

HOTEL TRANSYLVANIA

v0.1.2
by Keykappa

Welcome to Hotel Transylvania! This hotel is made by monsters for monsters in memory of lord Dracula's late wife and is one of the safest places for monsters to be! It is a place of rest and relaxation where monsters don't have to hide or be afraid of humanity.

Anyway take 1000 CP to spend here and have a wonderful vacation from your normal world jumping.

Starting Location

Roll a 1d6 to determine where you start.
Alternatively pay 50 CP to choose your Starting Location.

1) **Hotel Transylvania (First movie)**
You start right here in the hotel. If you are a monster then expect first class accommodations and a complimentary benefits package for Mavis's big day

2) **Hotel Transylvania (Second Movie)**
Hello! Welcome to the Hotel. You may have noticed some changes have been going on to make the hotel more… Human Friendly. This has come about due to Mavis, her husband, and her son whose status as a human or vampire is quite a matter of contention these days.

3) **The Legacy (Third Movie)**
You start on the cruise ship where Drac, his family, and his friends are all coming aboard for a vacation. Whether you are a crewmate, a hunter, or just another creature on vacation doesn't matter just… Just be ready for the cruise's "Grand Finale". I hear it's doozy.

4) **Gremlin Airlines**
You start on one of Gremlin Airlines' "Quality Air Travel Options"... Which is to say an airplane held together by gremlin spit and hope and piloted by absolutely insane monsters who live to hear their passenger's scream in terror. The destination of this plane is up to you…. Well, if your flight survives the journey.
With Gremlins there are 0 guarantees.

5) **Hawaii**
You start in Mavis's dream location up in "Paradise" AKA Hawaii. This takes place during Mavis and Johnny's honeymoon.

6) **Free Choice**
Choose any of the other locations and even time (up to 1 year before the first movie and 10 years after the final movie)

Age and Sex

Choose your age, sex, and gender for free. It's all monsters here, why would we care about that?

Origin

Drop In [Free]

You just kinda… Appeared in your starting location. Puff of smoke is optional, but encouraged. If you have a monstery alt form you miiiight want to change into it sooner rather than later depending on when you arrived.

Human [Free or +200]

Well… This may or may not be bad. If you start at any time at the first movie or before it then you gain +200 to spend to represent the fear and danger you will be in… After all, before the whole Johnny Incident monsters were… Pretty scared of humans and would probably want you… Um… Silenced.

Monster [Free]

Ah yes, a monster. Now, not all monsters have powers or weird abilities… Some just look weird or scary. You may freely design your appearance though any additions will only be cosmetic.

Perks

One 100 CP Perk is free for each Origin.
All Perks are discounted to half price for their respective Origin.
Only one 600 CP Perks may be discounted per Origin.

General Perks

Dance like a Monster! [Free]
You can now play the soundtrack for the series whenever you want! You may toggle freely if anyone else can hear it or not.

Drop In

Quasimodo's Apprentice [100 CP | Free for Drop-In]
You were taught under Quasimodo huh? No? Well your skills match his. With this perk you can make various "Monster Foods" which, while being strangely delicious despite their contents, always put monsters who eat it in a good mood… Heck, if you can get them to try some of these recipes they might just prefer to eat your cooking rather than eat you.

Remix it up! [200 CP | Discounted for Drop-In]
You know all those music perks and items that give you sound tracks? You ever get bored with the same old songs? Well this perk lets you freely remix that music and even reformat it into different genres! This perk also can let you remix songs on the fly, changing different songs you may play, sing, or even DJ to fit a situation better. After all, how often do you hear Metallica as a lullaby?

I'm, uh, Jumperstien! [400 CP | Discounted for Drop-In]
You know, lying is wrong but for some reason you have a talent for coming up with lies on the fly which any allies will go along with instinctually. Heck, with a bit of fast talking you might even convince someone you never met before that you are somehow related! Just don't rely on this too often because lies can sometimes spiral quite a bit.

Hunter [600 CP | Discounted for Drop-In]
You are a monster hunter! Or at least have the skills of one. Your training is equal to any Van Helsing in this setting and comes with complete knowledge of how to make various monster hunting gadgets up to even mechanical augmentations to help maintain your life for… Rather absurd spans of time.

Human

Duuuuuude [100 CP | Free for Human]
You are like, totally chill bro. You just have, like, this mellow to you that makes you hard to truly fluster. You just, you know, roll with things you know?

Party Master [200 CP | Discounted for Human]
After traveling around the world a few times you have been to ALL the ultimate party places in the world and have learned a lot about what makes a celebration fun for everyone involved. With this you can plan incredible parties and events even when in a rush.

