

New Scooby Doo Movies Jump

Version 1.0.0



*Jumper, Jumper jumper where are you? All the stars are here waiting for you.
Couldn't have a jump without ya.*

Ah there you are. Welcome to the second, and final, Scooby Doo cartoon produced for CBS before the move to ABC. Scooby and his friends, Fred, Daphne, Velma, and Shaggy, likely need no introduction as mainstays of children's entertainment since 1969 continuing all the way to such modern shows as Scooby-Doo and Guess Who? Which is perhaps especially pertinent as it follows the same premise as The New Scooby Doo Movies. In this show they changed up the formula by doubling the length of episodes to an hour with commercials, and having the Mystery Inc kids meet up with the stars and various Hannah-Barbera cartoon characters in crossovers, making it the first time Scooby and the gang would encounter the truly supernatural with such characters as the genies Jeannie and Babu.

You will be entering this world at the start of the series, and you will be staying for a full decade in this world of celebrity guest stars, masked smugglers, and occasionally Batman and the Boy Wonder. To help you in your time here you will be receiving these:

+1000 Celebrity Points

Good luck and good jumping.

Location:

Scooby and the gang travel all across America - and even in one episode to England, and back in time to Persia - so you may feel free to enter anywhere you'd like in America that is appropriate to your origin. Don't worry, you'll have a chance to cross paths with the gang at some point in your time here, unless you actively leave the region they might show up in.

Age and Gender:

Your age and gender may be freely chosen as appropriate for your origin and background in the world. If you dropped in they are instead the same as the last jump.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Celebrity Guest: Introducing the famous... well whoever you are. You're a celebrity, or at least a comedian, and you're here to live your life, and probably get haunted by fake ghosts. If you'd prefer not to be a star of the silver screen, or just want to forgo connections and memories, this plays double duty as the Drop-In origin, and you may choose to drop-in simply appearing in this world from where you left off in your last one.

Cowardly Glutton: You're not necessarily as hungry or scaredy as Scooby and Shaggy, but you seem to resemble them more than most. You're probably in your late teens or early 20s, and seem to have been something of a slacker in your past. Still you're a big eater, and possibly the heart of the show. If you wish you can even be a new member of the Mystery Inc group traveling with them across the country.

Masked Crook: There'd not be a show without you. Whether you're a smuggler, or just trying to scare someone off to buy their property cheap, you're the man with the plan. It just so happens to be a criminal one. You're probably an adult, you've got a place you live, and you've got the start of a plan already in motion.

Meddling Kid: Or maybe you're a real crime solver. No bumbling slacker are you, but someone who actually applies your mind to the problem. You're probably in your late teens - one episode did have Velma visiting her old high school implying they were probably college age. You might be relatively normal, but you're still an essential part of things. If you wish you can even be a new member of the Mystery Inc group traveling with them across the country.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Family Characteristics (50): Your appearance runs very strong in your family. Anyone descended from you will be immediately recognizable as such by how they resemble you. Certain features run stronger than others, maybe your nose, your eyes, your chin with its scraggly beard, or even your hair cut, and you can even choose a cosmetic trait to be the main one passed on throughout your family - or change this choice at the start of any new jump.

Yankee Spirit (50 CP): Know all the ins and outs of pioneer life, and all basic trades and crafts - you could build bridges in authentic pre-revolutionary style, make your own soap, or weave on a loom. You won't know any truly specialized trades, but the basic arts and crafts of Colonial America are all at your fingertips.

Brighter Than the Stars (100): You look pretty good. Maybe not a perfect 10 out of 10, but you look better than most of the celebrity guests who are admittedly mainly comedians but you're at least a 9 and there's a certain aesthetic you just seem to naturally hit where to those with a thing for it your looks will hit a lot harder than it normally would. Whether that's classic blue eyed blonde All-American, nerdy geek, fashionable red head or something else, you have the potential to be a natural icon for the look and type. And of course you'll find it easy to keep looking good and remain this fit in the future.

Pacing Up and Down the Walls (100 CP): Are you perhaps related to Gomez Addams? You seem to be able to walk on vertical surfaces as if they were horizontal, simply walking up or along the walls. You can even walk on ceilings and the underside of horizontal surfaces. And you're resistant, seemingly immune, to the vertigo and ill-effects that can come from changing your orientation in regards to gravity or remaining upside down too long. No need to worry about too much blood pooling in your head when you decide to stand on it for a few hours straight - it won't get more than just the right amount.

Musical Guest (150): You are a professionally skilled musician with the skills and ability to make yourself a hit in the field. Your music is almost oddly uplifting and emotionally resonant, such that someone might expect you to legitimately be able to soothe a monstrous frog, or just the sound of your singing voice could reassure cowards like

Shaggy and Scooby alone in a haunted building. Finally, because you might need to do a lot of running around here, you find it easy to sing while performing what should be anaerobic exercise, and even to play two handed instruments while running without slowing down. You can sing - or play - just fine while doing other things as long as they don't require your mouth or hands directly (indirectly like running is fine).

Part of the Gang (150 CP): Mystery Incorporate road trips around America - and occasionally to England - a whole lot. That's 5 kids stuck in a van together for who knows how many hours in a stretch. And yet they don't seem to get frustrated with each other, or angry, or rub on each other the wrong way. And they're not the only tried and true friends here. The Harlem Globetrotters, Laurel and Hardy, the Three Stooges, Sonny and Cher... or well maybe not so much them, they seemed to have some bubbling relationship issues with their delayed honeymoon, but the Joker and the Penguin, and Batman and Robin.

