

NOT MY VELMA



Not my Velma Jump
v1.2

by PerfectlyNormalShard

Welcome Jumper! To the world of Scooby-Doo! A world full of secrets, mysteries, and adventures! Find friends along to join your Scooby-van, the Mystery Machine!.....

That's what you thoughts eh? HA! Something is terribly wrong here. In this world, the whole lore is different it was *changed* by something...something from another realm, the [hell of flesh], feels familiar, one of the...*Things*. M.I.N.D.Y (Missing Interdimensional Nefarious Demon of Yore) Escaped and broke the non-interference pact. Pissing off quite a few beings, possessing the titular Velma. So, the being named [KAMRUL], offered his patronage to her friends to eliminate this intruder.

Take **1000 Choice Points**, oh and remember, welcome to reality there's no way back.

Starting Location

Free Pick.

You are free to choose where you arrive, though it will be limited to that city and its surroundings. As for the time of your entry, long after the show ended, just before Scooby turned into a Snack, and the gang signed the Pacts.

Age and Gender

You need to roll your age using a **1d17 + 1d8**.

By default your gender is whatever you were previously, but you are free to choose.

Origins

ALL origins can be taken as Drop-in.

The Keeper

The Keeper of Souls, a mechanic who through eldritch pacts, managed to gain enough knowledge to trap souls into machinery.

The Summoner

The summoner of Bones, something is going on in your bloodline, by Pact or By birth, you could feel and sense the dead, and through rituals of blood, could bind the dead desires to animate their bones.

The Trapper

The Trapper of Flesh, an unlucky one you are, you fell directly into a crack to the [Hell of Flesh], witnessing their abominable dweller in their flesh and disgusting 3D glory, this left a mark upon you.

The Harvester [200 CP]

The Harvester from beyond, friend or foe, you managed to sneak a single tiny piece of your true flesh inside, all in the name of an incomprehensible agenda.

Perks

Origins get their 100cp perks for free and the rest are discounted 50%.

General [Undiscounted]

Night sleep [Free]

I can bet that you, at least if you are a newbie, that you are gonna pass many sleepless nights, here is my boon, you require very little sleep, four hours a day, and even if you are running on fume, you are running 100% efficiently, sleeping irregularly won't disturb your sleep cycle either

Animefication [100 CP]

The [Hell of Flesh] is connected to many worlds, jumper, some of them have different laws, even different hu shapes for humans, some of them nonsensical, but for the shapers of flesh, the demon of yore who took on the title of animator, it is easy to reshape them into more pleasing shapes, whenever you enter a jump, if its inhabitant feel a bit cartoony, you can reshape their physiology to the style prefer of one of the demons of yore, by default, it is the style of [KAMRUL]

Magazine worthy [200 CP]

You are beautiful, jumper, or handsome, or whatever you prefer, perhaps it is a bonus with the pack of the flesh shifting one, but even if you are slowly drained of life force, have bags under your eyes, ashen skin, and horrible health and hygiene, it wouldn't be hard to make your magazine worthy, you just need a splash of mascara.



The Keeper

Pro in mechanics [100 CP]

You are not a wiz in mechanical engineering, Jumper, but even without formal teaching, your intuitive grasp of machinery means we found you often building something in the garage

Partner in death [200 CP]

Till death do we part? That has a nice ring jumper, well for any animal whose mentality is lower than a human's and was strictly non-supernatural by nature in life, will stick around you in the form of a ghost. Your dog or cat will hover invisible to mundane eyes as a green apparition, an excellent spy, a warning that harvesters and those who signed a pact can see them.

Security Cameras [400 CP]

You know your way around surveillance and building cameras and surveillance programs, your knowledge of mechanics and informatics, although limited to this vocation, are good enough that you could build from scraps, a quadrilling program that could patrol, with a near-perfect detection of an entire neighborhood.

Friend of souls [600 CP]

You signed the pact of souls. You can, through eldritch machinery, bid several willing souls, or non-sapient old spirits, enter a device, and fuel them with their ectoplasmic energy, it is not painful for them, and instead quite comfy and slowly heals their spirit. Although these machines require maintenance, they are solid enough that you don't need them for at least a decade.



The Summoner

Eyes of death [100 CP]

You can see death, jumper, by focusing your will, not only can you see ghost, but also their death, their circumstances, and the desire of those who died.

Large health [200]

Maybe it's the inhuman part of you, but when you need to sacrifice part of yourself, you can give more than what normal people can without side effects, for example, you can spill twice the amount of blood a person can normally spill safely without suffering side effects.

Blood Offering [400]

Talismans, chants, potions, curses, you are initialized in blood magic, by sacrificing a certain amount of blood, you can create a bunch of effects, the greater their effect, the more blood you need to spill, these can only be through your own blood or those willingly given, only specific harmful effect like curses can use stolen blood.

Friend of bones [600]

You signed the Pact of Bone, you can, through blood ritual, bid spirits and souls to inhabit the skeleton of their former selves, to animate them, for those who are sapient on the level of a human, you can only order them to do something related to their life, or their desires and grudges, such as finding their killer, show them their spouses, for those on the level of dos and animals, you can fully automatically control them like drones.



The Trapper

Numb to Horror [100 CP]

You directly fell into [The Hell of Flesh], such an experience, would break most humans, not you, perhaps it's your shitty life, perhaps a boon by the inhabitants, nevertheless, any negative emotion you feel can have a hard limit to stop them from ruining your cold logic and decision making.

