

Now you've probably wondered where holidays come from.

If you haven't I'd say it's time you begun.

This is a world where human holidays exist as towns in another dimension. Each of these towns is full of everything most commonly associated with that holiday, Easter is full of chocolate eggs and rabbits, Christmas is full of elves making presents, etc.

You are a resident of Halloween Town - a town full of monsters, spookiness and good natured mischief.

You arrive shortly before the Halloween at the start of the movie, just as the last preparations are being done to make this the scariest one yet. Soon enough Jack Skellington, the king of the pumpkin patch, will find his way into Christmas Town and attempt to claim Christmas for his own.

You have 1000 CP

IDENTITIES

Choose an *Identity* for free.
Each identity has a different skillset and history.
You may change gender for 100 CP.

You may choose to forgo new memories and a history and instead drop into Halloween town as a new and interesting spook. You must still choose an Identity.

SKELLINGTON

Apparent Age - ?

Number of Halloweens - 20+2d8

Please make way for a very special guy. You're a Prince or Princess of the Pumpkin patch as a relative (however that works) of Jack Skellington. This makes you a thin, tall skeleton with an honoured place in Halloween town and a particular knack for making each Halloween scarier than the last.



TRICK OR TREATER

Apparent Age - 9

Number of Halloweens - 7+3d8

To the casual observer you're just a normal kid going trick or treating. A closer look, however, will reveal that there's something not quite right about you. Perhaps it's the glowing eyes peeping from behind your mask, the pointed teeth, the pallid skin or the tail that seems more a part of you than part of your costume.



EXPERIMENT

Apparent Age - ?

Number of Halloweens - 20+1d8

You're the former experiment/assistant of Dr. Finkelstein and have long been involved in the nitty-gritty aspects of making Halloween. You've recently struck out on your own, your creator has replaced you and you've learned more than enough tricks to be a credit to mad science in general.



BOOGEYMAN

Apparent Age - ?

Number of Halloweens - 20+3d8

You're not from around here at all but have come to embody some of the nastier aspects of Halloween. Whether an ally or rival of Oogie Boogie, you're another boogeyman. This means you're an animated sack full of bugs that you control. Your true form is a 'brain bug' from which you control the others.



PERKS

Purchase *Perks* for skills, abilities and powers.
Discounted *Perks* cost 50% of the full price.

Danny Elfman Soundtrack

You can carry a tune, have fitting orchestral backing music and occasionally everyone breaks out into song. The songs are catchy, are related to whatever is going on around you and you know all the words.

Free

I AM THE PUMPKIN KING!

A fundamental affirmation of your character for when you just need to feel like your old boney self again. By proclaiming one of your names or titles (during crises of confidence or when generally acting unlike yourself) you can bolster your core personality and willpower considerably.

100 CP - Free Skellington

At Least I Left Some Stories They Can Tell

While you can still learn from your failures you no longer feel any sense of regret as long as your failure was dramatic/crushing enough to make an interesting or funny story.

100 CP

What's This?

You retain a childlike sense of wonder and joy at finding new things. New surroundings and interesting places just make you warm and fuzzy inside. Just try not to get so obsessed about something that you nearly ruin Christmas.

100 CP

Tricky

You have the cunning, craft and mischief to make you one of the greatest Trick or Treaters Halloween has ever seen. You always know how to make tricks the perfect balance of amusing and mean, find that your tricks are elegant in their planning and execution and have a flair for poetic irony.

100 CP - Free Trick or Treater

Nice Pipes, Bone-Daddy

You are a great musician giving you extreme proficiency in a single instrument of your choice and making you decent at several others. You also find that you have a peculiar ability to imbue your music with a specific vibe or theme (from the spooky excitement of Halloween to the thankfulness of Thanksgiving) that everyone listening will feel in some way.

100 CP

Now Pay Attention

You are capable of introducing incredibly alien cultural ideas to societies and tend to be greeted with enthusiasm when you do so. They don't necessarily get the right end of the stick though.

100 CP

Halloween Potioneer

You have a knack for making spooky potions with mundane materials. From mixtures that create vast amount of fog when put into contact with water to using deadly nightshade to knock the dead unconscious. It may not always make sense but it comes in handy whenever you want to cover someone in slime or give them boils.

100 CP - Free Experiment

Hiding Under Your Bed...