You find that you get along smoothly with your friends. Whether being attacked by a headless horseman, or just shut up in a bus with them for days on end while they get you lost once again, you're able to avoid letting raw nerves cause you to snap at them, to watch your tongue not to say something friendship ruining in the heat of emotion, hold back from grating behaviors, and not get annoyed by the way they say zoinks or their little behaviors. The same seems to apply to your friends when dealing with you. In general you'll find friendship go more smoothly, and irritations are less irritating for you and your friends.

Talking Animal (150 CP): You are an animal, no more dangerous than a great dane. You possess human-like reason, as well as the ability to talk - albeit with some difficulty. You are also able to use your front feet - or feet in the case of winged bipeds such as birds or bats - with a surprising amount of manual dexterity and prehensility as if they were hands, and walk although somewhat awkwardly on just your hind legs even if you'd normally be a quadruped. Strangely people will treat you like you're just an animal despite how you occasionally speak, or show the capacity to reason; it's possible to break this illusion if you act too far out of what would be acceptable for an animal. Even a full, long winded speech instead of just a few words here and there or short conversation would do it. Still play a little dumb, and occasionally act up your animal instincts and no one will see you as anything more than a particularly clever animal.

Post-Jump this becomes an alt-form.

Lurching (200 CP): You're big, standing about 20% taller than would be average for your species, or somewhat taller if you were already taller than average, and while your breadth hasn't increased by a full 20% you're pretty big that way too. And it's not just being big. You're strong as well, even for your size. As a normal human you would be strong enough to lift the back end of a van off the ground and hold it there without serious strain.

Undercover (200 CP): You're pretty good at getting into a role. While this won't give you a mastery of improvising one like **Too Much Talent for One Man** or at disguise, you may be a fair deal better at maintaining one long term. You are a skilled liar, and able to get into a role, playing it convincingly, and consistently, so that you could even have a whole town convinced that your personality was something completely other than it was. Once you've been acting in a given role for a week or so it's almost impossible for you to slip up and reveal your true nature. Even the Scooby gang wouldn't suspect that you were anything other than what you claim.

Celebrity Guest Perks

Professional Stooge (100): You've got a definite talent for comedy. You could be a professional comedian or comic actor, and are especially good at coordinated multi-person acts and slapstick comedy as might be expected from such comedy legends as Laurel and Hardy or the Three Stooges.

Too Much Talent for One Man (200): It almost seems to be spilling out of you. You are a master of impressions, easily able to hold conversations with yourself which legitimately sound like 2 different people, and with practice you can impersonate the voice of individuals you know well enough so accurately it almost feels like you have the same voice actor. You can even do a variety of sound effects and accurate animal calls, or throw your voice so it sounds like it's not coming from your mouth - at least as long as they don't see your mouth moving.

You're not limited to vocalizations, though. You're an excellent character actor and disguise artist as well. It's a bit harder to impersonate individuals visually - unless you already look like them - but with some Hollywood make up you could effectively disguise yourself as a whole host of characters and change your mannerisms enough to convincingly make them seem like different people - albeit with perhaps a touch of family resemblance - even coming up with new characters and personas on the fly.

Celebrity Odd Jobs (400): It's the famous Three Stooges as... crop duster pilots. It's the famous Dick Van Dyke... running a carnival all by himself. It's the famous Don Adams... as an exterminator. It's Mamas and Papas singer Cass Elliot... running a candy factory and designing new confections. It seems like if the job isn't something that'd expect you to take years of post-graduate studies for, you can do it. You won't be the best, but you're just generally competent at any job you set yourself to enough to pass as professionally competent - you'd not be a Michelin star chef, but you could run a restaurant's kitchen even if you'd never had to before. Even if it would require a lot of specialized study and training - like a dentist, doctor, or lawyer - you'll take to the task naturally enough, and do about the best job an amateur could be expected to do. Of course this extends to other tasks and skills. It doesn't matter what the task in question is, you seem to be at least a gifted amateur at it on your first try, and usually take to it with a basic proficiency as if you had weeks of experience or training. Not all jobs may be for you, but you'll be able to learn to do them if you feel the need to - even if it's just to perform such a role in a movie.

It's the Famous... (600): What sort of celebrity would you be if you weren't famous? At the start of each jump you may choose - even as a drop-in - to be a well known and household name. You may choose whether this is being famous for being famous, as people just know who you are, and know you're a well-known individual, or if your deeds in past jumps are known as either popular (fictional) media, or outright well known as actual fact. This won't give precise control of which deeds are known or showcased - typically it'll be the ones that were better known in the jump in question - but you can choose not to open the gate to this knowledge.

Quite separately this also makes your name and fame seem to spread easily through a setting. Whatever you do you seem to have a celebrity aspect to you, and people are more likely to talk about you and your deeds whether that's word of mouth spreading about your singing career, people talking about the movie you just performed in, word spreading about your now no longer haunted theme park, or that time you fought alien invaders on live tv; your fame naturally spreads more than it would for most people all else being equal. You may toggle this on or off completely separate of your start of jump choice for the first part, though turning it off won't make people forget what they already know, merely remove this extra impetus to the spread of your fame.

Cowardly Glutton Perks

Big Eater (100): Your stomach seems to be bottomless. You can just eat and eat and eat, and it doesn't seem to affect your figure at all; the dangers of excess eating don't affect you in the least; you won't get nauseous due to eating too much, unless you start eating excessive amounts of candy made from ground up precious metals. You're also able to eat impossibly fast, your mouth managing to fit far more into it than it should be able to, and chewing is optional for you.

Zoinks! (200): You're freakishly good at running. You simply run faster than you should be able to judging from your general build and fitness; as an average young adult you could keep up with - or pass - professional athletes and might be competing with world class ones. You're even faster when you're running away from something that scares you, a normal college kid could actually break world records this way. And your stamina is similarly increased when running - and further when running away. This applies to some extent to all forms of movement as you simply move faster and more easily whether you're running, swimming, jumping, climbing, or flying than would be expected from your general level of fitness, and all of these increase significantly when you're actively fleeing. This doesn't apply to feigned retreats, or attempts to lure something after you, but when you actually want to get away from something, you could go from lanky teen to the world's greatest track and field star in a heartbeat.