Awesome Dad [400 CP | Discounted for Human]
Huh, you're actually pretty good with kids, even those with special abilities. You know how to raise a child, even a monster child, to be a well adjusted and just all around "Good" adult. You are also really good at teaching your own skills to your kids and can even slowly grant them access to any powers or magic that you have.

Johnny Luck [600 CP | Discounted for Human]
You know, Johnny was actually incredibly lucky. In many cases most people would have died in his situation or worse but somehow, Johnny made it out and even got out better than when he went in. Now you too have a bit of that luck! Not all of it, but enough that if you fell into, for example, the ministry of magic in Harry Potter as a muggle, there is a good chance you will somehow get out of there without being mind wiped.

Monster

Monster Moves [100 CP | Free for Monster]
Damn Jumper, check out those moves! You can now dance like nobody's business, pulling off wild freestyle dance moves that take advantage of any powers and your body shape for maximum advantage. Trust me, you've never seen anything until you see a Drider tap dance.

Monster Power [200 CP, Discounted and Exclusive Monster or Monster Alt Form]
Remember that bit about monster from being purely cosmetic? Not any more~. With this you gain some minor abilities based on your form. A fishman can breathe underwater, a fuzzy monster is now resistant against cold temperatures, a monster with a shell can hide in it, and so on.

Protective Rage [400 CP | Discounted for Monster]
There is something to be said about the rage one feels when one is trying to protect someone they love. It lets warriors fight to their last breath against enemies they could never otherwise face, pushes one to great heights as they work to be better for their sake, and it can make monsters out of even the gentlest of men. Now you too have this power as when someone you love is being threatened you may enter a berserk state and temporarily gain a great deal of power and possibly tap into abilities you didn't think you had.

Iconic Monster [600 CP | Discounted for Monster]
Dracula, Frankenstien, The Mummy, The Wolf Man, and now… You. You are in the big leagues my friend. You may select any high profile iconic monster from and gain a form and powers based on them. If there is a monster already based on them, you are now related to them.

Items

One 100 CP Item is free for each Origin.
All Items are discounted to half price for their respective Origin.

General Items

Souvenirs [Free]
Wanted a little something to take home with you then? Can't say I blame you. Anyway you get all the movies, the tv series, and the various shorts as well as versions of each with you and your actions in them!

Vacation Voucher [300 CP]
Just can't stay away huh? Well with this you can now always find your way back to Hotel Transylvania to enjoy a nice vacation with the works. Don't question it too deeply, you're on vacation after all! During your time at the hotel time in the jump is frozen for one week which is when your voucher expires and you have to go back to your jump. You will arrive back right where you left right when you left.

The Hotel [400 or 800 CP]
Not sure how you did it but you are now the owner of a hotel like Hotel Transylvania… On a much smaller scale… Think going from a massive 5 star hotel resort to a good sized 3 and a half star hotel. This hotel can be toggled to draw in various non-human creatures to spend time and relax on vacation and forget their worries. The hotel functions in an area of no conflict and as such it is impossible to fight or kill a guest while on the property. You can still harm each other, though only inside a designated sparring area if you have one.

If you are willing to shell out **another 400 CP** though you can instead upgrade it to a full 5 star hotel with any and all amenities and activities you can imagine and stocked with the best chefs available and incredibly hard working and loyal staff. Anyone who stays will always find something to their liking and there will always be room for paying guests no matter how many there are.

Drop In

Unlimited Munchies [100 CP | Free for Drop-In]
You get munchies ranging from various brands of chips to ice cream to even various sandwiches all to your taste that you can summon into any backpack, pocket, etc whenever you reach inside. The food must feasibly be able to fit inside the area you are reaching into so no pulling a foot long sub sandwich from inside your pants

Contact Lenses [200 CP | Discounted for Drop-In]
Huh, these contact lenses are weird. Not only do they correct for any vision allowing people with even the slightest sight to have 20/20 vision but also protects the user from any sight based attacks or abilities. Things such as hypnosis or non euclidean eldritch geometry will have no effect on a person wearing these contacts. Also comes in Glasses form though those can be removed far more easily.

Do not Disturb! [400 CP | Discounted for Drop-In]
A shrunken head that, when placed on a door, will make sure everybody knows you do not want tobe disturbed and will chew out and shame anyone who tries. Somehow it knows exactly how to get to whoever is trying to go in though some can and will push through and ignore their words… Or shove something in their mouth to shut them up.

Gremlin Airlines [600 CP | Discounted for Drop-In]
Who the heck would even invest in…. Oh, you're the sort who would buy this… Well, you now have a ticket that can be used at any time to summon a Gremlin Transportation Plane, Boat, Bus, or other generic vehicle. This vehicle is guaranteed to be appear horrifyingly unsafe and make even those immune to fear feel terror for their lives while onboard it but will also get you anywhere, yes ANYWHERE, in a little under an hour at most. Only condition for this is that you have to actually know where you are going… As in being able to point to it on a map. Just giving them a name has a 60% chance that you will end up in a location with at least a similar name. You get a new ticket every month.