...in the closet under the stairs, in trash cans, etc. You can cause a monster to pop out of pretty much anywhere a child could be scared of for fear of monsters. They're not particularly good in a fight for the most part but they have the element of surprise and generally scare the hell out of people nearby. After this you can choose whether they return to their hiding place and disappear or try to make their way in the world.

200 CP

A Place That Perhaps You Have Seen In Your Dreams

When you sleep and dream you can choose to go to the place where holidays come from. Christmas, Easter, Thanksgiving, Halloween and so on. You can't bring anything in or out but what you're wearing (and food here will not sustain you) but it all seems real while you're in there.

100 CP

Gambling

You're a gambling boogeyman although you don't play fair. You have an uncanny knack of winning (cheating) whenever it comes to games of chance. You may not be able to get away with it with any opponent (although you usually can) but you always know the exact amount of cheating you can do before you'll get caught. Comes with a loaded set of dice that a snake lives in.

100 CP - Free Boogeyman

Premonitions

When you are about to run into a real disaster you frequently have cryptic (but usually obvious) visions that indicate what is coming if you do not alter your course of actions from what you would otherwise do.

200 CP

The Who When They Call 'Who's There?'

Whenever someone asks a question roughly along the lines of 'Who's There?' you have the opportunity to be that someone. The moment it happens you can choose to appear where they suspect someone is and instinctively know a little about the questioner and their current circumstances.

200 CP

A Witch's Fondest Dream

You find that how frightening you are gives a directly proportional boost to how attractive and impressive people find you. Well, certain types of people anyway, it only really works on occult, morbid or diabolical people/monsters (or those with a sufficient obsession with occult, morbid or diabolical topics).

200 CP

Spirit of the Season

Many residents of the Holiday Towns give a strong impression of their holiday just by being around them. You however go further and emanate powerful waves of the feelings associated with a holiday of your choice. Going with your native Halloween will encourage dressing up in those around you and make you a great deal spookier, Valentine's Day will give you a tangible air of love and romance, etc.

300 CP



Spindly

You're long and spindly. While unusually tall and all skin and bone (with skin being entirely optional) you are not any the less durable for it, you can take a blow and resist being knocked over as well as an extremely solidly built person of the same height. On top of this you are capable of incredible feats of agility, dodging, climbing and acrobatics due to the lightness of your frame.

200 CP - Discount Skellington

Making Christmas

You can cause a whole city to become obsessed with a specific goal for a couple of days. This works inversely proportionally to how much you stand to gain personally from such a compulsion. 'Make Christmas' will have the whole town out in the street building toys, 'give me money' will simply result in people occasionally thinking about handing you the change they find on the floor.

400 CP - Discount Skellington

Master of Fright

With the slightest little effort of your ghost-like charms you can make grown men give out a shriek. With a wave of your hand a well-placed moan you can sweep the very bravest off their feet. To put it briefly you're scary and if something can be scared you can terrify it. Only those who have particularly strong willpower (or have no fears) can stop themselves from becoming quivering wrecks in your presence.

600 CP - Discount Skellington

Crossed Fingers

If you have your fingers crossed people will never think you're lying. They may think you're incorrect or simply mad if they have cause to do so but they will never expect that you are being disingenuous. This doesn't work if they can see that you have your fingers crossed.

200 CP - Discount Trick or Treater

Harmless Fun

People have the oddest tendency of laughing off your infractions against polite society. Even things like kidnapping will result in a light slap on the wrist and a chuckle as long as nobody is injured in the long term. You also seem to be given important jobs despite your reputation for duplicity or malice.

400 CP - Discount Trick or Treater

Birds of a Feather

You have a sixth sense for duplicity and betrayal and know exactly when an ally or neighbour is about to move against you. You can sense who betrayed you, where it's coming from, why they're doing so and (if possible) exactly how to get them first.

600 CP - Discount Trick or Treater

The Scientific Method

You are brilliantly knowledgeable when it comes to anatomy and electricity but your real gift is in inventing. While generally an insightful and skilled inventor you find that the more macabre or spooky your creations are the more brilliant and truly inspired they become.

200 CP - Discount Experiment

Monster Mash

You have the ability to animate dead body parts. Creating a fully sapient person out of parts is as easy as getting the parts together and attaching them to one another (although controlling them is a different matter) and making several flying skeleton reindeer in an afternoon is exceedingly simple.

