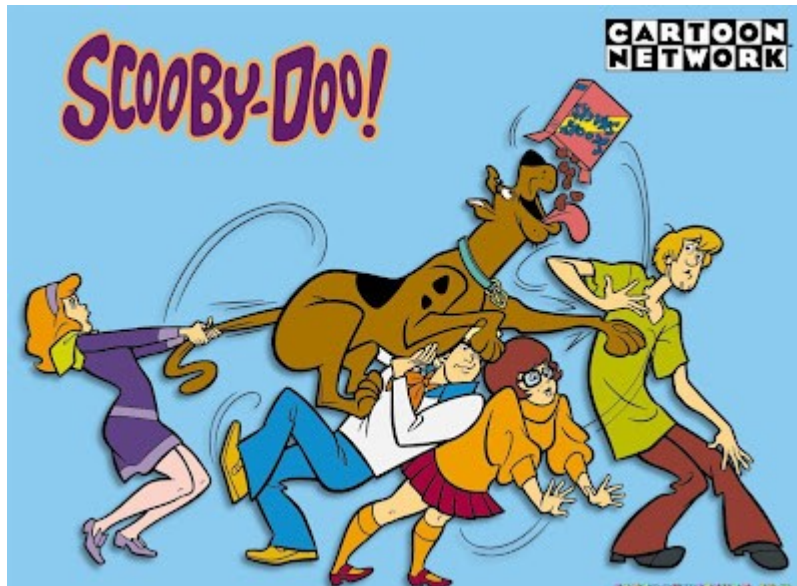




Scooby Doo 1.0 By Horrorshowjack

In a world of fake hauntings that somehow drive people away instead of turning into tourist attractions, and talking dogs with varying degrees of humanity, one group dared to seek mysteries to solve wherever they could involve themselves. Unmasking hundreds of criminals over the next fifty years their names became legendary.

Fred. Velma. Daphne. Shaggy. Scooby Doo. And that annoying little asshole.

And now you. Maybe. Or are you doing something else?

After thirteen series, decades of reruns, over forty animated films, hundreds of crossovers, five live action movies, and a porn parody that's enough of an intro right?

Better take these, there's mysteries to solve:

1000 Scooby Points.

Locations:

The USA sometime between 1969 and today.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick something plausible.

Perks: These cost 100 points unless otherwise stated. You get 4 Scooby Tokens. These can be redeemed to get anything you want here for free. Perks taken more than once have an additive increase unless otherwise noted. Perks with the [MULTI] tag may be taken more than once with a different specialty selected. They are then considered separate perks for improvement.

Adaptable Mouth: You're able to speak fairly clearly regardless of how implausible it should be with your current mouth. Also you have a long, nearly prehensile tongue.

Dao of Doo: You're a great dane. Whether standard or furry style ala Scrappy. May be purchased more than once to get both, or for 400 you can cover the entire furry spectrum. Becomes an alt-form after the jump, and all of them occupy a single slot if taken more than once.

Two by Four: You're very good at walking on all fours as a biped, and upright was a quadruped.

Clue by Four: When you're really stuck on solving a mystery or conundrum, you have a high tendency to lucking into finding an obvious clue to the solution.

Investigator: You're as skilled as Norville Rogers at that sort of thing.

Artist: You're highly skilled at some form of art, and have a knack for using it to make forgeries. [MULTI]

Counterfeiter: You know how to make mad cash. Literally! You are competent at all the skills needed to run a commercial level operation, including engraving your own plates.

Stage Magician: You have solid skills as a stage magician (including making your own tricks) and decent stage presence. You could probably earn a modest living if you don't switch to crime.

Special Effects: You're highly skilled in some area of special effects (including puppetry).

[MULTI]

Hypnotism: You have the skills of a competent hypnotist. Four ranks puts you up to Hollywood Hypnotherapist level, and the Killer Clown was at roughly six.

