Hocus Pocus – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

You're In For A Devil Of A Time

In the year 1693, Thackery Binx was a teenager living in Salem, Massachusetts, who discovered his little sister Emily had gone missing. She had been lured away to the farm of the Sanderson sisters, a trio of witches consisting of Winifred or "Winnie" as their eldest and leader, the middle-child Mary with dog-like tracking abilities, and the siren-like Sarah who is the youngest of the trio. They intended to drain the life-forces of children to prolong their lives and had chosen Emily Binx as their first victim. Despite Thackery's attempts to save her, Emily met this terrible fate and was used to rejuvenate the trio from their aged state. The witches then transformed Thackery into an immortal black cat so he could suffer from the guilt of his failure. Their victory was short-lived, as they were subsequently captured by the townspeople and hanged. Before their death, Winnie pronounced a death curse that promises their eventual return:

"On All Hallows' Eve, When The Moon Is Round, A Virgin Will Summon Us From Under The Ground."

Three hundred years pass. The Dennisons are a California family who have just moved to Salem, bringing their sixteen-year-old son Max and eight-year-old daughter Dani, the former finding it difficult to fit in to this new culture and unable to take their enthusiasm for Salem's history seriously. On Halloween night, Max takes his sister trick-or-treating and has the opportunity to spend time with a girl by the name of Allison, a local that he is interested in. She tells them of the legend of the Sanderson sisters and of a supposed way to revive them, and in an ill-fated attempt to impress her and dismiss the entire tale as 'just a bunch of hocus pocus' he lights the candle in spite of a certain black cat attempting to stop him, happening to meet the requirements.

The candle's flame abruptly turning black and the subsequent cackling as the witches return to finish what they started quickly puts an end to their scepticism. With the diabolical trio resurrected, the kids and immortal cat Binx must face the witches throughout All Hallows Eve, with the lives of every child in Salem at risk.

Now it seems you are getting involved too, and it is up to you what role you play here for the next 10 years.

Will you work with the children and Binx to put a stop to the witchcraft? Will you work with the witches to help them retain their new chance at life? Perhaps you'll just leave the entire situation well enough alone and enjoy yourself at the Halloween Party.

You have 1000CP to spend here regardless. Unless you have a Scenario, Drawback or Perk saying otherwise, you'll be entering the Jump on the morning of October 31st, as the Dennison siblings get ready to go their new school.

Starting Location

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **Dennison Household** – You appear just outside the house belonging to a family that have just moved into Salem. Perhaps you're a member of that family, or you're a local who wanted to say hello to the new neighbours?

2. **Jacob Bailey Highschool** – While some might consider this a prison for children, it does try to get across information they need. Considering the season, they'll also be quite enthusiastic in telling their pupils all about a notable local historical event. You start just outside, perhaps it's your first day as a student or staff member?

3. **Sanderson House** – This building is more than three hundred years old, but well maintained, though it's officially closed for renovations at the moment. It's been turned into a museum, and you can find out more about the history of the structure and its former inhabitants on the various notices you will find inside it. Stick around long enough and you might be able to ask them in person.

4. **Salem Cemetery** – You appear at the gates to this rather extensive resting place, and if you check you'll find they're not locked. If you can safely set foot inside, feel free to have a look around. Just don't step on the graves, as not only is it in somewhat poor taste but a black cat lurking around one of them will certainly take offense.

5. **Town Hall** – You appear just outside, and you can see the work being done to set up the party that will start this evening. Stick around and you might be able to experience quite a performance.

6. **Free Choice** – You can choose to appear in any of the above locations, or anywhere in Salem.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn't give any advantages that you shouldn't have.

Origins

This is your background for existing in this setting, which can cover exactly which side you're on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

The Virgin – Whether you are or not is up to you, and really only your business. But you are the sort of person who can kick off the plot due to meeting a specific requirement and can hopefully think quickly enough to get yourself out of it.

The Younger Sibling – You aren't the eldest, and though you might not have the same responsibilities they do you might not quite be taken as seriously. While you are very good at being able to get on people's nerves, you can equally show any affection you have for them.

The Love Interest – You could be if you wanted, since you're very good at getting and holding the attention of others. Useful skill for giving presentations too. You have lived in Salem your whole life, much like the rest of your family, so you're familiar with the area and the other locals know you.

The Bound – Someone might have cast a spell on you, but you've adapted to your circumstances. While you might be capable of waiting for something for a very long time, you have developed an odd sense of humour. Perhaps it's just because you're finally able to talk after a long time?

The Witch – Perhaps you are the fourth Sanderson sister, maybe you're just the sort that would work with them, or perhaps they're just competition? You certainly have supernatural abilities. You're not necessarily evil, but you would probably be good at it if you decided to be.

You can pick your age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free – **General Jabs** – Just in case your immune system isn't up to it, or if you picked up something in another world or time, you are now free of any diseases you don't want to have. You are also immune to mundane diseases that you might pick up, so you don't spend a portion of your time here or in other worlds sick because you weren't resistant to something the locals are.

100 – **It's A Cult Classic** – Even if you've watched something every Halloween since you were a kid, you'll never get tired of it. You'll always enjoy an activity you do at least as much as you did the first time, even if you know every line of a film by heart. You can share this with anyone else doing the same activity, whether it's trick-or-treating or watching the film with you.

200 – **You Better Get Superstitious** – You are very good at spotting things that are genuinely supernatural or magical in some way, even if efforts are made to disguise it or make it look like a more mundane trick. If you can get genuine evidence of such, you can persuade others that something unusual is going on even if they'd usually dismiss such a thing. The evidence will need to be sufficient to convince them, but they won't dismiss it as just a bunch of hocus pocus even if they want to. You'll know when someone is convinced or not and have some idea of what sort of evidence would convince them to believe you.

400 – **Deal With The Devil** – You've been to hell, and found it quite lovely. You are essentially immune to hell-like conditions like excessive fire and brimstone. You also made an arrangement while you were there, which enhances some of your more potent capabilities. This acts as a Capstone Booster for the 600CP Perks here.

The Virgin

100 – **Candle Lighter** – You fulfil the requirements to trigger any ritual you want, even if you wouldn't normally. Need to be a virgin, but technically might not be? Not a problem. Need to have royal blood? Not anymore. Need to be a dragon? You still aren't, but the ritual needing you to be a dragon will work anyway. This only works for rituals or magical effects that you genuinely want to occur, so you don't need to worry about accidentally triggering one.

100 – **Big Sibling** – They might annoy you a lot, but you are good at protecting those who are younger than you, particularly if they are related to you. You have a sense for when they are in danger, and you are very brave and resourceful when it comes to getting them out of trouble.

200 – **Alternative Exchange** – Need to hand something over to avoid getting beaten up, and you don't have any cigarettes or money? Your shoes will do, and it won't really inconvenience you much. When you are being asked for some sort of bribe or payment, you can instead give something else you have that is considered of roughly equivalent value. You could even give them a quick lesson of some sort if you wanted, and they thought it would be a genuinely useful skill.

200 – **You Messed With The Great And Powerful Jumper** – This doesn't actually make you more powerful, but at least those you are addressing will listen to you rather than immediately blasting you with a spell. This could help buy you a little time to do something clever.

400 – **There's One Thing I Know That You Don't** – And that's that you are good at tricking people. Good enough to make people thing they have been exposed to a weakness they have and will react appropriately, in fact. You could make someone who would die upon contact with sunlight think they have been exposed by using the lights of a car through a window, and they'll be so convinced by it they'll collapse to the ground feeling like they are burning and await what seems to be their inevitable death. It won't work for long, but you might be able to pull off multiple tricks on the same people for short amounts of time.

400 – **Come On! You're A Dennison Now** – Usually, bringing someone into a family takes more than just a verbal invitation. There's all sorts of arrangements, paperwork, legal issues, getting a room ready and all sorts of other things. And that might just be getting a pet, let alone some sort of adoption. Now it's a lot easier. You can include anyone into your family just by making a genuine verbal offer, and them honestly and willingly accepting the invitation. This works on pets, sentient creatures, and others you want to adopt or include into your family somehow. Everything else gets sorted out automatically, and nobody questions it. Even issues like legal guardianship don't cause problems, as it never comes up unless you want it to for some reason. When it comes to less intelligent or verbally capable creatures, they just need to like you enough to follow you home and you accept them.

