

Spooky's House of Jumpscares CYOA

(Jumpchain-Compliant!)

Welcome, young traveler, to the most haunted mansion you have ever seen. Within this maze of a thousand rooms, you will face adorable terrors the likes of which no mortal has ever survived. Can you brave the bowels of this mansion of chaos? Will your skills be enough to deter the abominations that lurk within? Or will you fall to the inevitable despair that permeates every wall? I notice you seem to have some tokens of some kind on hand. Better use them wisely!

+1000 CP

After all, you're in my world now!

Section 1: Identity

Roll 1d8+20 for your apparent age and keep your current gender, or pay 50 CP to choose both.

Explorer [Free] – You appear simply as you are, ready to brave a thousand rooms of nightmares. I hope you can survive – it wouldn't be fun otherwise, now would it?

Specimen [100 CP] – Rather than evading the monsters, why not become one? Of course, if you do, you'll need to stop a particularly fast Explorer before he gets to the 1000th room. Do you have what it takes?

GL Labs Researcher [100 CP] – You've been conducting a scientific study of the Specimens within this house for years now – but you appear to be the only survivor. Rather than descending into the manor, your job is to make it *out*, but can you make it back past your old labs and the rest of 1000 rooms to the front door and thus escape?

Manor Lord [1000 CP] – It seems you've decided to forgo all of this “traverse 1000 rooms” business and just run the same sort of show yourself. For ten years, you will test the mettle of young historians, backpackers, scientists, and others. You can even interact with them on occasion, appearing in an intangible ghostly form. Spooky herself considers you something of a colleague, but you don't work for her so much as operate in the same business. While this origin cannot take Drawbacks, please consult the Manor Construction Section at the end.

Section 2: Skills and Abilities

Discounted skills are 50% off for the specified Identity.

Chase Theme [Rated Free: For Everyone] – The workings of this perk change depending on who you are. If you are an Explorer or GL Labs Researcher, then you hear a creepy musical number for as long as a hostile entity is pursuing you (provided you're trying to escape it, rather than fight). This song will override any other songs playing at the time, but this ability can be toggled on and off at will. Likewise, if you are a Specimen, then anyone attempting to escape your pursuit will hear a creepy theme reflecting your nature. After this Jump and its thousand rooms, however, you may freely toggle the ability on or off. If you are a Manor Lord, then anyone within your Manor who finds themselves pursued by any foe will hear creepy music.

Let's Play [50 CP] – It seems like a famous YouTuber is narrating your adventures! Their commentary will be your idea of perfect, which includes any flaws in speech or behavior that you find endearing.

Romantic [50 CP] – Whenever you explore an abandoned or seemingly-malevolent area, you will find notes left behind by those who have been there before. They won't always be helpful, but you'll always get a sense of what kinds of people might come here and why.

Oh God, Run [100 CP, free Explorer] – There are some scary things in this place, and they all want you dead. Your best choice here is to just keep running, and boy are you good at it! Olympic-level, even.

2Spooky [100 CP, free Specimen] – You are *scary*, and the world knows it. Even in your most harmless-seeming forms, you exude an aura of dread that guarantees your sudden and unexpected appearance will startle all but the most stoic hearts.

Internal CAT-DOS [100 CP, free Researcher] – Unlike most people, you actually know what you're dealing with! You have a sort of internal file on all the monsters you encounter in the manor and anywhere else. Unfortunately, these files can be tampered with by beings of sufficient psychic strength.

I Hate Locked Doors [200 CP, discount Explorer] – Locked doors are a pain, we all know, especially when you have to go down corridors to find a door only to run into them! There's a solution, of course – this gives you a sort of sixth sense for which paths are dead ends and which aren't.

Boo! [200 CP, discount Specimen] – You can, at will, transform into a cardboard cutout resembling a cartoonish version of yourself, thus making yourself seem completely safe to be around!

