GENERIC MONSTER SCHOOL



Calling all the monsters…

The world is full of scary things. Unknown creatures lurk in unexplored jungles and catacombs deep beneath the Earth. Beasts stalk by moonlight that regard humans as a midnight snack. Unnamed horrors spill from crypts and labs and… hang out?

Yes, it has been over a hundred years for some of these monsters, or longer. By this point, all but the most antisocial know each other, and many have settled down and had children! This has created the need for special schools, schools - for Monsters!

Whether Yokai Academy or Monster High, or even Miss Grimwood's School for Ghouls, or an original setting, you'll be spending the next few years at a special place of learning, one set up to accommodate students with most unusual needs, from night classes to time off for the full moon and more. Make the most of your time, because in this world there are also hunters of monsters and you may not always be completely… safe.

This can be an existing setting with a monster school, or a kind of amalgamation of common characters, themes, etc. Up to you.

Have **1,000 creature points** (cp) to set you up.

ORIGINS

New Kid - You've just enrolled, a dark horse with no history or entanglements. A delightful mystery or a terrible bore.

Athlete - Sports can get… complicated in the world of monsters where some students just plain have enormous physical advantages over everyone else. On the other hand, there's never a dull game, so play ball!

Teacher's Pet - You're a straight A student! Or, as some might say, a shameless snitch and professional butt-kisser. Your smarts will stand you in good stead.

Social Butterfly - You might not be a Queen Bee, not yet, but everyone knows you and most people like you. You are plugged into the gossip network.

Delinquent - Maybe you aren't the best at academics. Maybe you gave up on this 'school' business back in the third grade. Maybe you'd just rather have fun than study. You're the rebel, the class clown and a tack in your teachers' chairs.

Teacher - Somebody has to keep order and see that learning actually happens here. You're an actual adult and charged with the safety and learning of these rambunctious little monsters.

NATURE

Choose One.

Human (+400 cp) A human at a monster school!? Best be careful, or the kids here will literally eat you alive.

Cryptid - Not everything fits into neat little boxes, monsters least of all. You get two floating discounts on Nature Perks to figure out what kind of creature you are.

Djinn - You're a spirit of air and fire, often contained in vessels and enslaved to the will of mortals. Your magic may be the greatest of all, but also the most constrained.

Fiend - You might be a child of the nameless creation and tormentor of Dr. Victor Frankenstein, or made by a similar process. Either way, you have a lot of scars, but won't let that beat you!

Ghost - You're dead! At least you can't die again, but be careful about exorcists. Depending on when you bit it, you might be a little old-fashioned.

Gorgon - Fresh from Greek myth, the Gorgons have snakes for hair and can turn people to stone! In legend this happens because they're so ugly, but pay no attention to those stories.

Mummy - Egyptian royalty were prepared for the afterlife in this way. Also priests, commoners, really everyone. At one point mummies were burned in place of firewood.

Siren - Beautiful women (and men!) who lure sailors to a messy death with their hypnotic song.

Vampire - Undead who drink the blood of the living to survive. More than any other monster, these tend to vary across settings as to their specific capabilities and weaknesses.

Were - There Jumper, there school. When the moon is out you can become a real animal. Wolves are traditional, but there's lots of variant weres.

Witch - Maybe the most human seeming besides vampires, but you aren't a human, you were born to wield the dark arts, with curses and potions to make your enemies pay. Perhaps you will finally answer the eternal question: which witch is which?

Zombie - The walking dead. Some say you're brainless, but it's more that other people's brains are so juicy...

FACILITIES

What kind of facility is your Academy based in? Choose or gain +50 cp apiece for a random roll.

1. School Campus
Your Academy is based on a normal school campus. It may or may not be openly a school for monsters, but it is openly a school.

2. Concealed Campus
Your Academy is concealed in some way. It might be underground, or hidden in a massive skyscraper, or be in an old mansion on the outskirts of town, in an endless fog bank or otherwise hidden. This option can be combined with any other option from this list except for "School Campus" above.

3. Ancient Castle/Temple
Your Academy is located in a castle, Hogwarts style, or a Temple. It's likely got either an extensive history full of tradition or is being run by eccentrics. Maybe both.

4. Undersea Base
Your Academy is under the ocean, possibly in a mobile ship, or possibly in a set base. Maybe it's a magic school in the city of Atlantis?

5. Underground Catacombs
Your Academy is a twisting series of chambers and traps. Perhaps beneath a pyramid, or a graveyard, suitable to many monsters.

6. Another Dimension
Your Academy is not of this world, but another. How did you get up there? Could have been a portal, or a dread ritual performed at midnight. These sorts of schools may have been designed for students whose abilities or appetites are so volatile or dangerous that keeping them on Earth was deemed unsafe until mastery of their abilities was learned.

7. Custom Design
Exercise your creativity and design something for yourself. Just remember, it is going to be the primary setting for your adventures here.

8. Free Choice

Public Status

Is your Academy a secret, or is it famous as the *school for monsters?*

1. Secret
No one knows about your school, except the people who attend or work there and the direct sponsors of the school. Students are given direct invitations only, and only after being pre-screened as being worth the effort of the faculty to extend said invitation.

2. Open Secret
While your school's true purpose is not known to most people, it is well known to the monster and perhaps monster hunting communities. The Xavier School for Gifted Youngsters is a classic example of this type of school. It is possible that your school's affiliation is still a secret.

3. Public Knowledge
Pick a random person off the street, and they will know the name of your Ghoul School, and probably some of the more infamous graduates.

4. Free Choice

Resources

What kind of research facilities does your school have? Or workshops, defenses, libraries, laboratories, magic ritual sites, or other special equipment that a Monster School might require or want?

