

The Knights of Scooby

By GramaryeJG

Welcome to a world that may seem on the surface familiar to many, the world of Buffy the Vampire Slayer. But if you look deeper, this is actually a world based on the story, the Knights of Scooby by Perfect Lionheart, wherein a gypsy ally of the Rosenberg clan checks in on Willow and finds a dire situation. The actions he takes to aid Willow cause untold changes and leave Sunnydale almost unrecognizable.

You will spend the next 10 years here, but will you ally with the Scoobies, the mayor or will you be an independent party?

I leave you these 1,000CP to aid you in your journey.

Age & Gender:

Scoobies can start anywhere from 14-18 years old, White Hats can range from 21-45, Black Hats can appear to be anywhere from 25-60, but their actual age may be quite a bit older depending on how any magic they choose later manifests.

Your gender remains the same, but you may change it for free.

Origins:

Scooby - You find yourself to be a contemporary of the Scoobies. You may be a classmate of theirs, a student at Fondren, Hemery or homeschooled, but whichever you choose the decision about getting involved with their crusade is up to you.

White Hat - One of the comparatively few adults in the know. You may be aware of the supernatural while trying to stay away from the darker aspects of the world; you might use your knowledge and abilities to make a living (magic shop employee, psychiatrist or lawyer to the supernatural); or perhaps you help to fight the dark more directly. Regardless, you will find plenty to hold your attention here.

Black Hat - Whether you are one of the mayor's minions, a black mage/witch/necromancer for hire, independent magician that leans to the darker magics, or a lawyer of evil, there are plenty of things here to occupy your time.

Any origin can be taken as a Drop-In.

Perks:

Origins get their 100 CP perk for free and the rest are discounted by 50%.

General

Free Magical Potential - You have a moderate amount of potential for the magics of this world, though it will require perseverance to develop it fully. You are able to teach any magics you know from this jump to others, though it takes time on your part and dedication on their part, barring a certain perk. In future worlds, you will have a moderate amount of potential for any native magics, though nothing restricted to a particular bloodline or species that you don't possess.

100 Hollywood Looks - As most characters in this world, you are a solid 8/10 in the looks department. With a little work, you could easily edge into a 9 or 10. In addition to this, any injuries will heal without scarring or in the case of missing limbs/organs, they will heal in such a way that they do not detract from your appearance. Finally, you have an easier time getting and staying clean. Even when you do get dirty or bloody, you make it look good.

100 Memory Palace - This represents the ability to order your mind and memories to better remember things, have an easier time processing new concepts and to more quickly retrieve memories when needed. You are also able to teach others these techniques to allow them the benefits of this perk.

100/200 Skilled - Whether you learned this skill from a trance or years of practice, you have a respectable degree of ability with the chosen skill. This could be a comprehension of a language, playing an instrument, wielding a weapon or perhaps a particular craft. For an additional 100 CP, you gain mastery of the skill in question, instead.
You may take this perk as many times as you can afford, each time applying to a new skill.

200 Aura Masking - You know spells and the theory behind masking your aura and are quite good at it. You are able to hide any or all aspects of your aura. Not only are you able to hide that which is present, but you are able to make your aura show any reasonable emotions, medical conditions and any level of magical

ability up to your current capabilities, including favoring any branch of magic you have training in. You are able to teach others this skill, but they will require much practice before they are half as skilled as you.
In future jumps, you will be able to perform similar masking of any other supernatural abilities you might acquire.

Scooby

100 Aura Sight - You have a natural ability to see auras and a basic understanding of some of the more obvious things that it represents, but for true mastery of this skill you will need to study and practice.

200 Knowledge Trance - You are able to place yourself into a trance that aids in memorization of large amounts of material. You are only able to handle so much information at one time and must complete the assimilation of all materials prior to initiating a new trance. You know how much information is a reasonable amount to take in at one time, but if you exceed that amount, it will slow down the assimilation process. Any perks that help with learning, memory and general intelligence speed up the process significantly. Finally, you know the spells necessary to induce a trance in others and to aid in their memory retention, allowing you to guide others through a similar process.

400 Ancestral Guide - Once every 10 years or once a jump (whichever comes first) you are able to enter a trance that allows you to receive advice and training from an ancestor of your in jump identity that feels they would be able to help you in your current situation. If you are a drop in, you instead summon a random individual that feels able to aid you.

