Monster House

Jump by 9anon



The year is 1996 and it's nearly Halloween in the sleepy town of Mayville. While the town prepares for another Halloween, a 12-year-old boy by the name of DJ Walters has been spending his free time observing his neighbor, Horace Nebbercracker. Nebbercracker is the neighborhood's cranky old man who threatens any kids that enter his property, making him both something of an urban legend and a target for ridicule among the local youth. It's known that any toys that enter his property are as good as gone, and his creepy, rundown house seems to reflect his own waning age.

You arrive about a week before DJ has a run in with Nebbercracker that sends the latter off to the hospital and Nebbercracker's house starts to act on its own. Here's **+1000cp** to help you settle into this world for the coming decade and enjoy the Halloween season.

Location

Mayville: You'll begin your time here somewhere in the small town of Mayville. The notable locations are the local pizza joint, the pharmacy, an abandoned construction site, and Nebbercracker's old house. Although that last one will get up and walk away soon.

Origin

Any origin may be treated as drop-in.
You may choose your demographics within reason for your origin.

Kid: You are a child who's young enough to not be trusted with any responsibilities just yet, and chances are your parents would hire a babysitter to keep an eye on you if they needed to leave town for a while. Though that's not a guarantee.

Adult: Whether or not you are actually a *legal* adult, you are someone old enough to have some autonomy. You could be a teenager working a job for pocket money, a regular working stiff, or maybe a retiree waiting out your last few years.

House [-300cp]: You were a human, once, until some tragic event left you dead. But rather than moving on, your spirit lingered and soaked into the property you died on. Now that property is you, but for as much power as you have over it, you're trapped there.

You may choose what sort of property you're inhabiting, even importing one of your existing properties should you have any.

Perks

Perks are discounted to their associated origin.
Discounted 100cp perks are free.

Kid Perks

Technically Supervised [-100cp]: The main trio of kids that get involved with the House are rather unsupervised for the duration. DJ has a deal with his babysitter where they get to do what they want as long as DJ observes curfews and stays out of her hair. Chowder is basically completely unsupervised, only getting a call from his father after spending all night with DJ watching the House after Nebbercracker apparently dies. Meanwhile Jenny was trusted enough to go about selling candy door-to-door on her own, and her mother was fine with her continuing to be out after a short call.

Whatever your case, you are often afforded opportunities to act without someone breathing down your neck, even when you're young enough that you'd generally need supervision. Maybe your caretakers are lax or downright neglectful, or maybe you've simply earned enough trust that they feel safe letting you off the range. However, this only goes so far, and you may lose these opportunities if you find yourself caught up in trouble too often.

Shrewd Negotiator [-200cp]: Sales are a hard sell. You need to get in your customer's head to understand their frame of reference, so you can find the way to convince them that buying your candy is their idea. And when statistics and fearmongering won't work, simple direct bargaining is often the key.

You have a knack for negotiation and haggling. If you've got something to sell, you know how to sell it, if you can sell it, and you can quickly ascertain who'll take it and for how much as you haggle with people. You know what sort of tact to apply in general, and can switch up on a dime when it's clear that your current approach won't work.

Class President [-400cp]: Jenny is a driven young woman - a real girlboss before her time, She's smart. She's driven. She's academic and confident. She's the class president at Westbrook Preparatory!

Well, so are you. Maybe not that last part, but you've got the intellect and drive to be a top student in pretty much any mundane school. You've got the cognition and memory to excel in academics, plus a load of general knowledge that updates each jump with stuff that most well-educated students of your age or background would know. It's also relatively easy for you to apply this knowledge when it's relevant - like recognizing that a haunted house's parallel to a uvula may have the same function.

Daring Escapades [-600cp]: Somehow, 3 children were able to take down a hostile animate house. They weren't without help and their original plans went horribly wrong, but things still worked out in the end. Your crazy, half-cocked plans are similarly fortuitous.