1. Bare Bones

While you may have everything you need for a normal education, resources for monstrous needs and development consist of whatever the staff and students can cobble together themselves.

2. Moderate
You have some facilities for training, armored bunkers for power testing, maybe even a special tower for studying magic, but nothing extraordinary. These are likely to be your typical government sponsored schools. Good, but not exceptional.

3. Well-Equipped
You probably have a Danger Room equivalent, sophisticated labs and workshops, and the faculty are known experts in metahuman science and training. These are likely to be run by people already experienced in the world of superpowers, and tend to be better tailored towards teaching the students how to use their abilities. Retired super-people tend to be the faculty here.

4. World Class
Think the Harvard or Oxford of monster schools, then multiply it by a hundred. You probably have miles of tunnels, filled with labs and testing facilities as good or better than anywhere else in the world. Full VR immersion that allows power use and training without risk is probably a regular training tool, and your school likely has access to major magical sites on the level of Stonehenge. Also, additional equipment and tools created by faculty and alumni are available at need. There is probably an eldritch abomination stuck in a box somewhere, in case the Mythos Defense course needs a live demonstration.
These are the sorts of schools typically run by either secret conspiracies or villains, utilizing only the best of the best in order to turn out highly trained and capable students purpose-built (practically) to further the aims of the ones running the school. Alternatively this might be the “first” super-school in a given world, with the best equipment and faculty money can buy to try to train and learn about the “new” superpowers of its student body.

5. Free Choice

School Type

Is your school just for teens? Or does it start at kindergarten? Does it include a university? Or maybe it works as a summer camp? Or maybe a military style boot camp?

1. K through 12
Your school covers all of primary and secondary education, through a high-school diploma or the equivalent. These schools can be especially trying for both students and faculty, as students still don’t really understand how to use or operate their powers, and that’s before you

consider the typical issue of dealing with emotional children, but how else would you get Erma? Typical age range is 5 to 18.

2. High School
Your school covers the four years of secondary education, known as high-school in the United States. Typically seen only when the population has a fairly significant amount of supernatural individuals, these types of schools often emphasize vocational studies suited towards whatever interests or powers their students may have. Typical age range is 14 to 18.

3. University
Your school is not for children, it is intended for young adults. These places will typically test students for whether or not they're ready to become Certified Monsters. However it's also possible that these may be high-end research institutes, benefiting from the presence of many super-intelligent individuals in their courses. Typical age range is 18 to 22.

4. K through University
A true comprehensive, this school covers from age five to usually age twenty-two. The most likely type of school for worlds where superpowers are uncommon, as the need for more specialized schools doesn't yet exist due to a low super-powered population. Typical range is 5 to 22.

5. Summer Camp
This school is designed to allow students to keep their normal lives, operating in the summer vacations between school years, from seventh grade through high-school. Almost never seen unless there are a truly large number of super-powered people. The mundanity of summer school for super-powers means this is a fairly rare school type. Typical range is 12 to 18.

6. Custom Design
Decide for yourself, either an option above or something of your own design. Maybe it works like military reserve service (one weekend a month, two weeks a year), or maybe it is an after-school program. Whatever, be creative and have fun. Typical age is up to you.

History

How long has your school been around? Are you the first class or the latest of a long legacy?

1. First Class
You are the first students of this school. You are breaking new grounds, and creating your own traditions, but you lack any resources created by previous generations. Often the most dangerous, these schools generally have no idea what they are dealing with or doing, but the faculty here is

likely quite patient, hardworking, and willing to go the extra mile (they wouldn't have been hired otherwise) to accommodate the special needs and abilities of their students.
On the flipside the students here often go down in history due to being the "first" monstrous children around. Things done here will likely set the standard the world over for years to come.

2. Established
Your school is a few decades old, probably dating from the sixties or seventies. You probably have some well-known alumni, but you don't have a lot of the odd traditions and problems that spring up in really old schools. These schools tend to have a much better handle on the monstrous, and are much better equipped to deal with their students. On the other hand a lot of the "excitement" of unusual students has likely faded, meaning the faculty might not be quite as motivated.

3. Legacy
Your school is over a century old, and has a major part in the history of metahumans. Expect powerful alumni, old rivalries, and dark secrets. It may or may not have a Pudding Club, but it definitely has a few traditions and ideas about how students should act, and what their powers should and shouldn't be used for. Firm rules and faculty that are fully prepared and able to mete out punishments are the norm.

4. Ancient Institution
Your school, in one form or another, predates most currently existing nations. It is, at the very least, over a thousand years old, and must have some major backing to still be around after all this time. Expect tradition to be an extremely strong focus here, with little tolerance or leeway granted to those that act out. These types of schools can afford to be picky with who they accept, and are unlikely to entertain students that do not meet exacting standards. On the other hand the faculty here tend to be the most experienced around, and are well positioned to teach their students everything they might need to know about living with powers.

5. Free Choice

SKILLS

ORIGIN SKILLS

Art School (-50 cp) Drawing, sculpture, painting. You are skilled in some form of art. This can be taken multiple times.

Chess Club (-50 cp) The classics are classic for a reason. You are a ranked grandmaster in the ancient art of moving tiny horsies and castles around a

board. In future Jumps, your skills translate well to similar games of strategy.

Deportment (-50 cp) Good manners are how civilized men are set apart from beasts. You know how to behave in a classy social gathering, and can maintain your own civility even in the face of intolerable provocation.

Best Foot Forwards (-100 cp, free New Kid) When you change up schools, you have to adjust fast to environments people have grown into. Figure out the culture, the traditions, the rules both written and not, the social dynamics. You are very good at sizing up a community or group quickly to figure out where you should sit at lunch or who wants to see the light fade from your eyes, and how not to offend the touchy campus coven.

