Welcome to



Highschools a horror can’t get out of your bed
Everybody's talking, but it's not in your head
They say, "Don't be different, be like them instead,"
But they can't keep you down 'cause you’re Monster High-bred
The clock is striking thirteen
And it's time to cheer for your team
Welcome to the world of Monster High!

You'll find yourself arriving in the world of monster high approximately one month before the arrival of Frankie Stein.
(which means she won’t even have been born by the time you get there)

Origin

New ghoul in school: okay juxtaposed to what the name of this origin may seem you don't need to be female to take this origin. This is essentially the drop in origin as you have no history at monster high or with any of the monsters within

The in crowd: okay okay we get it your popular! When you walk through the halls the other students part for you. When you need homework done one of the zombies has it ready for you.

Outcast: You don't really fit in, even in a place as freaky fabulous as monster high you're an outcast with no real friends to help you out. But its not exactly hopeless as you can still find friends and build friendships if your open to them.

General Perks

Born with it (100 CP): you were simply just born with it. What is it you may be asking? Hotness. You are now on a scale of 1 to 10 a solid 13 when it comes to physical attractiveness.

It's about skill (200 CP): you are very skilled! In what you may ask? Well there's the thing you are able to choose one skill area which you become immensely gifted in such as fashion, sports, investigation, etc. you are able to purchase this multiple times

Zombie brains (400 CP): Okay yeah I know what this sounds like you would be kinda brain dead but NO! You see in monster high some of the smartest monsters are zombies. Whether this is because they eat brains or something else it doesn't matter because you now have an intellect to be envied by even Ghoulia yelps

Giver of life (600 CP): lets be real here this setting has a very literal meaning of building a family. Now just like Hexiciah Steam, sparky stein, and even Frankie (she built herself a little sister, i would argue this makes her a teen mother but no one asked my opinion about the technicality of this.) you now have all the knowledge and ability to bring true life into being in an “artificial” body. All your creations will view you not only as their creator but as their parent, unless you want them to view you as something else such as an older sibling. However they view you though they will maintain an absolute loyalty towards you.

New Ghoul in school Perks

Nose where it belongs (100 CP): You have the uncanny ability to place yourself in situations where you rightfully don't belong. However this isn't necessarily a bad thing as you make the best of it and when you do such to help someone, whether they be a friend or even someone who you might call your enemy you'll find that your meddling will ultimately be for the best…whatever that might be.

Its You (200 CP): Your…well you, and that is a wonderful thing because you are now immune to all forms of manipulation, control, and coercion.

One of the pack (400 CP): you have a gift for making friends, more than that you find groups of people easier to integrate into. Now these friends as all good friends do are willing to walk through hell for and to help you with whatever you may need. Though you'll find that if you don't reciprocate in this that these friendships may wane.

Screw tradition! (600 CP): Okay you know if Frankie was allowed to swear that those words would have absolutely left her mouth. You now have a gift for getting people to see past their prejudices and discriminations! Through your actions and words you can make even the most staunch of vampire hating werewolves see that they have much in common with a vampire. Traditions that you view as wrong; you're able to tear them down within a matter of a week if not sooner.

The in Crowd Perks

Popular (100 CP): you are popular no if ands or buts about it. You have instinctual knowledge on how to navigate the climate of group politics.

Very catty (200 CP): to put it simply you know how to get away with things! You will find yourself being able to get yourself out of trouble and punishment with the slightest of ease. From detention to prison time you can get yourself out of these situations through many methods either by making a deal, shifting the blame, or even just running away before your caught.

Sports linchpin (400 CP): Okay wow your good at sports, so good in fact that teams are built around you and your talents. This makes you an instant MVP as well as granting you intricate knowledge for any and all sports you choose to participate in. This also means that when it comes to a team sport or team vote your choices mean more, so much so that if you decided to quit the season for all intents and purposes the season would be canceled.

Popularity princess (600 CP): you are quite the social operator aren't you? Now this goes even further beyond just knowing how to work through the sometimes treacherous waters of the in crowd, this is the ability to get others to do what you want if not through manipulations than through sheer charisma. You could whip an entire school into a frenzy over missing halloween candy, convince them to practically go to war with a neighboring town, or just get everybody to fall in and help with putting together a dance.

Outcast

Wall flower (100 CP): you have a way of blending into the background of wherever you are. You can choose to toggle this on or off

Some friend (200 CP): you may not have a lot of friends, but the few you do have wont let hell or high water stop them from helping you out. To that end your able to loan out a single perk to a single friend, though you loose access to that perk.

