



Generic Universal Monsters

Version 1.2
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Welcome to a world much like your own. However, in the shadows, lurk monsters. Creatures from the dawn of time are pursued by madmen on the cutting edge of science. Men twisted into monsters since birth stalk the same streets as men twisted into beasts by mystical curses. As the sun goes down, unliving corpses disinter themselves from their tombs while corpses given new life wrench themselves from their makers' operating tables. There's a touch of the macabre no matter where you look, and for the next ten years you'll be living(?) alongside these creatures. Do try to stay alive or at least mobile. There's no prize for being the guy who gets eaten by the monster in the first ten minutes.

Backgrounds

You can pay 50 CP to swap your gender.

Drop-In- You must not be from around here. Seems you're new in town and no one knows you yet. Perhaps you have memories of signing up for an expedition or of your car breaking down outside the creepy castle before you, but nothing beyond that. Without any contacts, no one would miss you. You'd be the perfect victim for any murderous beasts stalking the night. But hey, mortals have survived this kind of movie with nothing but good lucks and good luck, and so can you.

Bestial- The line between man and beast is blurred here. Cursed wolf men and cults of snake worshipping women shed their human forms. Mad scientists turn apes into women and fishmen evolve to walk among men. Deep underground, mole mutants seethe in resentment towards their human slave masters. You could be any of these, or something similar. Regardless, you find yourself on the edge of civilization, ready to stalk among the flock once again.

Malformed- A few men are born wrong. Some are freaks of nature with hunched backs or twisted faces. Others have even darker origins, born bearing the scars of where they were stitched together from corpse parts. Regardless, society is an unwelcoming place for such poor souls, and they must seek

sanctuary with what few kind (or just pragmatic) men will offer them a place. You'll awaken in the concealed hide out where you retreat from humanity's judging eyes.

Scientist- Science has come a long way in the past century but you aren't content with what humanity has now. No, you seek out the very frontiers of knowledge. Hypnotism, brain transplants, chemicals that can make men evil or invisible, life itself... nothing is beyond your understanding. Some noble scientists use this knowledge to battle evil, but more are overtaken by their lust for knowledge and destroy themselves.

Undead- Death need not be eternal. Modern fools think that running a lightning bolt through a corpse makes them masters of death, but you know better. You are the product of more refined methods that have given you true life beyond the grave. You may be the classic vampire, a mummified Egyptian noble, or something stranger like an heart eating Aztec ghoul. Regardless, your dead flesh makes you stronger and tougher than the average mortal. You could have been just recently turned or have lived for centuries and are just now entering the modern world.

Starting Location

You can choose your location for 50CP or roll 1d8.

1)Paris- The city of lights unfortunately has a bit of a problem with deranged and deformed people living in its more notable landmarks.

2)Iping, England- A sleepy little English town which is about to be terrorized by an invisible man.

3)Llanwelly, Wales- This town is fairly quiet, though a band of gypsies is passing through and the full moon is coming up soon.

4)Morajo Bay, Brazil- This town has a fine marine biology institute. The head researcher is organizing an expedition into the Amazon to follow up on an amazing find.

5)Cairo, Egypt- A launching pad for all manner of archeological expeditions, Cairo is a great place to slake your Egyptophilia.

6)Bistritz, Romania- This is a small and very superstitious little town. The people will warn you against investigating the nearby Castle Dracula, saying the devil himself lives there.

7)Castle Frankenstein- The ancestral castle of the Frankenstein family. The people of the nearby village are proud to have the scientific genius Baron watching over them... though not for long.

8)Free Choice

Perks

Scream Queen [100 CP, free Drop-In]- You're quite a looker, the kind who could be easily be a leading lady or man in Hollywood. What's someone like you doing in a place like this anyway? Oh well, hopefully it will inspire someone more competent to keep you safe.

Plucky [200 CP, discount Drop-In]- When facing down something stronger than yourself, you'll find luck tilting in your favor. The environment will conveniently hamper your pursuer as you escape or you'll happen to find a silver knife in the kitchen drawer when attacked by a werewolf. There's only so far you can push luck, so don't expect victory handed to you against Cthulhu.

