Scooby-Doo Superstar 10 Movies Jump

Version 1.0.0



Welcome to the world of Scooby Doo circa the late 80s. When he's not a puppy hanging out with the full Mystery Inc gang, Scooby Doo in this era is living at home with Shaggy Rogers and Scrappy Doo… And getting dragged into adventures involving real supernatural occurrences.

And now you'll be in this world too. Specifically that of at least one of the three Scooby Doo films made as part of Hanna-Barbera's Superstar 10 series. The three films are probably unconnected, but they share a similar focus - Scooby, Shaggy, and Scrappy with no reference to Mystery Inc or the others in the gang dealing with actual supernatural occurrences - and tone, so they're grouped together here. There might still be costumed crooks hiding all across America, one does show up across the films, but they seem outnumbered by real ghosts and monsters this time around. Not that all ghouls are cruel, as the girls at Miss Grimwood's Ghoul School demonstrate.

You will be entering this world, and spending either a year or a decade within, enough time to deal with the events of at least one of the films and find out more about the creeps that go bump in the night, so maybe at the end you can tell us how many fake monsters do show up.

To help you make a place for yourself in your time here, you'll be receiving these:

+1000 Cartoon Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except for one of the 2 100 CP perks which is labeled as Free instead.

Either origin may be taken as a Drop-In forgoing in jump memories and connections. Your age and gender may be freely chosen as appropriate for your origin and background in the world. If you dropped in they are instead the same as the last jump.

Normie: You are a normal human. Or maybe a normal talking cartoon dog. Either way you're a part of normal society. Just an average individual. Though you may have an above average tendency to encounter the abnormal. Still you've lived a mostly ordinary life and live in a mostly ordinary house. Maybe you'll be starting a new job soon.

Monster: You are a monster. Maybe you attend Miss Grimwood's finishing school for ghouls, maybe you're a ghost looking for a place to haunt, or maybe you're part of Count Dracula's Transylvanian clique. Either way you're a monster, and you're not exactly part of ordinary, everyday human society. Though the monsters of this world do seem to have some level of society of their own.

Film & Location:

The three Scooby Doo movies made as part of the Superstar Ten series of films show no signs of being in continuity with each other, and either Shaggy changes cars regularly and there are multiple Count Draculas or they're not. As such you have a choice of which film to arrive in. You may roll below to gain 100 CP, though if you do you cannot make either of the other 2 films part of the continuity with the Wider World Toggle.

1. Scooby Doo Meets the Boo Brothers: Shaggy inherits his old uncle's antebellum plantation and a fortune in jewels. But he has to deal with haunting ghosts, bumbling ghost exterminators, a mad hunchback, and a scavenger hunt to get them. Maybe you're connected to the estate Shaggy just inherited in someway, or just his friend - or one of the feuding yokels shooting at him.
2. Scooby Doo and the Ghoul School: Shaggy is hired by a finishing school for girls, which just happens to be one for girl ghouls. He doesn't realize that until he arrives, and at that point he's got to stay and fulfill his contract. Unfortunately the neighboring Witch of the Web has other plans. Maybe you've been hired as (another) teacher at Miss Grimwood's school, or are one of the students there, maybe you're at Calloway's instead, or maybe you're connected to Revolta in some way.
3. Scooby Doo and the Reluctant Werewolf: The werewolf has retired to Florida, leaving Dracula in a bit of a bind as the Monster Road Rally is coming up soon. Fortunately for him, the moon is just right to turn Shaggy Rogers into a new werewolf for the next 3 days. Events will unfold to pull Shaggy into the Monster Road Rally where his only chance at living a normal, non-monster life is to win. Maybe you're a friend of Scooby and Shaggy about to be abducted with them, a Transylvanian peasant, or one of the monsters.

Perks:

Perks associated with the origin are 50% if you have that origin unless labeled as Free (in which case they're free for that origin). No discounts on general perks.

Operatic (50 CP): You've got a sense for music. You've got an excellent feeling for rhythm and perfect pitch, as well as a natural talent for musical composition. You're also a virtuoso on the organ.

Friendly Spook (100 CP): You are above any monstrous compulsions or urges which come with your race or form. You aren't just able to resist them, you simply won't feel them. As a vampire you won't feel a compulsion to drink blood, as a werewolf you won't go mad under the full moon and be driven to attack, as a mummy you won't feel the need to seek out those who robbed your tomb, as a zombie you won't hunger for brains, and so forth.

Teacher (200 CP): You are a (surprisingly) wonderful teacher. Any skill you possess, if it can be taught you can teach well, and not only that you can make it fun and surprisingly easy to teach. Even if you don't really understand the theory behind the skill, or why you're effective at it. If you're a talented and good runner, you can teach other people to run well, just by making them go on jogs with you and leading them through various exercises. It's almost as if when you start teaching your students pick up your skills through osmosis. And they will learn at greatly increased speeds - a few days with you as a coach would be worth a full semester with a normal coach. These do have to be skills that can be taught, and students who can learn them, though.

Comedic Danger (400 CP): Scooby and Shaggy get into a lot of situations that should be dangerous, or really rather injurious. Even if you only get stopped halfway down a cliff, driving at high speeds over the edge of a cliff and then coming to a sudden stop is dangerous, and so is falling down the stairs. You find that injuries you'd receive are reduced to mere slapstick. This doesn't apply if you're engaging in combat, or are actively courting an injury. You could drive in a dangerous road race, one with booby traps and obstacles, but if you try to fight a wolfman, or let someone stab you to prove a point it won't apply. It will apply if you're running from combat, or trying to avoid it, but if you do something like try and stand in the path of an angry ape it'd apply once, but not if you walked back into its path to hold it off. This protection will also eventually fail if you just keep getting enough injuries in a short enough span, so do try to avoid accurate marksmen.