We Know Your Weakness [200 CP, discount Researcher] – By studying a creature for long enough, you can not only figure out how to kill or incapacitate it (at least temporarily), but you'll also find out if it can be slowed or stopped at all! If it turns out there's no way whatsoever to kill or even *delay* whatever it is you're looking at, you'll hear a blood-curdling sound that chills the very bones of even those completely immune to fear.

I Have To Kill Fast And Bullets Too Slow [400 CP, discount Explorer] – You know what else you need to do fast? Running! With this, you can take the stamina you'd use for running and use it to increase the frequency of your attacks! Burning off enough stamina to make a normal human fall asleep immediately would let you swing a regular woodcutter's ax 10 times per second.

What Walls? [400 CP, discount Specimen] – You can now move through walls and even locked doors as if they were made of thin air, but only when in pursuit of a fleeing opponent. This does nothing

against those brave enough to face you head-on.

In Case Of Emergency, Break Glass [400 CP, discount Researcher] – When storing an item in a container for later use by an individual besides yourself, you can leave a note on it specifying what conditions it is to be used under. The more specific these conditions are, the fewer beings will even notice the container's presence. If you simply say “do not open unless your life is in danger,” most humans won't bother with it, but conditions such as “do not open unless you are fighting a unicycle-riding deer god in a Japanese high school on a Thursday on which you had scrambled eggs, maple sausage, and orange juice *with* pulp for breakfast” will do a lot more.

You Can't Spook Me [600 CP, discount Explorer] – Whether it be their sheer size or some supernatural quality to them, the enemies you face no longer hold any fear for you. In flight from them you shall always be methodical and focused – in battle with them, collected and alert. After all, to fear is to die – and you wouldn't want that, would you?

Interface Screw [600 CP, discount Specimen] – One way or another, you have a habit of messing with people's perception abilities during a chase. Whether it's causing a layer of static to fall over someone's vision, making them see all the walls and doors in a room as a river of blood, scrambling someone's vision for a few seconds when you strike them, or even just spawning pools of slime to slow them down, you can really do a number on someone's chances to run away. In addition, those who fear you tend to feel less of a panic and more of a paralysis, slowly sapping their will and ability to flee from you as their perception of time winds down to a crawl.

Science Demands That I Do This [600 CP, discount Researcher] – You can toss away any squeamishness or moral qualms when employing yourself to the purpose of research and

experimentation – no “code of ethics” is going to stop you from your work! What's more, the more amoral, horrific, and needlessly diabolical said research or experimentation is, the more likely it is to succeed! You might want to be careful with this, as committing enough atrocities to actually create or heavily empower a living being in this way will make it feral, disobedient, and very, *very* hungry.

Section 3: Items and Gear

Discounted items are 50% off for the specified Background.

Running Shoes [Free] - A pair of good running sneakers – light, sturdy, and with good traction.

Spooky Plush [Free] – This tiny plush doll in the likeness of the house's mistress is just adorable! It also allows her to watch your travels, comment on your progress, and play poker with that old friend of yours.

Specimen 1 Installation Kit [50 CP, free Manor Lord] – This box contains everything you need to rig any one building with cardboard cutouts that deploy and spook anyone they detect running at random intervals. The only 4 people they've ever killed were subjects with severe heart problems. The kit restocks a week after installation is complete.

Spooky Portrait [50 CP, free Manor Lord] – This portrait of you in armor and a triumphant pose is supposed to look regal and majestic, but for some reason it just gives people the creeps.

Delicious Burgers [100 CP] – This neverending bag of burgers smells strangely of sulfur, flame, and terror at first, but the taste of them is addicting, you won't notice the smell after you've had a few, and they'll always land upright. Don't worry too much if you start seeing things after eating a few.

Creepy Puppets [100 CP] – This set of four puppets closely resembles four children besides your own whom you've held close to your heart before. You always feel safer with the puppets around – even with what look like bloodstains where the strings go in. That's a coincidence, right?

