






Generic Halloween: A Holiday Of Horror 1.0 By Burkess

Welcome to Halloween. A spooky holiday for a spooky month. You'll need these.

1000 Trick Or Treat Points.

Locations:

1. A setting of your choice, but with more Halloween.
2. Halloween World. It's always Halloween here.
3. Halloween Portal World: This is a planet covered in portals. Said portals will take you to any setting that Halloween exists in. You'll always be able to find your way back here.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Trick Or Treat Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be

purchased multiple times. Doing so provides an additive bonus.

Ghoulish Candies: You can make gross or inedible things edible. This also allows you to alter the flavors of something you make to match or be similar to something you've eaten before.

Halloween Seer: Grants the ability to make predictions about the future. They're somewhat vague, but get scarily accurate the closer you are to Halloween. On Halloween day, you're able to clearly see future events hours before they happen.

Blessings Of Pomona: Turns you into a wood nymph, or dryad. You gain the ability to cultivate fruit trees, gardens, and orchards using your powers. When watch over them, this vastly improves their yields. This boon of fertility also extends to animals and humans.

Ghost Stories: Enables you to enter a trance when telling stories and channel the spirits of the dead. They'll explain how they died and play up the circumstances of their deaths in the most spooky ways possible. If you don't want to channel a ghost, or there are none for you to channel, your mind will provide you with a variety of true stories you can draw from to craft your tales or repeat verbatim.

Love Divination: Gives you a talent for divination related to love. At first, you'll be able to divine the name and appearance of someone's future mates using tricks with yarn, apple parings, and/or mirrors. But eventually you'll be able to discover this information using any practice of your choice.

Going Begging: You get good success rates when begging for food or money. People are more likely to give you free stuff, and you have the social knowledge of how best to manipulate people to give you more than they intended. Even when it's not Halloween.

Have Pity!: Seeing you triggers other people's sense of empathy and sympathy, especially if you're intentionally playing to it. You're able to cry on command, and can produce compelling sob stories as easily as you breathe. This is especially effective on those who have protective instincts, making them want to take care of you.

Party Planner: When planning a party or event, knowledge of what guests would want is provided to you when thinking of them. If you have a list of people, you'll get a combination of elements that must be present to meet their expectations. You'll also know what must be done to exceed their expectations and make the party memorable.

Ultimate Prankster: You become the undisputed master of pranks, especially obnoxious ones. In your mind, you have a series of mental dials. You decide how funny, destructive,

annoying, and many other parameters you want the prank to be, and it'll provide you with one that fits your criteria.

The Best Treats: Grants instinctive knowledge of what gifts people would prefer. You'll also have a feeling of where you can obtain what it is they'd like.

Witchcraft: You're able to do witchcraft! What kind? Any kind. If you run into some system that calls itself Witchcraft or is called Witchcraft, you gain the ability to use it, even if you aren't naturally compatible with it.

I See Dead People: The dead are always visible to you, as well as any supernatural creatures that hide from view. You're able to speak to them and physically touch them if you wish.

Expert Vandalism: You know the best times to go engage in vandalism and have a sixth sense for when people are nearby to catch you. You're not half bad at sneaking around, either, and can navigate yourself and a group of friends through neighborhood watches and patrols to do what you'd like.

Costume Artist: Create hyperrealistic costumes and clothing. This also extends to making props, such as fake skeletons and bodies.

Treat! Or Else!: The threat of a trick is often enough to get a treat for you. When you make a threat, the possible consequences of not doing as you ask flash through the other person's mind.

Horror Killer Package: A package of superhuman abilities that any good Horror villain would have. You can run as fast as a car, get riddled with bullets and keep fighting, and you have the strength to rip trees from the ground with your bare hands. You're also skilled in your choice of melee weapon.

The Greatest Escape: There's no prison or bindings that can hold you for long. You escaping from any sort of confinement is always a question if when, not if. The hardest prisons will take you at most a month to crack and make your escape.