Ventriloquism: You can talk without moving your lips and move your voice a bit. At four ranks you could throw it into a locked room that was down the hallway, and still have it seem to be there when the room was searched.

Trapper: You're skilled at making booby traps, and Rube Goldberg devices in general.

Wrangler: You're skilled at dealing with animals and training them. Roughly twice as effective, and with a lot more versatility in what you can teach if you specialize in one class of animal. May pick up other classes of animal by taking again.[MULTI]

Nautical: You know how to handle boats, navigate a bit, and use up to commercial level diving equipment.

Driver: You have professional level skills and a license with some class of vehicle. [MULTI]

Costume Fitter: Your body adjusts to fit the costume as long as you're within +/- 15% of the total interior volume.

Brawler: One way or the other, you're surprisingly capable at the fine art of doling out beatdowns. Even beyond skill and physical abilities, you are a small amount (5%) better than should be possible at all phases of it.

Danger Prone: Much like Daphne, you have the equivalent of a black belt in some martial art, combat sport, or with a specific manual weapon. [MULTI]

Magic Aptitude: Maybe you're 2/69ths tiger blood warlock or something? At any rate you're born with the capability to learn magic. If you already have it, or get it later, this turns into a blanket 5% improvement to all aspects of using magic.

Minor Supernatural Inheritance: You have some supernatural gift peaking at the level of *Ghoul School* students for the maximum 400 points. This will not get you to the level of the *13 Ghosts*.

Syndication: As long as you've completed the default length of a jump and any drawback extensions, you can stick around in jump without probability of chain failure. Good for up to twenty years per purchase.

Sprinter: Your running speed from physical gifts is increased by 50%.

Genius: Select one of what in gaming terms would be considered a stat. Your total aptitude there is increased by 10%. Can't be assigned to magic pools etc. [MULTI]

Swingingest Gymnast: You have a significant skills as an acrobat and contortionist.

Big Eater: You can open your mouth wider than should be possible, are nearly immune to indigestion, and can eat up to 20% of your body weight without injury. If you could already eat that much, increase your limit by 50%. Although, that might be a bit uncomfortable. Still you recover and digest fast, and your highly efficient metabolism resists putting on too much weight.

Special Guest Stars: At least annually you'll randomly bump into people that are famous or important and in need of your help. For a certain value of famous at any rate. Becomes much more common if you have a way to make it not random.

XXX: Daphne being blonde was a bit of a surprise, but she's way bustier than you thought she'd be too. Seems you accidentally landed in the porn version for the duration. You can do it on future jumps also, as long as an at least semi-professionally made porn version exists. Yes parodies count. Duh.

Items: 100 Scooby points each unless otherwise noted.

Scooby Snacks: You have an endless supply of Scooby Snacks summoned one box or up to five loose at a time. No idea what's in them, but they're apparently tasty enough to risk death for a handful.

Ascots: They're stylish and you have a closet full of them in various colors. They self repair too.

Mystery Machine: (200) High performance van with all the usual Jumpchan upgrades (although they tend to fail when it will drop you into a mystery) and it's bigger on the inside! Seriously, Fred pulled a 15' long ladder out of it. And it wasn't the



folding kind either. You can get all the *Scooby Apocalypse* upgrades and have them be considered street legal for an additional 100 SP.

Grr Argh: You get one of the canon monster costumes sized to you. Or make your own comparable one.

Iconic Costume: Self cleaning and repairing. Dress codes get ignored when you're wearing this bad boy.

Spooky House: (VAR) For the base price you get just that, a somewhat spooky single family house. Upgrades in 100 Scooby Point increments all the way up to 500 getting you an abandoned ghost town resort or livable but beat up castle.

Diving Gear: You have a beyond commercial grade diving suit that never runs out of air, helps avoid the bends, is good to 400' and keeps your temperature cozy.

Insured Rentals: Once per month you can rent any vehicle you are licensed to drive, and get full insurance with it. No matter how many times you wreck the things.