Fast Friends (-100 cp, free New Kid) People like you. There's just something about you that makes people want to be your friend. Assuming you put any effort into it, and there isn't some kind of crazy ancient blood feud, you will find yourself becoming fast friends with nearly everyone that you meet.

Putting the Band Back Together (-100 cp, free New Kid) You can sing, and play one musical instrument of choice at a highly skilled level. This can be taken multiple times at a discount.

Hufflepuff! (-200 cp, discount New Kid) You have the amazing skill of being a complete nonentity. People don't notice you to pick on you, dramatic plot events never happen to you if you don't seek them out. Even your teachers will need to double-check the roll to make sure you're actually in your class. Expect a peaceful, carefree time. Can be toggled off, naturally.

Land on Your Feet (-200 cp, discount New Kid) You're incredibly adaptable and quick-witted, fantastic at improvising. You could be dumped into a school full of monsters as a human and bluff your way out of being eaten. You're never caught flat-footed or off your guard, no matter how ridiculous or dangerous a situation becomes. You could be tripped down a staircase and do a triple flip into a perfect landing.

Supplementary Learning (-200 cp, discount New Kid) You may be starting behind everyone, but nothing says you have to stay that way. You can almost always find a tutor or teacher willing to give you some extra sessions, or pointers. If you take the time to seek out a master, you will not be disappointed.

Hunter (-400 cp, discount New Kid) In each generation, one is chosen - well, okay, that part's a big lie. But still! Your strength and speed are well beyond peak for your species, you have an intuitive and easy mastery of weapons, and can usually recognize monsters by the pounding of your pulse

in your ears, the way your blood boils with the urge to kill. You are an expert in the strengths and weaknesses of all known monsters, and how to exploit them, more to the point you can actually kill them and they will remain dead. No sequels. In future Jumps the knowledge updates, and you can toggle off the bloodlust if it would be inconvenient, like attending a school for monsters.

Just Give Me One Chance! (-400 cp, discount New Kid) Whether it's a job interview, or negotiating with bullies, how many times has someone said this exact phrase? Well, in your case it really works. People are inclined to give you a chance to make things right, or prove your worth if you only ask for it. But you only get one chance, this doesn't work on a person twice.

Competitive Spirit (-100 cp, free Athlete) You love nothing more than making friends by showing off, competing against each other, and when you shake hands and say "good game" at the end, it's always sincere on both sides.

Long Runner (-100 cp, free Athlete) The race is not always to the swift nor the battle to the strong but time and chance happen to them all. At the end of the day, the winner is usually the person who is still playing as well in the ninth inning, the eighth round and the final quarter the way they were when the game started. You don't get tired - in fact, physical activity seems to energize you.

Gymnast (-100 cp, free Athlete) Not all sports are brute force. You have the flexibility of a contortionist, the balance to dance on a tightrope after a minute of spinning in place, and all the skills of a professional gymnast, traceur and cheerleader.

Antaeus (-200 cp, discount Athlete) The greatest wrestler of Ancient Greece was said to be Antaeus, the son of Gaia, who gained in strength whenever he was thrown or pinned to the ground. You may not be the child of a Titan, but you've internalized the lesson of learning and growing stronger from defeat. When you fail, you learn from the experience even faster, when you lose a match, you are spurred on to train for the rematch.

Stay On Target (-200 cp, discount Athlete) No time for distractions on the field. You tune out the crowd effortlessly and don't get distracted by pain or fear or exhaustion. Eyes on the prize, keep moving forward.

Team Player (-200 cp, discount Athlete) You are incredibly good at teamwork, covering for your teammate's weaknesses, making the best use of their strengths, syncing up mentally, planning and following through. You are particularly good at quickly getting new people up to your level in skill.

MVP (-400 cp, discount Athlete) It should go without saying, but with the countless advantages of a Jumper, you're always the most valuable player on the team. This just makes that more literal. You are always stronger, faster, smarter and more skilled than anyone else on your side combined. And if you have strong companions, well, that just makes you even better.

Three Moves Ahead (-400 cp, discount Athlete) The race does not always go to the swift, nor the battle to the strong, though they sure do help. You are a natural strategist, calculating the plays for your team, or when to save your strength and when to sprint in a race. You have learned not to think in terms of what you can't do, but what you can, and it's an impressive list.

Good Handwriting (-100 cp, free Teacher's Pet) Teachers always seem to like it when your work is done neatly. Your handwriting is neat - clear and easy to read, and deliberate in its shape. And this applies to any other work you want to do with your hands. You won't be dropping the pieces of your lightning reanimator on the floor or have a shaking hand put too much doped salt in your transformation chemicals.

Organized (-100 cp, free Teacher's Pet) A place for everything, and everything in its place. You'd never dream of coming to class without a notebook and pencil, and are very meticulous in keeping your assignments and supplies. You know where all your possessions are and the moment anything is out of place.

Timing is Everything (-100 cp, free Teacher's Pet) You are a master of scheduling, always know exactly what time it is, to the second how long walking to class or getting lunch will take without unforeseen disruption, and how to make the best use of your time.

Apple A Day (-200 cp, discount Teacher's Pet) You know how to talk to teachers and authority figures, to present yourself and your ideas in the best possible light, and to disagree respectfully without rousing their ire.

Research Assistant (-200 cp, discount Teacher's Pet) Not everyone has the temperament for long hours of research, or the time. Fortunately, you not only love poring over dusty books and obscure usenet-era sites for scraps of information, you find that even a day's research takes barely five minutes to cram in.

