than you can shake a stick at.
You'll be staying for ten years here, so take your **1000 Scooby Points** and good luck!

The mysteries are waiting. All you need to do is split up and search for clues.

Origins

Meddling Kid
You're a young mystery solver with a talent for stumbling into supernatural trouble and uncovering the truth behind it. You have good friends, decent instincts, and a belief that most monsters are just people in masks. You're probably in your late teens to early twenties and ready for adventure.

Talking Dog
You're an animal (likely a dog) with the ability to talk and reason like a person. You operate on cartoon physics, have prodigious appetites, and strong instincts. Despite your fears, you're loyal to your friends and come through when it matters most.

Villain
You're someone with the skills and resources to create elaborate hoaxes involving fake monsters and complex contraptions. You have schemes to execute and property to protect (or steal). You're clever enough to almost get away with it (if it weren't for those meddling kids).

Scrappy-Doo
You're small, ambitious, and tired of being underestimated. You've been part of the Mystery Inc. team and know exactly how they work: their methods, their weaknesses, and their dynamics. Unlike conventional Scooby-Doo villains who rely on rubber masks and smoke machines, you have access to genuine supernatural power. You've discovered ancient artifacts, forbidden rituals, or dark forces that give you real capabilities beyond simple hoaxes. You're not some property owner in a costume; you’re the real thing.

General Perks

Appetite of Champions [100]
You can eat absolutely prodigious amounts of food and somehow remain healthy, energetic, and fit. You can easily eat thousands of calories without gaining unwanted weight, and everything you eat is converted to energy with remarkable efficiency. You also have broad and adventurous tastes, and can use food as motivation for facing fears.

Let's Make a Sandwich, Scooby! [100]
You possess an instinctive culinary genius that lets you create delicious meals from whatever's available, no matter how bizarre the combination. Pickles, peanut butter, sardines, chocolate sauce, crackers, and marshmallows become a surprisingly tasty sandwich. Leftover pizza, ice cream, and hot sauce somehow transform into an amazing dish. Your creations shouldn't work by any conventional cooking logic, but they always turn out great. People are always skeptical until they taste your creations, then they're amazed.

Karate Master [200]
You're a black belt in karate with genuine combat skills. You can fight larger opponents, disarm attackers, and fly through the air with your kicks. Your training also grants you exceptional discipline, focus, and conditioning.

Perfect Hiding [200]
You always know the best place to hide yourself in any environment, and you have a talent for scurrying there as fast as you can. The moment you need to hide, you immediately identify the optimal hiding spot and move there with remarkable speed, even if it requires climbing, squeezing, or navigating obstacles. Once hidden, you're exceptionally good at remaining still and quiet, controlling your breathing, and avoiding detection. In fact, your hiding spots are so good that people can walk right past you without noticing.

Demon Form [600]
You're one of the demons from the first film: a supernatural creature with genuine powers rather than someone in a costume. You're physically powerful, supernaturally resilient, and genuinely frightening. Since you are paying with CP, you're also gaining the ability to possess anyone you want by displacing their souls from their bodies without needing a Daemon Ritus. Souls displaced from their bodies can only return if they have abilities to do so or are being directly aided by an external force capable of restoring them. However, you retain the demon's traditional weakness of dying in direct sunlight, which is why possessing host bodies during daylight hours is strategically important. Post-jump, this weakness disappears, and the perk becomes an alt-form.

Meddling Kid Perks

Let's Build a Trap! [100]
You have an obsessive love for traps and mechanisms that borders on the fanatical. You intuitively understand how any mechanical device works, can identify its weaknesses, and know how to build effective traps from whatever materials are at hand. Your improvised traps are creative, surprisingly reliable, and built in minutes.

Mystery Celebrity [200]
Your reputation grows exponentially from anything noteworthy you do. Solve a local mystery? National news coverage. Catch a criminal? Book deals and interviews. Your unusual hobbies also make you fascinating rather than weird, and fame opens doors everywhere. People take your claims seriously because of your track record, and you can monetize your adventures if you choose. This fame also doesn't corrupt you or change who you are; you remain grounded and genuine even as your reputation grows.

Polymath Mind [400]
You are quite smart, possessing a genius-level brain for deduction and competence in many fields such as archaeology, languages, chemistry, history, engineering, and more. With this intelligence and education, you can easily translate ancient languages, identify historical artifacts, analyze chemical compounds, and apply knowledge from one field to solve problems in another. You could easily find a job at NASA with this.