Damsel in Distress [400 CP, discount Drop-In]- Trouble with getting caught by monsters? Now you can at least feel comforted in knowing the cavalry is coming. Whenever you have been captured, your companions and other close friends will feel that you are in danger. What's more, they'll fight a bit harder and be a bit stronger, as well as getting the benefit from the Plucky perk, while trying to save

you.

Mouth Watering [600 CP, discount Drop-In]- Somehow, enemies just can't seem to bring themselves to kill you. Capture, perhaps, but they will always find some excuse to keep you alive. Maybe you look exactly like their long lost love or fit the exact profile of a mad scientist's perfect test subject. Maybe the monster just thinks you smell good. Regardless of the reason, you'll likely come out alive, though probably captured, even if everyone else in your expedition gets eaten. This compulsion is not absolute. If you antagonize someone enough, they may decide that you're no longer worth the trouble and kill you anyway.

Animalistic [100 CP, first purchase free Bestial]- Your body has been touched by the wild side. Choose a trait from an animal, such as a fish's ability to breathe water, a wolf's heightened sense of smell, a cobra's venomous bite, or an ape's powerfully muscled arms. You gain this feature (though you may turn it on or off at will outside of a Bestial alt form) and can repurchase this Perk to gain additional ones.

Therioanthropy [200 CP, discount Bestial]- You can transform into an animal. Or perhaps you were an animal and can now transform into a human? Either way, you gain the ability to transform back and forth from your normal form and an animal of your choice. This animal will possess great strength and durability regardless of its size.

The Beast Among Us [400 CP, discount Bestial]- The monster you can see is terrifying but true horror comes from a predator who can don human form and walk unnoticed alongside their prey. You have become a consummate actor and hunter, easily able to isolate your prey from the rest of the herd, stalk them unseen, and come off looking completely innocent when the cops come to investigate. You also gain finer control over your alternate forms. You may decide how much an alternate form affects your base form. This essentially gives you a slider, with your base form on one end and your current alternate form on the other, allowing you to create a hybrid form with features from both. You still have the full power of the alternate form, even if you choose to look entirely human.

The Curse [600 CP, discount Bestial]- You are a vector for the curse of lycanthropy. You may choose to spread the condition to anyone you attack. Those so transformed will be subordinate to your will, though they may turn on you if their willpower is great enough. If you have Therionanthropy, you may create were-creatures based on your alternate form instead of wolves, and Undead may choose to spread vampirism.

Hidden Depths [100 CP, free Malformed]- Being shunned by society gives you time to think. You've used that time to perfect a cultured hobby in an attempt to connect yourself to humanity. You may be a philosopher, a musician, or an artist, but it's unlikely to get you the acceptance you truly crave.

Henchman [200 CP, discount Malformed]- You're used to taking companionship where you can find it. Sadly, the only ones likely to accept someone like you are unsavory sorts who want a servant to exploit. Anyone looking for a loyal minion will recognize you as the perfect candidate. You can easily earn yourself a position of close association with evil or amoral figures, though they won't necessarily like or trust you.

Catacomb Dweller [400 CP, discount Malformed]- You've learned to live away from humanity's judging eyes. You have a preternatural sense for hidden passages and secret rooms. With a bit of experience inside a location, you could easily live there while never being found, knowing the building

layout and schedules of staff and residents so well that no one will catch more than a glimpse of you. At worst, there may be rumors of a phantom stalking the halls.

Monstrous Strength [600 CP, discount Malformed]- People would call you a monster even without your hideous looks if they could see your terrible fortitude. You may easily toss around mere mortals and you could survive being riddled with gunfire or even having a castle collapse atop you. Your powerful body is still weak to anything but pure physical force. Even simple fire could still be a danger to you.

Occult Research [100 CP, free Scientist]- You've studied the occult mysteries of the world. Though mainstream society would call you a quack, you follow in the footsteps of such luminaries as Abraham Van Helsing. You have a working knowledge of all the paranormal or just strange lore of this world, from the signs of a real vampire to the use of tana leaves in reviving the dead. In future worlds, you'll find it much easier to research the local supernatural denizens, quickly separating facts and promising leads from nonsense and fairy tales.