Normie Perks

Coach (100 CP; Free to Normies): You're pretty fit for a normal human being. You aren't necessarily the strongest, but you've got good stamina, are a fast runner, are flexible and graceful, a good dancer, and all around pretty agile. You're especially good at running, though. You seem to be extremely good at keeping your footing, even when running in the dark; you could make your way through a dense and unfamiliar forest in the dark, immediately after a heavy rain storm without slipping or tripping, and assuming there's no big holes you'd not even need to watch your step. Do try to though; unknowingly running headlong down a staircase while you're not looking might still see you fall.

Riddle Solver (100): Velma might not appear in these films, but Scrappy does his best. You're a whiz at riddles and puzzles, and have a bit of a natural inclination towards solving mysteries. You're no Velma, but you are smarter than most.

Talking Dog (200): You're a dog. You can talk, walk on your hind legs, use your front paws as hands, and do anything a human could do. Just you're a dog. You can do anything a dog can too, including walk on four legs, and you've got a pretty good nose. Act like a dog and people will treat you as one, even if they've seen you act like a person before, and act like a person and people will treat you like a person despite you being a dog.

Puppy Power (300 CP): Scrappy might be a little puppy, but he's got some seriously adult puppy power. Now you do too. Even as a child, you'll find yourself possessing the strength, resilience, and general abilities you would as an adult save for the length of your limbs. You won't be as heavy or as large, but you'll pack your full adult power in the smaller package. Also if you act like an adult people will treat you like one, and you'll even be able to do adult things - like drive, drink, and vote - as a child regardless of actual age restrictions. Though if you act like a child they'll revert to treating you like a child.

Funny Racer (400 CP): You're a fantastic driver. This is most prominent when it comes to driving around obstacles, booby traps, and mad skeletons firing off femurs in rapid fire from car mounted miniguns. You're the master of avoiding perils and dangers when you're behind the wheel.

You don't even need to be familiar with your vehicle. You could master a gadget filled super car while driving it in a race against experienced racers, though you might have to deal with the sabotage before you get it running at 100%. Simply put if you're put behind

the wheel of any car you can figure out how to drive it almost as fast as you can find the controls. Active sabotage can slow this down, but you'll be able to figure out how it's been sabotaged pretty quickly too. This applies to figuring out all of its weapons, gadgets, and even how to drive it when it sprouts helicopter rotors, drills underground, or opens up a jet in the back.

Finally you possess improbable car repair skills. People could spend all night swapping around mechanisms in the engine block holding all of your car's gadget controls, and you could fix it, while the car was moving, in a few minutes, even if you had never seen the car before it was sabotaged. It does have to be something you could theoretically fix; if parts are missing and you don't have a replacement you won't be able to do anything about that, and if the chassis is completely mangled unless you've got the strength to unmangle it this won't help. All this does is speed things up to an absurd extent.

These effects apply primarily to cars, though. If it's not a car you'll find that they all function at no more, and often less, than 1/5th effectiveness. If they are a car, even if they're also a rotor or fixed wing aircraft, drill, boat, or even a giant robot, though you'll be doing just fine.

Reluctant Protagonist (600 CP): Freddy, Velma, and Daphne found adventure. But Scooby and Shaggy? Adventure finds them. And now it finds you. Somehow you find yourself being drawn into adventure, and thrust into a position of importance. Prophecies tell how you just happen to be the only one who can replace the werewolf, or maybe you get hired with no questions asked and with no referrals to the very special - and interesting - school. It's like the world just wants you involved in the plot, and it's going to get what it wants one way or another. You'll find that the weird, unusual, supernatural, and/or plot important seems to find reasons to seek you out and pull you in. And if you're less reluctant than Scooby and Shaggy, this should help you join groups - after all they'll be finding their own reasons to accept you. This works strongest on the actually supernatural, but if it's any of the four it will work and the more of the four the better. You can of course toggle this off if you don't want to be dragged into strange and important happenings.

Even if you toggle the above effect off it won't change that somehow monsters seem to accept you as one of them even if you're a mundane human. Even monsters that would normally prey on humans, won't immediately see you as a target. Oh, if they're particularly territorial, or you get in their way they might, but somehow they're more likely to treat you like you were another monster than a human.

Monster Perks

Monstrous Form (100 CP; Free to Monsters): You're a monster and you've got to look the part. So this option lets you design your own monstrous form which becomes an Alt-Form. You won't have any significant advantages over humans - maybe you've got somewhat more predatory teeth but not the bite force of a true predator, those scales you have are harder than human skin, but don't expect them to be stopping knives or swords, and maybe your fur helps keep you warm at night… though it probably makes it harder for you to sweat off heat. Still with just this you're *near* human. This does improve your night vision. Not enough that you see just as well in the dark as in the daylight, but you'd see almost as well under a full moon as in the daytime even if colors are harder to make out, and a lot better than a human in starlight. It also makes you immortal, though only in the sense that you can never die of old age or even age beyond your prime, at least in this alt-form. Finally this perk is required to access the Monstrous Powers menu below, and all monstrous powers are only usable in this alt-form.

Taken with Talking Dog you can make this a quadrupedal alt-form. It doesn't have to be exactly a dog, but it can't be an animal with substantial benefits over a dog.