600 Taking it Further - Any magic that you learn is much easier to tailor to specific circumstances and you have less difficulty in expanding its capabilities and scope. In time, you may find yourself capable of creating new branches of magic wholesale that are tailored to your needs. Additionally, this acts as a learning booster, allowing you to learn new magics five times faster.

White Hat

100 Eloquence - You have fluency (both spoken and written) in a language of your choice - either ancient or demonic, as well as academic knowledge of 4 other languages of your choice.

200 Hidden Subculture - You have a passing familiarity of where to go and who to talk to when it comes to matters both magical and demonic. In future jumps, you can choose one subculture about which you receive similar benefits.

400 Beastly Knowledge - You find yourself quite knowledgeable of most demons and other supernatural beings. This includes their strengths, weaknesses and common habits. This knowledge does not include the more rare specimens, however the knowledge will grow to encompass others as you encounter new species. In future jumps, you have similar knowledge of supernatural, magical or alien creatures common to the setting.

600 Purity of Knowledge - You know that knowledge is meant to be shared and as a result, anytime you are teaching those that wish to learn, you are able to impart your knowledge 5 times faster with better retention. Similarly, when you choose to be the student, you are able to learn 3 times faster with equal retention. As a bonus, you have an easier time finding those that wish to learn and those willing to teach.

Black Hat

100 Underworld Survival - The underworld culture that caters to demons, black magicians and those that parlay with them is unforgiving to the uninitiated. This gives you the basics of what to do and more importantly what not to do to avoid ending up as just another statistic. This is less concrete knowledge and more subtle instincts that you choose to ignore at your peril. In future jumps, this updates for the local criminal underworld or equivalent.

200 Underworld Influence - This represents an existing reputation in underworld circles. You're fairly well-known with a reasonable number of beings in your debt but with just this, you are far from the top of the food chain.

400 Pacts - You have learned the skill to form pacts with others. These pacts represent a formal agreement for one party to provide a boon, a service or some

item in exchange for some payment. The payment can be anything that both parties agree to, whether something physical or something more ephemeral, up to someone's very soul. That said, they can only pay with something that they either own or have possession of.

600 Immortality - You have acquired immortality by some means. This not only makes you unaging, but you heal rapidly from any wounds. Once per jump or 10 years (whichever comes first), if you should perish, your remains will vanish and you will miraculously have survived. You will be weakened for a variable amount of time based on how severe your death was and the forces used against you.

Items:

Origins get their 100 CP item for free and the rest are discounted by 50%.

Scooby

100 Basic Survival Kit - This includes a religious icon, pencil case of doom, mundane but high quality weapon of your choice and refilling flask of holy water.

200 Magic Library - You find yourself in possession of a decent library of magical texts. These include Throckmorton's series - corrected, the 3 main books on sex magic, one book of light magic spells and one book of dark magic spells, the Ars Memoria scroll & a chakra chart. In future jumps, your collection will grow to include introductory and reference magical texts from the local world with one or two more advanced volumes.

400 Hunter's Guide - This here is your very own copy of the Hunter's Guide to the Night. This is an appendix of various demon species, including their habits, preferred lairs and food sources, as well as any strengths or weaknesses. In later jumps, this will update with local fauna, magical creatures and demons, proving a valuable resource throughout your chain.

600 Lair - You find yourself in possession of a lair similar to the candy caves that the Willow created for the Scoobies, though yours need not have a candy aesthetic. You can choose the particulars, but it will be of a size with the Scoobies' lair with appropriate monitoring and defenses that fit your chosen theme. You will be able to import this lair in future jumps in a remote location of your choice. It will retain any upgrades that are made.

White Hat

100 Trick File Cabinet - This handy file cabinet is visibly normal and can contain any files normally, but you are able to access hidden file drawers that are undetectable to others, allowing you to hide your secret files in plain sight.

200 Contacts in the Know - This represents a handful of people and merchants that are knowledgeable about the demonic and magical. In future jobs, this with

those chosen for the Hidden Subculture perk if you have that. Otherwise, it applies to a similarly narrow scope of people.

