Tales of Halloween Jumpchain



by Faucheusestar

Welcome to a strange and spooky world trapped in an eternal autumn and populated with Halloween creatures, pretty spiders, bats, black cats and of course, disguised humans.

Take **1000 Choice Points** to fund your adventures.



Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• Trick or treat?
In front of you is the door to a house, a small bag containing sweets in your hand and the disguise of your choice as clothing.

2• A Graveyard
A graveyard of course, what could go wrong in such a spooky place?

3**• A festival**
You're in a pretty autumnal forest and you see the light of a campfire and music in the distance, a festival full of stalls and games seems to be just around the corner.

4• A Spooky Mansion
Of course, doing urbex in such a scary place is certainly a good idea. But don't worry, you're not alone...

5• Land of tales
Maybe there's a place in a fairytale/a game/story or any media related to Halloween or autumn that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.



Tales of Halloween [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.



Legendary horror monster [Free]
We're dealing with a celebrity, or at least a spooky creature. You can use the powers of various spooky Halloween creatures.

Race

Jumper isn't reduced to the lifespan of a normal animals/creature of your choice



Little spooky animals [+200 CP]
You're little animals. If you couldn't talk, it would be hard to tell you apart from normal black cats, ravens, rodents, owls, ect…. If you want to take a bigger or something similar you can but you don't get the +200 CP.



Anthropomorphic spooky animals [free]
You may stand on your claws, you may look like an anthropomorphic raven or maybe a cat or maybe it's just your head with a human body the size of an adult human.

Spooky animals' trait [free]
Whether you're a tiny human with animal traits like wings of crow or cat's ears the size of a small animal standing on her talon or a human-sized.



Strange creature [200 CP]
You are a supernatural creature can be a ghost, a zombie or maybe a spooky skeleton or other from another media/tale/video games and have its power and weakness, if the spooky icon you choose has perk associated with him on this jumpdoc you can take them for free

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]



Halloween appearance [Free]
You can choose to look any way you want, but if you do, it will be in line with this party. Your skin will be particularly pale, as will all the spooky features you want.



Halloween Forever [free]
You can change the theme of any jump. It will now have a strong Halloween theme, the seasons will still feel like autumn, and the plants will get used to it, but with an appearance that reflects this holiday.



Therianthropy [100 CP]
You can transform yourself into one of the animals linked with Halloween like a rodent, black cat, bat or other, if you are an animal, into a Halloween animal girl/boy or an anthropomorphic animal.



“Trick or treat” [200 CP]
You can put your target in that Cornelian choice of giving you delicious sweets or suffering a Halloween themed curse although the curse is always random it's not always also so nice that all your trees are now covered in toilet paper as if they were strange Christmas trees.



Drop in

Autumn Magic [100 CP | Free for Drop in]
You can use autumn magic to do a few little tricks related to this season, such as making a few mushrooms or autumn-related products appear and other light cantrip. With each passing autumn, this perk power increases, if only slightly. But as the years go by, it will allow you to accomplish great things linked to this season, such as putrefaction.



Trick [100 CP | Free for Drop in]
You're really good at pulling pranks on people, from the most unpleasant to the most stupid. People will find it a bit harder to understand that it's you, so they'd better give you lots of sweets!



Or Treat! [200 CP | Discounted for Drop in]
You really are exceptionally good at making all the sweets as well as pumpkin dishes. This reaches a point where someone might really reconsider hurting you in exchange for candy. Although this has a limit and doesn't affect those who specifically want you dead unless you can convince them it's particularly delicious candy after all!



Halloween is so fun! [200 CP | Discounted for Drop in]
It's Halloween, so why get bored? There are lots of silly things to do, cute bats and cobwebs to hang! Or maybe all that white powder has finally got the better of you! And yes, I'm still talking about sugar. You can't get bored, even in your everyday life. After all, Halloween is a state of mind!



Samhain [400 CP | Discounted for Drop in]
The veil between the world of the living and the dead, and that of mortals and gods, is a thin line for you. Whenever you want, you can weaken this boundary, either to cross over into these dimensions yourself or to let lots of ghosts and other Halloween creatures wander around down here.



Not so spooky [400 CP | Discounted for Drop in]
There's a hand sticking out of the toilet. Most people run away, but you can squeeze it. You're not so frightened of things that you amaze the spookie creatures, who might even become your friends!



Halloween artisan [400 CP | Discounted for Drop in]
You are really gifted for all Halloween creations! The costumes you create will be much better and so will anything else you create with this theme!