Secret Sniffer (400): If someone tries to hide something, or something is designed to be hidden, you have a way of finding it entirely by accident even if you're trying to look for it, though actively looking for it won't reduce the effectiveness of this perk. You seem to have almost unbelievable luck when it comes to unraveling mysteries with your sheer presence. If there's a mechanism to trigger a secret door you trigger it without trying. If there's evidence that's been hidden you uncover it by tripping over what's hiding it. Even conversations that are meant to be had in secret you might accidentally walk by and overhear, or just happen to be near a duct that carries the sound. This won't give you the mind needed to put together the information you find, but oh boy if you won't be getting enough clues that even a dog could figure out mysteries.

This is of reduced effectiveness with secrets which knowing would disadvantage you. You won't accidentally overhear about your surprise party, or stumble onto some horrible knowledge that will drive you mad. Or at least this perk won't make it more likely.

Scooby Scooby You (600): You are a cartoon character. This isn't to the level of Bugs Bunny or someone like him, you won't be surviving anvils or painting walls and walking through them. In fact this does practically nothing against intentional injuries inflicted on you. Still physics is a bit softer when it comes to you, and far more likely to follow the rule of funny, and allows you to do things like slide across frozen lakes on pieces of ice, use animalistic paws as hands, run on your hands almost as well as your feet, and other minor breaks with physics for the sake of comedy. This cartoon nature also helps you stumble your way through events and dangers, usually through a bit of a comedy of errors in which you fail your way to success. It can't do everything for you, but you might manage to fly a plane - well - through pure chance, and bring it to a successful landing, and your bumbles and mistakes have a way of helping you out in the end.

This does synergize with powers you have from here and elsewhere, making their limits softer and exaggerating their effects when it'd be funny. This is more comedic than directly useful - expect this to do more when you're being a goof than if you're in a life or death struggle where you're actually threatened.

Masked Crook Perks

Smuggling Rings (100): Whether it's uranium, gold, or stolen cars it's not uncommon for the villains around these parts to be running a smuggling operation. And it seems like you could join them. You know the ins and outs of how to smuggle objects over borders and between states and countries, how to hide objects, or to find ways around border security, and in short how to be a successful smuggler. Similarly as you need to sell these illegal goods you have an understanding of how to fence stolen items, and contact and operate black markets. These skills won't directly update for new settings, but your knowledge is not merely in what is done, but includes an underlying understanding of why they operate the ways they do, and an affinity for figuring out new ways when the old ones fail.

Silent in Shadows (200): If you're pretending to be a ghost or monster it is important to be able to get around unnoticed until you want to be. As such you've learned to move quite silently and stealthily, able to slip about unseen with impressive skill, your movements worthy of some military scout. This only increases with your familiarity with a location. Though it's not the only benefit that familiarity with a locale gives you. When you're unobserved in a location that you're very familiar with, you seem to be able to teleport short distances. Not too far, not more than maybe 30 seconds of movement, and you'd have to be able to travel the distance unnoticed without teleporting, but you could possibly get to another room in time to cut off someone running from you before they do while going a more circuitous route, and you can't do it in quick succession. But even such short teleportation can be rather useful. Those beings who come along the chain with you can observe you or be able to notice you without preventing this ability.

Fostering Fear (400): People can be scared quite easily it seems, at least by dressing up as a ghost or monster. When you convincingly fake supernatural or paranormal activity outside of the realm of what should be normally possible, you'll find that ordinary individuals don't try to investigate or even show skepticism. Instead most people will accept your supernatural nature and react with fear, even beginning to avoid the area completely, only those who lack the means or are greatly attached to their position in the region will be likely to stay. Of course, law enforcement, the uncommonly brave, the uncommonly curious, and sometimes just the uncommonly stubborn seem to be resistant to this. Still stories of such haunting and mysterious occurrences will spread, keeping more and more people from arriving in the area.

Of course you might not have to fake supernatural powers outside of the norm for a world, but actually demonstrating them will work just as well. This perk does only

function when you're trying to scare people, if you're not you're no more terrifying than usual.

Engineering Enigmas (600): Secret doors with absolutely no seams, hidden chop shops, hollow dinosaurs that roar, control rooms that can run dozens of traps across an entire building, realistic giant vulture disguises for helicopters that don't impair their ability to fly while looking like an actual giant bird... There's some serious engineering involved in faking spooks. And now you're capable of it all. Besides being able to copy the engineering feats of the villains of the show, you're highly adept at the sort of engineering they excel at, and can create similar of your own. This also improves your other engineering and technological skills when it comes to creating secret passages, hidden switches, attempts to fake (supernatural) events and creatures, or the general nature of the engineering of these masked crooks of this world. Who knows what you could do once you start incorporating super science or magitech.

Meddling Kid Perks

Mystery Solver (100): Well you're not Sherlock Holmes, but you're better than most police detectives - even if the police solved several cases the Mystery Inc gang were left scratching their heads at in this series. I'd say you're the equal of Velma, but given Freddie solved several cases on his own, and even Daphne picked up clues Velma missed on occasion, you're really the equal of the best of them whoever it happens to be at the moment. You have a sharp eye for clues, and a mind that's good at putting together the pieces and figuring out mysteries - including the who, why, and how. Of course this only helps you if the clues aren't too well hidden for you to notice them, and this is the show where the police had to explain a good number of cases to the gang.