Hypnotist [200 CP, discount Scientist]- Hypnotism is an under appreciated art. Everyone knows how a trained hypnotist can put someone in a state of suggestibility, but you know how to induce deeper trances. With your help, someone can recover memories that have been mystically tampered with and even experience psychic visions of creatures who have had supernatural contact with their minds. What's more, you can regress your patient through their past lives to either gain information about the past or to find a personality which is more amenable to the commands you wish to give.

Essence Distillation [400 CP, discount Scientist]- Lesser minds scoff at the idea that science can affect the soul. You know better. You have learned how to brew a concoction that will draw forth all the evil in a person, allowing it to overwhelm other personality traits and indulge in their dark desires without restraint. You're most of the way to creating a similar solution for goodness as well and proper research will allow you to do the same for other character traits, brewing liquid courage or objectivity in a bottle. While under the effects of one of these drugs, a person's appearance will change, often into a body which seems to radiate the enhanced quality.

IT'S ALIVE! [600 CP, discount Scientist]- They called you mad. They laughed you out of the academy. They said you can't give a gorilla a human body by regularly replacing its brain with those of human cadavers, that electricity can't grant life to a soulless mass of flesh, that radioactive coelacanth blood can't reverse evolution. Well who's laughing now? You have a supreme understanding of the fringe monster making science from this world, allowing you to churn out abominations against nature. You have also mastered the technique of brain transplants, allowing you to either give a human a new body or an animal the intelligence of a human.

Weight of Ages [100 CP, free Undead]- Eternal life. Some say it would be a hell. You, however, have adapted to the march of time quite well. You never tire of the joys of life and your emotions will never be dulled by the mere passage of time. Your memories will never fade, adapting to cultural change over the centuries will never be grating, and the howling of the creatures of the night will never fail to bring a smile to your lips. You could spend a millennium away from your love, only to embrace her as if no time at all had passed when you meet again. Truly, you have conquered death.

Countess Nona Repmuj [200 CP, discount Undead]- You have a knack for blending in. It would only take you a week at most to integrate into a foreign society, even one centuries more advanced than you're used to. Further, even an absurdly flimsy fake persona will hold up for at least a little while, long

enough for you to ingratiate yourself to the locals and paint anyone who tries to unmask you as a madman.

False Life [400 CP, discount Undead]- Your body is beyond the failings of mortals. You need neither food nor water. You could survive in a void, as you do not breath, and are invulnerable to poison and disease.

Back from the Grave[600 CP, discount Undead]- You've cheated the grim reaper once. The second time just gets easier. Whenever you die, you are guaranteed to revive eventually. Your allies can hasten the process with dread rituals, but even without their help blood will fall into your corpse's lips, the full moon will shine on the dust you left behind on Friday the 13th, or some similarly macabre happenstance will herald your return just in time for the latest sequel. Those with true cosmic power can permanently end you, but the best mortals can hope for is to seal you away for a time. Even then, centuries or millenia from now, some poor fool will break into your tomb and read the scroll that frees you from your prison.

Of course, it would be pretty boring if you abused this, so I'm sending you home if you have to rely on it more than once in the same jump.

Items

Crucifix [100CP, free Drop-In]- The last thing you remember was an Eastern European woman pressing this necklace into your hands while crossing herself and saying something you couldn't understand in her native language. Maybe this will be able to save you? It can be used to ward away vampires. All vampires, even ones from other worlds who aren't normally vulnerable to that sort of thing.

Expedition Gear [200CP, discount Drop-In]- You are the proud owner of a fine boat, as well as a collection of food, guns, ammo, knives, maps, and incidental supplies like rope. This is enough to supply a group expedition anywhere around the world, even the darkest corners of the Amazon or Africa.

Inheritance [400CP, discount Drop-In]- You've received a huge inheritance, the kind your less scrupulous family members might kill over. Your recently dead relative also left you a creepy mansion in the middle of nowhere, on the condition that you spend a night in it alone. For monstrous Bestial or ancient Undead, the real heir was your last victim, but luckily they had all the money in the mansion, which is so secluded no one will bother you. In future jumps, you'll get a deed to a similarly isolated mansion.