Fungus Manipulation [400 CP | Discounted for Drop in]
Autumn is also the mushroom season, and you're a master at handling them. Whether it's generating them, increasing their efficiency or their growth, anything related to mushrooms or with a mushroom theme will now be much more effective than it should be.

It’s not a disguise! [800 CP | Discounted for Drop in]
On this beautiful Halloween night, you can be whatever you want to be with a simple disguise. Thanks to the magic of the spooktober, you'll be able to take two origins or two races in a Jumpdoc. Not only will no one be able to see anything wrong with this, but you'll also get a pretty disguise on the theme of the two origins/races.



Tale of Halloween



Detective [100 CP | Free for Tale of Halloween]
All those horror stories and mysterious cases have served you well. You find it easier to find clues and solve investigations when it comes to particularly strange cases.



Painter [100 CP | Free for Tale of Halloween]
You're just like Pickman, your talent as a painter is undeniable and you're perfectly capable of representing the shape of any abomination. Ideal for any self-respecting haunted mansion decor!



Trap master [200 CP | Discounted for Tale of Halloween]
You're very good at making various traps, sometimes rather far-fetched but always with a frightening appearance, to trap various monsters and other ghosts or perhaps your unfortunate victims who do not give you sweets.

The Curse of the Mummy [200 CP | Discounted for Tale of Halloween]
You may have heard this story about archaeologists who want to plunder a tomb but their pet dies by the symbol of the one who lies there and every fool who has dared disturb its sleep dies in a mysterious way. You now have the same power if you put up a warning message to prevent people from entering. They will be forced to see it and will know what has marked it, if they cross anyway then the same curse will strike them. Maybe they'll manage to survive the strange curse, but at least they'll be terrified!



Jack-o'-lantern [400 CP | Discounted for Tale of Halloween]
Like Jack, you're a living legend in the art of cunning and deception, your words and your knowledge of the weaknesses of various dark creatures are your greatest weapons. And you'll easily be able to trick someone like the Devil several times in a row. Strangely enough, instead of getting angry, the creature will respect you for your cunning, even offering you gifts like the coal from hell that the Devil gave Jack.



It's alive! [400 CP | Discounted for Tale of Halloween]
You're like the monster... Yes, I'm talking about Doctor Frankenstein, you can assemble pieces of corpses to create your own creature with the help of lightning... let's hope you treat them well.



Witch [600 CP | Discounted for Tale of Halloween]
You know the magic and can fly on a broom, create potions and other ointments, and cast curses that damage crops. What's more, your knowledge makes you a very good magic teacher. And, you're really good at running a coven and using your powers with other people to amplify their effect, especially when it comes to scary rituals!



The storyteller [600 CP | Discounted for Tale of Halloween]



And then all of a sudden the creature comes out of the bushes and kidnaps the unwary person who heard the story... Where did it go? Maybe you're too good a storyteller, or maybe it's because you can now make the horror stories you tell a little more real, and even more so the ones you create yourself. Although what you create in this way is limited by your own power, you can at least bring the scenario of various horror stories into the real world!

Legendary horror monster

Winged mice [100 CP | Free for Legendary horror monster]
Aren't bats winged mice? In your case, it would seem so, as you have some of the same abilities as these rodents, such as a greater ability to dig, for example. If a benefit, object or anything else needs to be a rodent to work, it will work for you if it suits you.



Skeleton [100 CP | Free for Legendary horror monster]
Do you like skeletons? If so with this not only can you be a skeleton but you can add a bone theme to any alt form or object you own. And strangely enough you can dance and play the trumpet!



Scarecrow [200 CP | Discounted for Legendary horror monster]
You're not just any scarecrow, not only are the birds scared of you. But you can also train and control corvids more effectively. What's more, your fields will grow more efficiently and your harvests will be better and tastier!



Baseball Bat [200 CP | Discounted for Legendary horror monster]
What, you didn't expect this? One thing's for sure, you're really good at baseball! Whether it's throwing things with strange trajectories or using a bat perfectly... After all, it would be sad for a bat not to know how to use one!



Ghost [400 CP | Discounted for Legendary horror monster]
As a ghost you can easily walk through walls and become intangible, make objects move like any good poltergeist as well as scream loudly and feel the day someone is going to die like the Banshee.



Frankenstein's monster [400 CP | Discounted for Legendary horror monster]
To make the perfect life form, you need to pick the best bits and pieces from all over the place. You can now incorporate/replace any body parts, and they will work as if they were your own natural parts, even if this makes your form look unnatural. What's more, you seem to be able to heal with electricity.