Just because they say i cant do it (400 CP): you find that whenever someone tells you that you cant or even shouldn't do something, that your ability to do so is increased twice over near guaranteeing your ability to accomplish a task that others say you can't.

Who needs it (600 CP): your a bit of a loaner, but thats not such a bad thing. You find that independently you are stronger, faster, better, more successful than whole groups of other monsters would be.

Items

You may choose to discount 1 item each of 100 CP 200 CP 400 CP and 600 CP

Letter of admission (100 CP): hey you gotta get into monster high somehow. This letter allows your admission into monster high and in other jumps will allow you to be accepted into any other institute of learning, even if you don't meet all their criteria

Spooktastic wardrobe (100 CP): you have magic clothes. Now i dont mean that theyre alive, instead your clothes change to fit the aesthetic as well as function of whatever new situation, realm, or even city your in. bonus they never get dirty.

A monstrous rose (100 CP): you have an entire new bread of flower that you can give to your hearts desire. When they accept your gift you can take them with you on your eternal journey. Or basically its a romantic flower and if the person you give it to returns your feelings they become your companion. You receive a garden of these flowers as a warehouse addon.

A New Car!!! (200 CP): hmmm…its a new car. It never breaks down and never needs more gas.

Magic carpet (200 CP): oh boy these are getting kinda obvious. This is a magic carpet that allows you to fly whenever your on it, as fast as any plane and far more fuel efficient.

Jumpers Crest (200 CP): you now have a crest physically representing your spirit, should you ever be injured or suffer sever damage you can use it to restore yourself.

Von helscream Armory (400 CP): You have received a duplicate of Von helscreams anti monster armory, full of potions, charms, and mystic artifacts to counter and perhaps even kill every feasable type of monster. In

future jumps this upgrades itself include defenses against other creatures or species you could encounter.

Gorgon powder (400 CP): this box contains two distinct mystical powders. The first of these mystical dusts allows for the turning of living and non living creatures into stone, while the second allows for the reversion of petrification.

Cupids Bow (400 CP): you now have an exact duplicate of C.A. Cupid's Bow and arrows complete with mystical love enchantments. Whoever is struck by an arrow will fall in love with the first person they see. You also have the ability to release the magic of the bow without breaking it.

Boogie Sand (600 CP): this collection of magical sand has the ability to change anyone its used on from one species to another. Within this jump this collection will be limited to monsters however after this jump the boogie sand collection will grow to account for every species from all the jumps you have been on and increase with every jump. All changes are permanent until a different kind of sand is used.

Wisps lamp (600 CP): 13 wishes…plus a kinda reformed evil genie. Once a jump you will be able to rub this lamp and call out Wisp in order to make thirteen wishes. Once all 13 are used up however Wisp will be unable to grant any more wishes till the next jump.

Comet Crystal (600 CP): you now have a piece of the crystal comet. Aside from a pretty piece of gemstone this also comes with the ability to summon to you the Crystal comet once a jump. When in front of the comet any promises made will be supernaturally enhanced to always be kept.

Companions

Recruiter (Free): You can recruit anybody from this world to follow you on your chain.

Import companion (50 CP): For each purchase you can bring a companion (up to eight) from a past jump, and they gain a 600 CP stipend for perks and items.

Love interests



Frankie Stein

Daughter of Frankenstein and his bride. Within the halls of monster high you'll never find a girl more passionate or friendly. Frankie is new to this world just like you…though in a less literal sense as she's 15 days old. She looks at the world with intrigue and wonder, something the two of you will no doubt share. When you meet Frankie she'll be a somewhat awkward girl new to concepts of life, friendships, and love and she'll be looking for the answers to all of it within the pages of a rather questionable magazine. You'll find that you'll have to be the one to make the first move when it comes to her, being patient and understanding along the way. Your first date will come straight out of one of Frankie's magazines, as she will have insisted on her planning the event roping her friends in to help along the way. Ultimately however your first date is bound to end up in disaster as the tips and tricks of the magazine dont quite pan out the way that she had hoped that they would. But you'll be more than understanding and suggest that you plan ya'lls second first date. Along with that you'll find yourself being Frankies first…everything, and she will put in all her effort to be the best she can be. Being frankies significant other you will also find yourself being drawn into her crusades and drama as well, helping her out with anything that she encounters. Romance with Frankie will find you in a situation where you help her discover who she is in the world while also falling in love with the person she becomes.