Cute Monster (100 CP): You're not some scary monster. You're a cutie. You can make any alt-form you possess significantly cuter. This is a choice made separately for each alt-form at the start of each jump, though it doesn't on its own give you the ability to change it during a jump. Affected alt-forms will look less threatening, and menacing, and take on a more adorable cast to its features. This can even tone down more monstrous looking traits, making you look more approachable and less terrifying. In the case of humanoid alt-forms you'll look more human-like, and in all alt-forms this will make you look more child-like even though it won't actually physically regress you towards childhood.

This can render a form that is too horrible to look upon without going mad something ordinary people can look at safely.

Your Will is Strong (200 CP): At least a fair bit stronger than average. It's far from infinite, but you're a little more resistant to charisma, and it's harder to mind control you than normal. It might only take somewhat longer, or more power, but you'll not succumb as easily as most.

Monstrous Sensibilities (300 CP): You possess the sensibilities of one of Count Dracula's monsters, or at least the ability to match them. Things like enjoying bat burgers and spider web spaghetti, or a month's stay in the notoriously dungeon cell the Black

Hole of Calcutta. Besides giving you a similar palette and sense of aesthetics, and making it almost impossible for traditionally gross things to gross you out, this renders you immune to poison, makes pain pleasurable and even enjoyable, and makes you mostly immune to physical hardship.

Accepted (400 CP): You might be a werewolf, a mummy, a ghost, a Frankenteen, a vampire, or something stranger and worse still like a girl, but you're still a person. And as long as you act like a person, you'll find that people accept you as one regardless of what else you are. A coward might run away at the sight of you, but you won't have peasants gathering with pitchforks just because you're a demon, witch, or vampire, as long as you're not trying to tempt people to sin, hexing them, or murdering people to feed your dark lust for blood. Just because you have strange and fantastic powers won't get people worrying about how you might use them unless they're particularly paranoid, the type to worry about everyone like that, or particularly bad people themselves who shouldn't be trusted with power and therefore don't trust anyone else. I'd say people will judge you for what you do, not what you are, except that people will be judging you for that a lot less too. As long as your weird, or socially unacceptable, behaviors aren't hurting anyone else, you'll find that while people might find them a bit odd, and might not take kindly to you trying to include them in them, they won't outright ostracize or persecute you for them.

Now if you start abusing your powers, or doing monstrous things this protection from judgment will be lost. You can regain it at the start of the next jump, or when you've honestly shown you've changed and are working to make amends. And don't try faking it; it's not if people believe you that matters for this.

Monstrous Powers:

You must have the **Monstrous Form** perk to take Monstrous Powers. Any Monstrous Powers you take are part of the alt-form granted by that perk and only available within it.

If you have the Monster origin, the first 600 CP worth of purchases from this section are discounted; if a single purchase would be over 600 CP on its own (such as Ghost) or your total purchases would be over 600 CP you merely reduce the total price of purchases here by 300 CP.

Aquatic (100 CP): You're not very humanoid after all. You're more piscine. You may choose what sort of fish-like form you want - and mermaid is an option - though if you want shark-like teeth or particular size you'll have to pay for them (Claws and Fangs and Big/Giant respectively). This alt-form can no longer breathe air, and your eyes and ears are adapted for underwater work.

Claws and Fangs (100 CP): You've got some real claws and fangs on you. These aren't some cute little cosmetic fangs - though they can be cute - these are real weapons, capable of cutting through a person like sharp knives. They may be retractable if you prefer.

Frog Tongue (100 CP): You possess a long, stretchable tongue. It's sticky enough to be able to pull things in towards you, though this adhesive is not the strongest so a person could probably break free.

Grasping Tendrils (100 CP): Your arms - and optionally legs - have been replaced with long, prehensile vines or tentacles. They don't have hands, and aren't as good for punching or fine manipulation, but they can stretch out to quite some distance greatly increasing your reach.

If taken with Extra Arms you may choose to only replace some of your pairs of arms with grasping vines.

Long Neck (100 CP): You possess a long, flexible neck like one might see on a dragon. This gives your head significantly more maneuverability and gives you the ability to bite with your body further away.

Amphibious (200 CP; incompatible with Aquatic): You are a fully amphibious creature, able to function equally well in and out of water. This means you can breathe water, and survive in both fresh and saltwater. You are also able to see and hear just fine

above and below water, adjusting for the difference in medium. And of course you can swim like a natural denizen of the water.

Big (200 CP): You're big. About the size of a large bull elephant. This comes with some major strength to go with it stronger than the size increase alone would indicate, and will see a proportional increase with Monster Strength.

Extra Arms (200 CP): You possess an extra pair of arms. You may purchase this feature multiple times.

Extra Head (200 CP): You possess a second head. This does not increase your overall brain power. You may purchase this feature multiple times.

Vampire (200 CP): You are a vampire. You do not cast a reflection, but you're fine in the sunlight and while they don't like garlic it's not shown to be a substantial weakness. You do possess a pair of vampiric fangs to drink blood with, and you can turn into a bat. You're a little stronger; not up with Monster Strength, and this wouldn't make you stronger than an olympic weightlifter or a lifelong farmer as a preteen girl, but you'd be a lot closer than you should be, and as an adult you'd be stronger than a human if only by a little even if you weren't particularly strong.

Web Spinning (200 CP): You are able to spin webs. You'll not be shooting out web like Spider-Man, you have to actually spin it like a proper spider, though you do spin it substantially faster than a spider, though the web is metabolically produced so it can be tiring and make you hungry to make too much.