600 – **What A Fool To Give Thy Life** – There are times when you might be willing to sacrifice your own life or safety for the wellbeing of someone you care about. Now achieving this will

actually be possible without those opposing you doing something like killing their hostage just as you give yourself over to them. You'll still need to get out of this mess somehow, but at least with you in peril the one you're trying to protect will definitely be saved.

Capstone Boosted – It seems that getting others to come after you in revenge is a useful talent if applied directly. If you are able to suitably insult or antagonise something or someone significantly, and you will know when you have reached this critical point, they will focus their revenge on you over all else. Even if they had limited time and there were plenty of other viable victims, their vendetta against you would drive them to go after you specifically over any other option. You could save a lot of others by putting yourself at risk, act as the perfect bait for a trap, or get someone to come after you even if doing so could cost them something up to and including their life. Bear in mind this effect alone
provides no protection for you if they do manage to catch up with you.

600 – **Halloween Didn't Entirely Suck** – Getting your life drained out of you for whatever reason is not a pleasant experience, and realistically speaking even if the process is interrupted it doesn't mean you're going to get that lost life back. Now that isn't a problem even if it would be. So long as something draining your life, blood, power, soul or other vital quality you need to live and remain yourself doesn't actually manage to kill you, you'll recover within a matter of moments if the process is interrupted.

Capstone Boosted – It seems you've managed to find a way to leverage such powers and abilities against those who are trying to drain something you need from you. Instead, you can trick them into draining something you don't want, and they won't notice in time to stop before they've drained that quality entirely. Perhaps a witch intends to drain your life, but now all they do is accidentally drain any lingering enchantments they cast upon you into themselves. Maybe a vampire tries draining your blood to regenerate themselves, only to realise after they're done that they've somehow drained your injuries, healing you and harming themselves further. As long as you have some sort of status effect or quality you don't want, you can switch around what they want to take from you with that.

The Younger Sibling

100 – **Brat** – You are very good at annoying and embarrassing those who are older than you. You might be able to use something about them that is factually true to make them look worse in front of others, even if you are not sure what it means. You get the sense of when something embarrasses them and they don't want it to be known, so long as you actually know what it is. Those you use this talent on will find they cannot refute it or adequately defend themselves even if they would normally be able to do so. They might be annoyed with you, but they can't deny something you said which really is the truth.

100 – **I Love You Jerkface** – As much as you might antagonise them, you probably still care about your siblings. You can get this across with what might be called friendly insults, and even people who aren't your family can quickly know how much you really like them by receiving this particular phrase.

200 – **Not Listening** – Curious how a hypnotic effect capable of ensnaring an entire town's worth of children doesn't work on you. Perhaps being present during another powerful ritual gave you and the others exposed some degree of immunity? Whatever the case, you are now immune to being supernaturally charmed or influenced by control abilities that are directed through some sort of sound. They can sing or tell you to feel sleepy until their voices go hoarse or their musical instruments break, it's not going to work on you.

200 – **Because I Want You To Stay With Me Forever** – It's unfortunate, but in most cases pets just don't share the lifespan of their owners. In your particular case this is almost certain, but now you won't be faced by that particular tragedy. So long as they do not meet a violent end, any pets you have will somehow no longer age once they reach their prime. They won't suffer any sort of problems from this, or health conditions from living as long as you do.

400 – **Summon Bigger Sibling** – Sometimes the threat is bigger than you are physically, even if you're emotionally undaunted. Now you can call upon allies, or perhaps members of your family, who might be able to help in such a situation. Exactly how they'd resolve an issue is still going to be up to them, so they might be far more willing to hand over something you have to get you both out of trouble rather than fight two people if they wouldn't be willing to do that. The strength of this really depends on what those you care about or are allied with are willing to do to help you. At least you can call on them no matter where they are, and they are willing to show up at the very least even if they don't like you much at the moment.

400 – **You're The Ugliest Thing Ever** – Your insults might be childish, but somehow you manage to strike at the core of whoever they are directed at. Perhaps you are unintentionally hitting on a very personal issue. You might make a few enemies by using this on particularly dangerous or vengeful targets, but you can certainly drive even the cruellest to tears for a short while.

600 – **The Kid Will Be Alright** – It's not like this is a story where a child actually died on screen… even if that's only technically because they were being forcibly aged in the process.

You do not have absolute protection from harm but do have a sort of mid-strength plot armour that can keep you safer than you would otherwise be. You might be captured and tied up, but at least your allies will have some chance to rescue you before you are killed or tortured. This protection can quickly run out if you're careless, however.

> **Capstone Boosted** – Even if you're careless, it's not necessarily the end. If you make a mistake that your enemies take advantage of, they are guaranteed to make one of their own with similar severity that can be taken advantage of in turn. This works once per specific enemy.

600 – **Have A Nice Sleep** – Time for them to rest in peace. You can bring an end to enforced immortality and extended life, so long as the one inflicted with it actually wants to die and hasn't been unnaturally compelled into this acceptance. You can help those who are trapped in a fate worse than death by allowing them to experience the comparatively better fate, or undo curses that trap someone in life when they really want to die. Unless circumstances render it otherwise, this release is painless and much like falling asleep.

> **Capstone Boosted** – While letting people pass on to whatever awaits them might be a relief for everyone, there are occasions where someone might want to stick around for a bit rather than leaving immediately. You can now prevent any unwanted states of enforced life or immortality from ending the moment whatever is supporting or enforcing it has been destroyed. Now they can stay in the living world for as long as they want, rather than as long as they were forced to be. Should someone finally decide to rest in peace, you can stop any efforts of others dragging them back out of the afterlife or forcibly being reincarnated or otherwise revived against their will. This can apply to you, if you really want it to.

The Love Interest

100 – **Local** – You've lived here a while and know the ins and outs of the entire area. You know all the most interesting places, as well as those that are generally avoided that you could use as a place to hide. You won't be considered an outsider by those that live within the are either, giving you an advantage over newcomers.

100 – **Excellent Presentation** – You are particularly good at getting information across to others in a way they can easily remember and understand, while making it sufficiently entertaining to get a round of applause if that's what you're aiming for. You know how to phrase things in a way your given audience will like. And quite possibly get a phone number if you really wanted to catch that sort of attention.

200 – **History Lessons** – It seems you were paying attention in class, because you know Halloween wasn't invented by the candy companies. You could actually give a detailed and informative lecture on the subject of All Hallows Eve if you wanted. You know about other origins of holidays and a plethora of important historical events, which could come in handy at some point. You get similar knowledge in future Jumps, as if you had gone and looked up important points in the local history.

200 – **Mistake Muffler** – You might make a few mistakes, but it could be worse. Seems you have a degree of luck helping you out. Now, when you make any mistakes, you find them somewhat less severe, such as accidentally giving away your position while hiding just *after* those searching for you have gone out of earshot. Perhaps drawing the attention of the owners to a stolen artefact will give you just enough time to learn a few defences from it. Little things, where it could have been so much worse. This will only work once or twice before fading for a time, wouldn't want you to get too comfortable with making mistakes.

400 – **I Have An Idea** – Inspiration seems to come to you easily. Even your own mistakes can give you ideas on how to solve a problem. Accidentally opening an old oven while trying to hide could remind you that the local school has a pottery kiln big enough to lure in the problem chasing you. This doesn't necessarily help if you can't figure out what the next step is, but you'll be off to a good start with the frequent eureka moments.

400 – **Getting There And Getting Away Driver** – You are fully qualified to drive and can do so quite well, even in dark conditions or on slippery roads. You are particularly good at getting somewhere fast enough to rescue those in distress that might suffer if you don't get there in time, always managing to arrive shortly before any significant harm befalls them. You are equally good at driving away from these locations at speed.

600 – **Inheritance** – It seems that like Allison, you have an ancestor who was a good witch. As a result you have quite an extensive knowledge of witchcraft, and unlike most sources of knowledge on the subject you will know which bits are accurate and which are entirely false or just somewhat misleading. Though this doesn't give you any power on its own, at least you'll know when you're up against the real thing and have some idea on how to deal with it.

Capstone Boosted – It appears rather than just knowledge, you have bartered for some degree of your ancestor's capability. Pick a notable character that existed in the past of the Jump you are in, and so long as it is plausible you can claim to be descended from them. Doing so gives you a significant degree of talent at whatever they were best known for, as well as one notable ability that they have. If you're not certain exactly what that would be, you can extrapolate on what you know about them. Being descended from Allison's ancestor Elizabeth Podbury, someone notable for being a benevolent witch, might mean you have some degree of magical ability and can magically heal others.