Abbey Bominable

Abby Bominable daughter of the abominable snowman, or maybe an abominable snowman? You will not find a cooler girl within the halls of monster high. Abbey is a foreigner to the halls of monster high, much like yourself and its



because of that reason she will find you a kindred spirit when it comes to the perceived oddness of monster high's culture. When it comes to romance, she will be straight forward and direct going so far as to be the one to make the first move on you if you don't ask her out first. After that first step is taken however you'll find that she will be the one taking the lead of the relationship if your not up to it planning the dates for you two. Your first date will come straight from Abbey's homeland as she organizes a date that she has seen many times back in her village. She however wont be opposed to you interjecting your own two cents or even giving her suggestions on what you two can do. She'll say that its not how they would have done it back home but she'll be more than happy to include what you want to do as well. You'll find that she does not play games when it comes to her romance, and will even go so far as to nip it in the bud if you start trying to. In the end your romance with Abbey will be far more direct and straight forward than any other monster teen relationship is, but is that such a bad thing?



Clawdeen Wolf

Daughter of the werewolf. She is freaky, fierce and the most loyal friend in all the haunted halls of monster high. That said she is quite possibly also the most strong willed, stubborn and competitive ghoul in those halls having grown up in a house with over ten siblings and fighting for whats hers. That being said clawdeen has a softer side as well, caring for those that she is close to. Your first encounter with Clawdeen will be through one of her friends, introduced by her best friend Draculaura as she'll find herself believing that the two of you would make for the perfect couple. However Clawdeen will find herself unconvinced and attempt to both let you and draculaura down easy but find herself talked into a date instead. She will be distant and only go on your first date out of obligation to her friend, and throughout it she will be sizing you up. While she's not cruel she is sharp, and you will have to match that edge in order for you to get anywhere with

her. After your date she'll find herself, not having hated the experience and will find herself not minding going on more dates with you, though she'll find herself rationalizing them to herself not wanting to admit draculaura was right about you, until she can't deny that she's fallen in love. Youll find yourself quickly becoming a part of Clawdeens group as well as her family drama. Youll find that Clawdeen can be combative, not ever being the passive type when it comes to your relationship and in a way trying for dominance in the relationship, which can cause some friction between you two as well as her own fear of commitment causing her to occasionally second guess her choice to be with you. However she is as loyal to you and your relationship as anything else and will not want to give up on any part of it. In the end your romance with Clawdeen will be a fierce one and hit many arguments along the way, but you will have a love for each other that can only be described as fierce.

Draculaura



adopted daughter of dracula. Draculaura is the sweet and and most energetic ghoul in monster high. However this is contrasted by her childishness, being ungrateful, crying in the face of obstacles, and being easily frustrated. However she is a determined and gentle soul who does not give up even if she does falter. Your first meeting of draculaura will come right as you get to monster high as she will want to get to know everything about the new kid, from there she'll realize that your not so bad and are kinda cute. With the goal of getting you on a date…she'll begin dropping hints, making advances, and generally playing games till she gets **you** to ask her out on a date. From there the two of you will go out on dates that you will have to plan, all the while avoiding any meat or blood for her sake and so she enjoys herself. After she's certain that you are the one for her, draculaura will pour her all into the two of you. Being your very own personal fearleader she'll cheer you up when your sad and celebrate with you when your happy. She'll even insist you get to know all her ghoul

friends and do her best to make you one of the group. Though its not all moonshine and black roses as draculaura has her own fears and issues. Forefront among them is something of an inferiority complex when it comes to her vampire powers as well as her place in the world, as well as the way she views herself in relation to her friends. But all of that is just part of the package of loving Draculaura. Though you may need to be on the lookout for evil ex-boofriends.



Lagoona Blue

Lagoona blue daughter of the sea nymph and a sea monster. An environmentalist at heart and a bleeding heart romantic, lagoona is fiercely protective of her friends and the environment though she also has a bit of a confidence issue that shows itself whenever she has to preform by herself. Lagoona would find herself crushing on an unworthy cheating guppy of a monster who would ultimately and inevitably break her heart when he caved to his racist parents demands of him. This however will be abated by your meeting her after her heartbreaking where the two of you would come to bond over a shared love of either sports or the environment possibly both. She'll be slow to fall in love and slower still to move on from her ex but with time she will eventually move fully on to you. But once she does, well we know how much slack she gave to gil. She's a devoted and loving ghoulfriend who will defend you and your choices to her friends and will do everything to make you happy, now just dont take advantage of it like Gil did.

Toralei Stripe

The daughter of a werecat, and quite possible the most devious cat to ever stalk the halls of monster high. That being said she is not without her redeeming qualities, as she would do much for those that she sees as friends few though they may be.