This doesn't guarantee that things will go as planned and you'll still end up over your head if you throw yourself into overwhelming odds, but you have a much greater chance of coming out the other end alive - and having encountered things to help you reach the same end goal in another way. Like the kids failing to put out the House's furnace, but finding information that allowed them to recruit Nebbercracker and ultimately put the House out of its misery anyway.

Aside from that, you also have excellent aim, even while performing dangerous feats. Examples include hitting a doorbell from the street with a slingshot and managing to toss lit dynamite down a chimney from a crane.

Adult Perks

Good Babysitter [-100cp]: Zee, DJ's babysitter, puts a lot of work into playing the part of a good babysitter for DJ's parents. Putting on a prim-and-proper act that she quickly discards for her usual punk attire and attitude when it's clear they aren't around.

You are similarly great at creating and maintaining social facades, and you can raise and drop them at a moment's notice - though it takes a moment to adjust your look to fit whatever impression you are looking to give off. People are also more inclined to believe your facades…at least until they see you drop one.

An Expert [-200cp]: Reginald "Skull" Skulinski is a staff member at Pizza Freek, the local pizza joint, and hardcore gamer. He's also the source of information for the main trio about the nature of their foe - telling them rumors of human souls possessing and merging with man-made structures.

Like this grand scholar of the supernatural, you too have a knack for picking up on information about local supernatural phenomena or otherwise unusual events. And unlike him, you can actually tell when that information is legitimate versus when it's just neat rumors that happen to match whatever crazy story some kids are consulting you about.

You're also insanely skilled with some mundane profession or hobby, and you can extend those skills to other fields for **-100cp** a pop. Be the ultragamer pizza freak with a finger on the pulse of the weird you were born to be.

See No Evil [-400cp]: For as hostile as the House is, it does a pretty good job of hiding its nature from observers. Even under the watchful eye of DJ prior to the film, he had no idea that house was animate until after Nebbercracker seemed to die and it started acting against him.

For some reason, your presence seems to have a dampening effect on any unusual or supernatural phenomena in your vicinity. This isn't a total immunity, but you're unlikely to encounter or witness such things unless you're walking into the lion's den, whatever's happening is already widespread, or an entity has thrown subtlety out the window. Or if you actually want to encounter the weird and spooky things that exist.

PG Rating [-600cp]: Fun Fact: The various characters eaten by the House throughout the movie surviving was a change made so the movie could maintain a PG rating. There were also plans for DJ to lure a couple bullies to the House, but that was scrapped much earlier for being too dark.

As if to keep a PG rating, you find that you are able to survive what should be a certain death. This only works for an outwardly ambiguous death - like getting quickly snatched inside a haunted house or falling out of sight. This can also only happen once per jump, or decade if your stay in a jump happens to be longer than usual.

House Perks

Best Bait [-100cp]: Of the many things the House can do, it can remember quite well. For each of the countless stolen toys sitting in its basement, it remembers the child it stole each toy from. It can even recognize a now drunken teenager and make use of the toy it stole from him as a child to lure him in.

You are a great manipulator, knowing how to best bait and lure people in. And once they're in your grasp, you know just how to use the tools at your disposal to terrorize them. This also works in reverse, if you're wanting to keep people away.

Normal House [-200cp]: The House has been alive for years. Decades. Since before the rest of the neighborhood it's in was even built. And the whole time nobody noticed this but Nebbercracker himself, at least until he had that heart attack. Hell, the House rampaged through the neighborhood and there was basically no response from any authorities.

You have a similar knack for keeping your own unusual nature under wraps. Not only are you great at making subtle use of your unusual powers and abilities, but you have incredible luck for such things falling under the radar even when under close scrutiny, people either completely missing the things you do or dismissing it out of hand. Of course, this protection goes out the window as soon as someone sees too much or you throw subtlety out the window, but until then you make a great ambush predator.

Genius Loci [-400cp]: The House has incredible control over not just the property as a whole, but also her internals - shifting and rearranging them with great flexibility beyond what you'd expect from her constituent materials, and doing so with enough precision to dribble as basketball.

