

Generic Halloween Jump
Version 1.0 (Tri-Sevon Edition)

The moon-lit sky in the air shines on the dark land as soon as the clouds move, revealing a grassy field next to a warped tree till-

-Till a part of the tree opens up, revealing a moving vine till more and more rise up slowly out of the ground. And with enough of them, the ground opens up as a large gourd-like object reveals itself.

The vines and gourd then merge together till a floating body in the shape of what looks to be a viney cape, with an ethereal gourd that emitted dark orange lights in the shape of odd eyes and odd mouth.

“Welcome to the Hallowest of Evenings…Jumper. This is a special realm for beings like myself. As for whom I am?”

“Just call me Gallow. And here, take these 1000 Hallow Points to spend for preparing for the nights ahead of you.”

Midnight Crossroads (Starting Location)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Hallow Literature
As it may say, this is an option to bring yourself into well-known settings or worlds that cover multiple books, singular stories, or ones of different perspectives and interpretations.

(This is an option to explore a more established novel series or larger franchises that have novels intertwined with them. Examples such as Warhammer 40K/Fantasy, Harry Potter, Etc…)

Specter Radio Waves
This is perhaps a different option, to explore the more uncommon and individual settings that exist out there via the audio waves and medium of radio…

Hallow Festive Television & Films
Perhaps one of the most varied choices, especially in regards to things involving horror, scares, and other such things. Alternatively, you could use this to visit specific settings during similar times such as what would be their equivalents of this holiday

Pumpkin Interactive Media (Video Games)
The depth of possibilities is also rather high, though there are perhaps ones with their own specialties and stories that others may not be able to tell…Or let you experience…

Realm of Hallow Evening (Custom)
Where you are right now. There are more locations out here that carry the darkness, gothic, and other fascinating sights to inspire. And in case you still wish for something perhaps warmer and kinder, then the lands here can provide.

Those not among myself may wish to inflict tricks and surprises upon you, but know there is no real harm meant. And if there ever is, know that while amusement may be the intended effect for both sides, they will be kind to make amends as best they can.

(A custom setting to offer as an option, if you would like to use this as inspiration. And yes, Gallow does speak the truth. Well, unless you wish the words to be in the degrees between truth and lying instead.)

Crossroad Exit (Other)
In case any of the options do not suit what you want, you can use this special portal to designate where you wish to end up, even if the end location does not in fact hold any connection to novels…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

Festive Plans (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Identity Of The Night (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Organic Creature
If one would wish to take this option, you can pick any form of organic life that exists. Even those of fantasy backgrounds would work…As long as they are of living matter

Inorganic/Metallic
Some would say these may be spooky with imitating life, but some would also say that they are just a different part of it. Covers the artificial and non-organic kinds seen in fantasy and Sci-Fi….

Magical Energy/Esoteric
The muddy ground that can be perhaps a mix of the above and those that are perhaps more than just mere mortals or creatures beyond the known cosmos.

Other
In case you wish to be something else that isn't offered above.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Perk Treats (Perks)

*You gain **4 Evening Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 HP to use.*

Treat Maker [100]
While this may seem simple, you find that you are able to easily make all forms of candies, sweets, and treats associated with the Halloween holiday. And as a bonus, you can also easily take new spins on designing them visually as well if you wish.

Candy Wrapper Pro [100]
A misnomer in part, due to that it covers more than just plain candies. But in short, this offers the dexterity and talent to easily wrap up anything in the various forms of wrappers and other items used to act as packaging or wrappings.

Sweet Nutrients [100]
If you find that eating candy and other sugary/tasty sweets is something you want, you can use this to have the excess sugar (and other things besides sugars) to instead become vitamins and minerals for your body to use. Just be aware that having too much of a good thing is still bad for you unless you have a means to bypass or balance everything out.

Trick Expert [200]
Of course, given the deal of 'Trick-Or-Treat', it would make sense that this would be given. However, what is special about this beyond giving you the skills and talent to perform simple and very complex tricks to pull on others….

