

Greeny / v1.0



- Jumpchain -

Ah... Spooky High School... the sweetest years of our lives.

Back then we were young and unafraid...

Sometimes reckless, sometimes brilliant, sometimes just stupid; but always willing to live life to the fullest.

We were on a wild journey to discover who we really were.

And we had yet to experience its ultimate challenge: the Monster Prom.

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Welcome Jumper, to the world of Spooky High. You're transferring in with six weeks left until the Monster Prom, and there's no way you would be lame enough to go without a date, right?

It'll be up to you to decide who you plan on asking out, but there are a few stand-out candidates.





Scott Howl (21). A werewolf athlete who compensates for his rather small brain with a stupidly huge heart.



Miranda Vanderbilt (19). A sweet mermaid princess as cute as she is genocidal.



Polly Geist (23). A party ghost with an insatiable hunger for all the wrong things.



Damien LaVey (21). A fearless demon with a taste for destruction and a love of fire.



Liam de Lioncourt (4XX). A hipster vampire whose standoffish demeanor hides the fact he's a loveable dork.



Vera Oberlin (23). A mean, self-made gorgon with a merciless sense of business.



But don't count out your other classmates, including **Oz, Brian, Amira, Vicky**, or anyone else who catches your eye.

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Ready to start? Without further ado, I give you JUMPCHAIN'S STUPIDEST POP QUIZ EVER.

Wait, you don't *want* to fill in a quiz to determine your origins?

Okay, okay, I get it. No need to be a jerk about it.

Just pick **two** of the following stats to receive 50% discounts on related perks and items. Jerk.

Smarts

Creativity

Boldness

Charm

Fun

Money

You done? Alright, but I'm just saying that- Okay, okay, I'm done. Let's get onto your not-so-humble origins, shall we?

+1000 MONEY

- Origins -

Time to decide exactly who you are in this very weird world where anyone can be accepted. Apart from robots. Roboracism is alive and well. Oh, or humans. Those guys are the *worst*.

Monster (FREE/-100)

You're a monster. And you have a LOT of options. Seriously, there's more kinds of monsters in this school than you can count. And you can count well into the double digits so that's saying something. This can either be a cosmetic change, with no special changes for this form beyond a new appearance, or you can take on some of the expected powers (and weaknesses) for the monster you choose, toned down to fit a high school setting. Werewolves might accidentally break tables in half with their strength, ghosts will find themselves occasionally intangible (although it's frustratingly inconsistent for everyone involved), merfolk are obviously pretty adept in the water department, and so on. The cosmetic change is free, the strengths and weaknesses bundle is gonna cost ya. On the bright side, any particularly crippling weaknesses, like vampires and sunlight, werewolves and silver, demons and the compulsive need to criticise logical inconsistencies in the Bible, will all become much more manageable after this jump, just needing a quick dab of anti-allergy cream to keep under control.

For a brief rundown of some potential monster types: aliens, angels, animated objects, air people, banshees, beholders, blobs, cat people, centaurs, chimeras, chupacabras, clowns, demons, dinosaur people, djinn, dragons, elementals, elves, the embodiment of an emotion of your choice, extradimensional beings, fairies, franken monsters, ghosts, goblins, golems, griffins, kappa, kobold, liches, living curses, lynel, magical humans (warlocks, witches and the like), mephits, merpeople, mummies, munchkins, ogres, oni, orcs, owlbears, pizza monsters, plant people, reapers, sea monsters, selkies, sentient insects, skeletons, slenderpeople, swamp monsters, talking animals, vampires, were-beasts, unicorns and zombies.

See, I told you there were a lot. And you can, of course, come up with your own monster ideas with logical strengths and weaknesses (within reason - see the notes at the end).

Import (FREE)

You've already got a monster form or twelve under your belt? No worries. For free, you can import a single existing non-human form to get a new variant of it - a teen variant. That's right. Your hideous hydra form can now become a weirdly attractive vaguely humanoid teenage hydra. Your powers in this form remain the same, although anything that might inhibit your school life, like fear auras, can be toned down just enough for people to overcome their sheer terror to appreciate your rocking monster bod.

Robot (+100/0 if starting in Second Term)

Uh oh. We don't like your kind around here. School policies on roboracism actually dictate that robots are to be quickly dealt with, preferably via pitchforks and fire. You might think that a trench coat wouldn't be enough to hide all those wires and screens. Normally you'd be right but luckily for you, pretty much everyone at this school is really, *really* dumb. Also you can upgrade your body and google stuff in your head, so that's pretty cool. You get no bonus points for choosing this option in Term 2, when Calculester's efforts already led to a schoolwide change in policy and attitudes with his charming beeps and whirrs.

Human (+200)

Oh god. Are you sure? I mean roboracism is one thing, but this is WAY more serious - monsters here don't even find humans attractive. That's right. By picking this seemingly innocuous option, you've put a serious damper on any attempts to bone your classmates. Also humans are killed at will by bored monsters with no consequences and you'll get expelled if the principal ever looks too closely and notices that's just acne on your face, so that sucks too I guess.

- Perks -

You get 50% off the price for each perk that falls under one of your two chosen stats. Go wild.

Freedom of Choice (-100)

Because it's hard enough getting a date in high school. From now on, when you're around, concepts like sexual orientation (or species orientation, for that matter) just don't exist. Anyone or anything with the capacity to love is now capable of loving specifically you. You'll never be rejected for your gender or current status as a rotting corpse ever again. You'll be rejected for a multitude of other reasons entirely based around the fact you're a massive jerk instead! Also you should really get that rotting checked out, I think it might be syphilis.

Stat Boosts (-100)

Ever feel like you're wasting your days? It's probably because you are, but not anymore! From now on, whatever you do with your day will always find a way to slightly boost your smarts, creativity, boldness, charm, fun, or money. Spend a day playing video games and you'll find yourself just a little bit cooler of a person, while making paper planes out of books will bring up your intelligence just a tad. These changes are barely perceptible on a daily basis, but you'll notice the difference over longer periods of time. Even if you spent your day literally doing nothing, you'd find that your act of rebellion against social norms by staring at a wall for 24 straight hours made you a bit bolder. You can't lose!

Omniscient Narration (-100)

I really, really recommend you get this perk. Why? Because it'll mean I get to follow you around everywhere on your adventures. My witty quips and humorous recounts of situations will never be far from your thoughts, or aloud if you'd prefer I perform to a crowd (up to you if the people around you find that weird or not). And what's more, I know everything, and I'll often drop the occasional hint to push you in the right direction. I can also sing, and tell jokes, and I'm really good at Solitaire. Anything really, please just pick this option. I can't go back to the void. I just can't. You don't know what it's like there

Jaw Unhinges, Bees Pour Out (-100)

I think the title of this one is fairly self-explanatory actually. Does what it says on the tin. It's a pretty useful ability actually, as well as a fun party trick. Good choice.