Fire Breath (300 CP): Like Matches, the baby dragon, you are able to breathe fire. It's possible to run out of flame for a time, but your fire is a pretty good weapon. Strangely it seems to be better at burning or melting objects than living creatures, and you can reduce even a knightly helmet to char, though it'd take a focused effort to do the same to a person. This comes with some fire proofing of yourself, so that your own fire won't hurt you; sustained heat at the level still could, but not for a brief span like a normal spew of flames from your mouth even if it was somehow reflected or you were breathing into a helmet you were wearing.

Mirror Monster (300 CP): You are a full body mirror. Yeah you're a mirror. And when there's a creature reflected in the mirror, you may become that reflection and, reaching out of the mirror, pull them in to replace you. At that point you're free to leave the mirror and will look like them though with some visible monstrous traits - such as fang-like teeth, all red eyes, and pointed ears. All the while they'll be left in the mirror which was

you, trapped in a pocket dimension, though they will be visible and able to talk through the surface. If the mirror breaks they'll be freed, or if you go back into it, and if you leave this alt-form the mirror will disappear releasing them.

Monster Strength (300 CP): You possess some serious strength. Like the Mummy or Frankenteen family you're strong. Strong enough to send a ball plunging into soft earth, or throw a spear from a poor position to burry its head in stone. You can casually throw people with one hand, rip doors off their hinges, or even just smash through wooden walls without much difficulty. You're likewise tough too.

Wings (300 CP): You possess a pair of functional wings which allow you to fly.

Born from a Thunder Bolt (400 CP): You were given life by being imbued with the power of lightning. As such you are immune to electricity, at least up to the amount in a lightning bolt. This also makes you resistant to heat.

Communication = Transportation (400 CP): You are able to travel through live audio and video feeds. You can't travel to answering machines, or voice mail, but you can travel through phones, radios, and the like. You can also send spit or fluids through this connection. This travel is pretty quick, being almost the same speed it takes to send the audio/video.

Mesmeric (400 CP; discounted with Witchcraft): While only the Revolta the Witch of the Web showed this power, it's associated with vampires so you'll be able to pick it up separate from witchcraft. You possess the ability to lace your words with hypnotic power. This takes some mental preparation and focus to do, and those who know to expect it can resist, holding it off, or even beaking free. Though do be careful, if they break free you won't be able to affect them for a time, and you can only keep them under this hypnotic suggestion for so long, as it will get easier to break free the longer they're under.

If taken with Vampire you'll find your mesmeric voice is more effective against those you've bitten.

Slimy Form (400 CP; discounted with Malleable Body): You're made of slime, thick mud, or something more solid than liquid but less than solid. This makes you rather hard to hurt, stabbing slime doesn't do much to it. You're still vulnerable to being splattered, though, maybe more than you were before, but you hold together pretty well. You don't really have vital organs any more either being able to reshape yourself into your normal form and shape, albeit smaller if enough of you got splashed away. You can even call your slime back to you if it's close enough.

If you wish you can be more of a blob shape than a humanoid one.

If taken with Grasping Tendrils you can have them be stretchy arms instead of actual vines/tentacles.

If taken with Malleable Body you can much more easily shift your form, and wilfully stretch out.

Skeletal (500 CP): You are a skeleton. You no longer have organs. You're just a bunch of bones held together by some supernatural power. You don't need to eat. You don't need to drink anything. You don't have a biology to speak of, though you'll still be able to heal broken bones like a normal human. And if it won't hurt your bones it won't really hurt you either.

Giant (600 CP): You're massive. You tower at a size such that you could hold a volkswagen beetle in one hand, and your feet are the size of cars. You're around 100 ft tall, probably a bit taller. You're plenty strong as well, stronger than the square cube law would make you, and while your size does make you proportionately slower than you would be at human scale you're probably objectively somewhat faster - you're just moving nearly twenty time as far with each full motion of your legs or arm and you're not that much faster.

Malleable Body (600 CP; discounted with Ghost): Your body is moldable and malleable like clay. While your mass stays the same, you could slide most of your mass into one hand to make it giant, and you could be reshaped into a ball without being hurt. It'd take something that hit you hard enough to blow you apart to really hurt you by striking you, as anything else you could just deform around. You could still be burned, electrocuted, or frozen till you were brittle, though.

Teleportation (600 CP): You are capable of teleporting to familiar locations or those you can see. This requires a few seconds in which you'll disappear in a little light show, and a few more seconds to appear in a second one.

Witchcraft (600 CP): You are a witch. You possess the ability to brew magical potions, and cast spells. You'll need a properly prepared wand or a staff as a focus - and you'll know how to prepare them too - though this can be a broomstick. Your spells can do stuff like shoot magical bolts of energy, let you fly, turn people into frogs, cover cars with ice, and the like. Not real ritual witchcraft, but more cartoon magical zaps. Eventually the magic will fade, so do be careful though you can make more permanent potions.

Taken with Mesmerism you'll be pretty good at mind control magic too. You'll even be able to create a potion to make people permanently evil. Maybe you could figure out how to do the reverse and make people permanently good if you tried hard enough.

Ghost (800 CP): You are a ghost. You're able to float around and fly as gravity only seems to affect you when you want it to, though you won't be able to carry things if you're not strong enough to carry them. You're also only selectively tangible. While you can't turn part of yourself tangible inside of another object - so no grabbing people's internal organs - you can make just your hands tangible while leaving your body intangible. It'd take something magic - or maybe some special types of energy - to affect you. Though you'll always be tangible to other ghosts and similar spectral spirits and vice versa. You're semi-transparent when intangible, though you can make yourself glow eerily with a bit of effort; this can even be used to illuminate dark rooms albeit poorly.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general 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.