Things Man Wasn't Meant To Know (-200 cp, discount Teacher's Pet) Mind-bending geometries and gibbering horrors from outside reality can't harm your sanity, you're already used to things like that wandering the halls for a midnight snack or leaving their ectoplasm all over the sink. Forbidden knowledge is only more interesting, you can't be harmed by knowing or seeing or hearing things not meant for humans.

Weird Science (-400 cp, discount Teacher's Pet) They say there are things Man wasn't meant to know, but you've never let anonymous figures tell you what to do. You understand how to study, comprehend and exploit eldritch phenomenon and weird devices. You grasp the science of this world well enough to bring back the dead, with the right materials and enough power.

Catch On in a Flash (-400 cp, discount Teacher's Pet) Your learning speed is incredible, something like 20 times faster than what should be possible. You have a perfect- and perfectly indexed and protected from manipulation - memory. But you don't just memorize whatever you hear and read, you truly comprehend and integrate new information, including synthesizing it with what you already know.

Butter Wouldn't Melt (-100 cp, free Social Butterfly) You have the skill of appearing sweet and innocent while being a devil inside. You're the last person someone would suspect when things go wrong. Have fun now!

Looker (-100 cp, free Social Butterfly) People are always willing to cut more slack for the pretty people, and you are one of the best looking of them all. To help it along, you have a sort of natural magnetism that attracts people of your preferred sex, even encouraging them to be very open minded about polyamory or unconventional activities.

Pants on Fire (-100 cp, free Social Butterfly) You can fool the most determined of witches, the sternest of principals and the best interrogators. You're also pretty good at spotting people's tells yourself.

He Said, She Said (-200 cp, discount Social Butterfly) When it comes down to your word against someone else's, authority figures rather tend to believe in your version of events without strong evidence to the contrary. After all, you're one of the good ones. Likewise, bad rumors don't really stick to you.

Foul Weather Friend (-200 cp, discount Social Butterfly) You're a really good friend. You know what to say when someone's world is falling apart, when to hold them all night and when to let them have space. You never have the problem of trying to offer concrete solutions when someone needs reassurance or vice versa. You're people's rock, their shoulder to cry on, and when their tears have dried, they'll remember you were there for them when they really needed it.

Lots of Noblesse (-200 cp, discount Social Butterfly) And not one single ounce of oblige. People naturally treat you as if you were important, your needs and desires taking priority over others. They are far less likely to want you to perform boring or onerous tasks, after all, an officer never

dirties his own hands. Your words and actions are remembered and represented in the most charitable or flattering possible light.

Casanova (-400 cp, discount Social Butterfly) You are a sight to see, almost inhumanly attractive and personally magnetic. You never have trouble finding willing company, and possess all the erotic skills and endurance to form lifelong fond memories and be known as one of the greats. You also can tell which ones aren't worth the trouble, or are messed up in the head enough to be harmful in a relationship. Anyone you romance is fine with an open relationship/polycule and will get along famously with each other.

Leader of the Pack (-400 cp, discount Social Butterfly) You simply ooze raw charisma, the kind that makes it hard for people to dislike you, even when your actions are thoroughly despicable. You're hip, cool, boss, whatever the kids are calling it these days. Should you actually make an effort to be nice to people, they'll soon be eating out of your hand.

Intimidating (-100 cp, free Delinquent) However you feel about having a famous monster for a parent, or being one, it gives you a certain reputation. It's okay to have complex feelings about that too, but only a great fool discards such a useful tool. You know how to make yourself scary, to get what you want or even just so people leave you alone.

Life of the Party (-100 cp, free Delinquent) You know how to throw the best bash on campus, to make sure everyone has fun and no one gets hurt. Throw a few of these, and everyone will have to admit you're a cool person, and maybe feel just a bit indebted to you for introducing them to their new best friends.

Skirting the Line (-100 cp, free Delinquent) The Devil can quote scripture to suit his own needs. So have you memorized the rules of your school, local law and any other rules that may apply to you. This way you can tell what you are and aren't allowed to do, and what the authorities are and aren't allowed to do to you. This knowledge updates in future Jumps.

Honest Feelings (-200 cp, discount Delinquent) Faking sincerity is super-hard, but once you get it down, and you have, the world is your oyster and you can sell practically any sob story about being pegged as the villain forced to drink blood to survive.

Know A Guy (-200 cp, discount Delinquent) You're very good at scrounging and making shady contacts. Within a week of entering that boarding school, you could be kingpin of the black market that always pops up for everything from liquor to test answers.

Make Ourselves Scarce (-200 cp, discount Delinquent) A good hood knows when to fold them, and anyone even slightly suspicious looking knows not to be hanging around when the authorities show, lest the heavy accusing finger fall on you. You have a sense for when a situation is about to go south, and it's time to bail.

Deconstructing People (-400 cp, discount Delinquent) You understand people, what makes them tick, their shames and weaknesses. It takes you very little time to size up the cynical motivations of others, or expose them.

Rebel Without A Cause (-400 cp, discount Delinquent) You're just *cool*. Your rebellion against authority is infectious, causing others to question things and object to injustice. With a little work, you could create a whole movement based on being chill and letting people be.

Accredited Doctor (-100 cp, free Teacher) You hold a post doctoral degree in a field of your choice, as well as a Masters in Education. This includes both the certification and the relevant knowledge and skills, and can be taken multiple times at a discount.

Nick of Time (-100 cp, free Teacher) Maybe it's all the hammy monologuing, maybe you're great with shortcuts, but when rushing somewhere on a deadline, you find you're never too late, whether that's keeping a student from murder or just never arriving late to classes.

Very Trustworthy (-100 cp, free Teacher) When you tell the truth as you understand it, people believe you. You do have to sincerely believe in what you're saying though.