Your first encounter with Toralei may very well be when she trips you or similarly messes with you on your first day at monster high. This will continue with your time at monster high not finding it improving if you simply take it, but once you stand up to and confront her you'll find her interest in you begin to shift from antagonization to one of a more romantic persuasion. Your first date like most things in your relationship will be instigated by her, as well as the next, and the one after that. You'll find dating toralei to be a bit more hectic, and yourself becoming either something of a minder or instigator depending on your own personality. Toralei, while a devoted lover will still retain much of her teasing and competitive nature, as well as something of a fear of abandonment as well as rejection. This will cause issues between the two of you if the occasion to argue or if you take someones side over hers. However she will not want to give up on your relationship as she suffers from abandonment issues and would do her all to keep from being left, but that doesn't mean she'll put up with everything forever. In the end your romance with Toralei will be full of loving teasing and hard fought affection.



Cleo de Nile

The daughter of the Mummy, and heir to the de Nile dynasty you will not find a haughtier nor more loyal. Cleo will without question fight for what she believes is right and who she believes is worth it. Though she is not without numerous faults; among them her insecurity, her jealousy and her arrogance. When you meet Cleo she will actually pay you no mind already being in a relationship with deuce gorgon, though experiencing trouble with it from both sides. However once they do break up as they tend to do, her ghoulfriends will feel the best way for cleo to get over deuce would be to fix her up with someone else, naturally you'll be selected by one of them. Your first date will be more of cleo humoring her friends and trying to tear you down, however as the date goes on she'll begin to see your own merits even finding things that

the two of you may have in common. She'll find herself drawn to you time and again for one reason or another, perhaps sometimes to use you for a task or other times to simply help alleviate a sense of boredom. However when your relationship will truly start is when she finally decides to choose you over deuce and any plan to get back together with her, though this may in itself be more her rejecting any plans she herself makes to get back with deuce. However the fact that she chose you over him will not be the end of it as her family; particularly her father and older sister will scrutinize you for everything you do and wether or not your worthy of dating "royalty". But this does not preclude cleo from staying loyal to you, even if along the way she'll stray due to her family's manipulations. You may both also have a few periods where you will break up and get back together, but that doesnt mean that cleo wont love you dynastically.



Ghoulia Yelps

Zombie…shes a zombie, and one of the intelligent ghoul in all of monster high. She goes at her own zombie pace and is more loyal than the grave…wait…does that make sense? Well even if it doesnt ghoulia will help you make sense of it anyways. A ghoul of few moans she has found her luck in love wanting, that is until she met you. Your first meeting will find this ghoul completely lost for moans and out of her depth as she devises the right way to win your heart, though asking would probably do the trick. However you may just beat her to it once you realize–or more likely are told by Cleo–the situation. Your first date will find you and Ghoulia not on a trip to a fancy restaurant but on a trip to the local comic book store. In this relationship you'll find yourself in the position of having a genius ghoul friend who will be struggling to think with her heart instead of her head so youll be leading when it comes to the romance, but not much else as your zombie love is hyper competent and skilled in practically everything else.

Drawbacks

Fanfiction toggle: WAIT! Why is Ben 10 here? Wait, when did Duncan Rosenblatt transfer here? What do you mean the king of all ghosts is Danny phantom? No Nicklous Mikaelson is not draculauras father, that's Dracula, what are you talking about?! In other words this is a fanfic toggle allowing you to instead go to the world of a Monster high fanfiction. And trust me they're out there, and surprisingly edgy. And for some reason an inordinate amount of them are crossovers with superheroes…

Diary toggle: you are now able to change the continuity or even mix that of this jump from that of the movies and webisodes to that of the books and doll diaries. Honestly not too much changes i dont think…well other than jackson and draculaura being closer friends…and the conflict with normies is more prevelent…and well some people are just straight up different…okay there's a lot.

New G1 toggle: with this toggle you are able to either change the continuity of this jump to that of the draculaura book and the comics or selectively make merge elements of both worlds. That being said...okay im gonna level here, i have no damn clue whats cannon here for sure. Some movie events seem to have taken place while whole others haven't. Dracula is dead, the Ghouls are fighting, depending on what events are canon or not a bunch of stuf is questionable.

Extended Stay (100 CP): for every purchase of this drawback you stay an extra 10 years in this world though after you purchase this drawback for the tenth time you will no longer gain CP.