Any taxes for ownership of any properties purchased here will be paid automatically; this only applies to taxes for owning the property, not on selling any products. Any properties or structures bought here may become warehouse add-ons post jump if you do not want them to import into a given setting (and this can be chosen anew at the start of each jump).

Helicycle (50 CP): This is a light-weight, open to the air helicopter. It's not got an engine to power it, though, instead having multiple sets of pedals like you might find on a bicycle. It's built to seat 5, maybe 6, individuals, and can fly with only 2 or 3 of them pedaling, or a single pedaler if it's only got a single passenger. If everyone is pedaling you could carry a few extra passengers as well. It's not fast as far as helicopters go, and would probably break apart if you pedaled hard and fast enough to reach highway speeds.

Mummy Wrappings (50 CP): This is a set of mummy wrappings. You'll find them easy to wrap around yourself, and that if you throw the loose end it will stretch out to a decent length, and is oddly responsive to your attempts to control it and use it as a lasso.

Remote Controlled Volleyball (50 CP): This is a volleyball matched with a handheld remote control. There's a device inside of the volleyball which can provide force to move it, allowing you to use the remote to make the ball bounce, or even change direction in the air, or fly for short distances.

Flintlock (100 CP): This is an old flintlock musket. Strangely enough it never seems to need to be reloaded no matter how much you fire it. It is also oddly damaging to inanimate objects - including plants - such that with a few shots you could 'cut' down a medium sized tree.

Floating Hand (100 CP): This is a disembodied hand. It's capable of flying, or well floating at about a walking - or, with effort from it, running - pace, and moving about on

its own. It's not stronger than an ordinary man's single hand, or resilient than a hand. It's loyal to you, though, sapient, and a follower.

SPF 5022 (100 CP): This is a tube of powerful sunblock. By rubbing it on someone they will be protected not only from sunburn, but also from any sunlight based vulnerabilities. It won't protect them from being blinded by bright lights, but if exposure to sunlight would hurt them it'd protect them. It's not waterproof, though, and it will have to be reapplied regularly. It refills itself at a rate to keep one individual protected throughout the daylight hours continuously.

Pet Dragon (200 CP): This is a pet, baby dragon, similar to Matches. Maybe with time he'll grow up bigger and stronger, but if so expect it to take centuries; dragons don't grow up quickly. It can't fly, and at the moment is well smaller than a great dane, though bigger than a true lap dog. A bit on the small size for a medium sized dog. It's loyal, though, very clever for an animal though not really human in intelligence, and is capable of breathing powerful blasts of fire, though this is strangely more capable of property damage than hurting people - it could burn armor off of someone while leaving them alive.

Plantation (200 CP): This is a rather run down southern plantation of pre Civil War design. It comes with the attached grounds - enough land to work as a plantation though some of them have been converted into a cemetery. It also comes with a hunchbacked servant to tend to the place who counts as a follower, and enough secret chambers and passageways to confound those not familiar with its secrets, and to allow someone who is to slip from place to place unseen. There's no fortune in jewels, unfortunately, but it is the perfect place to haunt. And if you fixed it up a bit it'd be a pretty fancy place to live.

Spooky Gym (200 CP, discounted with Finishing School for Ghouls): This is a small, one room gymnasium. It's a bit small for sports, but it's plenty big enough for scarerobics, or working out, even for a whole class. All of its exercise machines and weights follow a spooky aesthetic, and style, but they're still probably worthwhile because they seem to scale with your own strength, so they'll always be able to give you a good workout. This can either be a warehouse add-on, or inserted into future jumps as part of another structure or even its own small building.

Venus Spytraps (200 CP): This is a viewscreen with attached controls, and a few packets of seeds. The seeds will grow into plants crowned with eyeballs at the tops of their stalks. These plants can have their eyeballs and stalks retracted or extended by controls attached to the viewscreen, and the viewscreen can project what these plants see, and by changing the channel you can view what different specimens from these seeds would see.

Finishing School for Ghouls (300 CP): This is a rather morbid and spooky boarding school. It looks more like a haunted house than anything. It comes with a garden that grows perpetually dying plants with fruit that skips straight to rotten. As well as a moat with a double headed shark. And a general spooky and creepy aesthetic with minorly supernatural features. It even has an intelligent giant spider to weave things as needed, an octopus servant and chef, and even a headmistress to run the school and teach classes. By default this is a girls only school, though you could open it up to boys as well or instead. This school seems to attract monsters, witches, and supernatural beings who are seeking a school to teach their young ghouls; whether to become the best monster they can or integrate into human society depends upon your curriculum.

If you'd prefer you can instead have a boring military academy. It'll have non-spooky, and much more normal school grounds, and garden, and nothing occult or spooky about its school building.

Jump Jalopy (300 CP): This is a car worthy of the Tyler County funny races, or the Monster Road Rally. It's a car the likes of Shaggy's Double-Dyno Turbo Blaster, the Werewolf Wagon, or one of the other cars in the Monster Road Rally. The Double-Dyno Turbo Blaster had the ability to: split in half vertically or horizontally; produce a drill capable of burrowing through the ground; extend its wheels while bringing them together to drive between other cars; use a spring on the undercarriage to bound into the air; produce a crane with a magnet attachment; use a radar relay to find other vehicles; convert into an airboat as swamp mode; spring its seats up to launch passengers; a detachable skateboard; and a jet flight mode. The werewolf wagon showed fewer gadgets, but it's possible we didn't see them all, and they included: a turbo boost; a jet engine; oversized teeth to bite what was in their path; a tail-like rotor for helicopter style flight; a strangely matching detachable skateboard; and a similar undercarriage spring. The other cars showed fewer gadgets and more direct weapons. Of special note is the witch sisters' car with its cauldron allowing them to brew spells in it to give it magical boosts. Your own car doesn't have to be a copy of any of these cars, though it can be if you wish, but will be roughly equivalent to them, albeit customized to fit your own racing style.