…This actually will also include analysis skills and talent at reading others to know where others' limits are to avoid being too harmful or terrifying someone in case you want to scare them.

Vine Magic [200]
A specialized set of magic focused on manipulation of vines and related parts connected to vines, such as spikes, tendrils, stems, and leaves. And this also allows you to make said vines as well as they work with nearby materials and structures to support their growth.

Ethereal Glow [200]
With this, you can easily make your entire body emit glowing ethereal-like lights at will. This works regardless of it being in the darkest of nights and the brightest of days in direct sunlight or alternatives as well.

It also can be of any mix of colors as you wish, while also able to control its intensity at will in case you wish to also be sneaky or more subtle in leaving hints of where

you are. And yes, it will also easily work with any attire or equipment you have on at the time.

Gourd Master [300]
This grants the talent of a plant specialist, albeit instead swerving into the very unique subsequent category of making use of gourds for all sorts of applications. Whether that be in the form of making weapons, armors, magical and/or tech-based versions using these growable materials…

…You also get skills in being able to easily grow and care for these plants to ensure they handle specific roles and functions, such as the aforementioned weapons and armor or for decorative, constructive, or business manners.

Oh, and you also know ways to enhance and ensure these growing materials will not rot or spoil away as well.

*(If you do happen to have **Vine Magic**, that will massively help in further cultivation and ease of modifications of the various gourds and pumpkins as well.)*

Vine Elemental [300]
This acts as a special power to transform your current form (and any Alt-Forms) into the forms of vines. And this will account for being organic, inorganic, artificial, magical, or even made of exotic materials making up the actual vines.

And befitting of the nature of vines, you can also easily use them to grip and collect things to add onto your form for various purposes and especially with anything to do with vanity.

Oh, and while you can opt to make your form able to stand on its own, you will find there is also an option to hover instead if you wish.

Attribute Booster [300]

An odd ability that will let you gain a temporary boost among several levels of severity to your physical attributes after eating any piece of candy. Though the catch is, the ‘level’ of boost will depend on the quality and rarity of the item in question.

To offer a generalized idea, anything that would be mass produced or commonly sold will offer a sizable, but still minor boost. Something that would be rarer or not as common would offer a more slightly sizable boost. And something made either made by hand with the best of ingredients or true cooking talent will offer a very large boost instead.

(And yes, in case it ain’t clear…You can decide which attribute gets affected and these can stack with each other. But said stack limit will be set to 5 on any one attribute and won’t extend any time of any existing boosts.)

Lantern Light [400]
This power is odd, because it works best with lanterns of any type and material. Yes, that means even Jack-O Lanterns would work with this…as would magical and inorganic versions as well. Though you could also do it by yourself, albeit at reduced effectiveness.

Back on point, the main draw of this power is that the lights emitted by them (or yourself at a lesser degree) will strongly repel any hostile monsters, weaken them if they are caught in the light, and offer enhanced protection spells and effects to yourself and any in the radius.

You’ll always know what the range is via special faint colored rings denoting the range limit, but you can also use your power to weaken or strengthen the effects of the light as needed being emitted.

Umbra Source [400]
You find yourself able to generate darkness at will around you, counteracting any source of light inside any enclosed environment or structure. And obviously, anyone or anything that relies on light to see will be hampered by this…

…And with the level of control you can influence on this darkness, you could make the area be in pitch black darkness if the light sources can't overpower it. That said, you'll need a lot more practice and power to stand up against the full power of the sun or the full moon.

Also, as a benefit…You find that your other various powers, magical energy, and mystial skills get stronger while in darkness, alongside a regeneration boost if it can apply for them.

Evening Filmology [500]
This offers various skills in the art of filmmaking, alongside the parts involving practical and technological effects to really make whatever footage you edit and adjust really stand out…

…But what makes this special is that you gain a very strong aura around you (and anyone else near you as well) that will allow them to have skills in acting, especially when on and off the camera.

Meaning, of course, if you have ideas on possible scenes and scripts to make into reality, you can perform them with the level of quality you think they deserve.