400 CP - Discount Experiment

Finkelstein's Monster

You are a collection of (dead) body parts joined together by either yourself or another. It takes a few days for new body parts to become a true part of your body but with time you can learn to use the dead tissue/organs/limbs of other people/animals as though they had always been part of you. Parts that are removed from your body remain under your control for several days before having to be reattached to your body.

600 CP - Discount Experiment

Trapper

With a hole underground, neither appropriate materials nor equipment and without any assistance you can construct a neon gambling-themed death-trap (with singing skeletons) in a couple of hours. When it comes to making traps it doesn't really seem to matter what you have or how ambitious they are - you can make it happen.

200 CP - Discount Boogeyman

Shadow on the Moon at Night

At night you become extremely intimidating and can enhance this further by causing your shadow to be projected on the moon for all those nearby. You are also capable of causing people to have terrifying nightmares just by being around them and can vaguely influence the forms such nightmares take.

400 CP - Discount Boogeyman

Last Bug Standing

Rather than a brain bug you are true single-minded hive. As long as one of the creepy crawlies that makes up your body survives you will as well. You can also absorb any bugs you come across into your body (as long as they're no larger than a small snake) and attain any special qualities they have. It takes little time to form a new full hive after the last one is destroyed or dispersed. Bugs separated from the hive regain independence after a few minutes and you can lose control if the hive gets too massive.

600 CP - Discount Boogeyman

ITEMS

Purchase *Items* for possessions, pets and companions

Discounted *Items* cost 50% of the full price.

King Pumpkin

A single large Pumpkin with a sinister face carved into it. When the candle is lit other Jack-O-Lanterns of different sizes with different faces begin to appear in the vicinity. These pumpkins can spread and duplicate to cover a city-wide area. When destroyed others appear to take their place. The candle in the King Pumpkin burns indefinitely unless you blow it out.

100 CP - Free Skellington

Skeletal Reindeer

Up to eight skeletal reindeer, each capable of flight and with a good sense of direction. You can ride them, use them to hold a sleigh aloft or just use them to ruin children's Christmases.

100 CP

Ghost Dog

A loyal and friendly ghost of a dog. Has your best interests at heart, will begin to look distressed when it sees you making bad decisions. It has a nose that resembles a Jack-O-Lantern that can produce a great deal of light. Incorporeal but can still affect things when it wants to/play fetch. You can instead import an existing pet of your own granting them a ghost form.

100 CP

Mask

A mask that a child would wear at Halloween to appear as a ghost, ghoul or other monster. It has the strange effect that as long as you wear it and have roughly the bodily proportions of a human, people will see you as a completely normal human wearing the mask. Works best when you are child sized as people tend to have less of an issue with children dressing as monsters.

100 CP - Free Trick or Treater

Fairy Lights

Capable of making anything Christmassy (from trees to electric chairs), are as long as you need it to be and fill people with Christmas spirit and good will to all men when looked upon. Does not require a power source. Has less effect on people who have been naughty that year.

100 CP

Toy Machine

It's time to give them something fun they'll talk about for years to come. This machine makes toys, wherever you are it will produce the toys most common/popular with the native children (as long as they are not too high-tech or powerfully magical). Has an 'Evil' lever on it that causes toys produced to be dark twisted versions that attack people.

100 CP

Mad Science Bag

A needle and thread, some bone saws, a book on the scientific method and various reagents required for various potions with spooky effects. These pieces of equipment can be used to get to the scientific principles behind holidays and may be used to distil and produce the feelings associated with these holidays (which may allow for elixirs that produce mild effects of fear, romance, turkey, etc.)

100 CP - Free Experiment

Candy Cane

A giant candy cane that when planted into the ground starts to cause other candy canes to sprout out of the ground nearby. They start small but grow increasingly large. With enough time, patience, attention and Christmas spirit you can turn them into an entire forest of candy canes.

100 CP

Sleigh

A sleigh that flies of it's own volition and does so at impossible speeds when delivering presents and breaks the sound barrier under normal conditions. Can carry incredibly heavy loads and can cause it to start snowing over the area it flies.

200 CP

Sack

To the untrained eye this is just a sack to hold your bugs in. It is, however, the finest sack a sentient swarm of bugs could have. It cleans itself, never unravels and is surprisingly durable. You may import any set of body armour you have and give it a ragged form that can be moved and controlled easily by a swarm of bugs. You may choose the body shape of the sack.