Grimness Book of Monsters (400 CP): This book is a compendium of monster lore. In particular it explains how each monster comes to be and even tells what kind of people have the capacity to become a specific type of monster, or if there is only one or a handful of individual(s) who can become a monster the specific individual(s). It also includes methods to undo any supernatural transformation into a monster. Not all of these will be easy to do, but some will be as simple as reciting a rhyme.

It will update with each new setting, and while it won't tell much about monsters, it will continue to explain how they are created, and have ways to undo such transformations even if they'd normally be irreversible.

Spiderweb Headphones (400 CP; discounted with Mesmeric): These are 5 pairs of headphones made of spiderweb. They are able to transmit your voice by magic, allowing the wearer to hear you however far away they are just by you willing it so as you talk. They also lend a hypnotic effect when heard through them, or empower an existing one. It's not too strong on its own, though enough to get someone under a trance - and combined with mesmeric you could probably hold someone under sway for several hours, from midday to midnight.

Normie Items

Van (100 CP): Or maybe it's a jeep. This is a small truck. It gets strangely good gas mileage, and is fairly good at driving in the rain, the wipers and headlight highly effective for showing your path, and the wheels resistant to slipping. If you drive off the road into a pit of mud you might still get stuck, and some weather is still too much for driving it to really be safe, but you can push it further than normal. It refuels, self-maintains, and repairs itself over time when not in use.

Pepper Shaker (200 CP): This is a pepper shaker. It's full of common pepper. If shaken into something's face it makes them sneeze powerfully. It's only guaranteed to get one, big sneeze, after that it'll depend upon the individual, but even a giant monster made of living tar, or something else completely outside of animalia and biology as we know it, would sneeze as a result of this pepper.

Stocked Fridge (200 CP): This is a refrigerator. It will refill with food - and drinks - regularly. You don't get to choose exactly what food but a person could live out of this fridge given how quickly it restocks itself.

Last Will and Testament (400 CP): This is less something you have and more a ticket for something you get. It's not your last will and testament. It's a will declaring you the sole and primary heir to a fortune. At the start of each jump, even as a drop-in, this will - held in the hands of the proper authorities - will declare you the heir to a fortune large enough to be compared to a king's ransom. Unfortunately instead of just being given the fortune, the will includes the first in series of clues to where it's been hidden. The fortune will be appropriate to the setting of the jump, and what constitutes a fortune may vary wildly based on it. It's enough to make you 'rich.'

Jumper's Trust Fund for Orphans (600 CP): This is a charitable organization to help orphans. It is highly efficient, completely free of corruption, and will integrate itself into the setting of each jump you enter. They're completely free of corruption so won't dedicate their resources to anything other than helping orphans, so you can't tell them to do other things, but you are on the board, and they do provide you with an excellent organized framework for helping orphans. It will be rather minimally funded by jumpchain fiat, but if you want it to be able to do some real good you'll need to get donations flowing into it, or give them yourself. Still if you have money and want to help orphans without spending your personal time and effort on it, they're good at the task.

Villain Items

Spooky Wardrobe (100 CP): This is a traditionally spooky outfit which would fit straight out of gothic horror. Maybe it's just Victorian fashion. Maybe it's the costume Hollywood would expect out of Eastern Europe. Maybe it's Dracula's cape and suit. However it looks, it will repair and clean itself if damaged. In addition, should you change your form for any reason it will either transform with you - disappearing into your body if you become an animal, shrinking if you shrink, etc - or rip while remaining decent and covering the parts of the body that should stay covered. It can even turn intangible with you, or change material to match what your own body changes to.

Spider Bats (200 CP): This is a trio of spider-bat hybrid creatures. They have six legs, and large bat-like wings. They're large and strong for bats, similar to a vampire transformed into a bat, and are capable of spinning webs. They are obedient to you, able to understand verbal commands though mostly animalistic in intelligence so don't expect them to follow complicated ones (wait in this spot and place headphones on anyone who enters they could do, but that's about the upper limit), and seem to be able to hear your voice from afar. If you also purchased Spiderweb Headphones they will be able to weave more, though unless you also have Witchcraft and Mesmeric only 5 will be active and usable at once.

Spooky Larder (200 CP): Fungus fudge, toadstool tea, spider web spaghetti, poison ivy punch, bat burgers, pizza with all the toppings like tadpole tails… Monsters have a rather special taste in food. And this is a larder which will restock with the proper ingredients - and sometimes fully prepared dishes - to feed such an appetite. It does so regularly enough to keep someone well fed… if they can survive such a diet.

Batcopter (400 CP): This looks like a helicopter, but instead of rotors it possesses bat wings. It can hover surprisingly well despite this, and it's actually really rather fast when it needs to be. It could fly from America to Transylvania with it being night the entire time; presumably by going west which is still pretty fast for a helicopter. It's powerful enough to carry a car the whole way too. It only seats 2, though. It will maintain and repair itself over time when not in use, though given it doesn't need fuel it won't refuel.