Get 'Em (200 CP): And they say Freddie doesn't have a catch phrase. You might be a frumpy nerd, or have the looks of a glamor girl, but you can keep up with professional athletes when it comes to general physical performance though you probably won't be keeping up with them in their specific event or sport. You're not 'peak human,' not by a long shot, but you're quite capable.

Of course that's barely worth more than a pittance. So you'll get another bonus. Freddie and the Mystery Inc gang don't actually fight often - and sometimes he loses to a little old lady (admittedly one who works with the Joker and Penguin as an equal) - but they do a few times and when they do the 'fight' ends up as much slapstick as anything else, using doors, dodging to make enemies run into walls, unleashing balls to make them trip. It's enough to beat a crew of ~~illicit oil smugglers~~ ghost pirates. And now you'll find out you can fight in the same way. That is you can incorporate slapstick antics into your fighting style without making it any less effective in a fight, just more comedic - and potentially humiliating to your enemies.

If taken with **Professional Stooge** you'll also find yourself with basketball skills fit for a member of the Harlem Globetrotters, and be able to apply such goofy comedy and sports slapstick similarly to other sports you're skilled in.

Friend to the Stars (400): There's something about you. One way or another you seem to be drawn to meeting with famous individuals. You don't get to pick who, though they tend more towards popular media figures and entertainers than other roles, though occasionally they can be superheroes and other famous public figures. These meetings will generally be in circumstances that are favorable to you befriending them - maybe their car has broken down, or you stumble onto them as they're trying to investigate the abduction of a friend and who you can help find. You can toggle this effect off or on if

you don't want to run into celebrities who need a ride to the nearest gas station, or find their lost dog.

Of course even when meeting them outside of these circumstances, you seem to be particularly skilled at befriending stars and the famous. There's something about you that just seems to appeal to celebrities. Maybe it's your common, everyman charm... or your exotic otherworldly alienness.

Friendly 'Ghosts' (600): Except for Redbeard's Ghost no one actually tries to kill these meddling kids. Even the Joker and Penguin, hardened criminals and supervillains who normally have no hesitation in killing, chose to try and scare them away even when they knew the kids were working with Batman and Robin and had foiled their plans to stop the dynamic duo previously.

You carry this protection with you. Even hardened killers and criminals will typically choose non-lethal solutions to the problem you represent, and seem to prefer to scare you away - or into submission - to actually harming you. Even when it's harder, and has failed before, they have a tendency to go for abducting or scaring you over a more permanent solution. There might be someone too murderous for this to stop, or if you prove too difficult to stop otherwise someone might give up and actually try and hurt you, but even the Joker would spend a good number of attempts - and dress up as a dryad - before considering harming you, much less killing you.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Any taxes for ownership of any properties purchased here will be paid automatically; this only applies to taxes for owning the property, not on selling any products. Any properties or structures bought here may become warehouse add-ons post jump if you do not want them to import into a given setting (and this can be chosen anew at the start of each jump).

Distinctive Outfit (50 CP): This is a distinctive outfit. All of the members of Mystery Inc - except Scooby - have their own distinctive style of fashion. You could copy one of theirs if you wanted or find something new. It could even be a set of pajamas like Batman and Robin wear... I mean a superhero costume. Either way it'll always fit you, isn't harmed by your powers, and will clean and fix itself when not worn. More than that, though, this outfit has a way of becoming emblematic of you and associated with you in the public consciousness.

Lucky Basketball (50 CP): This is a basketball, or another piece of sports equipment. Physically, it's perfectly ordinary but it seems to be good luck for you as you simply perform better when playing the sport using it.

Thing (50 CP/100 CP): This disembodied hand is capable of running about on its fingertips like they were legs. It may possess full human intelligence, or may simply be a clever pet that can understand human speech. Whatever the truth it is extremely loyal and seems to honestly care for and love you.

For the higher price it comes with a series of boxes. You'll get 5 of them, but more will automatically scatter across any property you gain directly from a Jump document. These boxes seem to be a perfect living habitat for this Thing, and it can even travel quickly between them regardless of the distance. To any other examination they seem to be nothing but empty boxes like one might store shoes or hats in.

Incognito Sunglasses (100): If only some of the stars would remember to wear these. These sunglasses won't hide your identity from someone who knows you well, but seems to hide it from those who only know you by reputation, or TV. Interact with someone long enough and they'll fail, but even if you're a famous, big name star, or famous Jumper, you won't be recognized by passerby on the street, or the cashier at the check out. Well at least as long as you're not driving a car that has your name on it.

Candy Factory (300 CP): This is a fully functional candy factory. It comes with a foreman and a watchmen, who will follow along as followers, with their salaries paid. It's actually mostly automated so 2 people could run a fair bit of it easily, though you will need a larger staff for normal operations, much less the sort of operations you could have if you ran it around the clock. It will receive deliveries of supplies for making candy regularly, this is enough for normal operations, but if you wanted to run it around the clock you'd need more. And don't worry about the IRS questioning these deliveries, the tax on them is already paid.

Haunted House (400 CP): This is a copy of the Addams family mansion. While it's hard to find a clearcut ghost so it might not be properly haunted, it is full of secret chambers, chess boards that play by themselves, gardens with carnivorous plants, secret chambers, dungeons, and the like. There are even other objects capable of moving on their own, and at least one animate dinosaur fossil.

It comes with surrounding lands, including a wonderfully unpleasant swamp. Even better it will grant these spooky vibes and this creepy aesthetic to any properties it's imported into or that are imported into it; you might even find more Addams-style curios like the carnivorous plants and animate fossiles.

Jumper Cave (450 CP): This is a secret base built into a hidden cave. The cave entrance is a secret door itself, mechanically opening and closing and resembling a small cliff face in a hill when not open, though there is a road which leads straight up to it. A sign at where the road would connect to the main road system says 'road closed' and people are oddly disinclined to investigate it.