Lesson Planning (-200 cp, discount Teacher) A teacher's life is planning lessons, grading, and making reports in and around ongoing training. Fortunately, all the boring busywork just does itself for you. Never worry about getting or giving out homework again, your binder is full of plans just as if you'd taken a whole weekend to plan them, leaving you time for fun.

Nose For Trouble (-200 cp, discount Teacher) You get a feeling when a fight is about to break out, or when the chaos you're seeing is a diversion for some deeper mischief.

Teachable Moments (-200 cp, discount Teacher) You're incredibly good at teaching, sharing your knowledge, keeping it interesting enough to keep even the most easily bored of students engaged and making complex concepts relatable. When life hammers them down, when they mess up, you know what to say so they absorb the right lesson and it doesn't happen again.

Just Calm Down (-400 cp, discount Teacher) You never panic, nor do people ever panic around you. You are a master of de-escalation, able to separate hunger-crazed vampires from enraged humans without issue. You might just have a bright future as a hostage negotiator or talking people down off a ledge.

Connection Made (-400 cp, discount Teacher) You know how to get through to students, how to earn their respect and explain things so they can really understand. You fly through the curriculum at a blistering 5x speed, and your pupils actually retain and can apply your lessons.

NATURE SKILLS

Sssssmoking! (-200 cp, free Djinn) You have a variety of magical skills. You can turn to a wisp of vapor and enter a bottle or lamp, which you can furnish quite comfortably. You can conjure snacks or reading materials, outfits and gag props, and do a vast number of similar tricks and quality of life spells.

Wishmaster (-200 cp, free Djinn) You have phenomenal cosmic powers!... That you can really only use on another person's behalf, and at their behest. In plainer speech, people need to wish for things near or to you. And as many a Djinni has been forced to dispense wishes against their will, you have a lawyerly, almost fey mastery of twisting language into knots to give people what they asked for instead of what they wanted.

Change My Heart (-200 cp, free Fiend) Careful, you'll put your eye out! What's that? You've got spares? It seems any body parts you have can be swapped out as needed. You can even detach things at will and control them, should you want to leave an eye or ear to keep appraised of your locker, or send your hand scurrying to the snack table.

Thunderstruck (-200 cp, free Fiend) Electricity doesn't hurt you, it helps you feel alive! Healing your injuries, strengthening your flesh. Shocking.

Phantom of the Playground (-200 cp, free Ghost) You can turn invisible, knock over distant objects as a distraction and are generally incredibly sneaky.

Phantasma (-200 cp, free Ghost) You can float, and become immaterial, able to pass through walls. By flying into people, You can possess their wonderfully warm, living bodies. Dead spirits sense a kinship and are all too happy to speak with you. Really, the problem is getting them to shut up.

Snake Charmer (-200 cp, free Gorgon) You have a gift for handling snakes. All manner of serpents default to being friendly with you. You also

have a variety of snake-themed abilities, like slithering up walls, immunity to venom, extreme flexibility and so on.

Snake Eyes (-200 cp, free Gorgon) You can petrify anyone who makes eye contact. It wears off after a few hours though.

The Mummy's Curse (-200 cp, free Mummy) Anyone dumb enough to take your stuff better give it back fast, for sickness and misfortune ever escalating will attend them until they do.

Walk Like An Egyptian (-200 cp, free Mummy) You are skilled in the sorceries of ancient Egypt. Drying things out, conjuring sandstorms, can do a pretty good impression of the Plagues of Egypt.

Song of the Sea (-200 cp, free Siren) Your entrancing song can lull people into a trance and call them to you, or make them just sort of stand around listlessly.

Under the Sea (-200 cp, free Siren) You can breathe underwater, see in the dark, and aren't really bothered by cold or water pressure, let alone the bends.

Music of the Night (-200 cp, free Vampire) Vampires have a natural affinity for the darkness and things associated with it. You can command the creatures of the night, like wolves and bats, or turn into one. Or a scrap of fog. You are stronger in the darkness, sneaky, can hypnotize others, see in the dark and so on. You have a grace and dark beauty that draws people in, the better for a… midnight snack.

Riboflavin Flavored, Non-Carbonated, Polyunsaturated Blood (-200 cp, free Vampire) By drinking blood, you can temporarily copy the strengths, skills and powers of other monsters or beings. This only lasts for an hour or three, depending on how much blood you take.

Animal I Have Become (-200 cp, free Were) The signature were ability, you have an animal you can turn into, in full or in part. As the animal, you are an unusually large and powerful specimen, all natural abilities at extraordinary or supernatural levels. You can also assume a hybrid humanoid form.

Born to Be Wild (-200 cp, free Were) You have the finely honed senses and instincts of a forest animal, whatever your shape. Moreover, animals recognize you as one of their own and will be friendly towards you as long as you don't make any hostile moves towards them.

I Put a Spell On You (-200 cp, free Witch) You can do magic! What that means tends to vary wildly by setting, but at the very least you can shape

the elements, call on spirits, cause a variety of curses and transformations. Magic is as much about self-expression as art and music, and your creativity does you great credit in finding ways to achieve your ends.

Love Potion No. 9 (-200 cp, free Witch) You're a master of all forms of potions. Poisons and antidotes, love potions, healing, and countless amusing and exotic effects. And if the ingredients can be fiddly, you can skate a lot of the requirements, like maybe water that's touched grass instead of the first morning dew and so on.

Aim For the Head (-200 cp, free Zombie) Barring massive head-trauma (always wear a helmet for contact sports!) you can walk off pretty much any injury.

Dance Fever (-200 cp, free Zombie) Werewolves and vampires are also famous for turning people into more of them with a bite, but not as much as zombies. When you bite someone you can choose which monster traits or powers they get from you, and in what proportions.