Human

Tunes [100 CP | Free for Human]
This indestructible portable music player (you have free choice of brand and model) not only can hold an infinite amount of songs, it also allows anyone listening to be able to appreciate the songs. It would, like, suck if some old man thought it was mind control or something you know?

Rad Ride [200 CP | Discounted for Human]
An epic scooter, skateboard, etc with your choice of cosmetic design. While using it the user knows how to perform almost any trick they are physically capable of doing on it. Also tastes delicious…. Provided you can digest plastic, metal, rubber, etc. If broken (or eaten) a brand new one will appear in your warehouse 24 hours later.

The Disguise [400 CP | Discounted for Human]
You now have a disguise that will make you perfectly blend in among monster society. It can have any appearance you want provided any customization remains cosmetic.

The Backpack [600 CP | Discounted for Human].
This backpack is frankly incredible. Not only does it act as a method to directly retrieve and deposit items from your warehouse (provided they can fit through the opening, though with how big the opening is you should be finefor most things) but it can also generate minor travel andcamping items such as canteens full of water, sleeping bags,warmer or cooler clothing, and more. Don't expect it to give you anything more than maybe a cheap tent though and no more than 3 of such generated items may be out at any one time. Any items generated this way vanish when returned to the bag.

Monster

Magic Cleaning Supplies [100 CP | Free for Monster]
A set of cleaning supplies and other tools designed for use in cleaning that are magically imbued. From brooms that sweep rooms themselves to sponges that happily roll in liquids to soak them up. Heck, it even includes things for “non standard messes” such as a pair of fireplace bellows that can suck up foul odors for disposal.

Monster Food [200 CP | Discounted for Monster]
Ah yes, a full and limitless meal course made by the hunchback himself. This course includes various monster delicacies like scream cheese, jellied moose snout, spider soup, and more! If a monster or monstrous creature eats this they will find themselves energized and rejuvenated. Quasimodo knows his stuff and this food is his masterpiece.

Haunted Armor [400 CP | Discounted for Monster]
300 sets of cursed and magical armor that are 100% loyal to you. All the armors share a single mind and share their senses. In a place like a castle they can act as surprisingly stealthy spies by blending in among the non living sets of armor. The armor are treated as followers

Atlantis [600 CP | Discounted for Monster]
You get the lost city of atlantis! The ultimate monster vacation destination with all the fixings of a resort, an infinite and renewing buffet, and a powerful Kraken guarding the entire place and providing musical entertainment to guests. Although… If you are feeling less than peaceful there is quite a bit of ancient magical atlantean tools and even weapons if you go digging through it. Heck, the entire place could make for a surprisingly fearsome fortress if someone was inclined to do such a thing. Dang, now that I think about it the place is filled with traps that can be reactivated with the flick of a switch within your penthouse suite…. Weird huh?

Companions

Companion Import / Creation [50/100/200 CP]
Import or create one companion for 50 CP, four for 100 CP, or eight for 200 CP.
They get 600 CP to spend on the options presented.

Zing! [200 CP]
You may create a single individual you will encounter in setting who you will meet and feel an instant connection with. If you so choose, the two of you could make an amazing couple.

Canon Character [200 CP]
Select any canon character except Mavis, Her Father, or her son and you will be ensured to have a good first impression with them. If you can convince them to join you then they may accompany you on future jumps.

Monster Pet [50 CP]
Alright, choose one normal domestic pet or import a pet from another setting. They will gain a “Monster Form” of some sort of common pet. These pets will match your form if you are a monster and if you took the Monster Power perk they will have abilities similar to those. If not then you may select any generic monster type and they will gain a form as well as minor powers and abilities based on that monster (Ex: Demon might give the dog the ability to breath fire, Mummy might have them be able to dissolve into sand, and so on)

Scenarios

Scenario One [She's My Zing]

Take the Place of Johnny in the First Movie
Damn, looks like Johnny never went to Transylvania in this timeline. Instead you arrive in his place. If you are a monster you are locked into human form for the duration of this jump. Maybe you were cursed or something, who knows. Anyway you have to not only make Mavis's party amazing but you also have to survive the entire thing and if anyone finds out you are a human (or at least human in form) and are silenced in some way or another (be it from Drac hypnotizing you to forget everything or are cooked by Quasimodo) then it is treated as a Jump fail. Same for if you make Mavis somehow hate you or otherwise ruin things with her. For the duration of this jump, if this scenario is taken, Mavis and Dracula are immune to all your mind, emotion, etc manipulation abilities that you might use to force opinions onto them.