Monster's Lair (600 CP): This is a proper home for a monster. Built either with 3 cliffs surrounding it, and only a single narrow path to it, or a moat, it's a full fledged castle designed for defensibility, complete with a drawbridge. It's large and impressive, and comes fully staffed with alligators for the moat (if not built on a cliff), some spooky (monster) servants to cook and keep the place nice, spooky, and cobweb filled, and a full

suite of secret doors, passageways, and even entire secret basements, as well as death traps, and monstrous guards. These aren't the deadliest, Scooby and Shaggy could get through them with their combination of luck and wit, but they should still prove a threat to ordinary people with less sheer luck and cartoon physics. It also has all the amenities of a monster's castle: torture chambers, a mad science lab that doubles as a site for magical rituals and brewing witch's brews, bed rooms, family crypt, and a rather modern vehicle hangar which will connect to underground space to expand to fit any vehicle you possess that is smaller than a large house.

It even comes with attendant lands. These lands will be a desolate and spooky region of mountains and swamps, as is proper for a monster's castle. At least they'll keep most passerbys away.

Companions:

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

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who showed up in these films.

Googi (Free): Shaggy's neglected girlfriend, from *Scooby Doo and the Reluctant Werewolf*. If you can win her heart away from Shaggy, and give her some actual attention and romance, you can bring her along as a companion for free. She's adoring, but liberated.

Vanna Pira (Free): Dracula's vampire assistant… bride? Well their exact relationship is unclear. She's a female vampire who works closely with Dracula in *Scooby Doo and the Reluctant Werewolf*. Unlike the other monsters in that film, though, she doesn't show the least hint of malice. If you want her you can have her along with you for free even, since… well there's not much going on upstairs with her and, as Dracula can attest, having her with you is like being all alone. She does enjoy providing color commentary on things, though she only seems to know the most basic colors, and be careful lying in front of her as she might point out how you're forgetting something and almost certainly won't realize you were trying to deceive someone. She's got a pretty face, though.

The Hunch Bunch (50 CP): Brunch and Crunch, Dracula's pair of henchmen from *Scooby Doo and the Reluctant Werewolf*. They're rather bumbling, and incompetent, but they'll share a companion slot. One speaks with a posh English accent, and wears a monocle, the other is somehow even stupider than his partner, and can't seem to keep his tongue in his mouth or talk in coherent words.

Scooby, Shaggy, & Scrappy (100 CP): Want the main trio? You can get the easily startled great dane, his perhaps overly brave nephew, and his adventure prone best friend for a special bundled price and they'll even share a companion slot. If you go to *Scooby Doo and the Reluctant Werewolf* you can even add Googi in for free.

Calloway Cadets (100 CP): Baxter, Grunt, Jamal Williams, Miguel, and Tug Roper, the somewhat troublesome and rule breaking students of the Calloway Military School. While they might not understand girls, or obey the rules of their school too well, they're not bad kids, they try their best to live up to the Calloway Code even if they break the school's rules, are brave enough to go into a witch's castle to save their rivals because they're in trouble and helped them out before, and actually rather mechanically clever. And because someone has to watch over them Colonel Calloway will come too.

The Boo Brothers (200 CP): This trio of ghost exterminators are better at slapstick than ghost extermination, but their heart is in the right place. Or they wish it was. They're looking for a house of their own to haunt, only running their extermination business as a way to make the money to afford one. Maybe you'll give these stooges a place to haunt? Oh yes, all three of them are ghosts.

Grimwood's Ghouls (200 CP/300 CP; discounted with Finishing School for Ghouls): Miss Grimwood runs a fine finishing school for young ghouls, and if you'd like to take her and her ghouls to study abroad it could be arranged. You'll get Miss Grimwood, Aaron the Floating Hand, and Matches her pet dragon, along with Elsa Frankenteen the Frankenstein's monster, Phantasma the specter, Sibella the vampire, Tanis the mummy, and Winnie Werewolf. If you want Scooby, Shaggy, and Scrappy too you'll have to get them separately. If you want the new trio of students - the alien girl, daughter of the Black Lagoon, and the little goddesszilla you can add them for the higher price (which will still be discounted with the Finishing School for Ghouls).

Drawbacks:

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

Insertion (Toggle): Want to insert as a specific character? Feel free. This won't give you any of their powers, abilities, skills, or the like, though.

Just Here for the Film (Toggle): Scooby Doo has been running strong for over 50 years, one would think there's enough adventures for a jumper to spend 10. But this specific incarnation are only 3, seemingly separate films - while Boo Brothers could fit with the other two, Ghoul School and Reluctant Werewolf have very different Count Draculas. So if you want to just stay 1 year you can, but you'll only receive ½ CP from drawbacks, and it will ensure you're somehow involved in the events of the film.

Wider World (Toggle): There are many series of Scooby Doo and which are and are not canon to this one… well that's at least somewhat up to you. You need to include at least 1 of the 3 Superstar Ten films (Boo Brothers, Ghoul School, and Reluctant Werewolf), which you will arrive in a way to be involved with at least in passing, but beyond that anything that doesn't directly change that is fair game. You can even decide if the 3 are somehow in continuity with each other. Maybe Dracula forgot his daughter's favorite gym coach when he turned him into a werewolf, or maybe they're two different vampires who call themselves Count Dracula.

Abhorrent Admirer (+100 CP): Someone has decided that they're going to marry you whether you like it or not. They're a bit overzealous and overly aggressive in their affections. Just a bit. You know one small, tiny… mountain sized bit which causes them to utterly ignore what you want or have to say about it. And they'll probably not like it if you have other lovers.