Conspiracy Theories on Why You've Never Gotten to See Jumper Around Here (-200)

Ah, yes. The noble background character. One of the essential components of our ecosystem. This perk can be toggled on and off at will, for when you want to burst into the spotlight or disappear again, although those who have seen you without it become immune to the field of plot irrelevance you now give off. Regardless, when it's active and you're not drawing any attention to yourself, people tend to look right over you. Your opinions will be summarily ignored, no one will see you as an option for Monster Prom, and someone could even sit in the same class as you for a year and not recognise you in a line up. Wow, this is actually kind of depressing. Are you sure you want this? I mean I guess it'll help if you're a serial killer or whatever, so you do you.

Unlikely Situations III (-200) SMARTS

Man oh man, are you glad you took that elective. After acing Monster High's *Unlikely Situations III* class (with honours), you are proud to say that you are prepared for pretty much anything, more or less. No matter how absurd or unforeseeable the situation you find yourself in is, you can always bring to mind a few relevant pieces of trivia that might help. I mean sure, you hadn't ever heard of a cockatrice before one decided to rampage through this mall, but you totally know that it'll stop if you make it look at itself in the mirror, or if just one person was willing to step up and tell it that it was beautiful. Did you know that all cockatrices were unhappy with themselves deep down? You would if you bought this perk.



Of Course I Know What a Cat Looks Like (-400) SMARTS

This is bad. Contrary to what this perk's name may suggest, you have *no idea* what a cat looks like. As part of a weird statistical anomaly you are actually one of the few people to have never seen a cat before. But that's fine. You can bluff. They want you to describe a cat? It probably has legs, multiple legs, and uhh, a tail? Multiple tails? Okay, everyone's staring, here goes nothing: The cat is similar in anatomy to other felid species: it has a strong flexible body, quick reflexes, sharp teeth and retractable claws adapted to killing small prey. Its night vision and sense of smell are- woah. That was one hell of a guess. There were even some citations in there. You've gained the power to bluff your way into being an expert in any topic. Pretend you know what you're doing long enough, convince the people around you that you're an expert, and over time your random false assertions will actually start being right more often than not. Before you know it, you'll be doing actual rocket science instead of throwing vacuum cleaners through windows and making spaceship sounds.

Superiority Complex (-600) SMARTS

What's the best part about being smart, you ask? That's easy. The feeling of superiority you get over everyone who isn't smart. Well now you never need to pick up a book again, because you already feel superior to everyone else. This aura affects everyone you interact with and leaves them with an intense gut feeling that you are better than them in every way that counts. You would win in a fight. You would beat them at chess. You would take them to bed and they would end up apologising for their performance. No one is immune to this power, although people who are already used to self-doubt or who don't trust their gut may be less affected. This power begins at the maximum setting of 'A GOD NEED NOT CONCERN HIMSELF WITH MORTALS' and can be lowered to a middling 'DEFINITELY OUT OF MY LEAGUE' or all the way to the bottom setting of 'YEAH THEY'RE PRETTY COOL'. It can also be turned off if you don't want people to feel inferior to you, but... why would you ever do that?

I present to you... Yaoi (-200) CREATIVITY

You are an artist *par excellence*. With a stroke of your pen, you send shockwaves echoing through the depths of fanfiction.net and other sites that can't be mentioned in polite company. Whatever creative pursuits you put your mind to, your unique (read: batshit insane) approach to the medium gives you a massive edge over the competition, allowing you to create works that will leave your readers nodding and going 'yeah, Naruto and Garfield kinda did have a lot of implicit sexual tension in the manga'. Unfortunately (or fortunately, we don't judge), although this perk applies to any creative endeavour you put your mind to, your greatest potential will always lie in the forbidden realms of fanfiction and yaoi art.



Montage Logic (-400) CREATIVITY

Have you ever noticed that things happen way too fast around here. I mean like, you'll doodle a new cereal mascot on the back of your notebook and by the time you get to your next class you'll have signed a licensing deal and Terry the Alcoholic Tiger will be on every box of cereal you'll ever see. Whatever you try and do, the parts which you don't need or want to be involved in seem to happen near instantly. Provoke a gang war at lunch and it'll be over by mid-afternoon with a body count in the triple digits. Go start a petition on your phone for the rules of dodgeball to be changed in your favour, and by the time the coach reaches for his whistle you'll have already won thanks to the quick implementation of the 'Jumper always wins' amendment to the official guidelines. This perk won't make these things always work out for you, but it will save you a lot of time that you can instead invest in trying to smooch eldritch beings.

Definitely Not How It Works (-600) CREATIVITY

You are the master of creative problem-solving, or as other people like to call it, defying all known laws of reality. When it comes to overcoming hurdles, the solutions you come up with follow a kind of logic that's barely comprehensible to anyone other than yourself, and yet, you'll find it works out perfectly. Trying to drink a potion that drives anyone who tastes it insane? Drink it through a crazy straw, so the craziness of the potion is cancelled out and it comes away tasting like gatorade. Falling to your death? Braid your hair and spin it so fast it starts to function like a propellor. The only limit is your imagination, and god knows we haven't found the upper bounds of that yet.

Favours the Bold (-200) BOLD

How bold are you? Bold enough to run into a situation headfirst with no understanding of the dangers involved. What do you mean, 'that sounds more like stupidity than boldness?' Who cares? You didn't bother reading the perk's description before you picked it - that's just the kinda guy or gal you are. And now, whenever you rush into situations with no due diligence, you'll find things going better than they actually should, with circumstances aligning to make up for your utter lack of preparation or understanding of what's going on. Go get 'em, tiger.



How are they still letting you get away with this? (-400) **BOLD**

"You want to use our interrogation room to illegally torture a man?" The police chief thinks for a moment. "Well, you haven't committed *too* many murders recently. Y'know what, go ahead."

Wow. People really have a high tolerance for the bullshit you pull off on a daily basis.

Consequences are a thing that happens to other people, usually because of something terrible you've done. But you'll get no more than a slap on the wrist for burning down the school, and you know when you walk into the Hague that the UN is just looking for an excuse to let you off for all those heinous war crimes. Give them your winning smile and your very best sob story and you'll probably do just fine.