Red Wine [100 CP] – This bottle of red wine doesn't actually seem to empty, and has a strangely strong metallic taste. It's probably nothing, though. Roll 1d4 to determine blood type – 1. A 2. B 3. AB 4. O

Software [100 CP] – This set of CD's contains not only a copy of the popular game Spooky's House of Jumpscares, but also a separate CD of its entire soundtrack! Have all your spooky sounds in once place!

Ax [100 CP, discount Explorer] – This woodcutter's ax is light, well-balanced, and seems to stay sharp for a rather long time.

Brain In A Jar [100 CP, discount Researcher] – This functioning preserved brain contains the mind of an experienced explorer, so if you can find some way of letting it speak again, it might have useful things to say about charting the unknown.

Meat Cleaver [100 CP, discount Specimen] – This rather large meat cleaver is great for slicing up Explorers, and imparts a sense of slight unease on those observing it.

Friendly Cat [200 CP, discount Explorer] – This light pink talking cat dispenses helpful advice and always seems to appear when you need it most, but the way it swooshes its tail behind itself and stares blankly at you is more than a bit creepy.

Helpful Notes [200 CP, discount Researcher] – This set of notes, left by old colleagues and visitors alike, will help you understand some of what's going on in this place – and how some of the technology used to contain the monstrosities within works.

Minions [200 CP, discount Specimen] – These seven monstrous creatures resembling one of your existing forms (your Specimen form if you are, in fact, a Specimen) are weak and non-sapient, but will gladly follow you around and attack any hostiles for you. Those killed, dispelled, or destroyed will respawn a week later, but you will never have more than seven.

Section 4: Manor Customization

This section is only to be used by those taking the Manor Lord background.

You are now the proud owner of your very own House of Jumpscares™! This haunted manor contains a thousand rooms, each more mortifying than the last! You're in luck, too, as you get to customize **500 rooms** to your liking! This manor will, in fact, travel with you between worlds if and when you leave, appearing on the nearest unclaimed plot of land, or on a plot of land you own.

To start you off, you already have 1 Foyer, 9 Elevators, and 1 End room, as well as 490 Hallways.

Minigames [10 Rooms] – These fun arcade machines (featuring a little sprite of you murdering various sprite people in cold blood) are sure to entertain and distract any bored Explorer!

CAT-DOS Console [10 Rooms] – This room contains a dossier on every Specimen in your House of Jumpscares, allowing Explorers to look up brief information on their strengths and weaknesses.

Refreshment Table [10 Rooms] – If you actually want your Explorers to survive a while, you might want to put in some of these.

Average Specimen [10 Rooms] – This spooky monster makes its first appearance in ten themed rooms, based on its appearance. It is likely to fit some horror trope or cliché, and it isn't generally that powerful – it can kill a human being with a couple of strokes, but said human has to be capable of stunning and/or outrunning it.

LP Room [10 Rooms] – Each of these rooms contains portraits of several YouTube personalities who

have played this game in the past, but that's not all! In the future, you can store portraits of anyone who clears your Manor's 1000 rooms in here!

That Room With The Desk And The Fan [10 Rooms] – This room looks sort of like a pizzeria security office. You've got to wonder why – surely it can't be a reference to something? Oh well, you'll figure it out later – a lot of Explorers seem to like pretending they're in some other jumpscare game while they're in here.

Advanced Special Effects [10 Rooms/20 Rooms] – This is just like an Average Specimen in all but two ways – one, it isn't actually real. It might be animatronics, holograms, or simple projectors and mirrors, but this “Specimen” is completely phony and can't kill anyone (save via heart attack). Two, it's actually *more* terrifying than a real Specimen down to the very *moment* an Explorer learns that it isn't real. For an extra 10 Rooms, this can be made to act like either a Strong Specimen or a Special Specimen for purposes of scaring folk.

Specimen Upgrade [10 Rooms] – Now, the themed area of either an Average Specimen or an Advanced Special Effects expands to twenty rooms and contains several “minions” that take after the main Specimen (real or illusory) in the area.