The base itself contains a large garage/hangar for storing any reasonably sized vehicles (a fighter jet, truck, or small train is reasonably sized, a battleship is not and we won't talk about space opera vehicle scales) you have purchased with CP or gained directly from a jump document, as well as basic tools for maintenance and repair work on them. This garage/hangar will expand as needed and leads directly out of the secret door, or can open directly from a similar door on top of the hill. You may choose to have any vehicle stored in this hangar to be cosmetically redesigned to match some theme or motif representing you - bat is popular but might cause a certain crimefighter to be grumpy, and we'd not suggest clown either, but both would be options. You can change this theme at the start of any jump (or at will post-spark).

In addition to the hangar, this cave includes training facilities and gyms, a crime lab, and an atomic pile. The training facilities and gyms are the sort you'd expect from a dynamic crime fighting duo. The crime lab contains a powerful Jumpcomputer, designed to interface with public databases, compile information, and predict the behavior of criminals, every bit a match for Batman's Batcomputer. The atomic pile is a self-maintaining and repairing nuclear power plant capable of powering the base, and of producing significantly more electricity than required for the task.

In addition to the physical components of this base, this purchase includes a Jumpermobile and Jumpercopter. These are both electrically powered vehicles, capable of holding enough charge to operate at least 24 hours in high intensity situations normally charged from the atomic pile. They both have tracking beacons built into them so that the Jumpcomputer can find them from anywhere, in addition to advanced radar detection suites, infrared sensors, and various other gadgets of this level and type. You may import appropriate vehicles into these.

Celebrity Guest Items

Grandpa Frickert's Feed (100 CP): This is a box of what appear to be crackers. If an animal - not including human(oid)s - eats these crackers they will grow. This growth is only temporary, being quickly burned off with activity or slowly over time even if sedentary (or dead). Still if an ordinary rooster ate the entire box it could grow to dwarf elephants for long enough to chase people and destroy several small buildings. The box refills monthly if the contents are eaten or lost.

Utility Belt (200 CP): This is a belt across which are many compartments and containers. This belt seems to be capable of holding far more than it should be able to, as if it had several times the number of containers, and each one is able to hold as much as a large and deep pocket - even holding something like a long, and decently thick rope, or a grappling hook is possible despite the compartments looking to be smaller than a hand.

Speaking of which it does come with a grappling hook and climbing rope, as well as several small throwing blades designed after a motif or theme of your choosing (this can be changed at the start of any jump), a handheld device which can detect otherwise non-traceable homing beacons now present in any vehicle you have gained directly from a Jump document, and a small supply of Jumpercookies which are designed after the same motif or theme as your throwing weapons and which always taste fresh and very well made; expended supplies will replenish daily.

Vicious Looking Manservant (400): Well they can be a maid if you'd prefer. Either way this servant is a fully trained and capable valet, butler, lady's maid, and general servant. They're quite the excellent one, despite the fact that they don't talk much, being highly competent and capable in the roles traditionally associated with a servant. Beyond this they are big, strong bordering on (or maybe crossing into) the superhuman, and rather intimidating. Finally they are seemingly able to teleport between your properties, or at least from any you leave them in to any you are in, and always seem able to come quickly when you ring for them from within a property you own. Oh and they're guaranteed to be completely and absolutely loyal to you.

They count as a follower not as a companion unless you import them as the latter. If killed or lost they will be replaced within a week by another just as loyal and competent.

Fortune (600): This is a sizable fortune. When you purchase this choose whether it represents a wealth of gems and/or antique coins worth several million in 1970s money, and substantially more now (roughly 7.5 times as much in modern money), or land which holds a natural resource which is not yet discovered but if found and properly tapped would be worth many times that amount, though may require time and a sizable investment to properly utilize. If you choose the former any spent portions of this fortune will be replaced at the start of your next jump. If you choose the latter the land will not follow you, but you'll have the legal rights and ownership of a similar piece of land - with a setting appropriate resource - each jump.

Cowardly Glutton Items

Superhero Sandwich (100): This is a six foot long submarine sandwich. It's made of good ingredients and topped to your liking. You get a replacement every day if it's eaten.

Van (200): This is a large van painted with a paint scheme of your choice. Maybe you want a classic Mystery Machine look, or would prefer some heavy metal art adorning a side. While the van can break down, run out of gas, or be damaged, it will always fix itself by the next morning, and will refuel and maintain itself when not in use. It's also pretty resilient against crashes and inclement weather, not skidding or sliding on wet roads, and while it can be damaged by crashes, they won't hurt those riding in it. Finally it has a lot of storage space, able to store a dozen suitcases without seemingly taking up any space in the van - maybe there are some compartments in the floor.

Scooby Snacks (400): This is a box of scooby snacks. These snacks are absolutely delicious and delightful to animals - not including humans - and eating one seems to calm nerves and help remove stress from an animal. Besides being an excellent way to calm an animal, they seem to be pretty good for befriending them too, as feeding them to an animal makes them like you more. They're good for training too, as feeding an animal one makes it temporarily more capable of understanding commands, and much more likely to obey them even when they'd normally be scared to or hesitant.

Map (600): This map always seems to show the surrounding regions. It especially marks any hot dog or hamburger stands, as well as other eateries of the sort. Occasionally when following this map it will become incomprehensible leading to attempts to follow it causing you to get lost. When this happens it will lead you to some adventure or excitement, though most often and especially a mystery. Using this map always carries this risk, though the chance of it happening will vary based on your desires; if you're in the mood for adventure it will happen much more often, and if you're in the midst of something important it seems to know better than to try and get you lost. Though it still might - and it might lead you to something important for your purpose that you'd otherwise have overlooked in the process.