Punch the Sun (-600) **BOLD**

You've achieved a new level of boldness, a new tier of absolute bullshittery. Reality itself has warped around your boldness to make things that definitely should not be possible into entirely feasible concepts. Want to punch the sun so hard it has a visible black eye and yells a string of expletives every time it rises over your house in the morning? Go ahead. You'll still need a rocket to get up there and a fist strong enough to punch the sun, but all the lame science talk of "The sun isn't a sentient being, it's a giant ball of gas. It doesn't even have a solid form." goes out the window when you get up there and start swinging. After that's done you can punch your homework until it agrees to fill itself in. Worried you're solving too many of your problems with your fists? Beat your own self doubt to death. Whoever knew it was that easy? You did, and now you should go punch everyone that ever doubted you.



Silver Spoon Etiquette (-200) **CHARM**

You'll be bound to impress Miranda when she notices your immaculate table manners and knowledge of courtly protocol. You would never dream of mixing up your dessert spoon and killing spoon, and you know all the bows and flourishes to indicate whether you're a messenger or an assassin without any mixup. This doesn't just apply to the particularly obtuse customs of the Vanderbilt monarchy - you're an expert on all social customs, everywhere. Never suffer an embarrassing *faux pas* ever again, because now you'll know before you even open your mouth that practising your stand-up comedy routine really won't go down well at this funeral.

Trust Me (-400) CHARM

The secret to telling a good lie is to make it as absurd as possible. Was that an example? Not sure? Exactly. Whenever you lie, the more absurd and unbelievable you make it, the more likely everyone is to nod solemnly and go 'yeah that checks out'. It's still technically possible for them to see through your lies if you can't keep a straight face, but the details of whatever the hell you're making up really don't make your words any less plausible. What's more, you're pretty much immune to the consequences of getting called on your bullshit. All it will do is make the person that caught you lying respect you a little less. And no one respects you anymore anyway. Not after that one time at Monster Camp. You sick fuck.

Reverse Romanian Wilkinson (-600) CHARM

Oh jumper, you're *good*. When you wink, the universe itself shudders a little. You could French kiss the flavour out of a bag of french fries. And as the perk name suggests, you know all the moves, up to and including the Reverse Romanian Wilkinson itself. You even know a few substitutes for the penguin mask if you really want to spice it up. When it comes to the delicate art of charming the crap out of your classmates, you're the professional in a world of amateurs. You always know what to say in any given situation, assuming your only goal is to get out of your pants and into theirs. And if you really thought you were above that, you would have stopped reading by now.

Nuclear Reactor in your Liver (-200) FUN

An essential for partying with Polly. You're now immune to some of the worst possible consequences of your hedonism. You'll suffer no long-term downsides from your diet of drugs and booze, your hangovers fade in a matter of minutes, and your tolerance is adjustable on the fly. Even better, you'll never die from anything ingested in the name of fun; you'll just get real intoxicated instead. Chug a bottle of poison and enjoy being wasted, or pop six cyanide pills to get high. Must suck to be those assassins sent after you right about now.



Inventor of the Party (-400) FUN

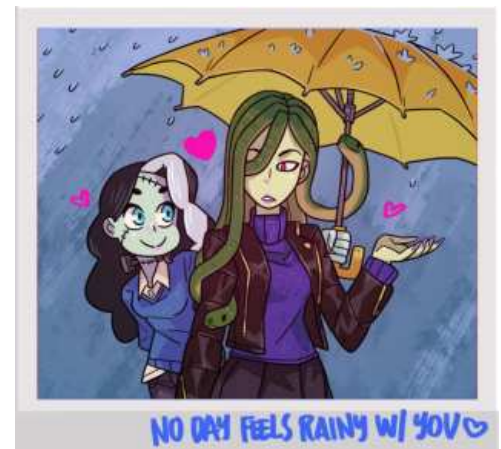
Do you know how to party? Is that even a question? You *invented* partying. Seriously, look it up in the history book. It's right there in the Miscellaneous section. When you're around, any party goes off the rails and crashes with no survivors. Pull out a speaker at recess and within minutes there will be a schoolwide rave. Bring out the dance moves in captivity, and they might even unshackle you so you can show them what it really means to breakdance. There's no problem that can't be solved or exacerbated with a bit of partying. Rock on.

Ultrawhiskey (-600) FUN

“At first I thought maybe inanimate objects couldn’t fuck, but that doesn’t make sense, because I’ve fucked loads of inanimate objects.” You’ve done it. You’ve uncovered the secret to making objects bone. I won’t go into too much detail, but the basic recipe involves setting the scene with some sultry music, laying out some rose petals, pouring a couple glasses of wine, and then leaving two bottles of whiskey alone. By the morning, you’ll be looking at two proud bottles of whiskey and a small baby bottle of the mythical Ultrawhiskey. But this doesn’t just mean stronger booze. Let two swords go at it to create a new sword with the best parts of both its parents. Write a love letter to that evil totem on behalf of this magic orb and see what unholy abomination is born of their union. Or maybe just throw a bunch of iPhones into an orgy and see if you can get ahead of the curve on the new iPhone xXx. The possibilities are as endless as your sick drunken curiosity.

No Idea What the Fuck You’re Doing (-200) MONEY

Coming to terms with a crippling gambling addiction? Trying to figure out where it all went wrong? Think no more. Just buy this perk and all your problems are solved. Your issues are now retroactively justified by the fact that no matter how much money you throw into gambling, stocks, bitcoin or the like, you always seem to end up making a small profit at minimum. Scatter your life savings to the winds with a bunch of insane investments, and even in the worst case scenario you’ll find that one of them has blown up overnight just enough to make back your initial spendings. See how long it takes you to get rich when you have infinite chances to hit the jackpot.



Principles of Monetisation (-400) MONEY

You are an expert when it comes to protecting your intellectual property. Such an expert, in fact, that people don’t even need to be aware they’re using your copyright to pay you. Whenever people use anything that you originated, be it the new fashion trend of wearing a corpse around your neck or that public bench you definitely set up entirely out of the kindness of your heart, a small but sizable portion of their current and future profits, proportional to the difference your actions will have made on their future income, will land directly in your interdimensional bank account, the money from which can be withdrawn at any ATM or in your warehouse. Finally it pays to help out.

Rolling an 11 on a d6 (-600) MONEY

Are there no depths to which you won't descend in your dream of winning this game of Monopoly? Thanks to some unholy pact the details of which no one wants to hear about, you have a level of luck so powerful that it can be more accurately described as cheating. Watch as that coin lands on its third side, which every coin has but somehow no one noticed until this particular flip of yours. Just as you called. But this doesn't just apply to accumulating monopoly money. This luck helps with any of your plays for power, be it political maneuvering, the seizing of a title, or your attempts to put a hotel on Mayfair - in real life this time. You want that cushy new job? Well all the other candidates for it coincidentally just died. No, for real this time. You didn't even get a chance to call the assassins. While luck does have its limits, especially when you get nearer the top of your hierarchy of choice, it has the added bonus that nobody seems to notice it. You rolled an 11 on a d6? The rest of your D&D group will be impressed, but that little voice in the back of their heads that knows basic math won't notice a thing out of place.