Walking Stick [100CP, free Bestial]- This handsome walking stick is topped with a silver wolf head. Besides using it to walk, it also makes a surprisingly sturdy weapon, especially against shapechangers, to whom it deals extra damage.

Lair [200CP, discount Bestial]- There's a cave out in the wilderness that serves as your sanctuary. Left behind by the modern world, no one will ever be able to find it unless they're tracking someone going in or out of it. It's not much to look at, but it's a great place to devour a victim in peace. You'll learn the location of a similar Lair in all future worlds.

Mariphasa Blooms[400CP, discount Bestial]- These three flowers have the ability to halt unwanted

physical and mental transformations. Valued by this world's werewolves, they can stop mutating viruses, magical curses, or the mutating effects of alien dimensions equally well. Each one is good for stopping a single transformation, but you'll get three replacements a month and can use their seeds to grow your own specimens.

Haunting Instrument [100CP, free Malformed]- This is a large musical instrument of your choice (I suggest a pipe organ). Music played on it will take on a hauntingly beautiful tone that draws people towards it or a fearful one which scares listeners away.

Mask [200CP, discount Malformed]- This white mask is a godsend for freaks like you. While wearing it, no one will be able to sense any physical characteristics outside of the norm for your species. Villagers won't see your scarred face or the stitchwork keeping your limbs together... as long as you keep the mask on, of course.

Catacombs [400CP, discount Malformed]- I know that people like you might want a little privacy, but you also don't want to get stuck in a single place forever. With this little box, you can create a hiding place wherever you go. Just touch it to a building's walls and it will sink in and get to work. Over the next week, a series of secret passageways, hidden doors, and trap-filled labyrinthine underground catacombs will grow throughout the structure. The process is subtle, and no one will notice the change unless they find one of the cleverly hidden additions. You have an innate understanding of everything about the catacombs' layout and how to bypass all traps. When you're ready to move on, you can have the catacombs pack themselves back up into the box.

Library[100CP, free Scientist]- You have a room set aside filled with books on the paranormal, the real ones that have actually useful information. This library has books covering supernatural beings from all over this world, as well as more modern scientific literature about the more outre discoveries man has made.

Lab[200 CP, discount Scientist]- You have a lab, stocked with all necessary equipment for macabre biological experiments. The cabinets will conveniently restock with human body parts weekly and a switch on the wall will call down a lightning strike from outside to provide a jolt of energy whenever your work requires it. You can add it to any of your other properties or have it come along as a warehouse attachment after 10 years.

Invisibility Serum[400CP, discount Scientist]- This vial contains a serum that can turn any biological organism invisible. It comes bundled with a set of notes explaining how to make more, as well as outlining a blood transfusion procedure that will return the subject to visibility.

Coffin[100CP, free Undead]- This coffin is the perfect resting place for one of the undead. While inside and unmoving, everyone who sees you will be utterly convinced that you are dead despite evidence to the contrary. (That blood on your fangs? Must have leaked out of your body during transport.) However, after the first time they look at you, they may begin to get suspicious if freak occurrences keep happening around your body, and if they ever get a good look at you up and about the effect will be permanently broken. Comes in your choice of stately modern coffin or ancient Egyptian sarcophagus.

Hypnotic Ring[200CP, discount Undead]- This ring features a very large jewel and is surely valuable as a simple fashion accessory. More useful for you is its ability to fascinate anyone who sees it, leaving them stunned and unable to defend themselves even as they are drained of blood.

Tana Leaves[400CP, discount Undead]- Sacred leaves of the tana plant, these can be brewed into a concoction that will allow you to revive a corpse into a mummy. The mummy will require more of the mixture on a monthly basis, or if it is injured severely, in order to stay active. If left unused, the brew will attract nearby undead, who will try to drink it for themselves for nourishment. You'll get another satchel of the leaves every month.

Monster Mash[50-300CP]- Afraid of going it alone? It's okay jumper. You can admit it to me. I won't judge you. For 50 CP each, you can create or import a companion with a background of your choice, or you can pay 300 for a full eight. Companions get 600 CP to spend.