Masked Crook Items

Monster Costume (100): This is a very convincing costume of a monster, or a ghost. While they can't be too outside of the human range - it's a humanoid not some sort of dragon or centaur, and can't be too much larger than a human - when worn it seems to be seamless, completely able to pass casual inspection as being the real deal. It won't be transparent as a ghost, but it could glow eerily in the dark. It can even contain some minor gimmick like spring heeled boots to let you bounce around like a hopping fiend. This costume won't make you overheat or cut off your field of vision, or suffer the sorts of nuisances and problems common to such full body suits.

Mechanical Bird (200): This is a (civilian) airplane or helicopter of early 1970s design. Except that it has been made up to look like a giant bird or bat, or maybe some other winged creature, even to the point of being able to flap its wings. This won't impair its ability to fly or function as an aerial vehicle. It also possesses very powerful headlights. It will repair, maintain, and refuel itself over time when not in use.

Projector (400): This is a simple movie projector. Well if a movie projector could project an image on the air. And have it look three dimensional and fully real. Oh and produce sounds from the projected image. So this is more of a hologram projector, but it does look like a traditional film projector. And because you're paying the big points for this you don't need a special film reel, but it can take more advanced film storage as well, and project a single moving character from it. It'll even work during broad daylight - something that the ones in the show might not have been able to.

“Haunted” House (600): Well this doesn’t have to be a house, and it’s definitely not haunted. It can be a mansion, though, or possibly a small ghost town, an old mill, a hotel, a private airfield, a medieval castle, (candy) factory, amusement park, or another large structure or small compound, and whatever it is it does have a reputation of being haunted, with some local legend about a ghost or monster of some sort. It also has a multitude of secret chambers and passageways, as well as non-lethal traps, mechanical ways to fake a haunting - such as objects that will move when you pull a lever, recordings that play ghostly sounds, or invisible wires that can be attached to non-resisting person to carry them about as if they were flying - and finally a large hidden cavern somewhere underneath or on the property. This cavern holds what would be needed for some covert criminal of the 1970s such as counterfeiting, a chop shop for cars, or illicit mining. It won’t come with replenishing supplies but has the basic machinery and tools for a criminal activity of your choice and is very well hidden.

At your discretion these stories of hauntings can be extra effective in keeping people away... or attract the curious and thrill seekers to the area.

Meddling Kid Items

Matches (100): This is a pack of matches. They're strike anywhere, and you don't need to worry about them getting wet or ruined. Oh, and just one match is enough to fully illuminate a room, producing substantially more light than a normal match. The pack of matches replenishes itself over a week.

Van (200): This is a large van painted with a paint scheme of your choice. Maybe you want a classic Mystery Machine look, or would prefer some heavy metal art adorning a side. While the van can break down, run out of gas, or be damaged, it will always fix itself by the next morning, and will refuel and maintain itself when not in use. It's also pretty resilient against crashes and inclement weather, not skidding or sliding on wet roads, and while it can be damaged by crashes, they won't hurt those riding in it. Finally it has a lot of storage space, able to store a dozen suitcases without seemingly taking up any space in the van - maybe there are some compartments in the floor.

Hairpin (400): This is seemingly a perfectly ordinary hairpin. It just happens to be almost impossibly good as a lock pick. Slide it into a keyhole, wiggle it about, and presto it'll open any lock. If they don't have a keyhole it's a bit harder, but you find the right area to push it in near the locking mechanism and you can still use it to pick the lock.

Map (600): This map always seems to show the surrounding regions. It especially marks any hot dog or hamburger stands, as well as other eateries of the sort. Occasionally when following this map it will become incomprehensible leading to attempts to follow it causing you to get lost. When this happens it will lead you to some adventure or excitement, though most often and especially a mystery. Using this map always carries this risk, though the chance of it happening will vary based on your desires; if you're in the mood for adventure it will happen much more often, and if you're in the midst of something important it seems to know better than to try and get you lost. Though it still might - and it might lead you to something important for your purpose that you'd otherwise have overlooked in the process.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who is not a genie. For 200 CP you may recruit the entire Mystery Inc gang, Josie and the Pussycats (as well as hanger ons), Speed Buggy and his friends, Batman and Robin, or the Addams Family as a group companion sharing a single slot; Batman and Robin will come with Wayne Manor, the Batcave, and their Bat-tools, and the Addams Family will bring along their family home as well. For 100 CP you can recruit any other set of guest stars or villains (including the Penguin and Joker) as a group companion sharing a single slot.

Genie (1200 CP/800 CP/1400 CP): You are now the proud owner of a genie. This may be Jeannie or Jadal the Evil, or a new genie. While not truly omnipotent, and capable of being overpowered by - among other things - a more powerful genie, a genie possesses phenomenal magical powers able to teleport, make vans fly, produce enough food to feed Shaggy and Scooby both out of thin air, and seemingly limitless feats of magic. For 800 CP this can be Babu the apprentice genie, or another genie of his general level of incompetence, and impaired ability to learn. He's been an apprentice genie for 1500 years and shows every sign of being one for another 1500. Babu's magic might be more trouble than benefit until he actually manages to learn.

For 1400 CP you can get Jeannie and Babu as a pair taking up only 1 companion slot.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Insertion (Toggle): Want to insert as a specific character? Feel free. This won't give you any of their powers, abilities, skills, or the like, though.

Mysteries Everywhere (Toggle): It could be easy to miss the sort of adventures the kids get up to in this series, especially if you somehow become a coward. By selecting this toggle you ensure that no matter what you try to do, events will conspire to put you into contact with 'haunted' locations, 'monsters', and the like. They won't be supernatural unless you take Real Ghosts, just masked crooks like the gang encounter.