600 – **White Witch** – You don't really have any magical ability, but you are surprisingly good at finding or using magical artefacts or knowledge that is usually limited to evil for benevolent or at least defensive means. Even using a stolen book of evil spells that would try to actively work against you if given the opportunity, you would find it unintentionally reveals key weaknesses in its owners.

Capstone Boosted – Altering the deal? It seems you can, to some extent. You have some capability to re-negotiate pacts and deals with beings like demons, and even have some ability to start negotiating with such beings even if they wouldn't normally be interested. This works for deals you or others have made. If you and your friends ended up in hell, you could start negotiating a release rather than just getting attacked or ignored.

The Bound

100 – **Catty Response** – Over time you've developed a talent at being sarcastic. Maybe you're bitter about something? You can make utterly deadpan deliveries and can quickly come up with a wisecrack for pretty much any situation. As a bonus, and to ensure everyone understands when you are snarking at them, you can speak and understand any verbal or body language within a Jump.

100 – **Spent 300 Years Waiting For A Virgin To Light A Candle** – You could do so if you had to, and could actually stick around for that long. You have effectively infinite patience and vigilance, which makes you an excellent guard if you need to be, or just useful if you're stuck somewhere for a long time. You could dedicate yourself to a single, lonely task for centuries.

200 – **Dead Resignation** – For someone who just started moving around in a new world, you wouldn't seem to be affected by it much. You are able to adapt to strange circumstances, or at least confusing things to focus on your main goals. You could wake up in a grave, realise you've been resurrected as a moving corpse… sigh and get on with it without existential dread or any lingering after-effects from being dragged out of the afterlife.

200 – **Used To It** – If you've got some sort of unnatural regenerative ability or similar capacity to put yourself back together, chances are you'll end up getting hurt a lot. This doesn't stop you getting hurt, but you've developed a near-immunity to pain. It's more of a slight ache now, and the annoyance of having to deal with something like waiting for your ribcage to repair itself or finding and reattaching severed fingers. You might groan because of injuries, but it's more because it's annoying than it is painful.

400 – **Eye For A Book** – Not some sort of revenge, that would be an eye for an eye. Instead, you can donate something important to yourself that cannot be replaced within the Jump, such as an eye, to assist in the creation of powerful artefacts. The less of whatever you donate that you have, and the more trouble it is to live without it, the more potent you can make the artefact. Donating one of your own eyes, something that you only have two of and would noticeably inconvenience you during the rest of your time within the Jump, could allow the creation of an immensely powerful book of spells.

400 – **Black Cat** – Unlike someone else who got stuck in an animal form, as you actually bought this ability you can control it. You are able to transform to and from the form of a cat, or another mundane animal that could conceivably blend in in the setting and be considered a pet. You decide what this is at the start of a Jump. Somehow you can still talk in this form, and you'll find that despite your size likely being far smaller than your usual one it is still quite effective in combat, perhaps you have very sharp claws or teeth?

600 – **Jumper "The Jumper" Jumperson** – Perhaps you have a slightly more intimidating name to make a suitable nickname, but either way there is something about you that is quite terrifying. Perhaps it's the way you seem to be only mildly irritated by any injury that doesn't kill you. Perhaps it's something about your appearance. Maybe it's the way you move around. Either way, there is something about your silent, lumbering form that drives others into a panic. Those you are chasing will be too terrified to fight back effectively or

properly plan against you, and curiously enough others that might interfere will entirely ignore what you are doing. This effect only works until you talk to your targets though, apparently something about your voice or your breath ruins any fear factor you could have. At least they won't be scared at that point if you decide you want to ally with them.

> **Capstone Boosted** – You might not be a witch… perhaps you're a warlock? Whatever the case may be, should you lack magical power you are still capable of using magical artefacts even if they would normally require some sort of pre-existing magical talent or capability in their user. You are even capable of using ones that belong to others if you are able to get your hands on them, just as effectively as the original owner could with no issues. To protect yourself against thieves using similar tricks, anything you have made can effectively be locked against use by others, and if you were to invest part of yourself into the creation of something you will be able to track it down if it is stolen.

600 – **Cursed Immortality** – You have been afflicted with a powerful curse that binds you to life. This is usually the sort of thing that gets used as a punishment, paired with an unfortunate condition like being stuck as an animal and having to live with the guilt of failure, but you seem to have avoided that. While in theory powerful magic could be used to remove this condition, mundane means don't have the ability to kill you anymore. If your body is damaged it will rapidly regenerate within a minute, so if you are crushed by a car your ribcage will re-inflate and your spine fix itself shortly afterwards. You do not age as a result of this condition either.

> **Capstone Boosted** – It seems the curse cast upon you was somewhat more potent than the one's who set out to punish you intended. Now it seems even the most powerful magic cannot break this curse upon you, as it has been tied into a specific event or goal you intend to reach. Setting one of these, and it has to be something you genuinely intend to do as soon as you can, vastly strengthens this curse while you have not reached that goal or event. This means that even those familiar with it, even the ones who cast it in the first place or who could normally undo such a spell trivially, cannot undo this immortality. Once the event occurs or you accomplish your goal, this additional protection fades, and the immortality can theoretically be lifted.

The Witch

100 – **Witchcraft** – You have the ability to use magic and brew potions. Advanced things need some manner of spell book handy and likely require a potion to be brewed. Spells you can cast without much effort include hitting someone with an effect similar to electricity that knocks them over, moving people and items short distances telekinetically, or enchanting a broom for flight.

100 – **Entertainingly Evil** – Even if you are a monster, you are a very entertaining one. This can make it much easier for others to see you in a better light or overlook the fact you eat children. Even if you were presented as the bad guy, it wouldn't take much effort to edit footage of you to suggest you were more of a bumbling harmless figure than you might really be.

200 – **Enchanting Voice** – Not only are any spells requiring verbal components easier and more effective for you, but you have a very impressive singing voice. Yours can carry over a very large area, and you won't end up with issues like a sore throat or strain from talking or singing for long periods of time.

200 – **Magical Smell** – It would not be entirely implausible that you have a bloodhound somewhere in your ancestry, considering you're involved with magic. You have a magical ability to track specific types of target via smell over a long distance.

400 – **Someone To Play With** – You seem to have the same allure that one of the Sisters does to your preferred gender. Others that might be attracted to you are far more willing to do things when you ask nicely, even if they're really not supposed to. You could get yourself and those with you a free ride somewhere by flirting with the driver of a vehicle.

400 – **Come Little Children** – You can sing a song that hypnotises a target group that hear it. You could use this to lead all those who are affected by it to a specific location in a state akin to sleepwalking, but they'll have enough awareness to get through doors or simple obstructions on the way.

600 – **Winifred Wits** – You are extraordinarily adaptive. Within a few hours of waking up in a new century and completely changed world, you can figure out how things work, mechanically or culturally. You are very good at improvising on the spot, capable of turning being revealed into a dramatic introduction for a performance, then either adapting a song you recently heard or making one up entirely in a matter of moments.

> **Capstone Boosted** – You are quite deviously brilliant, able to come up with complex and cruel schemes, but more importantly you have been freed from the curse of inept partners and minions mucking up your plans. Those that work with you are all at least as competent as you, if not as skilled, and won't ruin things by saying or doing something stupid that you wouldn't.

600 – **Put A Spell On You** – You can turn a spell or ritual into some form of entertainment that those you use it on will not realise is magical. They might even willingly join in if it is fun enough and you put on a good show, having no idea what they are doing is helping you.

Those who participate can unwittingly fuel and enhance spells for you, even if they don't have magical abilities.

Capstone Boosted – It seems that in this new age, communication has become far easier. This is something you have learned to exploit, as you can now cast spells or perform rituals over methods of communication like radio or television, so long as it is a live feed in one direction. Perhaps you want to supercharge something by getting far more help than you could obtain in one place or aim to bewitch a much larger audience at once. As long as they can see or hear you at minimum, any remote audience can be affected by this effect.

Items

General Undiscounted

Free – **Hocus Pocus Collection** – The classic film, the deleted scenes, and the novelisations, as well as the card game. You can even have the film sequel or reboot, whichever becomes available in your reality of origin.