Oh, and in case there are any creatures or monsters out there in the places you are filming at, they will outright be unable to see all of you, ignore the lot of you all, or be under the effect of pacification if it will be needed.

(Do be aware, any actions that disrupt the outside bystander/observer effects will remove the protections for the group, so be smart and careful.)

Lunar Magic [600]
A strange set of powers that are focused on the energy emitted by the lunar lights of the moon. It also does get impacted by the phases of the moon (and artificial moons as well)...

…Though to give a rough guide, you find that your more offensive spells and abilities with this type of magic are significantly stronger when the moon is darker. And on the other end, if you have a full moon or with more light, you find your defensive and healing spells and abilities are also significantly stronger than normal.

And yes, one of your key abilities is to generate moon rocks to use as you see fit, with your training and dedication being able to produce other types of moon rocks with their properties from other worlds and settings.

(And for note, if you do happen to use this during a Solar or Lunar Eclipse or other unique celestial events and phenomena…Well, it'll be up to you to experiment and see what happens. Just be aware that the more lunar structures and rarity of the events means a lot more potency than you may be able to handle.)

Trick & Prank Equipment (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Ominous Remixer [Free]
A package full of various devices to remix any music you have/own to help make them fit more with the festive atmosphere. And by that, more spooky, creepy, or fitting for Halloween-like events by default…

…And in case you want, you could also use them for tricks or setting the atmosphere as well for others.

Tricker's Baking Supply [100]
A regenerating collection of various fresh baking ingredients and items that can easily make any form of Halloween sweets ranging from homemade to mass produced/popular candies and treats.

However, what makes this special is there is also a secret container of flavor changer powder that can be applied at any step in baking to make different tastes instead of sugary and sweet. Like say, sour and fruity or minty and tangy.

The flavor changer powder will also never spoil or trigger any form of allergies in the foods/sweets you make. And it will also regenerate over time as well.

Decorative Preserver [100]
As fun as it may be to wrap up candies and treats, something you may wish to add a bit more creativity to its design and visuals. And now, this little decorative kit has all the little things needed to add onto packaging or wrappers.

It also comes with raw materials and tools to make your own decorations as well. But regardless if you used pre-made or handmade decorations from this kit, they will also keep the inside contents fresh and preserved as if they were just recently finished.

Gallow's Recipe Encyclopedia [100-200]
A copy of the original old-fashioned book made by a friend of mine that contains pages of the various recipes I collected and organized so far on my end. As for an idea of what this holds, this will contain the exact recipes of the most common candies, treats, and sweets made/associated with Halloween.

However, if you wish in exchange for a bit more of your points, I will enchant this copy to automatically collect and record any and all recipes ever made in your travels across worlds, including the rarer ones and any homemade specialties made by anyone you know.

And in case you are wondering, nothing collected in here will contain anything harmful or dangerous. If there are such things, there will be completely safe alternatives provided instead (if there are any).

Tricker's Supply Backpack [200]
An entire customizable backpack full of various restocking items for playing tricks and scaring others. However, while all of the stuff here is effective at their roles (and in the case of causing any form of mess/litter), they will be very quick in dismantling and cleaning up.

Also, what you find here will be able to work regardless of whatever your form is at the time, alongside the backpack having a safe and clean method for disposing of said spent items if you wish.

It'll also update over time to include new items and equipment for applying tricks and scares, though it will make sure whatever is added to the collection won't directly or indirectly get anyone harmed.

Transparent Inducer [200]
A seemingly normal metal ring, that when activated, will change into its special magitek form. Its main function is to control the levels of light around you to make you look transparent on a spectrum of levels.

This also works on any means to hide you and avoid being seen in common methods like flash photography or low-light cameras to higher tech methods and even various forms of magical detection.

*(This ring also pairs very nicely with the **Ethereal Glow Perk**, allowing you to also create the illusion of you being a ghost or adding in you staying hidden for as long as possible.)*

V&M Cooking Equipment [200]

These special adaptive cooking appliances run on any form of energy or fuel source, while also producing no toxic environmental effects of any kind. And their main purpose, besides use in cooking of all kinds…

…Is to actually induce whatever is made with vitamins and minerals that the food and its individual ingredients may be missing. Of course, this effect is especially apparent in making all sorts of Halloween treats and candies actually more healthy to eat, if one wishes.