At your discretion this can include giving you the more 'world domination' seeking, Bond villainous foes of Josie and the Pussycats and the Speed Buggs as well.

Only 2 Seasons (Toggle): Scooby Doo has been running strong for over 50 years, one would think there's enough adventures for a jumper to spend 10. But this specific incarnation only lasted 2 seasons. So, if you'd like, you can leave the jump after only 2 years, but if you reduce the duration of your stay you will receive only ½ CP from drawbacks.

Wider World (Toggle): There are many series of Scooby Doo and which are and are not canon to this one... well that's at least somewhat up to you. The original show probably is, at least they flow into each other fairly easily but does Scooby have a nephew Scrappy? Is there a Scooby-Dum? Are there 13 ghosts sealed somewhere? Did the Mystery Inc gang have a mystery solving friendship which dates back to being kids? Will Daphne grow up to be a reporter who brings the gang back together to investigate a Zombie Island? These are questions you have to answer.

Fleas (+100 CP): You have fleas. You can't get rid of them in any long term way - though you might be able to remove them for a day or two, though they will adapt to any methods you use - and no matter how insensitive you are you will feel their itchy, painful bites enough to annoy you.

Fog and Storms (+100 CP): The weather around here is just terrible. Oh no major disasters, but fogs thick as pea soup and sudden, heavy rains seem to follow you about. Not every day will have a storm, but in general the weather is worse around you, especially any you'd especially like to have nice weather.

Lost (+100 CP): You have a tendency to get lost. Somehow you just can't seem to avoid doing it for too long. At least you tend to see some new and far out places when you get lost, though the number of times it happens is sure to get annoying.

Man Am I Hungry (+100 CP): You've got an insatiable appetite. Even if you don't need to eat you will find yourself psychologically needing to eat two or three times what a normal person would. To make things worse you lose any ability to summon or create food (you can still prepare it, or even grow it, the old fashion way), and any replenishing or infinite food sources you have no longer replenish and are most definitely finite.

Mystery Junky (+100 CP): You really do seem to like mysteries. It's almost as if you were addicted to solving them. You'll find yourself seeking out 'haunted' locations just for the sake of solving the mystery involved, and even letting that distract you from things like the vacation you were going on, potential danger (criminal or supernatural), or even your day to day life. You're a mystery addict.

Queen Sized Problem (+100 CP): You're obese, and you'll be feeling the weight as if it scaled to any superhuman strength you possess. Also you can expect a lot of jokes being made about you over your weight, and to potentially get stuck in narrow passages.

Sunny and Cheer (+100 CP): You have a way of bickering with those you're closest to. It can make it rather hard to remain friends with you when you've always got a sarcastic response or toxic barb for them. This applies to people you get close to here, but especially to your followers and companions.

That Was Your Overactive Imagination (+100 CP): People have a way of disbelieving you. This won't happen for prosaic, everyday things, but if things get the least bit weird or outlandish - like you saw the local ghost/monster, or you weren't the one to eat the food behind their back this time - people just will dismiss it out of hand, even if you and your friends make a habit of traveling to places where there are masked crooks creeping around dressed as monsters, and you're always the first one to see it. They'll need hard proof of what you claim. Even then they might deny you saw it again even after they'd seen the 'monster' too but that's at least unlikely.

What'd She Say (+100 CP): You know someone is smart when they use 10 words and 40 syllables that could be said in 2 words and 4 syllables. At least you seem to believe that with the way you talk. You have an unfortunate tendency to obscure your meaning behind overly long and complicated words and specialized jargon, and to say things in a convoluted manner, and unlike Velma who only does this rarely you do it an amount that approaches constantly.

Flanderized (+100 CP/+200 CP): Some trait of yours has been massively magnified and amplified until it defines your personality and behavior in a way that disadvantages you compared to your normal self. Maybe you really like setting up traps to the point of obsession. Maybe you're a nerdy dork who can't socialize. Maybe you're a vain girly girl. Whatever it is it's something that you had as a small element of your personality before but has now become the defining one.

For 100 CP you get to pick the trait yourself, as long as it is something that sufficiently disadvantages you compared to normal. For 200 CP the choice is wholly in the hands of your Benefactor, and the minimum 'damage' is increased.

Are You a Jumper or a Chicken (+100 CP/+200 CP): You're a chicken through and through. You're as easily scared as Shaggy, and keep your wits about you when scared about as well. And you will encounter plenty of things that scare you during your time here. And while you're as frightful as he is, whether you're as brave as him when it counts or not is another question.

For 200 CP you're closer to Scooby than Shaggy, and not at his best, but at his worst, and you're probably a bit worse than Scooby. Expect to suggest abandoning your friends, and need someone to bribe or practically drag you into things that are the least bit spooky, much less legitimately dangerous.

Fake Monster Jumper (+200 CP): This is a mundane, normal, everyday world. Oh sure there's crooks in costume, but even they don't need powers. The monsters aren't real - the Addams Family are quite friendly so they don't count and that talking dune buggy might be creepy but it's not a monster - so why would you need your powers? Your out of jump perks and powers are stripped from you, reducing you to your body mod. The same applies to your companions, though you do get to keep your items and warehouse.

Ran a Termite Out of Town (+200 CP): You seem to have somehow angered insects as a whole. They are constantly getting into your things, eating at your food, and actively sabotaging your property. You can expect termites to disable your car's engine, moths to eat your business cards, and just to have insects make a nuisance of themselves at all times and places.