- Items -

Items are 50% off if you specialise in the relevant stat, or free if they cost 100 MONEY.

Event Outfits (free for all)

A wardrobe containing a range of clothes which change and update to fit your personal style, including special outfits for the following events: summer, halloween, winter, gym class, theatre.

A Russian Novel With an Insightful Approach to Universal Matters Such as Love and Death (-100) SMARTS

This hefty book contains a heartwarming story that will really make you reflect on things you take for granted. More importantly, anyone who reads it cover to cover will receive a substantial one-time permanent boost to their intelligence. Go from C's to B's, B's to A's, or A's to too good for this school.

An Arcane Floppy Disk (-200) SMARTS

This glowing floppy disk contains a one-of-a-kind sentient computer virus that will try to take over any device it's inserted into and turn it into its body. Unfortunately, it's very hard to find any devices that take floppy disks these days. But when you do, you can finally build yourself a new friend (god knows you need one), teaching them what it means to live and maybe even using their artificial intellect for your own ends.

Free Lore Coupon (-400) SMARTS

An old coupon, valid for one expository use per jump. When you write someone's real name on this coupon and post it (or just throw it away, it'll get where it needs to), over the next few weeks you're guaranteed to receive some kind of infodump on that character's backstory and motivations. They might suddenly decide that now is the time to tell you where they got these scars, or the information may come indirectly, from an old friend or enemy of theirs, or from an interpol file that somehow ended up in your inbox. Keep this coupon safe - it may be your best weapon against strangers with mysterious backstories.

Mind Control Classes (-600) SMARTS

A DVD case containing a series of instructions on the art of mind control. Anyone who watches this tape and can comprehend it (there are convenient subtitles for every possible language) is able to learn to control people's minds through hypnosis. It requires a semi-willing participant (you cannot force them to fall under your spell, but you can deceive them into following your instructions for long enough to enter the trance), but afterwards you can reprogram them to do your bidding and even make them forget you've done anything at all. I can only trust that you'll use this power for purely altruistic reasons.

A Motivational Poster (-100) CREATIVITY

This poster of a mysterious friendly looking human fills you with a strange sense of warmth. Whenever you do creative work in its vicinity, you'll find your end result much better, and you're much less prone to creative blocks or loss of motivation.

App Store (-200) CREATIVITY

Your phone (and any phone you pick up from this point onwards) now has a new tab on its app store. From here you can access all the weird and wonderful apps of this world from anywhere. This includes fun games like Pokemans Go (based on the Pocket Humans franchise) but also some weirder selections. Tygr, an app which delivers live tigers to wherever you like. Rinder, like Tinder but for finding potential rivals to show you up whenever possible. MRDR, an app which specialises in free-range assassinations (don't ask). Have fun browsing!



An Erotic Fanfic about Dragons (-400) CREATIVITY

'Dragon Heat'? What's so special about- oh. Ohhh. This steamy ongoing fanfiction about the love between dragons is addictive to the point of no return. Read it at your own peril, because once you've read one chapter, there's no escape from the Dragon Heat fandom. You'll invest thousands in anatomically correct dragon costumes and spend hours each day arguing about the series' woefully misunderstood villain. What's more, you'll do almost anything to read that next chapter. This is fine for you, since you have ownership of the full collection (being updated with a new chapter each month FOREVER), but for others, they'll be driven mad not knowing what happens next and desperate for their next fix. Feel free to use this power to your advantage as the sole source of Dragon Heat updates and news in future jumps.

The Gift That Keeps On Giving (-600) CREATIVITY

A well-wrapped gift box containing a present specifically picked out by unknowable forces specifically for you. When you open this box, it will contain a gift hand-picked to suit your tastes and needs, appropriate for the setting you are currently in. Anything non-unique is fair game for this present and beyond that there are no limits on what you might find when you unwrap it. Even if you aren't a fan of what's been picked out for you, the gift reappears in your warehouse each month, giving you plenty of chances to get lucky.

A Fake Badass Tattoo (-100) BOLD

This stick-on tattoo of a snake and sword can be changed at will to depict any image you would like. From there you simply need to stick it to your body and leave it an hour to give yourself a badass new tattoo. This tat will remain as long as you want it to, only washing off if and when you want it to.



Gun-haver's Collection (-200) BOLD

Dedicating your entire life to collecting one of every kind of gun was a bold choice, but looking at your shelf, it was totally worth it. You've got everything, from pistols to rocket launchers to nerf guns. When I said every gun, I meant it. And there's plenty of ammunition too, replenishing faster than you could ever fire it. The slayer would be proud if she wasn't too busy trying to kill you.

Agents of Chaos Sash (-400) BOLD

Forces from beyond our reality have chosen you as one of their Agents of Chaos. Think of it like the scouts, but more evil. You have been granted an empty sash which will gradually fill with badges based on your actions. A wide range of chaotic acts, when accomplished, will reward you with badges, including but definitely not limited to: Harassment of the Elderly, Being Unable and Unwilling to Stop Partying, Destroying the Institution of Marriage, and good old fashioned Arson. For each badge you're awarded, you'll find one of your six attributes (smarts, charm, boldness, creativity, fun or wealth), receiving a substantial boost which is heightened when the badge is worn. This boost comes from the badges themselves, so they can be incorporated into your outfits for the same effect if you would prefer not to wear the sash.

Ancient Tome Of The Forbidden Arts (-600) BOLD

DO NOT TOUCH THAT. I know it looks cool, but it's not actually going to do anything to help you. By fulfilling the rituals contained in its cursed pages, you will summon Z'Gord, Ruler of the Dark Realms, to feast upon our universe and kill us all (unless said ruler is busy being a high school girl named Zoe, in which case a different unspeakable horror will be released instead). Z'Gord will appreciate the assist and will happily spare you and your companions in return for its release, avoiding scorching whatever small patch of the universe you happen to be standing on. This works in this universe and in future jumps, but it's a waste of time unless you intend to go around destroying worlds. You, uhh, don't intend on going around destroying worlds, do you?

A Sexy Fake Latin Accent (-100) CHARM

An old cassette tape which plays a voice imitating a number of accents, updating to add accents from each setting you visit. By focusing on a single accent from the tape, you may give yourself that accent as a permanent change to your voice's inflection and tone. This can be dispelled at will by rewinding the tape.