100 CP - Free Boogeyman



Dearest Friends

You can create a new companion or import an existing one for 100 CP. You may create/import up to four for 200 CP and can create/import 8 for 300 CP. Each companion receives a free *Identity* of your choice, the free *Perk* and *Item* associated with that *Identity* and 300 CP.

100, 200 or 300 CP

DRAWBACKS

You may take Drawbacks for additional CP.
You may take up to 600 CP of Drawbacks.

Here in an Instant, Gone in a Flash

What does it mean? What does it mean? Inspiration hits you thick and fast but just when you think you're finally understanding something important through your bony fingers it does slip. It is common and incredibly frustrating.

+100 CP

Poorly Built

Your body has a tendency to fall apart and a stiff breeze is enough to detach your limbs and head from your torso. Although this never proves fatal it can be difficult and extremely annoying to spend so much time putting yourself back together.

+200 CP

Slimy

You are covered (head to toe) in brown, thick, sticky and smelly slime. You will never get used to the smell or the disgusting squelchy feel of it when you move. The more you try to clean it the more that seems to ooze out of you.

+300 CP

You're Mine You Know

You have an overbearing father figure that created you. You can't bring yourself to harm them in any way but they will meddle in your affairs and will generally try to control your life. You will feel guilty for disobeying them but you're restless and can't help it.

+100 CP

A Longing That You've Never Known

You occasionally become completely obsessed with a new concept and spend vast amounts of effort, time and resources to achieve a specific goal. Often this is directed towards stealing (and more often than not ruining) a holiday from one of the other holiday towns. Such obsessions are never healthy, end in failure and are never directed towards any sort of personal gain.

+200 CP

Two Faced

You have another face on the back of your head that takes over whenever it's startled (it's very frequently startled). To make matters work it infects you with whatever it is currently feeling (usually fear, anxiety and blind panic). You will spend more than half of the time nervous and afraid and this becomes yet more common when you are under pressure.

+300 CP

Kidnapped

Several times per year you will be grabbed by denizens of one of the other holiday towns. You will be kept in a sack and unable to escape for at least 24 hours while listening to muffled singing about whatever it is they're up to. Eventually you will be set free by one of your kidnapper's townspeople.

+100 CP

Exile

You are exiled from the towns of holidays and are exiled to the mundane human lands of Earth. You are also stuck in whatever form you gained in this jump and can never fully disguise your monstrous nature (even with a good *Mask*). Cannot take with *Kidnapped*, *A Place That Perhaps You Have Seen In Your Dreams* does not work for this jump.

+200 CP

Seasonal Power Disorder

Your powers wane as you get further away from Halloween and during other major Holidays. In September you'll only be a little weaker than normal but on Christmas day or during April you'll find you have almost no access to any powers either bought in this setting or brought in from any other. This affects both active and passive abilities.

+300 CP



FUTURE

After 10 years are up you will be given a choice.

Regardless of your choice you will keep any *Perks*, *Items* and Companions you have and shed all *Drawbacks*.

Go Home

Can't shake the feeling that you have, the worst is just around the bend.

You decide to go home, back to your own world and wake up in your own bed without fear of any monsters underneath.

OR

Stay

In this town we call home, everyone hail to the pumpkin song.

You decide to stay in this world of holidays for the rest of your life as an honoured and illustrious resident of Halloween Town.

OR

Move On

There's an empty place in your bones that calls out for something unknown.

You go on to the next world and the next adventure bringing spooks and scares to faraway lands and new places.

NOTES

- *Spirit of the Season* can be taken multiple times.
- *Last Bug Standing* is not particularly useful unless you're made of a lot of bugs.
- *Finkelstein's Monster* allows Skellingtons to take off their head and recite Shakespearean quotations and allows Boogeymen to incorporate dead insects.
- Boogeymen who take *Finkelstein's Monster* can control individual insects that leave the hive for several days before they regain their independence. They cannot, however, use *Last Bug Standing* to cause their consciousness to enter one such insect if they have been away from the hive for more than a few minutes.
- With *A Place That Perhaps You Have Seen In Your Dreams* you access a version of the Holiday towns that is not frozen in time during dreams.
- *The Who When They Call 'Who's There?'* gives you the location of the asker before you decide to teleport but gives you the information about the current circumstances as you are doing so.
- *Spooky Companions* do not have to have the same exact history as you would with the same *Identity*, a Skellington may just be a plain old skeleton and an Experiment may just be a zombie.
- Cool cats don't trip.