Pain immunity [200 CP]

Only a complete madman would think to use their flesh as a placeholder for a bear trap, yet you can do without flinching, perhaps it is the effect of [Hell of Flesh] but your flesh is tougher than those around you would normally expect, you can take greater punishment, and push your body farther without breaking. This also means you have pain immunity.

Trap expert [400 CP]

You are a Trap expert jumper, from primitive ones to modern ones, harmful, poison, mechanics, you can build them from scraps, hell, you can make all sorts of wacky traps, you could make bear traps from branches, design other traps specifically for a type of creature, like bars wide enough to trap those with hooves only. as a bonus, you can use your blood so that the trap can affect spiritual entities, as well as transfer agony to them.

Friend of Flesh [600 CP]

You signed The Pact of Flesh, you know everything about a piece of flesh just by looking at it, its origin, its DNA, the way they were separated from the whole, the location of the rest of the body, and more, additionally, you can use the ritual of Flesh, that use the pain the recipient felt in life to animate their flesh like puppet, they don't possess any supernatural power they had in life, but they do retain skills and knowledge.



The Harvester

Flesh Horror [100 CP, Harvester only/Mandatory]

Your true self is a blob of flesh no greater than a fist, and you can shapeshift that flesh, and those you consume, into any shape, you can think of, note that this does not make you immune to physics, and the square-cube law still apply, you can gain a sense of the original biology of the one you consumed through DNA, but you can also read books if you want to deepen the way you shapeshift.

I'm vegan [200 CP]

You are a great infiltrator, not only can you copy the behavior of those you consume, but also everything else like memory to near-perfect results, only those who were very close to the victim can notice something is off.

Quantum sense [400 CP]

What a strange sense you have, you can sense when you are being observed, no matter the tool or method, if someone perceives you, you know it, you just don't know the means or the tool, but you can sense it.

Patron Of Friends [600 CP]

The Patron of Pacts, you can, by signing a contract with someone, give them to a lesser degree one of the previous Pacts mentioned in the other origins, though they will be limited in the number of souls, bones, and flesh they utilize, alternatively, you can make the Pact of [Jumper] which share the power of one of your perks or skill or magic, into a lesser version, through rituals, machines, or talismans. If you have one of the the previous pact perks, you can turn it into a greatly boosted version of it, removing many limits on the number of spells and machinery you can make, as well as giving them the full power version of that pact.

Enemy of ALL [600 CP, Undiscounted]

Like M.I.N.D.Y, you desecrated a place held dearly by many old Demons, and that is through a very profane ability, the ability to consume existence, you can devour them entirely, soul and all, to possess perfectly someone, to all magics, tools, and other methods, you are that person, only through irrefutable evidence and act, can they realize you are not who you claim to be, you also gain their powers and skills while in this form.



Items

[Undiscounted]

Cool outfit [Free]

What it says on the tin. Very punk goth, get a new one every time it is destroyed next to you when you wake up.

Essentials [100, free for non-Harvester]

Some cash and a very cheap apartment, large enough to live in and enough liquid cash for food and rent, nothing else.

Tools for the job [200 CP, non-Harvester only]

Traps, bombs, wrenches, bones, and talismans... Anything your origin needs to be a competent exorcist.

Sac of flesh [200 CP, harvester only]

Some of it is definitely a blob of human flesh, perhaps it was a person, but what sure is that every month, you get a VERY big bag of flesh, labeled with parts of the different creatures on earth, dog flesh, horse flesh, whale... alternatively, you can make the flesh artificially made, but the taste is artificial too.

Mystery Machine [400 CP, discount non-Harvester]

A modified version of the mystery machine, capable of surviving a concrete wall-destroying rampaging monster without a dent, a mystical engine that doesn't need fuel, and a demon radar of 100 m range.

Companions

Companions can purchase more companions.

Companion Import [200]

import a single companion with 400 CP.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you, no M.I.N.D.Y, EVER.

Drawbacks

Self-Insert [+0]

So, you want to be one of the Named characters huh, well if you take the appropriate background, race, and skills as closely as possible then you are free to go in as any character you would like.

Quick and easy [+0]

So, you want to stay only till the end of the series, or until the Death of M.I.N.D.Y, you can do that.

What a bunch of dicks [+100]

Every average Joe here is like Velma, a narcissistic hypocritical Karenic asshole, and even the rest of the Scooby gang has some flaws, Fred is still somehow Best boy along with Daphne and Samy.

Extended Stay [+100 CP]

Your time here is extended 10 years.

Nightmare [+200]

You have recurring nightmares, I hope you have sleeping pills or a hot girlfriend that sleeps with you, or don't expect any sleep for more than Four hours.

Plot is King [+600 CP]

You will suffer the plot of Velma, you may not kill her until it end, but for 400 instead, you have the option of doing it before, and my gratitude.

M.I.N.D.Y [+600 CP]

She knows you are hunting her, and can sense the distance you are from her, you can't leave till she dies.

J.U.M.P.E.R [+400/+600 CP]

The Scooby gang, minus Velma, is a bunch of traumatized teens, who signed a pact with a demon, they are definitely paranoid, and need a glass of hot chocolate and a hug, for 600, they are convinced you are another M.I.N.D.Y who came to turn their home into a hell of Flesh, and will come to kill you, need a lot of convincing for them to hear you out, you are not allowed to kill them.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

V1.2

Modification to friend of souls and trap expert