100 – **Soundtrack** – You have the complete soundtrack for the film. You can have it play at any time, audible to whoever you want it to be. It does not cause confusion or distractions.

100 – **Camera** – Ever wish you had one? Now you do. Whenever you need to take a picture, it will be available for you. Can be polaroid or another type. If it's not appropriate for the setting, it will simply be ignored by others.

200 – **Halloween Party** – Somewhere to dance the night away, though hopefully not to a dangerous extent. Full of generic guests if you don't have anyone specific to invite, this hall comes with its own band and all sorts of decorations for Halloween. The band themselves like you enough that they'd let you perform with them, if you were good enough. Though the party ends at dawn, you'll find that each night from sunset the Halloween party starts up again, as it seems to permanently be All Hallows Eve within the hall. Nobody finds that odd.

The Virgin

100 – **Tie Dye Outfit** – This might not quite fit in with the locals, but you're expressing yourself and it's pretty comfortable. You can have the pattern randomised so wearing it never feels old.

100 – **Lighter** – Just in case you needed to, say, light a candle. It's not like you actually smoke. This will work every time, does not run out of fuel, won't leak, and you have it on hand at any time you need it.

200 – **Sneakers** – These might be trainers or some other sort of shoes, but they're very comfortable and other people will appreciate them. They belong to you, and curiously enough your bond with them is so great that any attempts to track you down will lead to this Item instead, regardless of how others are managing to do so. Perhaps they have your smell, some sort of magical signature, or leave very distinctive tracks. Useful if you don't happen to be wearing them at the time and need a decoy.

200 – **Smokes** – You… probably don't actually use these, so it's a bit of a mystery how it ended up on your person. Maybe someone slipped it into your pocket? You have a packet of cigarettes, which can either be of the normal variety or a variation with some sort of drug like marijuana. Oddly enough, this packet doesn't run out, and will mysteriously disappear if you're being searched for it. The contents don't seem to cause any problems either, with issues they would cause like a lingering smell, drugged sensation or cancer vanishing the moment you need it to.

400 – **Bicycle** – This might seem expensive, but this thing is an all-terrain bike despite its appearance. It's comfortable enough you could still easily ride it even if you had somehow lost your shoes, comes with a lock so it won't get stolen or damaged when you're not using it, and you never seem to get tired riding anywhere on it. Whilst riding it, you can go over all sorts of terrain without getting knocked off it, so long as it would plausibly be possible to go through the area without getting hurt. Fields with stones hidden in long grass are doable, somewhere that you would burst into flame is not. You'll find this thing parked nearby whenever you need it.

400 – **New Home** – While this doesn't come with special defences, you will find it is fully stocked with a variety of mundane things like salt, chalk, lighters, torches and so on. If something should damage it, the exact cause will be overlooked by the authorities and anyone you'd find it awkward to explain it to. They'd probably explain away part of the roof being blown apart as a lightning bolt, even if there hadn't been any storms for a while.

600 – **Dennison Manufacturing Company** – Somewhat ironically for someone who claimed Halloween is a marketing scam, Max shares the same name as one of the companies that helped popularize Halloween in America at the dawn of the 20th Century by producing Halloween decorations. Now you have ownership of it, giving you a nigh-unlimited supply of these decorations but a substantial income. If you happen to be somewhat too young to have that sort of thing legally, you can safely assume that some relative owns it for you and pays off your expenses for you.

600 – **Big Book Of Conspiracy Theories And Facts** – You have a tome containing many secrets. It's not magical though and doesn't contain spells. Instead, it has a fair amount of information about all sorts of conspiracies within the setting, though someone has scrawled in the margins to note which are just fictional and which are actually real. As an example, the page about the 'Candy Company Conspiracy' is marked with a big red 'fictional' annotation at the side. You might find this useful if you're aiming to unravel such things here or in the future, or perhaps avoid the danger entirely if you can. In future Jumps it will update, always being a collection of widely held beliefs on entirely fictional conspiracies, as well as a somewhat informative source on the real ones. Probably best to keep that feature to yourself, as an actual Illuminati might not take kindly to someone having a detailed record of their activities.

The Younger Sibling

100 – **Halloween Costume** – You're probably young enough to be doing trick or treating and have some fun in the process, so it makes sense to give you a suitable costume. While it defaults to a witch costume, you'll find its perfectly comfortable and can move in it easily regardless of the design you pick. It's still noticeably a costume, however. You might be able to pass yourself off as the real thing if you were faced by opponents unfamiliar with Halloween costumes or they were particularly dim.

100 – **Lifetime Supply Of Pet Food** – A supply that will keep refilling itself so long as your pets are alive, which could be useful if they're immortal. It will contain whatever they like to eat while still having all the nutrition and other dietary requirements they need. You can feed your cat milk and tuna fish every day, and they'll never have any sort of health issues from it.

200 – **Trick-Or-Treat Bag** – This thing can contain an infinite amount of candy… and that's it. It's empty at the moment, but you can fill it up as much as you like if you can get access to various sweets and chocolates. They won't melt, rot or get damaged, which is useful as this thing makes for a surprisingly effective improvised weapon. It will never feel any heavier to you than a large bag full of chocolates, no matter how many sweets you put in it.

200 – **Pet Friendly Bed** – It's also rather comfortable for when you are sleeping on it, but you'll find that even if any pets you have cuddle up to you they won't accidentally scratch you or make you less comfortable. It self-cleans, so you don't need to worry about fur or anything like that either. This is also a great bed to get a good sleep on after a particularly stressful day, allowing you to nod off within a minute or so.

400 – **Guide To Pet Care** – Even if you genuinely care about a pet you might have, you might not necessarily know how to look after them properly. The same might go for your allies. Now you have this booklet, which will alter itself based on what pets you have or animals that you look after, which explains in an easily understood way how to look after them properly. You'll find following the guide makes it a lot easier too, with less obedient pets opting not to thrash around when being washed and being much easier to train.

400 – **Convincing Radio** – You may have borrowed this from someone else. It is a radio with a cassette player, and while it sounds like whatever tapes you happen to put into it for yourself and your allies, enemies will think that they can hear you. As a result, it can make a very good audio decoy if you are being chased, or perhaps bait to lure them into a trap. It comes with a variety of language tapes, which update for the more commonly available language in each setting, and you'll find that it's significantly easier to learn new languages by using them.

600 – **Circle Of Protection** – You can establish this in one area at any time, a circle just big enough to hold yourself and perhaps one other person. As long as you are in here, nothing magical can get to you to harm you regardless of how powerful it is. The downside is that you can't really do anything else while you're here, and once you leave it the protection fails so even if you can scramble back in you won't have that safety anymore. You would be safe,

but you'd have to leave it to help anyone else. Any direct or indirect magical or supernatural harm cannot affect you while you're in the circle, but a mundane foe can cross it or just toss a rock at you. A supernatural foe couldn't do either of those.

600 – **Candy Crows** – Something that didn't show up in the final film, but you now have access to. You have a large bag full of candy in the shape of crows, which can amplify the effects of any magic cast onto whoever eats them. You can decide which magic this is, either benevolent for your allies or perhaps malevolent for your enemies. It comes with a recipe to make more with the same effect, and you'll find that spells can be imbued into them during the creation process to affect those who eat the finished candy.

The Love Interest

100 – **Established Wealth** – Your family is pretty well off. You have enough money of your own to afford everything you really need or make a few extravagant purchases you really want. You have a generous monthly allowance if you aren't an adult, and a healthy stipend from investments if you are. There won't be any issues with spending the money, unless you use it for something that is obviously illegal.

100 – **17th Century Party Dress** – While you can certainly use this as a Halloween costume, it would actually blend in with the time period. Seems whoever made this one wanted it realistic as possible. In the future, you will find this can take on the form of formal gowns or suits should you require them.

200 – **Car** – Do you actually have a driving license? At least you know how to drive this thing. It's bright red so it's easy to find, has very bright lights, and doesn't seem to run out of fuel.

200 – **Driving License** – Turns out you do have a license and registration. This applies to whatever you happen to be driving. It doesn't mean you're any good at it, but at least you can officially and legally do so.

400 – **Family Tree Record** – Something to keep track of your own ancestry, as well as others. It might be interesting to find out who people are related to. This record, which can take the form of the most suitable medium for the time and easy use, allows you to determine anybody's ancestry. It even has a few notes about interesting accomplishments of particularly notable ancestors.