Feel Like a *Monster* (-400 cp) An odds-and-ends drawer for any strange powers not otherwise present. Are you perhaps capable of dreamwalking? Growing stronger as others deny you? The titanic strength of the worst trolls, perhaps? Traveling to a shadowy underworld of endless torments? There are so many options. Just use some judgment and restraint, omnipotence is not a quality often seen in a monster.



ITEMS

Get +500 cp just for this section

School Lunch (Free) You get free lunch from the cafeteria that will be filling and delicious regardless of body type or requirement.

Horror Boxset (Free) You can't hardly hang with Dracula and the Wolfman's kids without being aware there's been a lot of movies about them. Here is a fairly comprehensive set for your movie night.

Luminosity (Free) A large collection of paranormal romance novels. Should be good for a laugh, or something you can lend out to friends.

Coffin Bed (-50 cp) It may be a little creepy, but it's exceedingly comfortable and will ensure the most peaceful, uninterrupted rest of your life.

Hall Pass (-50 cp) gets you out of any trouble from teachers if they catch you in the halls, Also works in future settings wherever specific authorization is required to gain entry.

Monster Soup (-50 cp) A cookbook with detailed directions on delicacies of Old World cooking, to suit any monster's tastes.

Mysterious & Spooky (-50 cp) A haunted house, an abandoned hospital, an old barrow... a control appears by your Warehouse door, it and any properties can be redone in a horror aesthetic. You can also control whether the look is exclusive to the interior or exterior of your properties.

Picnic Basket (-50 cp) What do you know, there IS a free lunch. This basket contains one meal each day for you, hearty and filling. More importantly, it contains blood-bags or whatever special food requirements you might have.

Tunes (-50 cp) A CD player, or a walkman, maybe a boombox or a victrola depending on your era. A vast selection of music to match your taste and mood.

Wardrobe (-50 cp) A dizzying array of stylish and comfortable clothing, all perfectly tailored to you. And somehow, to anyone you lend your clothing out to.

Welcome to Nightvale (-50 cp) A special radio plays a station that will keep you up to date on what's really going on, behind the masquerade.

Bloody Carrie (-100 cp) A haunted mirror. If you call three times, you summon a ghostly apparition - a classmate who can help you with your homework, tell you what you missed and so on. In future Jumps they may spy for you or give advice.

Locker of the Damned (-100 cp) A small charm on your locker, lets you summon it with an offhand gesture and a forbidden world. A pentacle appears on the ground, which becomes a fiery pit and the locker rises from it, letting you access the contents anywhere convenient. It's also about three times bigger on the inside.

Magic Barber Kit (-100 cp) Arthurian myth had a boar bedecked with magic scissors, comb, razor etc, the only things which could cut or style a tyrant's otherwise invulnerable hair. This isn't quite that, but a kit that lets you take care of any hair, even if it's a mass of snakes, or fire, and keep that unusual coif looking its best.

Mobile (-100 cp) A cellular phone with limitless battery and memory, consistent signal at all times, always updates to match the most advanced model available.

Prank Proof Lock (-100 cp) A special combination lock that can go on any sized locker. Guaranteed to prevent people from breaking into said locker even if they try and go through the ones next to it.

Quiz Answers (-100 cp) A stack of papers containing all the answers to any quiz that will happen during the semester. Auto updates. This does not cover final exams only quizzes.

Notes Notebook (-100 cp) A set of notebooks for each of your classes that automatically takes notes for you. They are well written, clearly legible, and as comprehensive as can be on each subject. For an additional 100 cp this upgrades to cover any subject you wish to learn that has a dedicated class about it even if you don't attend the class in person.

Spirit Board (-100 cp) The old ouija board. Great fun for parties, or reaching out to spirits, the lost and the hopeless, for answers or solace.

Student Handbook (-100 cp) Is your life going in a different direction than expected? Body having some changes? Fear not, this handy guide will cover all you need to know about your new monstrous form, your school, and general advice for easing the transition. It will also explain the big names of the monster community. In future Jumps, this updates with essential information about the setting.

Hearse (-200 cp) A suitably creepy, probably haunted car. At least, it's never needed fuel since '67 and sometimes homicidally defends its garage. If you check in the dash, it always has appropriate license and registration for you, showing you're really of age to be driving it.

Hunter's Kit (-200 cp) A collection of stakes, holy water, various herbs, silvered ammunition and other bits and bobs, sure to contain the weakness(es) of any monster you confront. Definitely not something the staff like to see, best keep it out of sight.

Lost Boys (-200 cp) A gang of local teens knows your secret, and thinks it's just the coolest. They're happy to run you errands, run interference with the 'rents or school authorities, help you fight your enemies, let you feed on them. Count as followers but can be made Companions at any time.

PPE (-200 cp) The means to disguise and protect yourself and others from your monstrous nature. Shades that block a vampire's hypnosis or a gorgon's petrification. SPF-9000 sunblock to keep off the sun, and a beanie that perfectly covers your weird ears, snake hair, etc. Generally mitigation of your weakness.

Small Friends (-200 cp) A swarm of helpful critters. Perhaps spiders, or bats, or a flock of ravens. They love to help you however they can.

Shortcuts (-200 cp) The school has a network of secret passages, hidden shortcuts and underground tunnels connecting key areas of the school, any nearby town or significant sites within walking distance. In the future, you find similar city-spanning networks anywhere you settle down and quickly memorize them.

Stormclouds (-200 cp) You can summon clouds and rain for when you're in a brooding mood, or just don't feel like dealing with sunlight.