Mazes [20 Rooms] – This foggy room type won't allow Specimens to chase Explorers within, but unless the Explorers can figure out the door puzzle, they'll never escape!

Endless Hallway [20 Rooms] – This hall forks in three directions – an empty room to the right, a door to the left, and straight forward lies an endless, narrowing loop. Woe be unto those trapped there who encounter a Strong Specimen.

Abyss Maze [20 Rooms] – This dark maze hangs above a deadly drop, and many of its branching paths lead to a literal dead end.

Strong Specimen [30 Rooms] – This Specimen actually doesn't seem to occupy any of these 30 Hallways – however, that's a small price to pay for this one. It's like any other Specimen save for in two respects – one, it can only appear when an Explorer idles in the same room for an hour or more or become truly trapped in an Endless Hallway, and two – said Explorer will die instantly upon contact – if they're fully mortal, that is.

Special Specimen [30 Rooms/40 Rooms] – This Specimen acts much like an Average Specimen, but there's a catch – it looks and acts like a creature you have encountered previously in another world in all cases save for where this would contradict the Average Specimen rules. This can also benefit from the Specimen Upgrade perk. For an extra 10 Rooms, however, this Specimen can instead act as a Strong Specimen.

Trick Room [30 Rooms] – This room acts like another non-Specimen type – until a Explorer finds the secret panel. Then it reveals a map of the house! Nobody said the map had to be accurate.

Section 5: Drawbacks and Ending

You may gain up to +600 CP from Drawbacks.

Alone [+100 CP] – None of your Companions will be with you on this journey – you'll have to beat the House of Jumpscare on your lonesome.

Annoying LP [+100 CP] – Oh, great. Some unfunny YouTuber is stating the obvious and narrating your whole adventure. They won't stop overhyping their “fear,” and they won't stop making obnoxious pop-culture references.

Tick Tock [+100 CP] – Well, that's just dandy. Your enemies move faster now – they'll skip two rooms for every thirty minutes you stay idle.

Reality Ensues [+200 CP] – You're going to find yourself in need of food and drink rather quickly, and there's not much in the way of that to find here.

Watch The Clock [+200 CP] – It appears you've been moving a bit slower than usual – specifically, each room takes about twice as long to get through.

Unfriendly Cat [+200 CP] – You know that cat that gives you advice? Well, you might not want to listen to it this time – not that you'd know that.

Five Rooms At Spooky's [+300 CP] – It seems like you're going to encounter one of those rooms with the fans every so often – and every time, those dumb animatronics are going to try and start something with you for six whole hours until the door unlocks and you get to leave again. None of the Specimens

will even chase you to give you an excuse to bail while you're locked in these rooms. Hope you like pizza and *eeee* noises. Try not to run out of power.

Welcome, Foolish Mortal [+300 CP] – It seems all of those wondrous abilities of yours have been tucked away in a chest at the end of your journey. Now there's nothing to help you catch up to the Explorer any quicker, or hold Specimens at bay.

The Long Haul [+600 CP] – Oh, dear. You never asked for this. See, it turns out your journey won't end after a mere thousand rooms. You'll keep on racing through the house, room after room after room, until ten whole years have passed. Where before, Specimens you drove off or outran would just show up again and retread their old role, the ones you face now will all have new tricks up their sleeves every time they return. If you are a Specimen, each Explorer who enters the manor will be faster, stronger, and wilier than the last, with more resources at his or her disposal, and every one of them must die if you are to leave this place.

Regardless of what Drawbacks you choose, their effects dissipate at the end of your stay. After that, you have one more choice to make:

I'm Out – You know better than to stick around *this* place, or maybe you died. Whatever the case, you're out of here and headed home with everything you've got so far.

Your Soul Wanders An Endless Maze – Why would you want to stay *here*? Whatever the reason, you'll remain here forever and keep everything you've earned so far. At least you can leave the manor now, but who *knows* what the world outside is like?

High Score – So you've decided to move on to the next world and take everything you've grabbed so far with you. Good for you, but we'll miss you *so*!