Real Ghosts (+200 CP; requires Mysteries Everywhere): The supernatural and monsters are real. Is it really that much of a surprise in a world with Batman, talking dune buggies, musicians who stop Bond-esque villains, and genies? Just because Scooby and the gang don't meet them doesn't mean they're not real. And you will be meeting them... a lot. You seem to somehow be a magnet for monsters, ghosts, and things that go bump in

the night. These supernatural threats are a fair bit more dangerous than the common run of costumed crooks around here, but these are still the sort you might see in later Scooby Doo series.

Trainee Jumper (+200 CP): You have been assigned the task of taking care of another jumper. They seem to have powers on your general scale, in fact very similar powers, perks, items, and the like, but their competence is ... so utterly low that the more power they have the greater danger they are to themselves and others. And you have to keep them alive, and prevent them from causing any major disasters. And if a drawback takes away your powers it won't take away theirs. In fact they seem to be utterly resistant to having their powers copied, stolen, or sealed away.

Genie (+300 CP): You seem to be a genie. You have a bottle, and whoever possesses it is your master and you, your companions, your followers, and your pets must serve them obediently and faithfully. This doesn't give you any magical powers, but you will be expected to do your best to grant their every wish.

Hardened Criminals (+300 CP; requires Mysteries Everywhere): Normally the criminals around these parts are pretty benign. Now they'll live up to Batman's warnings. Instead of possibly the lightest Joker around you can expect a take more in keeping with the likes of the Killing Joke, and while not every criminal will be as dark they won't hesitate to kill, and their schemes will be a fair bit more dangerous. The good news is you'll be sure to encounter lots of them, and they'll still have similar set-ups and disguises, just coupled with lethal force and mercilessness. And you will be targeted by them... as will Mystery Inc and others who go snooping around places like Josie and the Pussycats and the Speed Buggs. Taken with Real Ghosts this will also make the supernatural menaces you meet much more competent and lethal.

True Stooge (+300 CP): You are the comedy relief. Your intelligence and overall competence have taken a total dive. Regardless of your powers or abilities, or normal perfection, you can expect to be on the receiving end of slapstick and humorous mistakes. Thankfully this is more comic than anything and while it will cost you time, dignity, and pain, and you will be dumber when it counts, someone actually dying or suffering permanent harm or financial ruin isn't funny so you won't be accidentally killing people, or destroying towns... unless just being dumber causes you to do that, but you can expect not to really succeed at anything without outside help or truly absurd levels of luck.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

This jump had me second guessing perk/item pricing more than most... and origin placement for perks. I tried to make the Meddling Kid perks ones that Shaggy/Scooby didn't share or at least had less.

Scooby Scooby You gives you the comedic bumbling of Scooby (and to a lesser extent Shaggy) as well as the cartoon physics which applied to Scooby (and to a lesser extent Shaggy). Compared to some later Scooby Doo shows, this one is relatively grounded - the impossible hallway running gag only happens once or twice, and usually people just run away - but you still have Shaggy flying around on a popped Batman parade balloon to have it land on the Joker and Penguin to apprehend them, Scooby's paws can oddly double as hands sometimes, and both are able to hide in spaces that should be too small for them on occasion. Nothing like 'toon force' or Bugs but still hints of them being cartoons.

Engineering Enigmas wouldn't help you build a bigger or better bomb, or build Iron Man style powered armor but would help you make a fighter jet appear to be a dragon without impeding its ability to function as a fighter jet, or if you already knew how to build Iron Man style powered armor would help you make it glow in the dark and look like some ephemeral ghost or look like the spitting image of Karis the Mummy or Frankenstein's Monster while not impeding its function as armor.

Get 'Em was based mostly on the gang and Harlem Globetrotters beating Red Beard's 'ghost pirates', but I don't think it was the only time that Freddie fought back effectively, even if he got captured by an old lady once. In his defense she was working as an equal with the Joker and Penguin.

Incognito Sunglasses are based on Tim Conway's sunglasses which briefly stopped the gang from recognizing him, and Sonny's sunglasses he... wasn't wearing. Mainly the latter. It felt like a cool little idea.

The Jumpermobile and Jumpercopter are theoretically based on 70s cartoon Batman's. I listed the gadgets shown in the show, and they don't seem to be quite on the level of silly situation superpower as the 60s live action Batman, but the Batmobile is also clearly based on it, so while it probably has weaker gadgets than that Batmobile it probably has an array of Batgadgets... I mean Jumpergadgets.

Fortune is vague in value so that you can decide what fits your chain best. If I had to give it a precise value, it'd probably be ten million dollars in 1972. If you choose natural resources it could probably make you as much or more a year, but there'd be start up capital, and hiring employees to do the extraction, etc.

I love Scooby Doo, but when it comes to comparing his and Shaggy's bravery in this show... Shaggy once suggested leaving the others, but otherwise would put himself into risk when he thought that one of the others was in danger, and showed a fair deal of bravery at those times; he wasn't Fred "let's jump the Joker" Jones but he climbed onto a balloon to try and get Scooby down. Scooby always has to be forced into things or stumbles into them by mistake.

Last minute dummied out item (got replaced with a perk for the same basic effect) kept here for possible later restoration:

Comic Book (400): ~~This comic book includes instructions on how to fly a plane, or really any other task of similar complexity, required skill, and availability of information. By consulting these instructions someone will be able to perform the task, if not to a high level of competence at at least a basic level. It can even work by having someone else read them off to the individual, allowing them to follow the instructions. These instructions are always clear, concise, and properly informative, though there are ads and pages of actual story between them, so make sure you turn to the right page and don't start taking people in your arms for a kiss while trying to land.~~

~~The comic book seems to change to whatever skill or task you will it to while it's closed. Though while anyone may benefit from reading the comic, only you can change what skill/task it explains.~~

If you want to use this jump to go to another iteration of Scooby Doo which doesn't have its own dedicated jump feel free.

Changelog:

Version 1.0.0: Released.