Reward

You can take Mavis as a companion for Free! And Drac sure as heck isn't going to leave his little girl to go galavanting off through dimensions so he is going to come with as well. Though if you don't want that then he will understand… But if he doesn't come, expect him to visit from time to time to make sure you are keeping his Maby-Baby safe.

Scenario Two [Acceptance]

Get the world to fully accept Monsterkind in their entirety. You know, in the movie they never really addressed how the world was taking the whole "Monsters are real" thing outside of the die hard monster fans. Well, with this scenario humans are doing what humans do and are low key panicking over it with world governments scrambling to figure out how best to take advantage of this. It is up to you to make sure that humanity and monsterkind come to be accepted as equals and share the world peacefully.

Reward

Wow, you actually did it! Well, by creating harmony between monster and man, in all future jumps you may now bring about peace between multiple species sharing a world. So long as you can at least get them to the negotiating table, you can find compromises that are perfectly balanced and acceptable for all involved in most/all cases. Such compromises might not leave all involved happy but they will be acceptable to all involved.

Drawbacks

Vacation [+0]
Just here for a vacation from your jump? Well, feel free to use this toggle to cut things down a bit to just the events in the movies with time in between being sort of hand waved away.

Not Scary [+100 CP]
You can't even scare a goddamn rat! Any ability to intimidate, scare, or otherwise frighten someone will at best fall flat and at worst make you look pathetic and vaguely pitiful.

Slapstick [+100 CP]
You know those funny painful slapstick gags that tend to happen in cartoons like this? Things like nutshots, faceplants, and other things that earn a chuckle from the pain of the character? Well now those will happen to you… A lot. It will hurt just as much as if it were you from before you joined the jumpchain though any durability perks will remain. Willpower and pain nullifying perks are also disabled for these gags just to make sure you really feel it.

Ugly [+200 CP]
Monsters come in all sorts of forms and body shapes and normally this is accepted… But for some reason you are the exception to the rule. Something about you is just… Inherently repulsive to monsters and to humans. This doesn't stop them from overcoming the disgust towards you and becoming friends, but It DOES kind of put a stopper on any relationships you might have. This effect nullifies any beauty or charm perks and spreads to any alt forms you have.

De-Fanged [+300 CP]
You cannot access any perks, powers, items, or properties from outside this jump and your warehouse is locked for the duration.

Little Monster [+300 CP]
Heh, who's a cute little guy? You are now about the age of Dennis in the second movie but with all his instability in his powers. Any and all powers you have are much harder to use and control and will tend to go off any time you lose your temper or get too emotional which will be… Fairly often given your new age.

Easily Scared [+400 CP]
EEEK, A MONSTER! You are now a complete and utter coward, jumping at the weakest of scares. Anything even remotely spooky will have you screaming andrunning for the hills and considering how most of the setting revolves around monsters… Well, expect to do a lot of screaming and running.

JUST vacation [+400 CP]
[cannot be taken with the "She's my Zing" scenario]
Well now, looks like no matter what you do the story will go down as shown. From Mavis and Johnny getting together, their son, etc. Nothing you do can change canon with this drawback. Yes, this means Mavis will only have eyes for Johnny. After all, this is THEIR love story, not yours.

The Babysitter [+400]
Remember the wolf man's many many puppies? Remember how utterly exhausted and drained he was? Well, guess who is the new, drawback enforced, babysitter for not only them but for all the monster children in the hotel? Yeah, that's right. You get to keep a ton of chaotic, hyper, children with monster powers safe, happy, entertained, fed, etc. Basically you are going to have to keep them all safe and in good health and if any of them get hurt or are otherwise neglected… Well, that's a chain over right there.

Hatred [+600 CP]
You now hate humanity with a passion. Hate them beyond words and want them to all die horribly. This hatred makes you go berserk any time you so much as HEAR the word "Human" and if you happen to see one… Well, "blood bath" might be the least gruesome way to describe what happens next. If you are by chance a human yourself this changes to monsters.

Never-ending Hunt [+600 CP]
You must be some kind of monster, or at least that's what Van Helsing believes, and no proof to the contrary will ever be believed. A member of the Van Helsing Family is on the hunt for you and will try to kill you with everything at his disposal. Expect him to develop weapons and traps that bypass or ignore supernatural powers that he might discover you possess and if killed, another member of the Van Helsing will be on your tracks before a few months pass, even more motivated, better trained, and with even more powerful gear than the last one. Good Luck!

Final Choices

Well sir, I hope you enjoyed your stay now please check one of these options:

Heading Home: Choose this option to end your Jumpchain and return home with everything you have gained.

Permanent Residence: Choose this option to end your Jumpchain and remain within this setting.

Back to Work: Choose this option to continue your Jumpchain and move on to the next Jump.

Notes

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