Dullahan [400 CP | Discounted for Legendary horror monster]
You are a fey, in this case the headless rider. In addition to being immune to decapitation, as you already are, all doors will open for you, whether magical or not, and you can also find out who is about to die.



Vampire [600 CP | Discounted for Legendary horror monster]
You have all the traditional advantages of vampires, such as being able to transform into a swarm of bats or mists. Control certain animals and even charm people and all that can be found in old stories.



Items

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

Drop in



Halloween candy [100 CP | Free for Drop in]
Packed with delicious Halloween candy, you can take as much as you like out of your pockets.

Halloween costume [100 CP | Free for Drop in]
This is a trunk containing lots of Halloween costumes, although there is no magic property they are very well made and comfortable to wear.



Halloween treat [200 CP | Discounted for Drop in]
Did you know that Halloween isn't just about candies? There are lots of other treats too! Like candy apples or this cake! This is a barmbrack, a pastry containing raisins. You can make them appear when you're hungry, just like the other foods typical of this festival... If you don't think that's scary enough, you can also invoke the magical version of this dessert, which is filled with several small objects. Take a slice and during the year the effect will be activated:



- If you find a **ring**, your soul mate will appear during the year, even if it comes from another world
- A **cloth**, then you'll have bad luck all year long
- One **coin** you'll have a lot of wealth, whereas for a **bean** it's the other way round.
- A **stick**, then you'll have a year full of conflict!



Pumpkin field [200 CP | Discounted for Drop in]
A large field of delicious pumpkins or turnips filled with the magic of Halloween: The lanterns made from them won't rot or go out and if you place a carved vegetable on the head of one of your constructions it will come to life.



Hand of Glory [200 CP | Discounted for Drop in]
Is it a severed hand? In any case, it seems to illuminate the surrounding area with a light that only you can see, as well as opening closed doors. It can move on its own and you get a jar of mandrake as a gift.

Voodoo [400 CP | Discounted for Drop in] Did you know that zombies are a very real and very scary thing? And now you've got a fully functional book of voodoo magic and a perfectly ordinary recipe for turning people into zombies and making them do whatever you want.

Scary shopping lane [600 CP | Discounted for Drop in]
This mysterious hidden street is full of spooky shops that belong to you. The various shops sell many Halloween-related items, although you'll soon notice that everything there is real: wearing the costumes will really give you the race and powers of the being it's based on, the brooms really work and the decorations are by no means made of plastic.



Tale of Halloween

Jack o'lantern [100 CP | Free for Tale of Halloween]
It is an eternal flame contained in a turnip or a pumpkin if you prefer them, its light has nothing natural it can illuminate in any circumstance even in the darkest places and ward off evil spirits.



Fireside stories [100 CP | Free for Tale of Halloween]
A collection of books filled with urban legend, old horror films and fireside stories. Marshmallows are included, even though they too have a spooky shape!



Ouija board [200 CP | Discounted for Tale of Halloween]
This Ouija board works perfectly. Enjoy chatting to the creatures from the beyond, but don't forget to say goodbye properly at the end!



Sorcery furniture [200 CP | Discounted for Tale of Halloween]
This sorcery set contains a broomstick, cauldron, manuals and a host of ingredients, all packed into a small magic bag, enough for all your mischief-making!



Haunted painting [400 CP | Discounted for Tale of Halloween]
This kit contains numerous haunted paintings such as one that causes fires, some that spy for you, others that cause uneasiness, ghostly apparitions and other nightmares to decorate your home as well as all the materials and documents to learn how to create your own.



Laboratory [400 CP | Discounted for Tale of Halloween]
A laboratory hidden away in the middle of a graveyard that's still in use, it's equipped with everything you could possibly need, from a lightning conductor to play Dr Frankenstein, a small greenhouse and zoo for your potions and other evil spells, plus the machines you need to make delicious sweets!



Cult of the Jumper [600 CP | Discounted for Tale of Halloween]
Your own cult, full of cultists wearing long, scary hooded robes, will work zealously for you. They'll help you by supplying raw materials or performing all sorts of scary tasks for you. In the next jump, you'll discover that there are secret sects who worship you and will come to offer you their help.



Legendary horror monster

Dad joke crate [100 CP | Free for Legendary horror monster]
A strange crate it's filled with objects of varying usefulness based on lame puns about supernatural or no Halloween creatures it obviously contains a baseball bat but who knows what kind of puns you might find in there!

Dame blanche [100 CP | Free for Legendary horror monster]

A Dame blanche... A priori there's a mistake, it's not a ghost but a delicious dessert and you can make this delicious dessert appear whenever you want. The effect would no doubt be identical if, at a bend in the road, you made it appear on the back seat of the car and made it stay there menacingly!