Halloween Spirit: You've been infused with the spirit of Halloween. This makes you a minor god: The ruler of Halloween. You're given a bunch of Halloween related powers, and you're gradually mutated until you perfectly encapsulate a spooky aesthetic that matches your personality.

Spooky Race Option: Would you like to be a skeleton, a green skinned witch, or a sentient bag of bugs? Each of these options is possible here, and more. If there's some kind of spooky creature you'd like to become, this option will make it so.

The Frame Job: You have the ability to expertly frame people, accounting for every variable needed to make them look guilty. This includes planting evidence, tampering with witnesses, and even committing crimes like breaking and entering and leaving no traces.

They're Gone!: Grants you the ability to disappear when not being directly observed and teleport elsewhere into areas that aren't being observed within miles nearby. This ability has no tell. You're simply gone from one moment to the next. You have a sense of places where you're eligible to teleport, and know what places are currently being observed.

Didn't Really Die: Grants intense durability that lets you survive falls from buildings and horrific injuries. It comes with an added healing factor that quickly patches you up when you're not observed by hostile forces, restoring you in moments. In order to properly die, you must be dismembered while someone is looking at you.

Ominous Fog And Eerie Darkness: You're able to release both a white fog and a swirling darkness across the area and quickly travel within it. Your body temporarily becomes this material and reforms itself at your location, within the fog or darkness you created.

Jump Scare: Enables you to use minor compulsions on animals and small telekinetic abilities. This lets you make things jump out and scare someone, at the height of tension.

Clown: Gives you the skills of an accomplished clown with ten years of experience.

Shouldn't Go There: Grants you the ability to plant a beacon on an area that encourages reckless behavior and for people to explore areas they shouldn't. They'll be drawn to this place and not fully know why. Questioning it too much or the area appearing to be too dangerous will cause some to turn back, but the foolhardy will keep going.

Mobility Robber: People become more clumsy in your presence, and prolonged exposure can cause them to fall at a critical moment. This also extends to them dropping things and leaving important stuff behind.

Forewarning Music: You're able to play horror movie musical cues for other people. You can also play a custom designed soundtrack that's written specifically for the situations you and other people find themselves in. The tunes also warn you based on how ominous they are.

Bird Lord: Grants control over birds. Your mind melds with theirs and creates a hive-mind, letting you command them. Especially intelligent and willful birds can resist this, and it becomes

a contest of wills against you and your hive mind and them. Winning enables you to control them too.

Without A Trace: Your body leaves no physical evidence behind or clues that you were there. You gain skill in covering up your actions to make it easier to torment a specific victim. It makes it difficult for them to be able to get help, because people don't believe them.

Split Up And Look For Clues!: Jobs get done faster and more efficiently when everyone splits up to work on something else. When everyone works on something they're good at, jobs are done in a fraction of the time they'd usually take.

Group Breaker: Enables you to send mental waves that compel people to attempt to split up or for people to break off from a group. This can manifest as people wanting to spend time away from the group together, trigger someone's hidden resentment and make them start a fight, or more ways. This is more noticeable if people have good reasons not to do that, and they'll start to resist it.

Aquatic Predator: You're able to merge yourself with bodies of water and lie in wait. Naturally, you can no longer drown and can breathe water as you would air. The water you've merged with can become part of your body, letting you form limbs of water to drag people down.

Horror Kid Army: Grants you the ability to open a portal to a horror dimension, filled to the brim with unspeakable creatures. Children, or creatures who look like them, can be hired from here after bartering with them and offering them something of value. They'll then do the jobs you asked them to do.

When You Needed An Expert: You'll coincidentally find experts in whatever issue you need addressed. Regardless of where you are, you'll get a tip and then find someone capable of explaining what's going on.

Becoming An Expert: When faced with something you do not understand, you'll quickly learn about it. The speed you do this is dependent on how dire the situation is and how much danger you or other people are going to be in if you can't perform.