400 – **School** – While some might consider this a prison for children, it does actually try to educate those who are stuck here. It has fully equipped classrooms, staff and teachers, and even has a gym and swimming pool. You might not run the place while you are here if you aren't an adult, but you'd find the staff surprisingly receptive to any reasonable suggestions you might have. If you are an adult here or in future Jumps, you can officially be the Head of the school. It will teach whatever the local curriculum is as well as it can possibly be taught. Just don't expect every student to be enthusiastic about it, the teachers are hard working but they're not miracle workers.

600 – **Museum** – It seems your family owns and maintains a site of historic interest. This gives you access to it at any time, and you can restrict legal access to others if needed. Thanks to your family maintaining it, even structures that might have collapsed centuries ago are still intact and perfectly functional. Here this will default to the Sanderson House, but in other Jumps it can be applied to any notable location. Perhaps you end up somewhere with a notable castle in local history? Then you can apply this status to it, and the building will be intact. Essentially, any structure that existed in the past, you can retroactively claim as a Museum, causing it to be preserved and still exist in the present with all its contents. Many of these might be behind glass, but as you own the place you also have the keys for all of it.

600 – **Supermarket** – Open even on Halloween for any goods you need that are at least somewhat legal, and for surprisingly low prices. Even if someone needed to visit for ingredients to create a lot of candy or for some sort of potion, as long as what is needed is relatively mundane, they'll be able to find it. You don't get any profit from this and have to pay for anything you acquire here, but it will be available with anything that can be found locally in any Jump.

The Bound

100 – **A Dumb Needle** – A blunt looking needle, but it passes through flesh quite easily. This comes with thread that never seems to run out. If you sew up the mouth of someone who is alive or their corpse, they will be unable to tell any secrets they have even in death. This prevents them from being used for information by any sort of necromancer, entity or other way of obtaining information from people that have died.

100 – **Something To Show People** – Sometimes you need to tell people what they are dealing with in a short amount of time, so it can be useful to have something relevant to help. Perhaps a notable gravestone with a story attached to it? Whatever it is, you can use it to help persuade people that you are talking about something that is true, and aid in getting them to grasp the situation in a short amount of time.

200 – **The Elders** – You can summon them! More accurately, you can use this Item to call upon adults and figures of authority who will do what they can to aid you, so long as it is a situation where they should actually be doing something. They won't be able to deal with problems they clearly aren't capable of solving, and there's going to be a delay in getting them to arrive, but they will show incredible determination if the situation is dire and could even overwhelm beings far more powerful than this mob is with sheer numbers.

200 – **Sewer System** – Perhaps you've hunted mice down here for years? This surprisingly spacious tunnel system can be established under any town, allowing subterranean navigation concealed from anyone watching from above. It can connect to anything that is below ground that can be intentionally accessed from above ground, such as crypts, sewer systems, or even some basements.

400 – **Hiding Place** – You might be in a position where you can't really fight back if someone decides you're not supposed to be somewhere, but you really need to be. Not many museums allow cats to wander in and out whenever they like, as an example. Fortunately, you now have somewhere to hide inside a building that is accessible to the public, and a way to get in and out of that building with your capabilities even if it's closed. Though concealed from view, you can have your hiding place in the perfect position to keep an eye on any one thing you want within the building, and you can easy spring from it to interfere if needed.

400 – **Loved One's Grave** – If someone you cared about died via magical means, there's a chance their final rest might have been affected. Now, even if you couldn't save them, this won't be a problem. So long as you can find the body and bury them here, their soul will reach whatever afterlife they wanted to reach intact.

600 – **Gravestone** – This could be yours, but it hasn't got a lot to do with resting in peace. Should this be put at someone's grave, you will find that any efforts to resurrect them are now significantly easier to accomplish. You could even accomplish it when efforts have been made to keep the target dead, or if they would somehow resist the revival process. If you set it as your own, die, and get buried here, you will find yourself revived in a zombie-like state and be able to break out of your grave. You'll be visibly undead, your breath will be

terrible, but your abilities and mind will remain intact. The exception is anything that would further regenerate your body, though at least you will not be decaying any further naturally. It you can avoid getting destroyed until the Jump ends, you can successfully finish the Jump as if you had not been killed.

600 – **Hallowed Ground** – An area covering the size of a graveyard for somewhere like Salem, which might actually be a graveyard. Things of an infernal nature, or otherwise empowered by dark forces, that set foot on this ground will begin to smoke on contact and turn to stone if they do not quickly leave. This won't kill them, but they will be stuck as a stone statue unless destroyed by some other means, whether it's the rising sun or a Jumper with a sledgehammer. Even the most powerful beings won't be able to resist or escape this effect. If you or your allies happen to be of an infernal nature or empowered by dark forces, you can switch off the effect for yourselves unless you actually want to turn yourselves into immobile statues for some reason. Doing that won't count as death, but you'll need some way to get yourselves off the Hallowed Ground and transformed back if you intend to do anything more than stand around as a helpless statue for the rest of the Jump. In future Jumps, you can decide where this Hallowed Ground is established, but it has to be somewhere you have easy access to.

The Witch

100 – **Witch Robes** – A suitable outfit, one in a colour of your choice that can make you look particularly intimidating if needed. It won't get caught on anything either, and quickly repairs itself if damaged or stained.

100 – **Witch Styling Kit** – Just in case you don't have the magic on hand to do your hair and nails, this will let you establish a look that won't get in the way or get damaged by your activities. Bleached hair? Doable. Hair shaped like a witch hat? Easy. Claws even if you had short nails? Piece of cake. You can use this on anyone else who is willing, so even if you didn't want to be a witch you'd have a significant leg up working as a hair stylist or beautician.

200 – **Witch House** – A little place of your own, just far enough away from the local population to not be easily found, just close enough for you to be able to access them. It contains cages that can safely contain anyone you can force into them, who will need outside assistance to escape.

200 – **Broomstick** – One that won't get stolen, as it returns to you whenever it is needed. It flies quite quickly and silently, it's comfortable and easy to ride on, and unlike others you won't fall off if you have to hold onto something else at the same time. It can also be commanded to sweep up any given area, and even if it doesn't look like a vacuum cleaner it gets rid of dirt and dust just as effectively. You can optionally have it take on the appearance of a mop or vacuum cleaner if you prefer.

400 – **Potion Ingredients** – Everything from Eye of Newt to Dead Man's Toes. And Tongue. And other bits. Might make things confusing if you're trying to remember a specific recipe, but at least you won't have to spend time looking around for the ingredients.

400 – **Cauldron** – A black cauldron that you can use to brew potions in a fraction of the time it would normally take. Even if somehow sabotaged, you'll find that it still produces just enough for a single effective dose.

600 – **The Book** – This isn't any ordinary spellbook. Not only is it apparently bound in human flesh and has an oddly familiar eye on the clasp, it was written by Satan themselves. The information inside changes to show any spell you want, making it a powerful source of ever-changing spells perfect for almost any occasion. It is at least partially sentient, changing its pages to help you as best it can. It is protected by powerful magic, rendering it indestructible by mundane means and very resistant to supernatural ones.

600 – **Black Flame Candle** – You can use this candle in a ritual you can perform which, in the event of your death, can revive you if certain conditions are met. This defaults to a virgin lighting the candle on a Halloween night, and though you can change it the conditions must be that specific and equally difficult to achieve. Once you are revived, it is only a temporary state and you will need to find a way to make it permanent before dawn or when the sun comes up you are dust. It's curtains. You evaporate. You cease to exist! Perhaps you can find a way to drain the life from someone else with it in excess? You can be 'dead' for any

amount of time, so long as the Jump is still ongoing, but if the time runs out and you're still waiting for someone to light the candle then you will fail the Jump. Despite the limitations involved with this ritual, there is one rather potent benefit; when it revives you, you will be at full strength and unable to be killed before the sun rises. Even if you were burned alive in an oven, you would reform the moment it switches off.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – ***Local*** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Little Tyke** – (Free for The Virgin, Perks from The Younger Sibling) – You have either a younger sister or brother, it seems. They look up to you, and though they may annoy you at times they do genuinely care about you. If you're depressed or lonely, they'll do what they can to cheer you up or keep you company. It helps that they know you as well as they do themselves, so they can easily figure out what they need to do. They might not have a lot of practical experience in things compared to you, but they are great at emotional support.