It doesn't matter how unwieldy your form may seem, you are able to move with preternatural finesse and precision, allowing you to perform precise tasks and movements with even your most clumsy or least efficient parts. This also extends to anything under your control, including your powers.

Domus Mactabilis [-600cp/Free to **House**]: Latin for 'Deadly Home', the eponymous Monster House is the result of the unfortunate death of Nebbercracker's wife Constance. Fueled by her hatred for the children that tormented her during her time in a freakshow and after, her spirit melded with the property as it was built around her. To protect the local children from her wrath, Nebbercracker did what he could to keep them off his property. You are now a similar existence - a spirit possessing a structure and the surrounding property. This structure and the property are extensions of yourself, for better and worse.

You can twist all parts of the property to your whim as though they were parts of your body, even well beyond what's normally possible for their materials. Using trees as huge arms, splintering your planks to make facial expressions and then seamlessly reforming them, manipulating your ductwork in a snake-like manner to terrorize intruders and move them around inside you, and so on. However, you're limited to acting within the bounds of the property unless you go through the trouble of uprooting yourself, but that not only blows your cover but also harms your structural stability and removes your influence over anything but your central structure. You can also re-root yourself in another location, though it will take time for your influence to creep beyond your structure.

You have a vague sense of things happening anywhere under your influence, though it can be easy to miss things when you're distracted or spacing out. But when you want a better look, you can focus your senses anywhere on the property or peer out at the outside world from your structural body.

But for your power over your property, you are also tied to it. You have a core of some variety, like a furnace, that serves as your heart and potentially a variety of other internal structures that are analogous to other internal body structures and serve as lesser vulnerabilities - like a light in your foyer that acts like a uvula. You can reform yourself from catastrophic damage so long as your core remains intact, but this process isn't perfect and it gets harder to hold yourself together as the damage keeps piling on.

Items

You receive 3 100cp items for free, 3 discounts on 200cp items, and 1 discount on a 400cp item.
Items purchased here respawn, repair, and resupply each week.
You may combine similar enough items with those purchased here.

A Change of Clothes [Free]: A mundane outfit for your day-to-day life, including accessories and makeup if you want them, as well as multiple layers so you don't need to change your look too much for the changing seasons. Always fits you perfectly and automatically cleans itself each day, so you can wear it every day.

Beverages [-100cp]: A ready supply of some bottled beverage of your choice, always appropriately chilled and waiting in an appropriate receptacle - like a fridge or cooler. You can choose what beverage you get when taking this item, and change it at the beginning of each jump. You also get a bottle opener, so you don't have to get creative.

Cycle [-100cp]: A non-motorized, pedal-powered vehicle often used by younger folks - your choice if it's a tricycle or a bicycle or something weirder. Whatever the case, it somehow never gets stolen or otherwise molested, and you can always find it in a convenient-but-likely place when you need it.

Halloween Costumes [-100cp]: A whole wardrobe of outfits and accessories appropriate for the Halloween season. This stuff perfectly fits whoever wears it, and there's always whatever you're looking for here, but it's otherwise perfectly mundane.

Halloween Candy [-100cp]: A bowl that's always full of candy, so you'll never run the risk of suffering tricks because you couldn't provide the treats. It always has whatever candy you're looking for, as well as the perfect candy for anyone you're giving some to.

Slingshot [-100cp]: A classic Y-frame slingshot that's guaranteed to never break, as well as a pouch of perfectly shaped pebbles that never empties. The slingshot is also remarkably accurate, allowing you to hit smaller targets at longer ranges than you normally could.

Tacticool Supersoaker [-100cp]: A water gun with a flashlight taped to it. The gun itself never runs dry, though you still need to pump it to build up pressure, and the flashlight doesn't need batteries and never breaks. If you have or acquire a supply of fluids that a plastic gun like this can safely hold, you can choose to fill the gun's reservoir with that fluid so you can squirt things with that stuff. There's also nothing keeping you from separating the flashlight from the gun if you want to use either separately.