(And as a last detail, these appliances are also easily adaptable for creating and sustaining the needs of various forms of other life that aren't human or organic. Yes, even artificial/inorganic, magical, and esoteric beings.)

Vine-Tech Producer [200]
A specialized magitek bracelet that allows you to input materials in it to let it begin producing more of the material in the configuration of various shaped vines. And in case you wish to also use any inorganic material such as rocks or metals with this…

…This will be able to make vines out of them. And if you do happen to have **Vine Magic,** these will easily adapt to your level of talent in manipulating and growing them as well. Even the non-organic versions made by these.

Pumpkin Chunkin Device [300]
A specialized magitek device that is fully modifiable and customizable, which can easily accept Pumpkins of any size and form to use them as ammo to 'chunk them' at your target.

And in case you wish to do so, this Device can also make the chunked pumpkins gain elemental effects such as burning flames, freezing ice, or shocking electricity/lightning among many others.

And in case you wish to have it be able to accept other forms of items to use as ammo, you can easily do so, alongside determining the nature of how you chunk said ammo as well.

(If you do happen to have the **Gourd Master** Perk**,** this device will also become a far more effective weapon while expanding the potential ammo pool to easily include gourds of any kind and from any setting out there.)

Form Candy [300]
A special fancy bucket of unique candy that will offer a temporary change of form to match what is listed on the candy's packaging or wrapping. Said text/list will always be fully legible in any/all languages, while offering an exact set of time for how long the form will last.

Sadly, these 'Form Candies' only just help make you actually look like whatever it is (outside of any changes necessary for said form), without any of the actual hazards or drawbacks such a form would have. That said, this does mean you can make 'Hybrid' Forms if you eat multiple at one time if you do wish to go that route.

And as a note, this special bucket will regenerate any used candies while also updating its contents with any creature or being you meet retroactively in the past and any new ones you'll meet in future.

(However, you will gain an appropriate attribute to whatever the form is if you did acquire the ***Attribute Booster Perk****. And also gain an innate time limit sense for the temporary attributes and form(s)*

Mobile Lantern [400]
A special lantern that is actually a living Jack-O Lantern, with access to an organic, metallic, or magical body to control and move around with. And regardless of the damage done on them, they can regenerate and recover from any damages done to them if given enough time.

As for what they look like, they can and will offer suggestions to change up their looks and form if you can help them. And regardless of their form, they can also understand any monster/creature language and can teach you how to understand and speak them if needed.

As far as combat goes, they are surprisingly powerful and agile (despite not seeming so depending on the finer details), while also being eager to learn defensive focuses measures to protect themselves and others.

*(If you want, they can be made into a Familiar, Follower, or Companion if you wish to go either of those routes. And they also count as a Lantern, meaning they will synergize with the **Lantern Light Perk**.)*

Umbra Jewel [500]
A special enchanted jewel that gathers light to turn it into energy to create its darkness properties. This collected energy can be used to generate materials to make darkness-powered weapons and armors, while also allowing anyone wielding it to cast various forms of Dark Magic.

And if you wish, this Jewel can be used to create more of itself with weaker or stronger properties, depending on your intentions or plans. However, doing this will make the Jewel go temporarily inert depending on how intense the jewel replication process goes…

…Oh, and in case you have any allies (or wish to hide this from others), you can control what this Jewel will draw from at will, while also being able to protect it from being detected by the advanced levels of technology and magical detection methods.

*(If you do happen to have the **Umbra Source Perk**, this also allows you to easily be able to create creatures and beings that have access to Shadow Forms. And yes, you can also grant these to yourself (and your Alt-Forms) and your Companions.)*

Omni-Recorder Evening Camera [500]
A special portable kit containing a fully customizable modular camera that can swap around in the spectrum of any old-school large film camera to the most modern or high-tech mobile cameras out there.