200 – **Bigger Sibling** – (Free for Younger Sibling, Perks from The Virgin) – You have an older brother or sister. They're somewhat older and wiser than you, and though they might have lost some of the childish wonder in some things they once had they'll still put up with any thing immature you drag them into. They're quite protective of you too, as anyone trying to bully you will quickly find out. Though they might not be so good at the emotional side of things, when it comes to more practical advice, you'll find they can contribute a lot.

200 – **Good Friend** – (Free for The Love Interest, Perks from The Love Interest) – Someone you have known for a long time and worked together with quite well. You share various interests, and though you might have differences of opinion about certain things your skills and approaches seem to complement each other. Perhaps if you are an expert in factual history, they know a lot about mythology? You can certainly have a lot of entertaining and informative discussions about subjects you are interested in.

200 – **Competent Caretaker** – (Free for The Bound, Perks from The Younger Sibling *or* The Witch) – It seems someone is looking after you. They might be a member of a loving family, or someone a little more nefarious. Either way they do genuinely like you, regardless of how they might act towards others, and will heed your advice should you be willing to share it. As you are helping them in some way, be it just giving them much needed company or performing some sort of tasks for them, they will do what they can to look after you.

200 – **Loyal Assistant** – (Free for The Witch, Perks from The Witch *or* The Bound) – Someone who will ultimately follow your instructions, regardless of how well you treat them. They might be part of your coven as a fellow witch or serve you in some other manner. They're attached to you for some reason or another and have grown fond enough of you to help you however they can. They aren't afraid to point out when they think you are making a mistake either, and they will do what they can to calm you down if you're getting overwrought or focusing too much on one thing. You can rely on them to do more tedious work if needs be while you focus on other things, as they are quite diligent.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Jump Time Is Run Time** – Well, if you don't want to stick around and don't have any Drawbacks that you could avoid by doing so, you can leave once the events of the movie are done. That's approximately sixteen hours.

0 – **The All New Sequel** – How unusual. You aren't showing up within the initial story of Hocus Pocus. Instead, you will be involved in the events of the 2018 book that is both a novelization of the original film and a sequel. You start off in the sequel portion, taking place 25 years after the original story, when Max and Allison's daughter Poppy ends up in the Sanderson house on Halloween in an attempt to prove there's nothing to the family story that causes her parents to avoid Halloween as much as possible.

0 – **Prologue** – Ah, so you want an earlier start for whatever reason? You can start in 1693 instead and stay around ten years or for longer. You could even stay until the modern day and when the Jump might normally end, though you should probably have some way of dealing with the age problem. Dying of old age counts as a proper death, and it would be unfortunate to fail your Chain by staying too long when you didn't need to.

100 – **Remake** – Ah, you aren't in the classic anymore. It seems you've ended up in a Disney Channel remake. Though events and dangers are largely the same, everything now looks and feels very cheap, and the Sanderson sisters look a bit different.

100 – **Oh, Look! Another Glorious Morning** – And it makes you sick. You are very much not a morning person, and even if you don't have some crippling limitation involving sunlight, you certainly prefer the dark and the night.

100 – **Out Of Time** – You are only as familiar as the Sanderson sisters are with the modern day. You will likely be confused or afraid of simple thinks like black rivers (roads), witch hunters (firemen) and conjured rain (sprinkler system).

100 – **Prattling Idiotically** – You don't seem to be too smart. To others at least, it seems like you spend most of your time in a daze. Maybe you have qualities that make people look past your apparently empty head… or perhaps not notice because they're distracted by something else. You still have a sense of self preservation and you can do things yourself, but don't expect to be the one coming up with plans. At least you're easily entertained.

100 – **Hag Tracks** – Even if you don't have a lot of time, you don't seem to be able to rush. On foot, you can probably reach a maximum speed of a quick jog, or a forced march. At least you'll be thorough if you don't get distracted.

100 – **We Fly…On What Do We Fly?** – You're going to need to improvise when it comes to transport, possibly fairly regularly. Your preferred modes of transportation will become inactive or go missing at least once when you really need it, forcing you to use a

replacement. This could mean your teleportation sputters and fails, or your car doesn't start, or your broomstick flies off by itself when you aren't paying attention.

100 – **Attributed To Poe** – The song that Sarah Sanderson sings is often attributed to Edgar Allan Poe, something that has been debunked as it doesn't match their style and was written specifically for the film. Anyone listening to you will be making a similar association, as everything you say or write now matches their style enough to be contributed to them, even if you came up with it yourself.

100 – **Disney's Halloween House** – Ah, it seems you haven't quite ended up in the classic campy version. You've instead ended up in the version which has the original title. This might not be as comedic as the one you know of and is much darker and disturbing. Exactly how this works is up to you, and though it may follow a similar script in general, it's going to be a much more dangerous and disturbing time. Binx looks somewhat scarier for a start, and despite the protagonists being younger and less capable they aren't going to be any safer than they would be otherwise.

100 – **Newcomer** – You clearly aren't a local. Perhaps its your accent, manner of dress, or something they can't quite pinpoint, but the locals will know you aren't from around here. This prevents you from having any sort of backstory that would otherwise ensure you had been living here your entire life. Expect to be singled out as a newcomer, whether it's in class, in public, or even as someone who hasn't become a 'proper' witch depending on your Origin. Expect to face the same difficulties as a particularly unwelcome tourist, or figure that otherwise stands out from others.

100 – **Allergic** – Unfortunately for you, and quite possibly everyone immediately around you, you are highly allergic to chocolate, sweets, and the usual confectionaries shared on Halloween. It's not lethal, but it will make you vomit.

200 – **Tubular!** – It seems you have a bully problem. Oddly enough these two won't do anything like physically harming you, and they're not really that intimidating to almost anyone else. When it comes to you, however, you will quickly fold if it seems like they have any sort of advantage over you. If they asked for your new shoes, you'd hand them over without a fight.

200 – **What A Pretty Spider** – You might actually be more intelligent than you seem, but you are also very easily distracted. You might snack on insects at times, and even when you are onto something those with you might quickly call you away.

200 – **I AM CALM!** – Thou art not being honest with thyself are we? You have quite a temper and are quick to lash out, even against your allies. Your anger can cause you to act too quickly or make mistakes you would avoid with a clearer head.

200 – **Witch Your Step** – Whether or not you are a witch, you now share a particular weakness of theirs. Namely, you cannot set foot on hallowed ground without turning into a stone statue. This won't actually kill you by itself, but you're going to be stuck like that.

200 – **It's Just A Bunch Of Hocus Pocus** – Not only are you incredibly sceptical towards anything supernatural, things that would make you more accepting of the existence of such a thing have been locked from your conscious memory. You essentially forget that you are on the Jumpchain, since it would be odd to refuse to believe in witches but find a multidimensional journey perfectly believable. Don't expect to remember the plot to the film or believe any notes you have on it.

200 – **Chicks?** – You seem to have a habit of antagonising the wrong people. You might mistakenly insult a trio of dangerous witches, or a pair of bullies. While this doesn't mean you'll be instantly killed or anything like that, expect to be getting a somewhat disproportionate payback at the very least.

200 – **Sewed Lips** – You are unable to communicate, either rendered mute or your lips have been forcibly sewed together. You can't seem to communicate with writing either, the most you can do is flailing and charades. Others are going to find it easy to misinterpret what you actually intend to do, which is going to be awkward if you are trying to help them.

200 – **Come Home, Or Make Thyself Known** – Unfortunately, this one won't get a response even if you are a powerful witch. Your Warehouse has been sealed off during your time here, as have any Companions you might have or any methods to safeguard or store any possessions using Fiat. Attempts at summoning such things to you in any way are equally ineffective.

200 – **No Tricks** – You don't have access to any Perks from outside this Jump.

200 – **No Treats** – You don't have access to any Items or resources from outside this Jump.

400 – **Masked Scent** – Have you lost some of your powers? It certainly seems that way, as abilities you have that are used for detecting specific people, objects and places don't seem to work as effectively anymore. There's all sorts of interference even if you're using technological means, so if you're searching for something you'll have to come up with other methods to track down your quarry.

400 – **A Salt** – Not involving battery, but instead a different form of harm. Not only do circles of salt protect those from within against your abilities, but if you touch salt it will burn your skin regardless of your protection.