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Arcade Cabinet [-200cp]: The dream of many kids - an arcade machine of your own. You may choose what game runs on this machine at purchase and at the beginning of each jump, the paneling and controls updating as necessary. As the owner, you also have access to the configuration, whether you're wanting to set this up to slurp up quarters in your shop or keep it for personal use with infinite credits.

Piles of Toys [-200cp]: Your own version of the stash of toys that built up in the Monster House's basement over the years. While the stuff here is a little worn down and dirty, it is otherwise in good

condition and perfectly good for handing out in case you wanted to do that. I'm sure all of this could be useful for salvaging if you aren't keen on making the day of some kids.

Spy Kit [-200cp]: A collection of tools for those long stakeouts. A simple telescope with powerful magnification and a tripod, an instant camera that can be set up with the telescope to take highly magnified polaroids and which always has more film, plenty of notebooks and writing utensils, and even a corkboard with yarn and thumb tacks.

Stolen Medicine [-200cp]: An armload of medicine - cold medicine by default, but you can get a mix of over-the-counter medicine and other stuff you'd find on the shelves of a drug store. The stuff itself isn't special, but the pile never seems to run out of stuff.

Normal Car [-200cp]: Your standard mid-90s 4-door sedan. This particular example doesn't need fuel or maintenance, and repairs even the most catastrophic damage within a day. It also never gets stolen, rifling through, or otherwise molested by ne'er-do-wells, but acts of god are still something to be careful of.

Normal Job [-200cp]: Whether you're a working stiff or a teenager looking to make some pocket money, it's good to have a job. Wherever possible, you are able to find a decent paying job with convenient hours and an okay commute. This could be a regular salaried position or hourly work, or something more like babysitting or just doing odd-jobs around town, but you'll somehow make enough money to support yourself.

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Brick & Mortar [-400cp]: A small business under your ownership with a physical location. It could be a pizza parlor, a dentist's office, or something else you'd find in a small town in the mid-90s. The location has all the amenities and such you'd expect, and is completely paid-for in perpetuity - including a regular restock of whatever supplies the business would need. If you don't feel like being personally involved, you'll have no trouble finding people to manage things for you, and the business is guaranteed to at least break even.

Crate of Explosives [-400cp]: An worn wooden crate containing a variety of archaic explosives and detonators that, despite their apparent age, are just as effective as the day they were manufactured. All of this stuff is also much more effective for demolition efforts than usual - a single stick of dynamite can flatten a house if it comes to it.

Normal House [-400cp]: A lovely single-family home that wouldn't be out of place in any American suburb circa the mid-90s. It comes with all the standard amenities and appliances you'd expect, plus a connection to the internet that doesn't interrupt the phone line. It's all paid for in perpetuity, and stuff like the water and power continue to work even without access to municipal sources. The place also doesn't need maintenance, with any significant damage being automatically repaired within a day.

Companions

Create/Import [-100cp]: You may purchase this option multiple times, each purchase allows you to create and/or import up to 8 companions. Each companion receives 600cp to spend on an origin of your choice, perks, and items.

You may also create or import 1 companion for free with the listed benefits.

Export [Free]: Provided they are still alive at the end of the jump, you may bring anyone you've convinced to along with you as a companion or follower, chosen individually.

Drawbacks

No drawback limit.

Happy Halloween [Toggle]: Given that the whole plot of the movie plays out over 2 to 3 days, you may shorten your stay to 1 year in exchange for getting no points from any drawbacks you take alongside this toggle.

Big or Small [+100cp/+200cp];

For +100cp, you are remarkably scrawny and rather short for your age. This doesn't have too many social drawbacks beyond some well-intentioned ribbing, but it does notably impact your physical abilities - leaving you weaker than you'd normally be.