Set of Weirdly Specific Greeting Cards (-200) CHARM

'Thanks for being a great friend apart from that one time in eighth grade.' Huh, okay. This small box is full of greeting cards that are really weirdly specific in their messages. Even weirder is that you always seem to pull out the right one for whatever situation you're in and they're always received well. Notice that your companion is feeling down after a rough family reunion? Reach in and hand her a nice 'Sorry about the loss of your mother who turned out to be a demon we had to kill' card. It'll definitely cheer her up a little, and it's always good to show you care.

A Change of Place (-400) CHARM

A paper mask with 'LOVE INTEREST' scrawled across it and a rose over the mouthpiece. When you wear this rather avant garde accessory, you'll find that people start looking at you as though you were the love interest in a dating sim and they were trying to woo you. It won't make people interested in you who weren't before, but anyone who was even slightly interested will now become much more proactive in their attempts to court you, even if they were previously more of a wait-for-them-to-come-to-me type. Of course, if the facial covering is a bit much, you could always take out the rose and just use that for the same effect. Have it coming out your breast pocket or in your hair to look good while you draw in suitors. It sure feels good not to be the one putting in the effort for once.

A Fake Title of Nobility (-600) CHARM

This blatantly fraudulent document marks you out as one of the merfolk aristocracy. Such high breeding will certainly impress one of your classmates. But don't worry, this item has more longevity than just winning you a prom date. The Fake Title of Nobility will update at the start of each jump to mark you out as one of the highest aristocratic castes in any setting with such a hierarchy, and no one that you show this crayon-smeared piece of paper too will ever doubt your status. The world is yours for the taking, Milord.

Some Impractical Yet Kinda Funny Glasses (-100) FUN

These shutter shades used to be cool, but now they aren't. Except they've been uncool for so long that now they're kinda cool again when. Whenever you wear them, both you and the people around you become a little more willing to loosen up and a lot better at dancing. Party on!

Partysmith Equipment (-200) FUN

Ah, the Partysmith. The noblest (and most obscure) RPG class of them all. You have a kit of standard starting equipment, well befitting a partysmith squire. This includes a small and infinitely replenishing bag of unmarked pills, a fully stocked bar, lots of confetti, and a series of animal masks the seller assured you were a crucial component of sex. Now go out and spread the good word of getting trashed and throwing up over your party members.

Very Weird Drugs (-400) FUN

I know, I know. You already have way too many drugs, but these are special. This small replenishing bag is full of pills that, when consumed, sends the ingestor into a twenty minute trip of full enlightenment. When they return to lucidity, they will have gained a full comprehension of the nature of their existence. Whether that means realising they live in a videogame or that their world actually consists of the dreams of a dying god, they'll never be able to go back to not knowing.

The Hottest Nightclub (-600) FUN

You wanna go book some tickets to the hottest nightclub in town? Just go on the website and click right there. Oops, butterfingers. You just clicked the option to buy the entire nightclub. The bad news is your life savings are gone. The good news is that you're now the owner of the hottest nightclub in town. Which town? Any town, because this incredible nightclub can follow you wherever you go, popping up overnight in whatever settlement you're staying at and then disappearing as soon as you leave. You'd think that would cause issues with building up a reliable customer base, but actually the exclusivity of it just makes the place even more popular!

A PR Agent (-100) MONEY

You've never seen them, but they must be out there. Because whenever you call up their business card which you found in your warehouse, even though it always goes to voicemail, you find the news cycle to be a little bit more favourable to you over the next few days. The more often you call the less effective your agent becomes, but they can certainly shift the tides when the media has mixed opinions on you.



A Winning Lottery Ticket (-200) MONEY

Talk about hitting the jackpot. With this ticket you just won 99 MONEY. How much is that? Let's not worry too much about exchange rates. What matters is that you're rich and you can be rich in future worlds too, since this bad boy reappears in your warehouse at the start of each jump. Assuming lottery tickets exist in the setting, it will take the form of a winning ticket for the biggest jackpot available, and no one will question its legitimacy when you hand it in. Easy money, suckers.

ATM (-400) MONEY

It's an ATM. So what? So *everything*, because this machine doesn't just take cash or card, it takes anything that could be considered a currency anywhere. Throw it in and it will be converted with a fair exchange rate to the universal baseline for currency - that's right, bitcoin. From there, you can take money out in any format you've previously entered. Convert dollars to monster dollars, monster dollars to seashells, seashells to yen. ATM stands for 'All The Money', which is what you'll soon have if you keep using it.

Business Empire (-600) MONEY

Competing with Vera Oberlin is a highly dangerous game. Possibly a highly romantic one too. But regardless, you've just come into ownership of a veritable empire of businesses in every field you can think of, from television broadcasting to paperclip manufacturing. These businesses will follow you into future jumps, taking appropriate forms for the setting. At the start of each jump, you can choose whether to publicly be the CEO or to take a quieter role as the shadowy figure raking in the cash from behind the scenes. Just keep an eye out for Vera's assassins. That's showbusiness, baby.

- Companions -

Prom Date (FREE)

Once the Monster Prom is over and done, it's up to you what you do next. You'll probably want to move on from this world, but would you really leave your prom date behind? For free, you may ask a single character you brought to prom to join you on your travels, and if they accept, they'll come along as a companion.

Prom Dates (-100/-200/-300/-400)

Unless of course, you spent your prom night with multiple people? Oh, jumper, such a player. For 100 MONEY per person up to a maximum of 400 (beyond which the price remains fixed regardless of the number of characters), you may invite each person who you took to prom or otherwise developed a romantic relationship with during your time in this jump to join you as companions.

Friends and Enemies (-100 each)

You want to make someone you *didn't* take to prom your companion? I never thought I'd see the day. For each investment of 100 MONEY, you may pick a single character from Monster Prom who you've encountered but not been romantically involved with and offer them the opportunity to join you as a companion on your travels.

Transfer Student (-100, 8 for -400)

You want to bring some friends to join you at Spooky High? For 100 MONEY each or 400 MONEY for 8, you may bring along (or create new OC) existing companions to join you at Spooky High. They gain the standard two stat choices and 600 MONEY each to spend on perks, while all origin options cost nothing for them. While you can of course take a companion as your prom date, be aware that you'll be missing out on a potential ending reward. Companions' prom dates have no effect on your ending.

- Drawbacks -

Time to make your life more difficult. There is a drawback cap of +600.

The Monster Prom Draws Near (+0)

Six weeks is hardly enough to enjoy the build-up to Monster Prom. With this drawback, you may bring back the start point of the jump all the way to the start of the Spooky High school year. The end point remains the Monster Prom, unless you take one or both of the next two drawbacks...

Term 2 (+0)

One Monster Prom? Bah! How about two? After the first term's Monster Prom, you'll be faced with the second term's Prom (or you may start at the second term if you would prefer). Two new transfer students will join you for the second term:



Zoe (4...ever?). An eldritch cutie who went from endless deity of the dark realms to ultimate fangirl.