Doll Maker: Enables you to animate dolls and other objects to attack people. You can set the conditions under which they'll activate and whom they'll attack, letting them do their work even when you're not around. You can also make them do stuff other than attack things.

A Cat Person: Grants an affinity for cats. Your true form is in fact a large pack of cats. You can turn into a cat, command cats, absorb cats, curse people with bad luck, make cats apart of you to heal your wounds, and can do anything a cat can do, exaggerated to be used in a humanoid body. As long as one of the cats that makes up your true form survives, you can rebuild your body by collecting more cats.

Matchmaking Magic: Whatever method you use for it, it will cause people to meet their true loves. It could include sticking a ring into a bowl of mashed potatoes at a party, and the person who finds it is a match for the owner of the ring. Among other things. Some methods work faster than others, but those who work with you will find love.

Hide In The Fridge: Lets you squeeze yourself into tight spaces. You can fit into any area that you can put 1/10th of your body into. You'll then compress the rest of your self in there.

When They Least Expect It!: The ability to appear where people least expect it. You have a mental radar for such places within a cubic mile and can teleport there if it's unexpected. You could appear behind someone when they look in the bathroom mirror. Or be in the back of their car when they're driving it. Or be standing over them when they wake up at night.

The Last Survivor: You offload your bad luck and misfortune to your nearby friends, causing them to suffer fates that were meant for you. The deaths and pain of your allies empowers you, giving you strength and greater skill.

You Will Not Take Them!: If someone nearby would die or be put into a deadly situation, that instead is offloaded onto you. This enables you to fight killers who would have tried to murder your friends, handle accidents that would have killed them, and so on. The difference is that you'll face their challenges knowing it's coming, giving you better chances than they had.

Shorting Out: Enables you to use an electrokinetic ability that destroys technology. A small burst of lightning will turn off flashlights, and a large one can fry the insides of a car.

Horror Convenience: Someone will drop their car keys when you're chasing them. Their car might not start up. Your enemies find a fork in the road and go the wrong direction when if they picked the other path, they'd have caught you. You benefit from a variety of small but constant conveniences that add up to make things much easier for you.

Killer Ambiance: The lights will turn out one by one as you approach. You can summon a chill that causes windows to frost over. The sounds of screams will echo from nowhere. This provides you with a package of magical abilities like these that let you play the part of a horror villain or just plain spook people. The abilities described above are part of what you can do, and you can develop more abilities that are of a similar level of effect and reach.

Healing Exorcism: Enables you to drive ghosts and evil spirits out of someone's body. This process heals the victim of all wounds and restores them to perfect health once the evil spirit or outside source is removed.

Possession Transfer: Enables you to create traps out of objects. You charge the object up with an energy that sucks in ghosts and other spirits. If a spirit is possessing an object or a person, making contact with one of your traps will cause them to be pulled into it, freeing whatever they were possessing.

Devil's Curse: Allows you to ban someone from ever being able to enter an afterlife of any kind. They have no place in either heaven or hell and will continue to roam in the plane of existence they live in forever, even after they die.

Items:

Trick Or Treat Bowl: When someone reaches into the bowl, they'll get a treat that they'd like most at the moment. It isn't always candy. If someone wanted to eat a baked potato, they'd pull out a baked potato.

Bonfire: This bonfire emits a light that wards off ghosts. Any who come near it are repelled. It also slows down any supernatural creatures who have harmful intent.

Halloween Costumes: A supply of infinite Halloween costumes. They also resize to fit on pets.

A Riding Broom: It enables you to fly at speeds exceeding airplanes. Dancing over it and straddling it enables you to perform a fertility ritual that will bless people with healthy children who have easy births. And makes plants grow bountiful harvests.

Literally Haunted House: A house populated by spooky dudes of your choice, such as zombies and skeletons. They're nice people, but they're also good at being terrifying.