For +200cp, you are on the opposite end of the spectrum - permanently morbidly obese. Beyond the obvious drawbacks of lugging all that weight around, you also suffer some serious social stigma that's likely to leave you a bit bitter.

Dork [+100cp]: You are a total geek. A dweeb. Basically, your social skills are shot, making you abrasive to most people and making it hard for people to even parse what you're saying if they aren't on the same wavelength as you. Forget anyone taking you seriously in most cases. You can still make friends, but it won't be on the merits of your Charisma score of 0.

Nobody Believes You [+100cp]: Unfortunately, you've come down with the same malady that JD and company had the deal with while struggling against The House: People not believing the insane situation you've found yourself in. In short, it's going to be a sisyphean task to recruit any help or even warn people about unusual dangers until they face the dangers themselves.

Uncanny Valley [+100cp]: Forget any art-style perks or rules you may have, you'll be seeing this world as it is depicted in the movie. Everyone looks and movies kinda weird, having a slightly cartoony yet slightly realistic look that leaves them almost looking like they're sculpted out of clay, while their movements don't seem to have as much weight behind them as they should…it's not impossible to get used to, but you'll never truly get comfortable with it.

Drunkard [+200cp]: You have a problem - a drinking problem. And there's no wagon for you to ride out of there. Sure, you aren't *guaranteed* to give into your thirst, but you'll have a hell of a hard time resisting. And that's not to mention dealing with hangovers and the aftermath of whatever stupid shit you did while lost in the sauce.

Oblivious [+200cp]: Like all but one of the adults shown in the movie, you find yourself utterly oblivious to all the weirdness going on. And there's gonna be weird things going on around you - you just won't notice or believe it until it's too late and all subtlety is out the window.

Obsessed [+200cp]: There's something you just can't stop thinking about, likely to your detriment. Maybe you've gotta get the high score on that new arcade machine, maybe your neighbor's activities caught your attention really bad. Whatever it is, it'll consume your life if you can't keep control of yourself.

Frail [+300cp]: You should probably take it easy. Whether you're just getting old or you've always been sickly, you just aren't meant for physical activity. You have very little stamina, your bodily strength is severely limited, and you are far more prone to injury and illness. Even getting too worked up is something you should avoid, lest the stress trigger a heart attack and put you in the hospital.

Interesting Times [+300cp]: This world is a normal one on the surface - with even the "expert" the kids consult regarding their house problem speaking of it through fictional tropes rather than any actual knowledge. As such, the monster house itself is probably the only weird thing the kids will encounter in their lives.

You aren't so lucky. It seems like every other month or week, you run into some weird supernatural phenomenon. And even worse, you can't just run away from most of them. You'll instead wind up having to go through a lot of trouble to mitigate or eliminate a lot of the weird stuff that lurks beneath the surface here.

Overwhelming Hatred [+300cp]: Constance hated children with a burning passion, a hatred that was built up from years of heckling and abuse during her time at the freakshow. And this same hatred is what bound her to her home after her death, and bound Nebbercracker to play the part of a crotchety old man to keep the local kids safe from her.

You are similarly full of hate. Not necessarily for children, but being exposed to the object of your hate will provoke you to lash out in rage. And the colder side of your hate will cause you to take malicious action where you might otherwise be able to put up with things. You're fuse is also much shorter, making you prone to angry outbursts even when not dealing with things you hate.

The End

Return Home / **Stay Here** / **Move On**

All drawbacks are revoked.

Notes

Fanwank Responsibly

Domus Mactabilis: Whether the properties you possess are treated as items, alt-forms, or both depends on what's most convenient to you. The same goes for fiat-backing, though things shouldn't become fiat-backed until the end of each jump.

Post-jump, this perk allows you to possess structures, subsuming your body in order to embody the structure you're possessing. This process isn't permanent, but separating yourself takes time that you won't have if you're under threat, so it's not an effective method to escape danger.

Changelog

2026-05-12;

- Created document.

2026-05-20;

- Finished first jumpable draft.

Links

Live Document

My Stuff