Be it Ever So Humble (-300 cp) There truly is no place like home. Whether for you that means a stately mansion, or a graveyard, a shack in the woods, an empty lot. Your enemies will never find it by chance, your bills and utilities are taken care of, and the authorities will never connect a reputable homeowner like yourself to all the bodies with puncture marks in the neck.

Dark Academia (-300 cp) A library full of obscure folklore, eldritch tomes, mad prophecies and the like. If a given book exists, there is likely a copy of it here.

Devil's Advocate (-300 cp) A card lets you summon the best lawyers in the world. They're almost certainly supernatural, but hire only the very best and have no trouble accommodating your strangest legal or business needs.

Never Worked A Day (-300 cp) Enjoy your work, and you'll never work a day. You have a business to support you in the style to which you've become accustomed. A detective agency, a motel or hotel, an evil law firm. Whatever the details, it will supply enough money to get by even if left alone. If you participate, you will find adventures and plot hooks all but falling into your lap so that you seldom have a dull day at work.

Shadow Academy (-400 cp) Your own copy of the monster school, in the Warehouse or as a property you can import in future Jumps. You can teach whatever skills or powers you have learned here to others, at a rate of about one month per hundred cp it cost you, sans discounts. A fortnight for free of 50 cp skills.



FRIENDS

There's a name for people who need other people, and it's people.

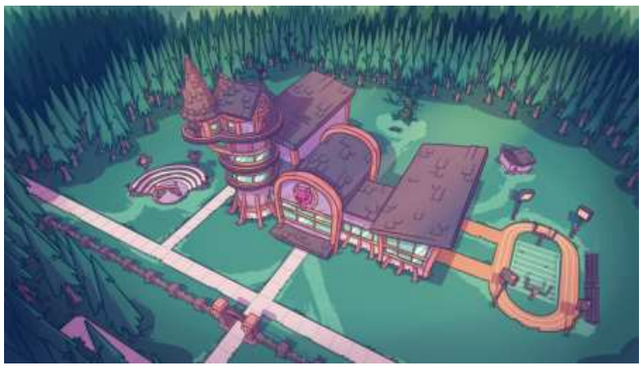
Mascot (Free) Many schools keep a pet, like Miss Grimwood's puppy-sized dragon Matches, or Frankie Stein's Watzie. Have a weird pet of your very own. Maybe a giant spider that weaves huge nets, or an independent hand.

Best Friend! (Free) Your favorite pet(s) back from the grave. Possibly as a ghost or with some obvious stitching, but nevermind that, they're back! They will remain healthy and in their physical prime indefinitely.

Family! (-50 cp) If it can be hard to go away to boarding school, how much worse is it to spend decades, centuries or longer on the Chain? Your family in this Jump are the same as your family in your world of origin, maybe a little more monstrous. In future Jumps, unless you choose otherwise, your origin will have the same parents, siblings, spouses, etc. as you, just as they would have been in this setting.

New Friends! (-50 cp) Feel free to recruit any number of monstrous students or faculty to accompany you on your adventures. What are friends for, after all?

Old Friends! (-100 cp) Import any number of previous Companions to be your classmates. They each receive 600 cp to spend, plus the Item stipend, and may double that with drawbacks. However, they may take no more than 600 cp worth of drawbacks, and none that is individually worth more than 200 cp.



DRAWBACKS

More problems, more points.

Details, Details (+0 cp) With so many stories of monster schools, or just monsters, it's hard to know what to believe. Are vampires really the chosen children of the primordial goddess, or just some sparkly schmucks? You can figure out the details, deal with the local type and rules of vampires, weres, etc. treating the perks as handy add-ons. Even mix-and-match.

Eerie Cuties (+0 cp) Maybe Vampires have pale skin, pointy ears and bat-wings in this setting. Maybe everyone is all chibi-fied. You can fine-tune the aesthetics of monsters in this Jump.

Supplement (+0 cp) Pretty much exactly what you're thinking. You can apply this Jump to any setting with a monster school, and any setting where one could conceivably exist. Perhaps you want to attend a school for Wessen? Hold classes in avoiding the attention of Witchers or Winchester brothers?

No Service (+50 cp) Maybe the series was before the internet. Maybe there's no cell towers in the weird dimension the school is in, or a spell of secrecy. Either way, expect no internet or cell phones at your monster school, hope you know how to look things up the old fashioned way.

Marked (+50 cp) Maybe in this world vampires sparkle in the sun, or have elaborate facial tattoos? Maybe werewolves are covered in hair all the time, or you're an albino. Whatever the case, whether or not you're obviously inhuman, when you leave the school you'll be the weirdest thing people see all week. Maybe you can cover this with makeup, or two friends and a trenchcoat. Maybe not. Either way, have a few points for the hassle.

Quirk (+50 cp) Perhaps you stutter, or have a very thick foreign accent, or a weird catchphrase, a strange odor… whatever it may be, there's something about you that will be easy for the other children to mock.

Special Needs (+50/100 cp) You have them, and not in the sense of being disabled, but something to sustain your existence. For 50 cp, this is relatively minor. Maybe you can eat only meat, or must perform a special ritual once a year. For 100 cp, you might need human blood, or only be able to sleep with soil from your native land, something seriously inconvenient. This can be taken multiple times.

Bully Magnet (+100 cp) Is there anything worse than bullies with literal super-strength, a pack mentality and a predatory outlook? Anyways, whatever bullies exist here scent loser on you, and you'll become their favorite target. If you can handle physical violence alright, they'll pivot smoothly to inane pranks, messing with your property and/or friends or spreading rumors. Anything to make your stay here as miserable as they can arrange.

Corrupt (+100 cp) It's a sadly common thing that monsters and religion don't mix. Holy symbols sear your gaze like staring into the sun, and sting like heck even when you shield your eyes. Holy water is like the world's most potent acid and setting foot in any church is, to say the least, extremely uncomfortable.