Portal Between Worlds: This is a portal that allows you to look through the cracks in the local multiverse. This includes being able to see into the afterlife of the setting you're visiting.

When you wish it to, it'll release Halloween spirit, spreading the ideas and customs of this holiday across the setting, along with the types of supernatural creatures associated with it. It

can also release personifications of other holidays, either causing these beings to come into existence or mutating an existing being into one, similar to the **Halloween Spirit** perk.

White Hockey Mask: This mask absorbs energy every time you kill something while wearing it. It uses this energy to gift you superhuman abilities. You'll hit harder, run faster, grow stronger and more. The mask will transform itself to fit something that represents who you are, and who you're becoming.

Clawed Gauntlet: This gauntlet gives you the ability to invade people's dreams and attack them while they're sleeping. When you battle them in their dreams, they'll be able to fight as well as they could awake. And if they die in their dreams, they die for real.

Machete: A powerful tool. It never breaks or dulls, and it's capable of cutting through reinforced concrete with each swing.

Tribute Plates: Enables you to leave food and wine to be consumed by wandering spirits. Even beings who normally can't interact with the world can eat the meals you leave on these plates.

Soul Cakes: Delicious cakes. When you gift someone one, and they promise to pray for the dead, the prayers will reach the dead.

Creature Disguise: A life-like disguise that makes supernatural creatures think you're one of theirs. It alters itself to fit in to whatever expectations these beings have, and they'll overlook you.

Ouija Board: A working Ouija Board. It enables you or anyone else using it to communicate with specific dead and speak to them from beyond the grave.

Ghost Camera: A camera that captures ghosts on film. It comes with a ghost cameraman who will take pictures for you and record things.

Invisible Orchestra: A professional, ghostly orchestra. They play tunes for your life and will give you a soundtrack for anything that happens. They'll send you the soundtracks they've made.

Cats, Ladders, And Cracks: A group of black cats that can curse someone with bad luck, includes ladders and cracks that do the same. You can place a crack down by pressing your finger to a location. It'll cause a crack to spread in the material.

Evil Living Doll: This doll is the spirit of a mass murderer, stuck inside of a toy. Their goal is to steal a human body via ritual sacrifice. This ritual enables you to steal someone's body by restraining them, trapping them in the doll and swapping places.

Demon Jar: This jar contains the souls of thousands of demons. By bartering with a demon, you can hire it to help you with a task. Some of the demons are bruisers who attack their targets with overwhelming power and magic. Others use indirect methods, such as infecting corpses with diseases that raise them as zombies that do their bidding. The demons are always bound to the exact wording of the deals they make with you, and nothing more.

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

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

Companion Options: These cost 100 points unless otherwise stated.

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

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Trick Or Treat tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

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

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

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

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

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

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

Be The Main Badguy: Your job is to harass teenagers and other people and spook and scare them. You must be seen as a menace that people in that community do not want around.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Trick Or Treat points as you spent. They don't like you and want to defeat you.

Hunting Target: There's a horror monster after you and a confrontation is inevitable. They're roughly 5 times stronger than the average person in the setting you're in.

No One Believes You: People are hesitant to believe in the supernatural unless unshakable evidence is presented to them. And even then, they'll try to find excuses unless there's no other reasonable explanation.

The War For Halloween: The Halloween Portal World has exploded, and portals have appeared everywhere in every world. Anyone can visit from any other universe where Halloween exists, and a total war has broken out.

Every Bird On The Planet Seeks The Deaths Of All Humans: Every bird in the setting has decided to try and kill all of the humans. They're capable of incredible levels of destruction.

Nature Wants Revenge For Human Mistreatment: The planet has had enough and has created a series of monsters to defend itself from pollution and other forms of damage it has suffered. It will not be appeased until the environment is cleaned up to a level it deems acceptable.

Vandals: There are many people who follow the old traditions of Halloween, and focus heavily on the trick side. Expect to see lots of vandalism and occasional bouts of arson.

Ending Options:

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