400 – **Of All The Witches Working, Jumper's The Worst** – Unlike a certain Sanderson sister, this doesn't refer to being vicious or evil in this case. Instead, you are somewhat inept at magic and using other supernatural abilities. It's not necessarily that you are completely unable to do so or it backfires, but you instead don't use them when it would be helpful, or perhaps do something with them that might cause a problem for you. You might fling around a helpless victim… once, then never do so again. Or you might curse someone with immortality, only for them to repeatedly thwart your schemes and remain around due to the curse you put on them. Maybe you'll put in a clause that allows someone to escape a curse when you don't intend that to happen.

400 – **I Am Looking For A Children's Book** – It's possible you're a bit out of sorts, either from being resurrected in a strange new era or from an accident during being inserted into the Jump. However you decide to explain it, you are far more easily tricked than you used to be. You might even end up mistaking a different voice for the one you seek.

400 – **Holding a Grudge** – Sure, you could use any of the more easily available targets when you're on a deadline, but that one person called you ugly! When someone manages to get under your skin, you have a habit of focusing on revenge that overrides any reason you might have. Even if you only had a few hours to preserve your life properly, you'd be hellbent on draining a single person because they insulted you, rather than using an easier option and going after the target of your ire when you have more time.

400 – **Unlucky Black Cat** – That's what you are now. Perhaps you called a powerful witch a hag or made a mistake with your magic? However you decide to explain it, you are now stuck in the form of a black cat for your entire time in this Jump, and unlike Thackery Binx it doesn't come with immortality or the ability to talk.

400 – **Row Your Boat** – You might end up singing that eventually, as at some point you are going to be trapped and completely forgotten about. No matter what you do, you can't escape under your own power. It will be in a place that can and will be accessed by the public so you will be found eventually, but don't expect to get out of your captivity for at least sixteen hours even if you have allies or Companions actively searching for you. This might be a little traumatic and will certainly give you a new appreciation for Search and Rescue teams.

400 – **There Are Not Enough Children In The World To Make Thee Young And Beautiful** – This is not just an insult, it's actually fairly accurate regarding you since you are now stuck looking old and fairly unattractive. You don't have a way of fixing this, and however you might look otherwise you now appear old enough to be somebody's grandparent. You're going to be facing similar physical issues of a senior citizen too, though at least you won't be dying of old age within a decade.

400 – **Are You?** – There's something about you that most others find odd or make fun of you for. It's going to be something that normally nobody should care about, but now they'll keep bringing it up. It won't even be something you can help. Maybe you're from a particular place. Or you have a particular colour of hair. Or you're a virgin. Or you're allergic to chocolate. Whatever it is, even if you change or hide it, something else will be picked instead. Apparently, the universe just wants to keep mocking you.

400 – **They Don't Believe** – They think it's just superstitious. No matter what you do, what you say, and what evidence you provide, others not directly involved will not believe in the more supernatural elements of this setting or yourself when it would be convenient to you. Even if you could usually persuade others of a very real threat in the form of the witches intending to drain the lives of children, everybody will think you are just playing a game or doing something else for the Halloween season. Anything obviously supernatural will be explained away as things like special effects, or something tainting food and drink causing

hallucinations. Don't expect to get any help facing genuinely supernatural threats while you are here.

600 – **I Hate It When That Happens!** – You get injured and potentially killed quite a lot. Hopefully you have some form of regenerative ability or immortality, unless you're suicidal. It's not necessarily that someone's tormenting you, it's just that you have terribly bad luck when it comes to things like crossing the road.

600 **– This Is The End. I Feel It. We Are Doomed** – You feel the icy breath of death upon your neck, and not even comedic violence will cheer you up. You are depressed and apathetic, feeling like you cannot succeed in your endeavours. You won't be able to work up the effort to do much more than mope listlessly or doing much to avert a genuinely terrible fate. This feeling will persist throughout the entire Jump, and you may need some significant emotional support. Goodbye cruel world, goodbye to life, goodbye…goodbye…

600 – **I'm Melting!** – Oh what a world… no, not quite the wrong witch. According to the screenplay for Hocus Pocus, though the Sanderson sisters look human, their bodies are essentially their souls being contained in a body made of candle wax. This may or may not actually be the case for while you are here and has no functional difference… for them. You now definitely have a body made of candle wax, and though it looks quite realistic you are somewhat vulnerable to melting at high temperatures or breaking apart if it gets too cold. Try not to get injured either, as that will certainly show there's something up with you that might get the wrong attention. You can consider special immunities to extreme heat and cold ineffective while you are here, so if you somehow get locked in an oven it won't be pretty.

600 – **Dance Until You Die!** – It seems you have been caught in a powerful enchantment. For the entire night of Halloween, you will be stuck constantly dancing. Not necessarily well either. To make matters worse, your stamina has been reduced to the human average. If the Sanderson sisters are not destroyed quickly enough, say by dawn, then you might die of exhaustion.

600 – **Weird Sisters** – It seems that the prospect of an immortal being was just too tempting a treat for the trio. The Sanderson sisters intend to drain your life, and any immunities to this process no longer works. If they manage to catch you and succeed, you will die. This particular death also counts as a Chain Failure, as a precaution to prevent them snatching up your Spark.

600 – **Black Flame Time Frame** – It seems your stay here might end prematurely, unless you pull off the same trick the Sanderson sisters fail at. You must drain someone's life to sustain you before dawn after Halloween, or you will Chain Fail.

600 – **It Is A Prison For Children** – That might be what it feels like. Regardless of your choices for Origins and Alt-Forms, you are now a child and must attend school like any other child during your time here. If you fail to graduate from High School by the end of the Jump, then it will count as a Chain Fail. At least you will have afternoons and weekends to escape from your sentence for a bit.

600 – **Go To Hell** – You might not find it as lovely as you'd expect. Rather than starting out in Salem, you start off trapped in Hell. Even if the locals don't bother you or the fires aren't an issue for whatever reason, you'll need to get out of here before the Jump ends, or it's a Chain Failure. At least your Benefactor will get you out of here to send you Home at that point.

600 – **Unexpected Guests** – It seems that the Sanderson sisters are not the only old foes that will be revived. Your most formidable enemies from previous Jumps will be revived at the same time the candle would normally be lit, regardless of whether or not this still occurs. They will do everything in their power to destroy you, clearly holding a grudge. If this is your first Jump, then instead a full coven of powerful witches will be revived and ally with anyone who would oppose you in this Jump, turning their craft against you. You'll need to deal with either threat before your time in this Jump runs out, as the cost of leaving such dangerous figures around without you to stop them will be a Chain Failure.

600 – **The Master** – Speak of the Devil… and unfortunately for you, this isn't just someone in a costume. It seems your presence in this world has allowed the Devil to escape on Halloween and unleash Hell on Earth. To make matters worse, rather impressive considering the legions of demons now roaming the living world, accepting this Drawback is the equivalent to making a Deal with them, which has granted the Devil a copy of all your Perks on top of their not inconsiderable infernal might. It's up to you, and every ally you can gather, to defeat the Devil. Force them back into Hell and slam shut the gates, destroy them utterly, trick them into leaving, somehow assume control over them – whatever your method, it has to be done before you leave here. Otherwise it's a Chain Failure.

Scenarios:

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Witch Hunter

Want to stop all the witchcraft at the source? You'll be starting in 1693 then, shortly before one Emily Binx gets whisked away by the Sanderson sisters. You need to stop them from draining the child's life and cursing Thackery, as well as ensuring they are properly put on trial and sentenced for their crimes. This will be a difficult feat to accomplish, as the witches are in their element in this time and there is a deep-set fear of their power that will make it harder to acquire aid. Don't rely on the townsfolk to repeat their feat of capturing the trio without help. The witches must be properly destroyed, and you must take whatever measures are necessary to ensure they cannot return as they otherwise would.

Reward – As you have gone to such effort for protecting Salem and its inhabitants, the locals have decided to make you their Mayor. If you aren't particularly good at running a government or don't have time to do it, you can just have the position as a sort of well-respected figurehead while you leave more capable people to do the work. You can take Salem in its original or 20th Century state with you in future Jumps and act as its leader to an adoring population. It can either remain unchanging, or update to fit in with local settlements in each Jump. You will also find that you can extend any protection or resistances against the supernatural that you have to others who are allied with you, sufficient to protect Salem's entire population if needed.