Blockbuster Pizza: Big, thick, chewy crusted pizzas available with just about every topping imaginable. And some you probably shouldn't. Like marshmallow cream. Delivered in 30 minutes nearly anywhere in the universe, although you never seem to get a bill or see the delivery guy.

Real Magic: (400) You gain one of the grimoires with actual magic in them, or an equivalent level magic item. Must be from a canon source.

Glowing Rock Candy: (2000) You no longer have any upper limits to training based improvements, and can seemingly train anything you have. You can also channel the inner glow from the candy to raise your stats and abilities by 10x as a base, although initially that's only for a bit under a minute with a lengthy cooldown. Keeping your power severely restrained for long periods will slowly increase the multiplier.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Companion Options: These cost 100 points unless otherwise stated.

Scrappy Doo: (Free to a good home!) He likes trouble, fighting, and adventures. You have those right? You'll get along great. He's actually okay once you get to know him. It's not like he'd actually try to kill you later for ignoring him. Not at all. Please!

Canon Character: (50/100) They're free if you can convince them to join you of their own free will. For 50 SP each, you start with the sort of relationship to them where they'll come with unless you drive them away. For 100 SP each, this can be one of the supernatural types. This does not apply to crossover or hybridized characters.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Scooby tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! Solve 25 mysteries or perpetrate the same number without being jailed.

Continuity Toggle: Free! You can combine this with any property(ies) that the franchise has crossed over with, even in fan projects. Which is an astronomical number over the last fifty years. Especially now that they're in Multiversus.

It was inevitable after the Shaggy Instinct meme. (Youtube Thumbnail).



Mystery Inc: (Free!) You replace one of the canon members, but gain nothing else.

Speech Impediment: (100) Whether it's an inability to make certain sounds, jibber jabber like Velma, slang to the point of near incomprehension, or something else you have a hard time talking to people that don't know you well.

Scaling Rival: You have an enemy who has as many Scooby points to construct their build as you spent. They don't like you and seek to defeat you.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't use items from outside this jump in this jump. Or access your warehouse.

Power Lockout: You can't use powers from outside of this jump in this jump.

Scrappy: You're a berserk bastard, and always ready to fight. Especially when you're hopelessly outclassed.

Coward: You may get there in the end, but you're frequently panicking and running away.

Goldbrick: When there's work to be done, no one moves faster. Away. You'll put more effort into avoiding work or danger than you'd need to handle it in the first place.

Legally Blind: You're exactly that without your glasses, and get them knocked off fairly frequently. Double points if glasses won't help.

Greedy: You reeeally like money and will lie, cheat, steel, and possibly even kill for cash or liquid assets. You also tend to get tunnel vision when it happens, and not be as thorough as you might be otherwise.

Kid Friendly: Everything will be G-Rated. Especially you. You're also no longer anatomically correct, but it won't matter.

Pet: You are legally and ethically considered someone's pet. Expect to be sent in first a lot. Try not to do anything that would result in animal control being called.

Shudders: (400) You know the formula. Spooky happenings. Disappearance. Death Traps. Unmasking the monster. Torn clothing. Gore. Semi-erotic torture... Turns out in addition to *The Whistler*, the shudder pulps in general ran on the same beats. So you'll be doing that now. As an added feature, you can change your start date and eligible crossovers to the period between the world wars. Obviously, this is a lot more dangerous than the default setting.

Meddling Kids: (600) The Scoobies, and several similar groups, know what a creep you are and won't stop until they prove it. Put one out of commission somehow and another will take their place. Get put in prison for more than five years as a result of their efforts, and you fail the chain.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

This should cover the franchise with the exception of *13 Ghosts*. That's completely out to lunch compared to the rest. Although the SMG live action continuity would benefit from its own jump at a minimum.

Shaggy and Daphne were the two main humans through the entire Scrappy Doo era. It's weird that basically nobody considers them a pairing.

Version:

1.0 First upload. Done for Monthly Jump Challenge: Nostalgia. September 2022.