400 Shadowy Cave - This cave that you are attuned to has the remarkable ability to cause your shadow to come to life as a solid clone of you. This clone has all of your abilities, though, draws its power from the same pool that you do. While this clone is active, you cast no shadow. Unlike the original, if your clone is killed, you are unharmed, but can cast no shadow or create a clone until the next lunar month. The cave is hidden in a remote but accessible location and you are able to bring others to attune to the cave and gain the ability to create a clone from their own shadow with the same stipulations you operate under.

600 Clan - You have your own clan, consisting of perhaps two dozen adults that are knowledgeable in regards to magic. While they have their own projects they are happy to help you out and advise you, as long as it doesn't take up too much of their time. Additionally, the clan has significant supernatural resources that you are able to draw upon within reason. These clan members are followers that follow you along your journey, updating with local abilities and resources as appropriate to the setting.

Black Hat

100 Respectable Job - What better way to avoid suspicion than to have a respectable job. This is a job in a field that interests you, that requires minimal effort, but it is only of middle class pay. In future jumps, you will have a similar job available if desired.

200 Underworld Contacts - This represents a series of individuals from thieves to assassins to information brokers or possibly black market dealers that are familiar to you and willing to offer their services for the right price. You will have access to similar individuals in every jump.

400 Books of Ascension - These books outline several paths to shed your mortal coil and transform into a pure blood demon. In future jumps, if there are similar processes for transcending mortality, these books will update to include the steps required.

600 Sunnydale w/Hellmouth - Congratulations, you now have a hellmouth of your very own, which you are able to tap to empower yourself and will attract the darker elements in any given jump. If the setting has other dimensions, planes, or realities, you can choose which your hellmouth will have a connection to and once per jump, you can cause a rupture to form that you can close again when you choose.

Companions:

50/200 Import/Create - You can import or create a companion (50 each or 200 for eight). They can choose an origin and have 600 CP to spend, plus the magic stipend.

100 Local - This represents a token that will allow you to bring one local that you can convince to join you on your journeys.

Magic:

You have a +200 stipend for use in this section only.

Free Throckmorton's Introductory Spells & Theory - This comprises all of the proof of concept spells in Throckmorton's Codex as well as the theories and steps necessary to build the next spells up and additional proof of concept spells.

200 Talismans - This represents a solid grounding in the creation of permanent magic in the form of talismans.

200 Technomagic - This is the relatively new field of combining magic and technology.

200 Martial Magic - This is all about magic that can be used with martial arts.

200 Magical Blacksmithing - You know the ancient secrets to combine magic with blacksmithing to create superior weapons, and armor.

200 Weather Magic - You have a solid grasp of using magic to affect the weather. You are only able to affect weather that could naturally be found in the local area, but are unable to create hurricanes or tornadoes unless the conditions are right, though you are able to increase/decrease their severity.

400 Advanced Magic (Witchcraft/Magecraft/Sorcery/Sex Magic) - Whichever discipline you choose, this represents two decades of knowledge and experience. In regards to sex magic, please be sure that all of your partners are consenting and of age (or at least don't tell me about it).

400 Necromancy - You have a decent grasp of magic, manipulating the bodies and spirits of the dead. You are able to command zombies and ghosts. You are also able to influence vampires.

400 Demonology - You are an experienced demonologist, able to summon and command demons. Because you're paying CP for this, you are better able to mitigate the downsides to this discipline, but tread carefully because this will not save you from your own foolishness.

200/400/600 Candy Magic - You are an accomplished and knowledgeable candy witch, a bizarre discipline where you “bake” all your completed spells and your potential is based on how young you are. You have the same knowledge of this discipline as Willow gained from her granny. For 200, your potential is that of an 18-year-old. For 400, your potential is that of a 14-year-old. For 600, your potential is that of an eight-year-old. Should your potential have decreased due to aging, each jump, it will reset the level you purchased.

Scenarios:

Completing any scenario grants 200 CP to be used elsewhere in this jump, in addition to any rewards stated in the scenario itself.

Scooby Lord (Scooby) - In this scenario, you have set out to become a successful hunter of the supernatural. There are two potential paths that you can take. The first and more daring path is to become a hunter that is renowned for their power, ability and the number of foes they have vanquished. As your legend spreads so too does the danger increase as you attract increasingly deadly foes. You must survive till the end of your jump to succeed.
The second path is to avoid having your identity discovered by those you hunt and all others of that faction. You must maintain your anonymity until the end of the jump.
If you choose the second path and are discovered, you can still attempt the first path as long as your identity is known to some enemies for at least five years.