Did You Say Haunted Oh Boy (+100 CP): You are drawn to danger like a moth to a flame. You're a little adrenaline junkie who will seek out encounters with the supernatural, the unknown, and real monsters. You won't necessarily try and fight a ghost or a vampire, or stay once they're actually threatening you, but you will try and meet them.

Hunched (+100 CP): You are a hunchback. You can expect some back pain, and to have an asymmetric stride during your time here, though no major complications from this.

It Could be Raining (+100 CP): The weather around here is just terrible. Oh no major disasters, but fogs thick as pea soup and sudden, heavy rains seem to follow you about. Not every day will have a storm, but in general the weather is worse around you, especially any you'd especially like to have nice weather.

Lost (+100 CP): You have a tendency to get lost. Somehow you just can't seem to avoid doing it for too long. At least you tend to see some new and far out places when you get lost, though the number of times it happens is sure to get annoying.

Practical Joker (+100 CP): You are one. You just seem to love performing practical jokes and 'tricking' your friends. You won't do something that will actually hurt them, but you'll try and scare them when you know they're already panicking over legitimate danger, or loosen salt shaker lids and the like. You're a childish prankster; though you can be non-childish when it's not about pranking.

Ralk Rike a Rog (+100 CP): You can hardly speak having some impediment which will make whole slews of words sound the same. Maybe you start every word with an R. You can usually make yourself understood, though it will often take a bit of a process of elimination, people familiar with your impediment, and context.

What's In It (+100 CP): You just can't catch a break when it comes to food. You'll find yourself being offered things that you find disgusting to even think about being food (or that are mildly toxic to you) on a semi-regular basis, and at least a few times you'll eat it before realizing, or just have to eat it because it's the only food available. These things won't be deadly to you, just stomach turning. If you didn't have to eat before, you do now.

Contract (+200 CP): You've got a job. You've signed an iron clad contract too, with your benefactor as guarantor. The job will, unfortunately, require working conditions that make you uncomfortable and you have to do it. Now this isn't necessarily too bad, and you'll probably find that the job isn't as bad as initially thought, but… Well it'll be something like how bad the Ghoul School was for Scooby and Shaggy - and they did run away at the end. Unfortunately your benefactor will be punishing you if you run out on this job.

Easily Spooked (+200 CP): Like Scooby Doo, you are easily startled and scared. This doesn't mean you can't be brave - Scooby Doo marched into a monster's castle full of horrors and traps to save the students in his care - just that things will spook you, scare you, and startle you. And when you're startled you have a tendency to run first and think

second. Once the initial panic has worn off you can go back and help your friends, but you will panic first.

Normal Human (+200 CP): You are a normal human. You lose access to any abilities which a normal human would not possess. You can keep physical abilities within real-life human max, and minor bits of luck and the like as long as they're something that would not break suspension of disbelief for a normal human, but anything overtly supernatural is right out. Perks from this jump, other than Monstrous Form, are allowed, though you will lose any alt-forms other than human. Alternatively you may be a normal, talking dog like Scooby (but not the freakishly strong pup that is Scrappy, he's abnormal even for a talking dog).

Werewolf (+200 CP): You turn into a wolf-man and back at semi-random. People will notice, and react to you as if you were a monster as a wolf-man, or a non-monster when you're not. You lose access to monstrous alt-forms when not currently a wolf-man, and any alt-form you possess will be noticeably monstrous and lupine when you are a wolf-man.

Feud (+300 CP): A group of hillbilly hicks has a feud with you. Expect them to try and cause you trouble, or shoot inaccurately at you. They're less dangerous than it might sound given how inaccurate they are, but they'll damage your property, and interrupt things and you can't seem to permanently get rid of them.

Into the Scrappy Heap (+300 CP): People dislike you. It's not really because of anything you do, but almost more like everyone in this world sees you as having been an unnecessary change to be loathed and hated. Small children are an exception.

Real Monsters (+300 CP): Regardless of the film chosen, this is a world of real ghosts and monsters. Where one will meet them. And for the most part they're not too unfriendly. At the very least they're not trying to kill Scooby and Shaggy - though they might be trying to turn him into a werewolf, and then make him crash in a monster race. Now you'll be encountering monsters just as frequently as Scooby and Shaggy - assuming all of the films are one continuity… or just looking at the Scooby Doo and Scrappy Doo show of the early 80s. That is you'll be encountering them regularly. And unlike with Scooby and Shaggy these monsters will have a tendency to be fully hostile and wanting to kill you. You can still encounter friendly monsters… just not from the encounters generated from this drawback.

Revoltized (+300 CP): You have been turned EVIL for the duration of the jump. Worse, you're the loyal, and EVIL minion of the villain of the film in question. This could be T.J.

Buzzby, Revolta, or Count Dracula himself depending upon the film; you can even pick which one if you've made multiple films into the same continuity. Whichever it is, though, your greatest wish will be to serve them and you will delight in all things evil and bad.

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

If I ever watch the Scooby and Scrappy Show from the early 80s I might fold it and this together as a jump (maybe even end up with more than 2 backgrounds) but for now… hopefully the slightly enlarged perk tree, and plethora of General perks (many of which are really just pre-discounted for both backgrounds) makes up for only having 2 backgrounds, and gives companions a way to differentiate themselves.

If it's not obvious, the discount Monsters get on 600 CP worth of Monstrous Powers is a way of balancing their lack of a 600 CP perk.

Changelog:

Version 1.0.0: Released.