A white blanket... [200 CP | Discounted for Legendary horror monster]

Yes, it's a very simple blanket, except for the eyeholes and the fact that when you wear it you can pass through walls at will and levitate. Strangely, the blanket seems to move on its own, as if it were a real ghost.

Haunted VHS and other object [200 CP | Discounted for Legendary horror monster]

A crate of objects each filled with mischief and horror, which puts you in the monster's place. For example, a video that, after you've watched it seven days later, will make you appear, or a double of you in front of the unfortunate victim! Or a strange book haunted by you

Dullahan carriage [400 CP | Discounted for Legendary horror monster]

This means of transport is perfectly suited to Halloween celebrations and is based on the dullahan's carriage. Although it can take the form of all sorts of spooky means of transport like hearses, for example. Plus you get a banshee with the look and personality to suit you. She knows how to drive the vehicle and knows exactly when someone is going to die, ideal for reclaiming their souls or perhaps saving them in exchange for lots of sweets. After all, it would be sad if there was no one left to scare!

Vampire Castle [600 CP | Discounted for Drop in]

This great gothic castle populated by gargoyles and bats and devoted zombie maids is now yours! It's the perfect place to hold masquerade balls, or perhaps to entrench yourself against a horde of peasants armed with pitchforks and torches.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift



Scenarios

Scenario One [Trick or Treat]

It's Halloween forever here, a never-ending candy hunt and in this strange world of tales and legends about the spookiest month of the year everyone who's scared will be dropping special candy spontaneously to match the terror generated. It's a race of fear, candy and spells, and it's up to you to be the scariest person in the world!

Reward

You've succeeded to spook a lot of people and you're without doubt the spookiest person here.

• A little witch cat girl offers you lots of delicious pumpkin candy, 500 CP of items for this Jumpdoc. And she'll give you lots of spookie goodies linked to your current jump every year as long as you scare enough people and have a great Halloween party.

• Besides, all that training wasn't for nothing. You've gotten really good at scaring people.

Scenario Two [Pumpkin carving]



You take part in a pumpkin carving competition and as long as you apply and play the game you win the reward.

Reward

• + 200 CP

Scenario Three [Pseudo gauntlet]

The alarms are ringing and on both TV and radio a message is playing over and over again: it's the end of the world, a zombie apocalypse which, according to some obscure source, was caused by an attempt to bring someone's cat back to life! Your mission will be to survive in an eternal autumn where everything has been replaced by objects linked to this holiday for the next ten years, although you can also take a vehicle and drive thousands of miles on a road trip to a place that all sources say is safe, up to you!

Note

• It's a kind of gauntlet if you or your friends die that doesn't put an end to the chain and after the ten years spent here are over and as long as there is at least one member of your group who survives you win.

• What's important is that you and your companions will have to survive without your supernatural powers/objects and with just normal human abilities! Your magical objects and powers from this jump or not and your race will be momentarily transformed into more 'normal' objects, adapted to the normal human level and adapted to the look of this party and of course in pretty high-quality Halloween costumes.

Reward

• You keep the items that were created to reflect your races and powers, which are now no longer as limited and will work just as well as if they were normal perks and items.

• Choose three of your perks that give you skills that normal humans could have. They've now been added to your body mod, or at least you can use them in future gauntlets.

• + 600 CP to use in this jump or + 300 CP to buy something scary somewhere else

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters from a spookies series huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

One Candy [+200 CP]
You're only allowed to take one piece of candy, whether it's from the candy jar or if you're rummaging through an abandoned shop during a zombie apocalypse, you can only take one piece of candy per pack. You will be obliged to leave the rest and this also applies to the chocolate bar and all types of Halloween food.

Haunted [+200 CP]
There are People in your house who not only behave as if you're not there. But they think they're home and keep saying their house is haunted. You can get rid of them but others will come back over time for an extra 200 CP, the new nuisance will come back every week.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Trick [+400 CP]
Wherever you are, you are always the victim of pranks, most of which are really not funny and will annoy you.

Jumper's phobia [+400 CP]
What is your greatest fear, Jumper? Maybe you're a Furret suffering from basophobia... Yes, the fear of walking! In any case, this jump is now filled with your greatest fear, whatever it may be.

The fear of the unknown was the greatest fear of all [+600]
Are you sure you want to do his Jumper ... This Halloween jump not spooky enough for you? Fine, thanks to this it is now filled with Lovecraftian situations. Good luck you'll need it!

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.