Jeepers Creepers (+100 cp) Somebody has a serious crush on you. Unfortunately, they're a stalker with all kinds of upsetting quirks. Maybe a were who keeps leaving dead things in your room, or a vampire who thinks you smell/taste irresistible. Or even a ghost who just wants you to take this one step so you can truly be together forever…

School's Out, Well, Never! (+100 cp) Summer break is for farmers, not monsters, I'm afraid monster school is year-round. Any breaks will be rare and short.

Spook-tacular! (+100 cp) Everyone around you makes really bad monster and horror puns, like all the time. It gets old really fast, you can *bat* on that.

Achilles Heel (+100/200 cp) You have a weakness. Something you cannot do that is seriously inconvenient, or a substance that penetrates any defense. For 100 cp, this is situational or relatively avoidable. Maybe the touch of silver burns your flesh, or you cannot cross running water without being carried by someone else. For 200 cp, this is something about as common as iron or sunlight, or water in any form. Or as dangerous as having to obey whoever holds an enchanted item. This may be taken multiple times.

Evil Teacher (+100/200 cp) One member of the faculty has determined that you do not belong in their school and will do everything in their considerable power to get you thrown out (for 100 cp) or see you dead (for 200 cp). Failing that, they'll be watching you like a hawk, ready to pounce on any mistake.

Loudmouth (+200 cp) You can be very boastful, disrespectful, sarcastic and snippy. Usually whatever is going to most annoy people and make you enemies. You don't have to mean it, but things kinda just pop out of your mouth that people are gonna take the wrong way. Even more so if you're distracted, bored or frustrated. Expect to spend a lot of time apologizing and/or fighting.

Raging Hormones (+200 cp) Thought having an adult perspective would make doing highschool over again easier? Think again, the mind is a plaything of the body and right now yours is going through puberty. Expect impulsive decisions, thrill-seeking, boredom and ah, 'strong motivation to seek opportunities for reproduction' I believe they call it. Have fun being a teenager again, with a teenager's priorities and decision-making processes.

Temper, Temper (+200 cp) Maybe you're the type of were that is an unfettered rage spirit. Maybe it's all those racing hormones of youth, but you have a bad habit of starting fights and escalating beyond all reason.

The Monster School Murders (+200 cp) Something prowls the dark of night, attacking students and/or terrorizing the local community. Which happens, you can't get together so many monsters in one place without some incidents, but these are organized. The authorities will be unable to halt these attacks without your help.

Whips & Chains Excite Me (+200 cp) Punishments at this school have a certain… medieval bent. Put another way, they are cruel and often arbitrary. Speaking out of turn might earn you an afternoon with a Witch's Bridle, missing homework might see you dangling upside down all day, fighting might see you chained up in a dungeon, or in stocks. Even as a teacher, you are subject to harsh discipline. Possibly the only one in the school who is.

Alone Again, Naturally (+300 cp) Most monsters lead lonely lives, but you take it to an extreme. You are unable to form or sustain close relationships with anyone this Jump, even if you've been Companions for centuries. Nobody wants to hang with you, nobody will spend any more time with you than they have to.

Hunters (+300 cp) Monster hunters exist, and they're out to get you. Not just bumbling amateurs either, the best of the best, veterans of dozens of hunts. They have studied you personally and your particular species of monster in excruciating detail, have plans within plans for exposing and killing you, and have memorized all your weaknesses. Stay sharp.

Impoverished (+300 cp) It seems you are homeless, in that your Warehouse has been barred to you, and all the treasures within are inaccessible.

Enfeebled (+300 cp) You have no powers or perks from previous Jumps, until you choose to leave or stay at the end.

Second String (+300 cp) Your school has a long-standing rivalry, and it's not one where they come out on top. Your sports teams are regularly humiliated, and all manner of pranks played by your rival school. Which may or may not even have monsters! Still, if you try to retaliate, expect both institutions to come down hard on you. Sometimes you have to learn to be the bigger monster.

Learn or Die (+400 cp) You chain-fail if you cannot graduate from your chosen Monster School. This will be impossible if the school is destroyed or closed. If you are instead a teacher, you must see a whole class from first-year through graduation and achieve an 80% graduation rate - most of your students cannot be killed, expelled, drop-out, transformed to pets or stone, etc.

Mortal (+400 cp) A human at a monster school? Oh dear, they're going to literally eat you alive. Yes, yes we said that already, it bears repeating. Any purchases you make manifest only after you have survived your education, if you survive.

Go to School, Save the World (+600 cp) Well this raises the stakes some. At some point in your stay an apocalyptic threat arises. Perhaps a dead necromancer is back for revenge, or an army of monsters decides to openly conquer the mundane world, ancient demons rise. Whatever the case, you must not only mind your classes but save the world. Have fun!

No Survival Instinct (+600 cp) A weekend getaway sounds great! You have a broken down old cabin in the woods where a lot of people disappeared? Great, I'll bring the spirit board and necronomicon. We're monsters, what's the worst that could happen? You are supremely confident that you're the scariest thing roaming after dark. Let's hope you're right...

GRADUATION

My Llama Flies Sideways - Time to find more and stranger adventures!

Yours Flies Upside-Down - Or to settle with your sweetheart and make a home here.

Your Llama is Dead - It comes for us all. Time to go home and reflect on all your choices.

Much gratitude to Ursine the Bear for letting me steal his Academy Builder from Generic Super Academy. Special thanks to bgrant, the curious reader, Taiyaka, lost egos, BrendanHawley and teratophiliaOP for their help on Items. Special thanks to Belial666, Taiyaka & teratophiliaOP again, and Xexilf for help with perks.