And the matter with this, is that any form of footage, be it in either physical film reels to digital data recordings will be impervious to damage or destruction while inside the camera's innards (or memory).

This modular camera is also extremely lightweight if you need to transport, heavy enough to avoid being disrupted by any forms of pushing forces, and well-balanced enough to even counteract any unsteady hands or crane equipment.

And as the last detail, it will record anything in even the darkest of areas or the brightest of areas, while allowing you to see what is in there live when recording and when in the editing process.

If you do happen to lose, break, or get the camera and kit stolen, you will find a fully intact kit carrying your modifications in your Warehouse in about a day's worth of time.

*(Oh, and if you have **Evening Filmology,** this synergizes with that extremely well. So much so, you could use it to safely record any supernatural or hazardous without any form of harm or after effects from anyone seeing the recording footage afterwards.)*

Lunar Watch Mirror [600]
This may resemble an ordinary wrist-watch, but actually changes colors when it is nighttime, before revealing its real form. A shifting mass of metallic moon rock that acts as the polar opposite of the lunar cycle in any world or setting.

One of its main functions is to offer an exact set of time it is in any location, even on any worlds with differing time cycles, realms that offer no easy way to tell the visual passage of time, and even in the depths of space and voids.

The other major function is to allow any Perks, Skills, or Powers reliant on it being nighttime for their uses able to use in the brightest lights of the day with almost to near full power, with the item acting as the substituting medium.

*(If you also have gotten the **Lunar Magic Perk**, this will also allow you to freely use the Lunar Cycles during the daytime and also allow you to inverse the current point of the cycle to get its effects instead. As in, getting the offensive boost during a 'Full Moon' and a defensive/supportive boost during a 'New Moon'.*

Oh, and it will also help in providing an additional protective means that also helps anchor or control potent wild/chaotic lunar energy in case you find yourself caught in any unique cosmic phenomena involving eclipses and other such events.)

Platinum Hallow Coin [800]
A truly special coin from the Realm of Hallow Evening with vast power radiating from it. Its main function is to summon and merge the Realm into any world or setting you are in. And in doing so, will begin altering the landscapes, environments, and structures to become more like various parts of the Realm…

…However, this also makes any particularly dangerous environments become fully inhabitable, while also making them safe for any being or soul to coexist with each other. It also helps allow any hostile entities the potential for them to develop as well to coexist peacefully with others…

…And it will also be able to spread the festive spirit and culture of this special holiday around to even areas where the Realm has not yet reached. But it will also contain the various traditions seen in the past and the new ones made over time.

(If you do end up using this coin, it will lose its platinum metal coloring and change into a green copper-like coin till a year has passed. Once it has been that long, it will regain its spent power and can be reused again.

You can also use it to undo any amount of world changing/merging if you wish regardless of the coin's state, while still being able to keep the development and festive cultural spread parts without losing those.)

Hallow Party Guests (Companions)

Companions can purchase more companions.

Invitation (Import) [200-300]
You can bring along 8 companions for 200 HP. They will each individually get 600 HP to spend for themselves or instead receive 4 Evening Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 HP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the HP you spent.

Imitation Candy [100]
This may be a strange being, because they are actually a shapeshifting *Candy Elemental* that can make any form out of various candies from whatever world they are on.

And yes, if you do visit any new locations that have any alternative or completely brand new candy, they will add that into their vast collection to use in making their forms.

Though for some reason (and optionally if you wish), this being will also like to make preferred forms inspired from several fictional characters based on a human being called ‘John Candy’ in either physical likeness or their varying personalities.

(And yes, they are not opposed to having real human forms or anything else that may work in fitting in across other worlds and settings if you can help them with that matter.)

Little Specter [100]

This is a small spherical ghost that would like to have a friend, despite how quiet and shy they are. And now, you can be that friend if you want. The ghost will also understand and speak whatever your preferred language is, albeit will need some time (and maybe some help) to speak it fluently.