Mystery Inc. [600]
You have an almost supernatural ability to gather exactly the right group of people for any challenge you face. Whether you're recruiting a team, asking for help, or just making friends, you consistently end up with a diverse group whose skills, personalities, and perspectives complement each other perfectly. Whether it is the shy genius, the charismatic leader, the fearless fashionista, or the loyal coward with a heart of gold, you somehow bring together people who balance and elevate each other into something greater than the sum of its parts.

Talking Dog Perks

Scooby Physics [100]
Your body doesn't follow normal biological rules. You can talk despite lacking the anatomy for speech, grab things with paws that shouldn't have dexterity, and squeeze into spaces far too small for your size. Your physical form is more of a suggestion than a limitation.

Cowardly Luck [200]
When you run away in genuine terror, fortune favors you. Your panicked flight takes you through secret passages, your desperate dives land you where crucial evidence lies, and your frantic scrambling accidentally sabotages villains' plans. This only works with authentic fear, and the more real your terror is, the more likely you are to stumble into solutions.

Master of Disguise [400]
Your disguises defy logic: a dog can become a convincing grandmother with just a costume and makeup. You can change apparent species, size, gender, or age, and people accept it unless they look very closely. You instinctively know how to move and speak like whoever you're impersonating, and can disguise others just as quickly.

Pure Soul [600]
Your soul is genuinely pure and wholesome, which grants you extraordinary luck in evading dark forces. Demonic possession attempts somehow miss you or get interrupted at the last moment. Dark rituals targeting you fail due to unexpected complications. Corrupting influences can't seem to stick. This isn't immunity; evil can still threaten you, but circumstances conspire to keep you safe. A friend might burst in just as someone tries to steal your soul, or a villain might hesitate long enough for you to slip away.

Villain Perks

Innocent Act [100]
You can hide your true intentions from everyone except the most actively suspicious investigators. Your cover stories sound completely reasonable, your behavior appears perfectly innocent, and people naturally give you the benefit of the doubt. Only someone specifically looking for deception has a chance of seeing through your act. Everyone else accepts your presented intentions at face value.

Contraption Genius [200]
You possess the talent every Scooby-Doo villain possesses: you can create contraptions of incredible function with basic materials and simple tools. Be it flying suits, robotic exoskeletons, elaborate holographic projectors, or anything else, you can build it with surprisingly limited resources. You can build these devices quickly too, often completing complex mechanisms in hours or days rather than weeks or months.

Mastermind [400]
You construct genuinely clever schemes with multiple moving parts (the kind that would have worked if not for meddling kids). You design elaborate plots, create convincing cover stories, build functional mechanisms, and predict how people react to manipulation. This works for both heroic and villainous plans.

His Body Was Never Found [600]
You can fake your death perfectly and create entirely new identities that withstand scrutiny. When you stage your demise, everyone believes it: investigators find convincing evidence, witnesses corroborate the story, and even your closest associates are fooled. Once "dead," you can create a completely new identity with fabricated history, documentation, and background that holds up under investigation. You know how to establish yourself in a new life, build new relationships, and avoid recognition from your past. You can also repeat this process multiple times, effectively giving yourself as many fresh starts as you need. This also works in reverse: you can "resurrect" yourself dramatically when the time is right, explaining your survival in ways people find believable.

Scrappy-Doo Perks

I'm Here Live With Mystery Inc. [100]
You're a talented actor with a gift for playing roles convincingly. You can adopt personas, fake emotions, and deliver performances that fool most observers. While not quite a master of disguise, you can sell a character through voice, mannerisms, and behavior, and you can maintain your act even under pressure.

I Happen To Need Some Meddling Kids [200]
You understand that the best way to deflect suspicion is to be the one reporting the crime. You're skilled at positioning yourself as a victim, witness, or concerned party rather than a suspect. You know how to insert yourself into investigations in ways that seem helpful rather than suspicious, offering just enough assistance to be valued while steering things away from your true involvement. You're excellent at playing the innocent party who "just happened" to be in the right place at the right time.