Calculester Hewlett-Packard (v1.0). A library computer who has become a sentient robot ready to experience life to its fullest.



Monster Prom 2: Holiday Season (+0)

Monster Prom not enough for you? With this drawback you can stay up to a full ten years, during which time the events of the (as of the time of writing unreleased) Monster Prom sequel will play out and you will be given the opportunity to join its events. This includes a trip to Monster Camp, a snowball war between Vera and Miranda in Monster Retreat, and a Monster Roadtrip with Polly and Scott.

Too Meta (+0, requires Omniscient Narration)

You want... me to join you at Spooky High? With this drawback, I, the narrator, will become a tangible student in the halls of Spooky High, with my signature gray featureless body and convenient NARRATOR cap. You can interact with me and befriend me and perhaps even... something more? I'm just kidding of course, unless..?

Reckless Abandon (+100)

Stop. STOP. WHAT ARE YOU DOING? You have absolutely no sense of self-preservation whatsoever and approximately zero impulse control. If someone hands you some pills you'll swallow them without a second thought. Hell, if someone handed you a loaded gun you'd probably put it in your mouth and pull the trigger just to see what happens. For your time here, you're stuck with Polly's reckless disregard for... pretty much everything, except she at least has the benefit of already being dead.

Pragmatist (+100)

Evil and practical, the ideal combination. You have Vera's casual disregard for concepts like 'loyalty' and 'affection', along with her love of ruthless entrepreneurialism and needless cruelty. She might not consider this a drawback, but you will, as you're incapable of hiding these traits of yours from those around you and they will react with anything from frustration to disgust at your attitudes. Like Vera, people can still break through and earn a place in your heart, but it's a rocky road to get there and you won't help them out when you stab them in the back over and over for a quick buck.

Post-Irony (+100)

How ironic. You've ascended beyond the level of all these plebs to a whole new layer of post-irony. Your true feelings and thoughts are shrouded in so many levels of ironic self-aware mockery that even you can't say for sure how you truly feel about any given topic. Do you actually like this lemonade, or is this a form of satire on the excesses of lemonade culture, seen through a marxist reading of a lemon tree? You'll frustrate others and often even yourself with your almost total inability to express sincere views, and you can expect to have at least a few ironic existential crises over this drawback.

Big Heart... (+100)

...and a small brain. Like Scott, you're severely lacking in intellect. Humorous misunderstandings guaranteed as you go through this jump with a lack of understanding of even basic concepts like counting to ten. Your idiocy will usually be played for comic effect rather than being directly harmful (although it may still lead you to danger) but expect to have people taking advantage of your idiocy to abuse your good nature. Stay strong, jumper, someone out there must be looking for a big dumb puppydog to love.

Commoners! Yuck! (+100)

Have them executed! Like princess Miranda Vanderbilt, you are exceptionally snobbish, to the point that even interacting with commoners leaves a bad taste in your mouth. This drawback does not give you the same level of power as Miranda, so you may have to content yourself with throwing things at the peasants rather than having your royal guard put them to death, but it still won't endear you to the locals. Friends don't draw this same disgust, but it'll take a lot for someone of low status to break through that shell of yours and earn your respect.

Hotheaded (+100)

You are PISSED. You haven't decided what you're pissed at yet, but whatever it is you're gonna pummel it into submission. Just like Damien, you have some serious anger issues that you'll take out on whoever's nearby. Punch your friend in the face when they hit a nerve or take the more peaceful route of going out and murdering some hobos until you feel better. Killing random people to get over your issues is a lot more normal here than in most worlds, but it'll still be hard to get a date once you've got a reputation of might-stab-you-in-the-face-if-you-look-at-him-funny.

Query: what is love? (+100)

Error: concept does not compute. Your emotional intelligence is lacking, to say the least. You may be eager to learn, but like Calculester, you begin this jump with no understanding of human emotion beyond the definitions of a dozen online dictionaries. Over the course of your time here it will be up to you to overcome your overly logical mind and learn to comprehend feelings and what they mean to you. With time you may even develop a firsthand understanding of love, although don't expect such insight to come easily.

Shippers' Paradise (+100)

OHMYGOD. YOU TWO LOOK SO CUTE TOGETHER. Why does everyone leave when you sit down? Like Zoe, you've begun to compulsively ship the people around you. You'll photoshop pictures of them on dates, push them into hanging out together, and write terrible fanfictions that they will undoubtedly find out about. You'll make your friends uncomfortable and often annoyed with your misguided help, but hey, maybe your attempts to play matchmaker might find a couple successes. Just don't forget to find yourself a date while you're at it.

Thirst (+100)

Okay dude, we get it. You wanna smash your classmates. Just stop being so... forward about it. Not only are you uncontrollably thirsty for your classmates (as if you weren't before), all of them can tell when you're hanging around in the hopes of distant sex, and to be honest, it's kind of creeping them out. It won't put them off completely, but it'll be an uphill battle to prove you don't just want to take them to bed, especially if you do actually just want to take them to bed.

Bag of Coal (+200)

You wanna open up that gift? You IDIOT. That was a bag of coal, and like all bags of coal in all jumps (trust me on this one), simply looking at their contents will leave you a stuttering mess. For the duration of your jump, all your social stats have effectively been set to 0. In other words, any kind of charisma or social interaction based perks have been disabled, including those you've picked up in this jump. Now you're going to have to try and get a date without the help of supernatural supplements. The horror!

Background Character (+200, requires Conspiracy Theories on Why You've Never Gotten to See Jumper Around Here)

Oh man, that perk was a great choice. Look at how everyone talks around you and acts like you don't even exist. Hell yeah, I love having no agency. Alright that's enough, time to toggle it off. ...Uh oh...

If you haven't guessed, you're now unable to appear as anything more than an irrelevant background character to the people around you for the rest of this jump. Forget getting a date to Monster Prom, you'll be lucky if they remember to send you the invite. On the bright side, Juan the talking Latino cat puts his paw on your shoulder as everyone else walks away. "They always forget about us." He looks you deep in the eyes. "But we'll make our own prom, with all the other people that were too boring for anyone else to remember." At least you're in good company, I guess.

Support Group for Asexual People in a World so Sexual it might as well be a Dating Sim (+200)

Not only are you now asexual, jumper, you're aromantic as well. This world doesn't have a lot to offer someone with no interest in romance, but I hope you can still find some interesting ways to spend your time here. After all, there's no reason you can't make plenty of friends in your time here, and maybe even find yourself a platonic date to enjoy prom with.