Did you say G1? (100/1000 CP): I must apologise to you it appears that you were not sent to the original monster high universe…you were sent to the unfortunate sequel generations. You may choose between G2 and G3. however for the price of being banished to the god awful (yes i do hate it) musical live action movie universe you can receive **1000 CP** but is it really

worth the price? I think not, especially since any items purchased here for the duration of the jump will be replaced with cheap live action props that don't quite work.

Haunted (100 CP): you have a ghost following you around…its not that bad, they're just constantly causing minor annoyances to you. Depending on which you choose. Spectra will constantly be pestering you to help her find a scoop, opperetta will be practicing singing, johnny spirit will just be causing general misschief, Invisi billy will just generally be in your way, and Scarah will constantly be reading your mind and sharing your thoughts with others. You can select this up to five times choosing a new ghost each time.

Name up in lights (200 CP): thats what you'd have to do to get people to remember who you are. You just sort of seem to drift into the background, and not in a good way. Though this can be overcome for small groups of people with constant interaction.

Speciesism is a thing (200/300 CP): like with the werewolves and vampires before you inspire a great deal of animosity from a particular type of monster dependent on what species you yourself are. This will cause any relations you wish to form with them very difficult and even harder to maintain. For **100 CP** more this animosity is insurmountable.

Just not that into you (400 CP):...sorry pal, romance just isn't in the cards for you this jump. Any form of romance you seek out will be either fraught with conflict or fall apart from the actions of yourself and your paramours.

Lets Boogie (400 CP): yeah i dont know how else to put this, the boogie man does not like you. And because of this dislike the boogie man will ensure that you know no rest. Whenever you try to sleep, he will be there to disrupt you. Hope you can operate on little sleep

Why is mind control such a problem? (600 CP): no seriously! Why is mind control such a problem in the monster high universe that it happens in

multiple of the movies and one of the books. That being said no matter weather or not you select the diary toggle you will have to contend with Miss Sylphia Flapper, the mind controlling teacher. You must stop her from not just controlling the teachers and student body of monster high but the entire monster population and using them to wage war against humanity. She will also target you as she has an instinctive knowledge that you will oppose her. If you fail to keep her from waging war on humanity, it will qualify as a chain ender.

Trick or treatment (600 CP): well, bad news your imprisoned dumb dumb. Worse news, your imprisoned by humans and are faced with the trick or treatment…fuck. Good news! Your sentence will not be carried out for one year, meaning that you haave exactly that amount of time to either exonerate yourself or break out of prison and escape back to the monster part of town (at which point it basically counts as amnesty). But if you fail…well it'll kill you so theres that.

Shackled (600 CP): You have been bound in detention chains confining you to a fate worse than death! ETERNAL DETENTION!!! Now instead of attending monster high your bound in the afterlife to haunted high forced to work in service of the principle. You must be chain free by the time that your jump would end or it would qualify as a chain failure.

Ending

Going Home: Well i guess you must have had your fill of adventuring haven't you? Time to head home and enjoy your happily ever after.

Stay Here: I guess you're sticking around aren't you?

Continue Jumping: Now I guess it's time for you to continue onward into the infinite dimensions.

Notes

1. GIL is not worthy of lagoona!!!!!!

- Also, cleo and deuce are kinda the best couple in monster high, so me putting her up for love interest was more of a completionist thing and because i think people should have the option.
- Has anyone else noticed how freaking dark this setting can be? Seriously im not just imagining this right? Killing a kid because hes a monster who graffitied a school! Sacrificing frankie to whats his name! And thats not getting into all the stuff in the books and diaries! Seriously i kinda get where the We Are Monsters fanfic got its interpretation on human monster relations from, and i don't think its that far off.
- Technically you could use boogie sand to bring someone back from the dead, so long as they have a ghostly body you can use the sand on.
- Love interests are basically companions (I just like the idea of them)
- No seriously why is mind control such a problem in monster high? Its been the issue like 3 times in G1, which is more often then any other problem including the normie one which i think was only twice unless we count the jackson diary.
- Von helscream Armory in future jumps could theoretically have what you need to kill anything…maybe. You could get kryptonite for a DC jump, or the white oak stake or even papa tunde's knife in the vampire diaries, or even blood blossoms in danny phantom, Hell im pretty sure you'd get something that could maybe counter discord in MLP.
- The wishes follow the same three rules as all genies…also no wishing for more wishes!
- The comet is ripe for abuse and i hope you all see that
- so's the monstrous rose too

- The New G1 toggle is because im honestly not sure wether or not original g1 is canon to the new stuff that seems to be taking place in the same continuity. (im still reading it myself)
- Feel free to reflavor the meeting of your love interests