Drawbacks

You can take a maximum of +600CP worth of drawbacks.

Abbot and Costello Meet the Jumper(+100 CP)- There are these two guys you're going to meet. Despite, or perhaps because of, their bumbling incompetence, they will be a constant thorn in the side of all your plans. Luck is on their side and you'll face a tough time ridding yourself of them. If you do manage to dispose of them permanently, it won't be long before two identical looking men take their place.

Killed the Cat(+100 CP)- You can't leave well enough alone. You have to keep meddling in God's domain, and it's going to catch up with you some day. You loose all compunction you may have had about experiments being too dangerous or blasphemous and feel compelled to expand your own knowledge at any cost, whether by seeing what's making that moaning noise in that haunted house or reviving the Frankenstein monster just to see if you can.

Pentagram Warning(+100 CP)- The next person (or people, if you're going to commit a massacre) that you are going to victimize develop a pentagram symbol on their hand. They will instinctively understand that this means they are in danger. They will begin to arm themselves as best they can, and gypsy fortunetellers will be uncommonly likely to wander by and explain all your powers and weaknesses to them during this time.

Bloodlust(+200CP)- You've developed a need for human body parts. You may need blood or hearts, or perhaps you need regular human brain transplants. Regardless, you'll need to kill at least one person a week for your entire time here. If you fail to get your fix, you lose the jump.

Lycanthropy(+200CP)- For the three nights surrounding the full moon, you will transform into a wolfman and rampage through the night, seeking to kill and devour humans. You will prioritize those you love if given the chance and won't remember anything but flashes of terror the next morning, making covering your tracks that much more difficult.

Reincarnated Romance(+200CP)- You didn't just have a single life in your Background. You also lived a life in the distant past, though you cannot remember it. An ancient undead creature recognizes you from that time. It was your lover in that life, before you were tragically taken from it, and it seeks to turn you into a being like itself so that this time you can be together forever. If it succeeds in making you its eternal bride/groom, you fail the jump. If you make it the full 10 years, you may take the monster with you as a companion.

Banes(+300CP)- Monsters, for all their power, tend to have equally glaring weaknesses. Now so do you. For every one of your powers, there exists a mundane hard counter which prevents you from using it. Silver may cleave through your defensive spells and prevent you from regenerating wounds, while a Buddhist chant may protect people from your ki attacks. Folktales about these are well known and a dedicated student of the occult will easily be able to discover all of your weaknesses.

Hated(+300CP)- Yours is a truly cursed existence. No matter what you do or where you go, you will be almost universally rejected by everyone. At best, they may run in fear. If you're less lucky, they'll break out the torches and pitchforks. A few kind souls may be willing to bear your presence but fate will conspire to rip them away from you.

House of Dracula(+300CP)- Concerned that 10 years isn't long enough to meet all the spooks of the silver screen? This will take care of that. Over the course of this jump, you're going to meet the Phantom of the Opera, Dracula, the Frankenstein monster, the mummy Kharis, the Invisible Man, Larry Talbot, Cheela the ape woman, the Creature from the Black Lagoon, Dr. Jekyll, and the deformed serial killer called the Creeper. You'll be running into them multiple times in fact, or at least their children or imitators. And in your last year, all of them will come back and gather around you on Halloween no matter how thoroughly you may have destroyed them. I hope you can play them off each other long enough to survive this final confrontation.

The End

So you survived this whole time? Then it's time for you to make a final choice.

Go Home- What's the matter? Loose your nerve after seeing what's out there? You can rest easy, knowing that at least there monsters won't be hiding under your bed... right?

Stay Here- Are you sure? I can't really recommend this place. I can make sure your affairs back home are taken care of, but I can't imagine why you'd want me to.

Keep Going- You're not going to let a few monsters scare you off from adventure. You'll proceed to the next world, which will hopefully be more cheerful than this one.

Changelog

v1.1

-Added +600CP drawback limit.

v1.2

-Clarified that the alt forms from the Undead background is stronger than an average human.

-Therioanthropy's animal form is now stronger than an average human regardless of what it is.

-The Curse now allows you to transform people into creatures based on your Therioanthropy animal.