Reward: Your reward depends upon which path you successfully completed. If your legend becomes widespread, you are granted the perk: **Legend** - You are able to bring this reputation with you into future jumps targeting a particular demographic of your choice.
If you manage to maintain your anonymity for the entire jump while successfully hunting, you are granted the perk: **Shadow** - You become better able to maintain your anonymity in the future, with accidental slips being brushed off as long as they aren't too egregious.

Mentor the Next Generation (White Hats) - The goal of the scenario is to act as the mentor to a group of at least four teenagers. You must teach them to survive and thrive amongst the supernatural world for at least five years. They do not have to hunt, but they must be successful mages of some discipline and at least three of them must survive to the end of the jump.

Reward: If you manage this feat, you receive the perk: **Mentor** - You find yourself attracting those with potential that are in need of help and training. Those that you mentor are able to learn the lessons and skills you are willing to

impart three times faster, this stacks with the bonus from Purity of Knowledge. Toggle-able.

Be the Demon (Black Hat) - You have chosen to become a pure blood demon. This is a long and treacherous path. By taking this, you extend the jump until you succeed or die trying.

Reward: You have achieved your goal. All pure blood demons are massive beings that have great strength and power. This shall be an alt-form in future jumps. Additionally, you will have great influence on most demons wherever you encounter them.

Drawbacks:

Self-Insert [+0]
So you want to be one of the Named characters, 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.

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 CP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Bunnies! [100 CP]
You are terrified of bunnies with no explanation as to why. You also aren't fond of Easter. It used to be a perfectly respectable pagan holy day until it was taken over by a bunny conspiracy. Because it just wouldn’t be a proper BtVS jump without a random fear of bunnies.

Day Job [100 CP]
You must hold down an ordinary life, that means either school or a full time job, either must take at least 40 hours a week. It's not all bad, if you work at the Triple Meat Palace you get all the fast food you want!

The Zeppo [100 CP]
People just think you're uncool. Expect to experience the epitome of 90s bully stereotypes regardless of what age you are. Main characters will form their own opinions of you, but they will routinely underestimate you and not think to include you, even if you're the strongest being in the universe.

It Must Be Tuesday [200 CP]
Once a week, you will find yourself with a minor to moderate supernatural situation on your hands. This will always be at an inconvenient time and eat up far more of your time than you'd like.

Deadboy [200 CP]
You are the embodiment of season 1 Angel. You can't help but brood and act all edgy. Everyone makes fun of it.

Supernatural Racism [200 CP]
Demons will be very likely to attack you at the slightest provocation and are unlikely to talk to you unless they're extremely well tempered and you're willing to compensate them for their time.

Eyes Outside Of Reality [400 CP]
You're not from here, and the mentally ill know it. People who are properly crazy see you as a shimmering ball of light, and are ravenously drawn to you. They will out your jumper status to everyone if you're not careful to avoid them, and there will be a lot more of them than usual.

Is It May Already? [400 CP]
For the duration of your stay, once a year, you will have to deal with a major supernatural situation. This will not be a quick and easy situation to fix. You will have clues occasionally pop up hinting at the nature of the upcoming disaster, but all the pieces won't come together until the last 24-48 hours prior to the event. This will always involve a lot of prep work to mitigate the worst potential outcomes and you will never be able to nip this in the bud.

We Are Your Nemeses [400 CP/800 CP]
You have made a powerful enemy, or one faction has made you their enemy, and there is no way to ever win them over. If you want to take a member of that

faction as a companion, you cannot get them to defect to your side until the final year of the jump, but no sooner. You may choose: The Scoobies, the mayor, The First, Wolfram and Hart, The Initiative or Jasmine. If you decide to take this drawback along with Escalation Please (why…just, why?), you get 800 CP instead.

Escalation Please [600 CP]
It's almost like someone decided to invoke a certain memetic insect themed cape in that every time you think your enemies, or even your allies, can't get any more over the top or outrageous, they say, "Bet," and you realize that they haven't even started yet. I wish you luck, jumper, because the escalation train is leaving the station and no one installed any brakes.

Jump based loosely on the fanfiction Knights of Scooby by Perfect Lionheart:
https://www.fanfiction.net/s/3643881/1/The-Knights-of-Scooby