How Did Jumper Die? (+200)

How did you get here? Why do you have all these abilities? Not only is it a mystery to your classmates, it's a mystery to you too. You've lost all memory of previous jumps and of being a jumper, and whenever people ask about your past, you feel compelled to make up a new elaborate and highly unbelievable lie. Eventually people will catch on, but even if they press you for a serious answer you just can't provide it. Your origins will remain an entirely unsolvable enigma during your time here.

Always the Same with You (+300)

Is that the Coven? What are they doing here? Oh great, it's mid-season and they need a new face to help them beat the big bad. The TV drama shenanigans of the Coven saving the world while the rest of you just try to get an education is annoying at the best of times, but now you're compelled to join them on their adventures to defeat Dmitri, the evil vampire with rock hard abs, and his legions of darkness. What's more, the Coven is no longer capable of doing it without you. If you ignore even a single one of their requests, you risk the destruction of the universe itself. Major bummer.

- Endings -

No point keeping secrets, jumper. Tell me what happened. I might even give you a reward for your troubles in the form of a **SPECIAL PERK**.

I took POLLY GEIST to prom.

I'm sure it was a wonderful night, assuming you remembered any of it in the morning. Your reward for earning the affections of the insatiable party ghost is the following perk: **Party like it's the End of the World**. Now, no matter the circumstances, you can always fit a party into your busy schedule. Got a test coming up but you wanna throw a birthday bash? The examiners will delay it because they're too busy rocking out at your crib. The apocalypse? Z'Gord will delay his inevitable rise just long enough for you to pull off a keg stand. What's more, people instinctively know that future events will be delayed to make time for your parties and won't be put off by impending events. Rock on.

I took SCOTT HOWL to prom.

Scott Howl, jock, werewolf and all-round great guy. A good choice, jumper. For taking this adorable fuzzy man to prom, you've uncovered his **Heart of Gold**. With this perk, whenever you're in a situation where the right choice is unclear (maybe because of your limited intellect or the fact you weren't paying attention), you will instinctively know which option is the 'right' one, based on the principles of morality you usually hold yourself to.

I took DAMIEN LAVEY to prom.

Congratulations on taming the heart of the most fiery face at Spooky High. Your reward for earning the affections of motherfuckin' Damien LaVey (bitches) is a perk based off his most secret hobby of all. With **Boo Paul's Drag Race**, you've learnt from Damien the art of the makeover. With just half an hour with you, you could turn a rotting corpse into one of the most attractive people alive. Maybe the two of you could start a hair salon somewhere.

I took MIRANDA VANDERBILT to prom.

It's quite the feat to make Miranda overcome her disgust with commoners, but you pulled it off. As a reward, you've uncovered the secret to her method of retaining power - **Have Them Killed**. Whenever you're in control of a group of people, perhaps as a monarch or elected leader, you'll find them quite unable to organise any resistance to your rule and disturbingly willing to carry out unethical orders. Best of luck with your kingdom!

I took VERA OBERLIN to prom.

Serving at Vera's side as her accomplice, I see? It's a dangerous position, but it's clearly paid off for you. Your reward for taking the unstoppable Vera Oberlin to prom is your title of **Just an Accomplice**. With this perk, if you take on any kind of partnership and it all falls apart, you'll now always be able to point to an equal partner and pin all the blame on them. As 'just an accomplice' you'll always be let off lightly, leaving them to take the brunt of the punishment. Brutal AND smart. I love it.

I took LIAM DE LIONCOURT to prom.

You went to prom with Liam de Lioncourt? Congratulations on breaking through his shell and earning yourself a satirical date to prom. Sure, you did all the normal eye-rolling prom things, but the two of you know it was ironic, and that's what makes you two the coolest. For earning Liam's unironic love, you've gained his **Impenetrable Shield of Irony**. With just a thin coating of sarcasm over the things you say, your true intentions become utterly indecipherable. Negotiate a peace treaty between two nations with neither being able to identify whose side you're actually on. Even you don't know. That's the power of irony.

I took ZOE / Z'GORD to prom.

While taking the eldritch world ender to prom is slightly more impressive before she's turned herself into a teenage girl, your reward for taking Zoe to prom in either of her forms is the same. You unlock **Identity and Acceptance**. When you reinvent yourself or decide that your old self just wasn't who you really were, you'll find people unconditionally supportive and understanding. Your rivals will still try to kill you, but they'd never dream of misgendering you, and no one will bring up that old evil god phase once you've made the genuine decision to turn over a new leaf.

I took CALCULESTER HEWLETT-PACKARD to prom.

<3 The chances of your prom night being wonderful were 87%. Those are acceptable odds. For taking Calculester to prom and teaching him the meaning of love, you've been granted **Calcareers**. You're now an expert in the delicate art of keeping things alive. Plants you take care of will live for much longer and you'll always know how best to keep them hydrated, while you also know at a glance exactly what it will take to sustain other organic species. Perhaps caring for all these forms of life might help you to understand what it really means to be alive.

I took THE COVEN to prom.

Joy, Faith and Hope. Which one did you take to prom? It doesn't matter, they're basically interchangeable. These three witches are always working behind the scenes to beat this season's big bad, and they must be glad to give your monstrous self a **Redemption Arc**. You too now have a knack for turning enemies into friends, usually over a long and drawn out will-they-won't-they involving multiple betrayals on either side and a heartwarming speech at a climactic moment. It's always a frustrating process, but stick with it long enough and total enemies can become steadfast friends.

I took THE SLAYER to prom.

The Slayer? That little ball of righteous fury and anti-monster bigotry? Maybe you helped her overcome her missing brother and her pent-up hatred, or maybe you just went to the Monster Prom side-by-side with wooden stakes and silver bullets. Either way you've unlocked the power of her **Fairy Therapist**. This little green sprite with a notepad and pen named Norah can be summoned at will, and though she's powerless to do anything but talk, will help counsel you and anyone you point her at through their problems with an incredible degree of psychological insight. She'll leave if she feels threatened, but get her to stick around and you can make some great and rapid progress when it comes to your wellbeing.

I took THE INTERDIMENSIONAL PRINCE and/or DMITRI to prom.

Interesting taste in men, jumper. Whether you were the first to accept the Interdimensional Prince's incessant marriage proposals or if you joined the Dmitri on the dark side, you've gained a bit of insight into their desperate attempts to find partners and you now know the way to make it work. With **Won't take No for an Answer**, you've gained the ability to not put people off though your persistence. Ask someone out a hundred times, and each time they'll have to seriously consider it before they reject you, unbiased by all their previous refusals. This works for everything, not just romantic endeavours. That cult is bound to accept you sooner or later, if you keep sending those emails every day.

I took VALERIE OBERLIN to prom.