The Pup Formerly Known As Doo [400]
You're a former member of Mystery Inc., giving you stunning insight into their social dynamics, investigative methods, and personal weaknesses. You have working knowledge of hundreds of solved cases and can combine elements from different villains' schemes to create traps and plots they won't immediately recognize. This intimate knowledge makes you either their greatest ally or their most dangerous enemy. In future jumps, this perk allows you to be a former member of other significant organizations, granting similar insider knowledge and tactical advantages.

Dark Ritualist [600]
You possess extensive knowledge of evil rituals, forbidden ceremonies, and the locations of dark artifacts. You know how to summon demons, conduct soul-extraction rituals, and perform ancient rites that would horrify normal people. More importantly, you can use dark artifacts and perform these rituals perfectly without suffering the negative consequences that normally befall those who dabble in such things. Whether it is the Daemon Ritus or any other cursed relic, you can wield them with complete control, skill, and immunity to their corrupting influences or backlash effects. The demons you summon obey your commands, the curses you invoke bend to your will, and the dark magic you channel serves your purposes without consuming you.

Items

You have a 300 Scooby Points stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You have two discounts per price tier, except for the 600 one, of which you only have one. Discounted 50 Scooby Points and 100 Scooby Points items become free.

Walkie-Talkies [50]
A set of reliable communication devices with an unlimited range within a reasonable area (several miles). They never run out of batteries, always have clear reception, and can't be intercepted by villains. You receive enough for your whole team.

Scooby Snacks [50]
An unlimited supply of delicious, 100% vegetarian dog treats that are genuinely motivating. Eating one provides a noticeable boost to courage and energy. They're also just tasty enough that even humans enjoy them. The box refills daily.

Magnifying Glass [100]
A high-quality magnifying glass that enhances your ability to spot clues. When examining something through it, important details become more obvious, and you're less likely to overlook crucial evidence. It's also indestructible and never gets lost for long.

Sandwich Cooler [100]
A cooler that constantly restocks with fresh sandwich ingredients: bread, meats, cheeses, vegetables, condiments, and everything you need. The ingredients are always fresh, never spoil, and replenish overnight. You'll never run out of snacks during investigations, and the variety is extensive enough to satisfy even the pickiest eaters. Perfect for making comically tall sandwiches or feeding your entire team.

Seasonal Wardrobe [100]
A wardrobe that always contains perfect outfits for the current season and any social situation. Clothes are stylish, practical, and fit you perfectly. They're remarkably durable and stay clean despite adventures. The wardrobe refreshes with new options as fashion changes.

Custom Vessel [100]
A carefully prepared human body specifically designed to be a perfect host for demonic possession. Unlike random bodies, this vessel is customized to any specifications you have, such as age, appearance, gender, and build. It requires no soul displacement since it was never alive, which makes it an ethical option for Jumpers who don’t want to possess actual people. The vessel is durable, doesn’t age, and if destroyed, reconstitutes itself after three days. When not used, the body enters a state of suspended animation. You can have multiple vessels, but each additional one costs 100 Scooby Points.

Living Autobiography [200]
A book that chronicles your life and updates automatically every year with new adventures. It's well-written, engaging, and completely accurate. You can publish and sell it for income, and it's always a bestseller. New copies appear whenever you need them.

Builder's Supply Closet [200]
An impossibly well-stocked closet containing everything needed to build traps or villainous contraptions: lumber, rope, pulleys, electronics, costume materials, fog machines, and whatever you need. Supplies replenish weekly, and the closet is bigger on the inside than it has any right to be.

Randamonium Sample [200]
A renewable supply of a unique element capable of animating inorganic materials. On its own, it's interesting but limited; combined with the Monsternomicon or proper scientific knowledge, it becomes incredibly powerful. The sample regenerates slowly over time.

The Mystery Machine [200]
A colorful van that's far more reliable than it has any right to be. It never breaks down at inconvenient moments, always has enough gas to reach your destination, and handles beautifully despite its age. The interior is surprisingly spacious and comfortable for long road trips. The van adapts to your needs, gaining minor upgrades over time while maintaining its classic appearance.

Hall of Mysteries [400]
A personal museum displaying all your solved cases and defeated foes, along with costumes, contraptions, photographs, and evidence from every mystery you've solved. It updates automatically with each new adventure, organizing everything perfectly. It serves as both a trophy room and a research library, and impresses anyone who visits.