Jumper's Not So Scary Halloween Party

If you want to have a little more fun than fright, this might be the option for you. A somewhat more mischievous incarnation of the Sanderson sisters return to the mortal world, not to harm children but to throw a Halloween party. With only a few hours to run amuck, Winifred, Mary and Sarah decide to use their magic to host a decidedly wicked fun fest. Normally, this would be possible by various unexpected early guests providing the necessary ingredients for their final concoction, but they seem to be delayed. It is up to you to provide them with what they need; sinister shadows as dark as midnight and as mysterious as the unknown, nefarious nightmares as terrifying as shadows on the moon at night that fill dreams to the brim with fright, frightful friends to add power to the potion, and the hair of an innocent. If you can provide, the other guests will finally arrive.

Reward – For your hard work, not only will you be able to experience a party with perhaps a few familiar frightening faces, but they'll share the details for this ritual. This allows you to summon figures from previous Jumps once a year on Halloween when the veils between the worlds are at their weakest. You'll need a catalyst for each guest you intend to summon that links to them, so you should plan ahead. After all, a party is only as good as those you invite.

Hell To Pay

Making a pact with the devil by selling their souls for power was one thing, but being brought back from the dead and potential immortality? Now it cost a lot more than their souls, and fortunately they have a way to obtain as many as they need to uphold their end of this deal. The Sanderson sisters have been revived and must drain the lives of every child living in Salem at the time of their resurrection to uphold their end of the deal. In this Scenario you need to help them to succeed. Not a single child can be allowed to escape, for if they do then the witches end of the bargain has not been fulfilled and you cannot succeed at the Scenario.

Reward – If you were willing to do something like this, then you'll probably appreciate the reward. On top of whatever gratitude that the Sanderson sisters have for you, it seems you have marked your own soul in such a way that in the future other infernal forces will greatly favour you. They will consider you to be someone who has done them a huge favour in some way and will be willing to lend you their support. You could get several small favours, or perhaps one very large favour, something that becomes available again in each Jump. In addition to this, you could cultivate a business relationship with any form of Hell and its occupants fairly easily here and in future Jumps, should you wish to perform further transactions.

More Practical Magic

Not so fond of the comedy or want the locals to take things a little more seriously? Be careful what you wish for. The Sanderson sisters *or* the Protagonists are much more competent and potentially dangerous, depending on which side you are opposing. They won't make silly mistakes or ignore each other if they bring up a good point, they will take every sensible measure they are capable of, and to make matters worse you have to ensure your side wins before dawn. If you are on the side of the Witches, they must successfully drain the life from at least one of the Protagonists. If you are on the side of the Protagonists, you must prevent the Witches from draining anyone's life. In the former case, you will find the Protagonists have been fully warned about the Witches capabilities and will exploit every weakness the Witches have to gain an advantage, and might even flee Salem entirely if they lack a suitable defensive location. In the latter case, the Witches will no longer argue with each other and actually listen to each other, as well as using every spell at their disposal with or without the Book. Either way, it is not going to be a simple challenge to win.

Reward – Having to deal with highly competent enemies can be a pain, so as a reward for doing so here you can now make future opponents somewhat easier to deal with. Those that oppose you will find themselves significantly less capable, notably less intelligent and adaptive, and far more prone to making mistakes or getting distracted. While they will not be utterly unable to achieve their goals without your interference, or necessarily less dangerous in the right situation, you will find them having the same sort of capacity to succeed and act in an effective manner as the antagonists in a film aimed at children. Expect them to squabble amongst each other, gloat at the wrong time, underestimate their opposition, make easily avoidable mistakes, and not use their capabilities to their full potential. They might even forget they can do something after doing it once, even if it proved effective.

Something Wick'd This Way Comes

Ensuring a candle is lit at the right time doesn't sound too hard, does it? To win, you or another must successfully trigger the ritual to revive the sisters within this Jump, and ensure they drain enough life to at least remain past dawn. If you take this Scenario, it will be somewhat more difficult to do than it was in the film, as you will need to work against the efforts of those who decided not to take chances, as well as a certain immortal cat who figured out how to communicate despite being unable to talk, and others who were keeping an eye out for the revival. To make it possible to accomplish this scenario, neither the Book nor the Black Flame Candle were capable of being destroyed or removed from Salem due to the magical protection placed upon them. They might not necessarily still be in the Sanderson house anymore, however.

Reward – As you have likely gone to an extraordinary amount of effort to ensure a single ritual with specific conditions was successfully carried out, you might find it a relief to know you will find such efforts far easier in the future. Whenever a ritual or special ability requires a specific situation to trigger it, you can now ignore this requirement. You may still need specific components, but regarding the timing or location you are free to choose whenever and whenever you want to trigger the ritual or power. As an example, for the Sanderson sister's revival you could have the candle lit at any time instead of being limited to Halloween with a full moon, but it still needs to be done by a virgin.

Candle Lit Vigil

A full moon, on Halloween, and a candle lit by a virgin. Sounds unlikely to happen, right? If you think you can stop the ritual that would revive the Sanderson sisters from being triggered at all, perhaps this Scenario is appropriate? By accepting it, you will find it is somewhat more difficult than it would otherwise be to prevent. You need to stop the ritual that would revive the sisters from being triggered at all, and there will be multiple attempts to do so in your time here that will succeed without your interference. You can't just take the easy way out by destroying the Book and Candle either, as they have been enchanted with powerful magic that renders them nigh indestructible. As long as the ritual never takes place during your time here, you can win at this Scenario.

Reward – Having to keep an eye on the components of a ritual for so long to prevent it from being triggered may have been frustrating at times. At least you'll never have to do that again. You can now make any ritual impossible to trigger against your will, even if the conditions are achieved and the components needed are gathered. If you were to apply this ability to the ritual you have been preventing for so long, any attempts to light the candle would fail regardless of the condition or efforts. This can apply to any created mystical or supernatural event that requires specific conditions to be met, like a time or a particular trigger. They can chant, scheme and sacrifice all they want, it will never work so long as you don't want it to.

Ending

The Jump is finished. Your tale here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the Hocus Pocus franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the 1993 Halloween-themed Disney film "for kids", with additional features from the July 2018 Novelization of the film and a sequel story. Though there is apparently a sequel that has been greenlit to be released on Disney+, it is currently unknown to the author of this document what it would involve.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

Regarding Jumper's Not So Scary Halloween Party

-This is based on the Disney celebration, though with the actual characters from their respective worlds. This includes Dr Facilier, Oogie Boogie, Maleficent, Cruella de Vil, Hades, Captain Hook, Lady Tremaine and Jafar, but could also include any suitably villainous characters from other Disney films and stories that you might want to meet. The first time around it's the Sanderson sisters and Maleficent sorting out the invitations, so you don't need to worry about getting particular catalysts if you want to meet someone specific during the Scenario. It's up to you if they are the same versions you may have met during your travels, and since the ritual calls upon the living or the dead it's not an issue if they're amongst the latter due to your actions. It's a party, and they'll put aside the grudge for now.

Succeeding at the Scenario would allow you to host similar parties and events by summoning figures from previous Jumps, which requires something that is significantly linked to them. As an example, the Sanderson sisters could be summoned by using a candle with a black flame or their own Book, as you have been here and these items are associated with them. If you had been to Aladdin, you could use a red snake, a parrot or a certain serpent-like staff to summon Jafar, as they are similarly associated with the figure. The chosen catalyst doesn't have to be taken from the Jump the target comes from either, and as long as the link is fairly obvious to you or anyone familiar with the target it will work as intended.

This ritual and the resulting meeting can only be triggered once per year and ends at the break of dawn. It will work on any figure, even if their setting doesn't even have a concept of Halloween. If you had a gold ring handy, you could summon Sauron as long as you had been to the *Lord Of The Rings* setting at some point, or a handful of sand for Darth Vader if you had been to *Star Wars* at some point. Somehow, they'll understand the concept of Halloween and try to enjoy the party.

It is intended to be used for entertainment, see how people interact, and to meet old friends rather than summon an army, as it ensures they will get along during the festivities rather than end up fighting each other or trying to do something to the rest of the world. You might be able to adjust the ritual to allow more practical or aggressive applications, but you'll be losing that Fiat-backed insurance that it won't end up as a huge mess.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.