The ghost doesn't need any of the stuff any living creatures need to function, but can partake in eating and drinking, among other activities the living like to do for fun and passion. And in case you are wondering, they rely on their ethereal arms and/or form of poltergeist-like power to use tools, equipment, and so on. Their form will also easily accept any armor or clothing, automatically fitting to their ghostly body.

That said, this little ghost also has a strong liking towards cream sodas, especially if they get used in making cold ice cream floats, among some other favorites it may or may not have in other food and non-food related things.

Gallow Companion [200]
You wish to invite me along? I…I may actually take you up on that.

As for what I can offer, I am a master practitioner of Vine Magic, given what you see of me now. But I also hold passions in the art of creating unique meals and food-related items involving the art of cooking.

As far as other skills go, I can easily train you with the skills I mentioned earlier, alongside also studying creatures of various origins and forms to learn about handling them in multiple scenarios and situations.

Before I forget to mention, I also do not appreciate ***Gallows Humor*** or whatever you would call it. And I'm aware of what my name is…It doesn't change the fact that while I do prefer acting mischievous on occasion, I also will be careful about it.

So what do you say, my possible new companion and friend? Just let me get my various staves, books, and supplies before we leave…

Festive Spookiness Theme (Supplement/Crossover Mode)

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

(You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Tricks For Treats (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Extended Night [+100]
You can use this to extend the project time you spend here by 10 years each, but any further time extensions past 5 will not give you any additional HP.

Trinkets and Rocks [+200]
In case you or any others with you are engaging in Trick-Or-Treating, you will find that you will be given far less treats and more possibly useless trinkets instead. And maybe a few pet rocks as well…

…And in case you are on the other end, the people doing the tradition may ask for those items instead of candy or treats, albeit very rarely in exchange.

After-Festive Cleanup [+300]
If you or any others associated with you (ala Followers and Companions) host anything, you will find that the venue/place holding it will need to be cleaned up after everything is done.

It won't be dangerous, but it will be at least a bit time consuming. And no, you can't rely on any Perks or Gear that would automatically handle these matters, nor anything that would trivialize the work needed to be done.

(In case you and said associates don't host at all, the ones you do attend will ask for you to help clean up when you are available, while retaining the same nulling rules for Perks and Gear up above.)

Trick-Or-Trick [+400]
You find that anyone in-setting, if they have any time will try to perform more tricks on each other, and especially you. Thankfully, they will never be sprung up during any major events or when such things will be inappropriate to do so.

That said, what they end up doing will always be harmless and/or very brief, so the only thing you may worry about is getting your ego damaged or a bit more surprised often.

Gallow's Task [+500-600]
I have a simple task to ask of you before you depart. One of my interests is the talent of creating meals, treats, and drinks of various kinds. And what I simply ask is for your feedback and notes on what I will send you to test.

Nothing you will receive will be harmful to you, except in the varying spectrum of tastes. And I will only send these when you have unspent time to use up, while also making sure it can be edible for any form you may be in at the time.

For an incentive to add onto the task with a fitting compensation (of an additional **100**), I will send more items to be tested per session. But also include some of my own experimental recipes focused on making various sugary candies, confections, and treats being more nutrient and mineral rich for beings of all kinds.

And if you cannot complete these tests before you leave this 'Jump' you are on, you can spend however long you will need to complete them or give away these meals and treats to others who would wish to experience them.

Even if you do not take the time to handle this task, I sincerely appreciate you taking up your time to let me offer for you to decide on.

Halloween Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

All Morning's Rise (End Results)

So with your time here over much like the end of the novel, what do you do next?

Off to New Tricks-Or-Treats (Next Jump)

All-Extended Celebration (Stay)

Post-Holiday Home Return (Home)

Notes Section

-On Form Candy
If you wish, you can actually use this to instead just gain a form-fitting costume that will be of any quality you want instead of having to transform. And don't worry, these will be comfy and study enough to handle any normal festive activities while they last.

-On Imitation Candy
Yes, I did make an optional companion that can be a substitute for any character played by the late John Candy. And in case anyone is wondering, this is to make up for the lack of a 'John Candy Jump' as of this time.