Monsternomicon [400]
An alchemical tome blending magic and mad science, containing formulas for creating intelligent monsters. These creatures are completely real and bound to obey their creator. Requires rare ingredients and considerable skill, but the results are genuinely supernatural.

Potion Fridge [400]
A refrigerator stocked with mysterious potions that modify your body for a day: increased intelligence, enhanced strength, gender changes, and more exotic effects. You must drink each potion to discover what it does, but once tried, you'll always recognize it. The fridge restocks with random potions weekly.

Mystery Inc. Clubhouse [400]
A dedicated headquarters with investigation tools, a workshop for building traps, a meeting space, and storage for evidence. It's comfortable, well-equipped, and has everything a mystery-solving team needs. It appears in whatever location you're based out of, adapting to fit available space.

Daemon Ritus [600]
An ancient artifact capable of absorbing and transferring souls between bodies. Extremely dangerous and powerful, it can swap souls, extract them, and if you connect it to your chest, it gives you the ability to absorb souls to increase your power. If you have dark knowledge, you can also use this to summon demons. Handle with extreme caution.

Mystery Island [600]
Your own private island, complete with a fully functional resort theme park that generates substantial legitimate income. The island includes rides, attractions, accommodations, beaches, and all necessary infrastructure and staff. Hidden beneath the resort is an ancient temple containing genuine supernatural artifacts and sealed mystical forces under your control. The island is remote yet accessible, atmospheric, and profitable: perfect for whatever schemes or adventures you have planned. In future jumps, the island's hidden temple generates a new powerful supernatural artifact or MacGuffin relevant to that jump's setting, always giving you access to genuine mystical power rather than mere hoaxes.

Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 Scooby Points for 1, 200 Scooby Points for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 Scooby Points to spend. They do not get Item Stipends. You can also import any companion you bought here for a Scooby Points stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Mystery Inc. Membership [50]
You're guaranteed friendship with one Mystery Inc. member of your choice (Fred, Daphne, Velma, Shaggy, or Scooby). They genuinely like and trust you, and you're welcomed into the gang as a full member. You get to participate in investigations, have input on plans, and are treated as part of the family. After this jump ends, you may bring your chosen friend with you as a companion to future adventures.

Drawbacks

Scrappy-Sized [+100]
You have a glandular disorder that makes you tiny and puppy-sized, even if you're human. You're perpetually underestimated, can't reach things, struggle with normal-sized furniture and vehicles, and have to work twice as hard to be taken seriously. On the bright side, you can hide in small spaces, but the constant physical limitations and condescension are frustrating.

Control Freak [+100]
You have an overwhelming need to be in control and receive credit. You alienate your friends by being bossy, dismissing their contributions, and hogging the spotlight. This creates constant friction and makes people resent working with you, even when your plans are good.

Can't See Without Glasses [+100]
You have terrible vision and are nearly helpless without your glasses. Everything more than a few feet away is a blur; you can't read, and you certainly can't spot clues. Worse, you lose your glasses constantly, and you'll spend a significant amount of time crawling around searching for them.

Reverse Psychology [+100]
You're convinced that every warning is reverse psychology designed to manipulate you toward danger. Someone tells you not to go into the spooky island castle? Obviously, they want you to go there, so you'll do the opposite and... wait, that means going in. Someone warns you away from the haunted mine? Clearly, a trick to make you investigate it. Your brain ties itself in knots trying to outsmart perceived manipulation, and you consistently misinterpret genuine warnings as psychological tricks.

Insatiable Hunger [+200]
You're constantly, overwhelmingly hungry, no matter how much you eat. Your stomach growls loudly at the worst moments, you're perpetually distracted by thoughts of food, and you'll abandon important tasks if you smell something delicious. You need to eat massive quantities just to function normally, making you vulnerable to being lured into traps with snacks. Food-based bribes work extraordinarily well on you, sometimes even overriding your common sense about danger.

Extreme Coward [+200]

You're incredibly, pathologically cowardly. Every shadow makes you jump, every creak sends you running, and the mere mention of monsters has you looking for the nearest exit. You can still be heroic when it truly matters, but you'll be terrified the entire time, and your first instinct is always to flee. You need serious motivation to face your fears.

Danger-Prone Damsel [+200]
Like Daphne, you're constantly getting captured, trapped, or put in peril. You fall through trapdoors, trigger hidden mechanisms, get grabbed by monsters, tied up by villains, and locked in rooms with alarming frequency. No matter how careful you try to be, you end up needing rescue multiple times per adventure. It's embarrassing, puts your friends at risk when they have to save you, and you're painfully aware of the pattern.