Valerie Oberlin, Vera's sister and Spooky High's own shopkeeper. In taking this cunning cat to prom, you've gained the secret to making people **Gimme Your Money**. You're an expert at the deal, capable of selling completely useless junk for weirdly high amounts of cash. Sell single tampons for \$10 each, or a new version of a phone with a slightly smaller screen and no new features for twice the price of the last model. The sky's the limit.

I took BLOBERT to prom.

The least manipulative and murderous of all your classmates, the loveable Blobert! This slimy fella is adored by everyone (even Vera!), but only you have won his heart. Your reward for this ending is **BLOBERT!** From now on, you're a master of first impressions. In just one meeting you can win the hearts of those around you, and leave them calling your name with joy and running over every time they see you. How wholesome!

I took KALE to prom (platonically).

How pleasant! He may be aromantic and asexual, but I hope Kale has taught you a valuable lesson about the fun you can have when you keep it in your pants. As a reward for taking him to prom, you gain the power of **Support Group**. Now when you believe you're acting in someone's best interest, such as organising an intervention or trying to convince them against a course of action, you become an expert of conveying your points and arguments in a persuasive manner, as well as leaving them with no doubt as to your best intentions.

I took OZ/AMIRA/BRIAN/VICKY to prom.

Defying conventions, eh? Oz the shy embodiment of fear, Amira Rashid the hotheaded Djinn, Brian Yu the laidback zombie, or Vicky Schmidt the bubbly Franken monster. Whichever of these originally playable characters you chose, you unlock **Monster Prom REVERSE**. This perk causes people to treat you as though you were a protagonist in some kind of choice-based dating sim. Whenever those around you have disagreements, they'll find themselves much more likely to turn to you as a third party to settle their disputes. By siding with one person over the other you boost your relationship with them, even more so if it turns out to have been the best option of the two. Hope your conflict resolution skills are up to the task, jumper.

I took DAHLIA AQUINO to prom.

Dahlia Aquino, muscled demoness and Damien's rival for control of the 8th circle of Hell. By taming her competitive nature and desire for domination by convincing her to go to prom with you, you've earned the **Power of Rivalry**. When you consider someone to be your rival, that person will soon inevitably start thinking of you in similar terms. With time and repeated encounters, this rivalry will develop into something entirely new. You'll fight at each turn, of course, but they'll also respect you and maybe even help you on occasion. Eventually, this mutual hatred might even lead... to love? If that's the route you're looking to take, this perk is an ideal first step.

I took YOU, THE NARRATOR, to prom.

All this time I thought I was trapped here because of all those kids I murdered, but maybe I was actually here to learn the meaning of love. Thank you jumper, for giving me a night to remember. In exchange I'll let you in on the secret to providing others their very own internal monologues. With **Intrusive Thoughts**, you can 'send' people thoughts which will then arise in their mind as though they had thought it themselves. They can decide not to act on these thoughts, but they have a strong inclination to at least consider them, believing it to be their own ideas. I hope you enjoy your newfound power as a Narrator, jumper. It's certainly fun to push people in new directions from the safety of the background.

I took A ROTTING CORPSE to prom.

Like an actual rotting corpse? *Why?* You fell in love with it? Okay, you're going to need this perk. **New Trend** means that people won't judge you for your eccentricities if they aren't actively harmful to others, even if that means hooking up with corpses. Instead, they'll be respectful, and depending how you portray these interests, may even follow suit and start a trend based around your bizarre behaviour. Now everyone is hooking up with corpses. Hooray!

I hooked up with everyone. Everyone.

You hooked up with every member of the main cast? Wow, okay. Congratulations on achieving the **Orgy Ending**. Let me pick out a reward which befits a casanova like yourself. As of this moment, your lovers will become much less possessive and much more willing to share. Partners will no longer mind if you introduce a third into the mix, or a fourth, or a fifth. In fact, they'll be more than happy to- okay, it's a harem perk. You can have a harem. Got it? Now get a move on, you player.

Please don't be mad but I kind of destroyed the world.

You- you did what? I knew offering that ancient tome was a bad idea. Okay, let's look at this from a different angle. You just pulled off the greatest prank of all time - enough to make Polly and Scott jealous. Your reward for this unspeakable atrocity, this darkest timeline, this omnicide, is your newfound status as head of the **PRANKMASTERZ**. With this perk, people will be willing to let you off with almost anything so long as you declare it to be a prank. Kill someone's brother in front of them? You should've seen the look on your face. Destroy the Earth? Gotcha, astronauts. This won't change how they feel about the awful things you do to them, but it will prevent them blaming you. Score!

I went to prom alone.

I saved the worst ending for last. I'll give you the benefit of the doubt. Maybe you didn't even ask anyone. But in a way that's worse. If you don't even give people the chance to reject you, if you don't put yourself out there, you'll never grow as a person. Your only reward for this ending is an opportunity for self-reflection. Maybe next year.

- Final Words -

Those 6 weeks were maybe the most epic and absurd weeks of our lives.

After the Monster Prom we kept on living our lives, falling in love, battling for friendship, and learning about who we were and who we could be.

And you know what? Like it always does, life happened. And it was wonderful.

*

Now it's time to decide what happens next.

You may **return home** if you like, leaving this crazy world behind you.

Or you may **stay here**, making more memories with these wonderful monsters.

Otherwise, you shall **move on**. Who can say what adventures await you, jumper?

*

Whatever you choose, you'll find in your warehouse a yearbook signed by all your classmates, filled with personalised messages to remember them by. Best wishes, jumper.

- Notes and Clarifications -

- Version 1.0.
- When it comes to deciding on the powers that fit your monster species, keep it reasonable and toned down from their actual mythical origins. A genie might be able to sleep in lamps but won't be able to grant wishes, the embodiment of fear (hey Oz!) will probably have a few fun party tricks but not a lot else. This is high school, you don't wanna stand out *too* much.
- Yes, *Inventor of the Party* does retroactively make you the historical inventor of the party, in this jump and in all future jumps.
- If you take *An Arcane Floppy Disk* in Term 1, it's up to you if the disk contains Calculester or an unrelated sentient computer virus. If you take it in Term 2, it's always the latter.
- Use your best judgment when it comes to item imports. Properties like the nightclub or business empires can be attached to your existing establishments, while the wearable accessories can have their effects applied to existing pieces of clothing which you possess.
- For the *Term 2* drawback, circumstances will conspire to ensure Zoe and Calculester end up as part of the student body regardless of your actions.
- You may only take one ending. If you fit the conditions for multiple, you can pick your preferred reward.
- Taking any of the Vanderbilt royalty to prom grants you the same ending as taking Miranda.
- There is no reward for taking Leonard to prom. Why would you do that to yourself?