Backstabbing Reporter [+200]
A journalist or media personality actively works to destroy your reputation. They twist your words, film you at your worst moments, broadcast your failures, and paint you (and your team if you have one) as an incompetent fraud. They seem to have access everywhere you go and always catch you during embarrassing moments. They're either working for your enemies or simply hate you, and their media campaign makes your life miserable.

Villainous Monologue [+200, Exclusive for Villain and Scrappy-Doo]
Your ego constantly sabotages your plans at critical moments. When you have heroes captured or cornered, you can't resist explaining your entire scheme in elaborate detail, giving them time to escape or plan countermeasures. You leave heroes in elaborate death traps instead of just finishing them off because you want them to appreciate your genius. You keep trophies and evidence of your crimes because you're proud of your work. You need to take credit, show off your cleverness, and make sure everyone knows how brilliant you are (even when staying silent would guarantee success). Your need for recognition and validation consistently snatches defeat from the jaws of victory. And you would have gotten away with it too, if it weren't for your own ego.

Meddling Punks [+200]

Mystery Inc. has an irrational hatred specifically for you. They blame you for things that aren't your fault, treat you with barely concealed contempt, and jump to the worst possible conclusions about your actions. Every mistake gets pinned on you, and they're constantly suspicious of your motives.

Soul Scramble [+400]
You and your companions have all had your bodies swapped around randomly at the start of the jump. You might be in Scooby's body, Velma might be in Fred's, Shaggy might be in Daphne's, and Daphne in Velma's. If you don't have companions, you wake up in a random stranger's body as a demon runs off with yours, and you must hunt it down. The swap eventually gets fixed, but not until you've suffered through significant problems.

Mystery Inc. Dissolved [+400, Exclusive to Talking Dog and Meddling Kid]
The Mystery Inc. gang has broken up due to bitter arguments, hurt feelings, and ego clashes. Fred takes all the credit, Daphne feels unappreciated, Velma's contributions are dismissed, and Shaggy and Scooby are treated as cowards. You're caught in the middle of this breakup, and the team won't reconcile easily. You'll spend most of your time working solo or with a fractured group and will be up to your efforts to make them reunite.

Demon Soul [+600]
You'll die instantly when exposed to any sunlight, direct or indirect. Whether you're a demon, cursed, or simply allergic, daytime is deadly for you. You must stay in shadows, buildings, or vehicles during daylight hours. Sunlight reflected off mirrors, water, or even disco balls is lethal, and you must stay in completely sealed, windowless spaces during daylight hours.

The Chosen Soul [+600]
Your soul is the one special soul that demons need to achieve total domination. Every demon, dark force, and supernatural villain in this world is drawn to you like a moth to flame. They will actively hunt you, scheme to capture you, and prioritize obtaining your soul above all other goals. The demons from Spooky Island will stop at nothing to get you, and even after that plot is foiled, other dark forces will sense your importance.

Ending

Zoinks! Looks like the mystery's finally been solved. The bad guy's unmasked, the trap worked (somehow), and everyone's laughing about how close things got. With the case wrapped up, it's time for you to decide what happens next.

Stay

You decide to stay right here. Masks or no masks, the world has real monsters now, and someone has to deal with them. You keep rolling with Mystery Inc., chasing ghosts that "aren't" just guys in costumes, surviving curses, possessions, and things that really go bump in the night.

It's still road trips, teamwork, and laughs... just with higher stakes and fewer fake-outs. Whatever's haunting the place, you'll face it together, because real monsters or not, Mystery Inc. always solves the mystery.

Go Forward

You hop back into the mystery machine one last time... and then head off to someplace new. You take everything you've earned with you: friends, skills, gadgets, and all. Wherever you go next, you're ready, because no mystery really scares you for long.

Return

You go back to your old life, right where you left it. Sure, no one else remembers the ghosts, the traps, or the chases, but you do. And every time you hear a strange noise or see a suspicious shadow, you'll smile, knowing exactly how these things usually end.

Changelog and Notes

V 1.0 - First Edition
V 1.1 - Small Changes, added a body item for demons, added the Appetite of Champions and Let's Make a Sandwich, Scooby! perk.