

Evil Toons Jumpchain

Jumpdoc by /u/TacticalSonnet



Our story begins more than a century ago, in a manor that stands on the land that will eventually become Los Angeles. The warlock Gideon came to this impressive estate only to hang himself in the basement. He did this to prevent a powerful demon from escaping his spellbook and terrorizing the local countryside. Unfortunately, Gideon's sacrifice only delayed the inevitable. Now the year is 1991, and four young women from the Whitley Cleaning Company have been contracted to clear out the neighborhood's abandoned mansion. In the basement they will discover a forgotten spellbook, a magical dagger, and an imprisoned demon. The night of terror that will follow will claim many lives. All you can do is decide what your role in this tale will be. Take these points and choose!

+1000 Toon Points

Origin

Pick an Origin to decide your discounts and starting circumstances.

Alternatively, any Origin may be taken as a Drop-In.

Fearless Leader

We may all be adults here, but that doesn't mean your crew is anything close to mature. Luckily, they have you to guide them! You're invested in this business and know how to whip your team into shape. You'll see the job done, no matter how many surprises this house throws at you.

Party Girl

You couldn't care less about an honest day's work. You're just here to enjoy a weekend alone in a fancy house with all your friends. Rebellious to your core, you can't help but live life to its fullest and push others to follow suit. You may not always make the best decisions, but you definitely have plenty of fun!

Smarty Pants

You're one clever cookie! Sure, you may not know a lot about dating or romance, but who needs fun when you're at the top of the class! Despite your innocence, you carry plenty of potential. If your friends are to survive the night, they'll need your help!

Old Man

You have a smaller role to play in this story, but one that is no less important. You may be a kind soul looking out for the girls, like Burt or Mr. Hinchlow. Or perhaps you are another Warlock, clinging to life in order to right past wrongs? I hope wisdom comes with age, Jumper...

Monster

You are no feeble mortal, Jumper. You are a predator, demonic and primordial. Though you have long slumbered, soon you will be unleashed onto an unsuspecting modern world. Your imprisonment has left you weak. Thankfully there are plenty of fresh souls nearby to replenish your strength with.

Age & Gender

The demon that will soon be unleashed will threaten all equally. You may pick your age and gender freely. Alternatively, you can earn some extra points if you leave these details to chance. For **+100TP**, you will roll to determine your gender and age. For gender, **roll 1d6**; 1-4 is female while 5-6 is male. Your age roll will depend on your chosen Origin:

Fearless Leaders, Party Girls, and Smarty Pants will **roll 1d8+16**

Old Men will **roll 4d8+30**

Monsters will **roll 5d10+250**

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100TP can be taken for free.

General Perks

[50TP] Screamer (Free for Fearless Leader, Party Girl, & Smarty Pants): You have a pair of lungs on you, don't ya Jumper? Your large lung capacity has left you with the power to project, letting you sing and speak loudly with ease. More useful tonight, however, is your ability to scream like a banshee. Your bloodcurdling wails are easily identifiable to all within range, guaranteeing that anyone who hears your calls for help will never miss or misinterpret your cries. Even if no listeners are physically present in the immediate vicinity, this Perk guarantees that the closest available assistance will know something's wrong. There's no guarantee they'll reach you in time, but know your calls for rescue will never fall on deaf ears. *See the Notes section for details.*

[50TP] Toon-ified!: Look like you leapt off the page! By taking this Perk, you may change your appearance to mimic that of a cell-shaded caricature, adult animation, or even a primitive 3-D model. While taking this form you interact with the world around you normally. Physical harm can still befall you, and you bear no cartoon-like abilities unless granted by separate supernatural powers. The original story never fully explored this idea's true potential, but maybe you can probe the untapped possibilities!

[50TP] Contortionist: No, not the political party! Your body is fabulously flexible, letting you twist, stretch, and extend yourself into some incredible angles. Drop into a full split effortlessly, or tie yourself in knots without even warming up. Best of all, this Perk ensures that you can comfortably rest no matter what position you find yourself in. Enjoy being unbelievably limber!

[50TP] Dust Buster: Even before the monster showed up, the Whitley Cleaning Company didn't really live up to their name. But with someone like you on their crew, their monumental task would be a day's diversion! You excel at cleaning locations large and small, from organizing messy basements to sanitizing long-abandoned bedrooms. An average dwelling could be completely cleaned in under an hour, and transforming a mansion from dilapidated to delightful would take less than a weekend. Whether you're bleaching bathtubs or mopping up blood stains, you can leave a space spotless and sparkling like no one else!

[100TP] It Was A Dark & Stormy Night...: Why does the weather always seem to go wild when monsters are afoot? Whether you prefer more dynamic conditions or just like setting the mood, you now have the ability to call forth pouring rain or howling winds. Simply picture the desired weather conditions in your mind and the appropriate atmosphere will arrive in 24 hours. These effects can range from a simple localized fog bank to a raging thunderstorm, but be warned! You do not command this weather, you merely invite it, and once a storm has been summoned, it must run its full course before you can request the weather to change. Simple or mild weather patterns may be summoned daily, but gathering a full strength storm can only be done twice a month.

Fearless Leader Perks

[100TP] Uplifting Upperclassman: Running a business with your college friends can be tricky, but you have the insight and communication skills to motivate your workforce. Is one of your teammates feeling self-conscious? Your encouragement could help her come out of her shell. Has a daunting job demoralized your classmates? Your commanding presence will convince them to buckle down and get to work. A friendly attitude could improve your team's relationship even further, and some fears may overpower your ability to persuade, but when it comes to doing what must be done, your words inspire action!

[200TP] Come On, Girls!: Good leaders can direct others, but *great* leaders lead by example. You are a wellspring of bravery, willing to face down frightening monsters and murderous foes in order to protect your friends! You can act while your compatriots are frozen with fear, and can keep enough of your wits to plan out how to escape or fight back. The horrors that await you tonight are only the start of your journey, but you'll take all that strangeness in stride!

[400TP] Savvy Salvage: While a cleaning service can make decent money, the real reward lies in recovering all those unwanted valuables your clients have left behind. This Perk gives you an uncanny ability to identify and appraise a wide variety of household items. From art objects to furniture, you can pick out the useless junk from the kind of find that, with a little restoration, could be worth big money. Additionally, this Perk ensures that you are much more likely to encounter such artifacts and antiques in the course of your normal work. A renovation job might mean stumbling onto a second-hand couch the owner is willing to part with. A customer may pay for his cleaning contract with his late wife's jewelry box that he's never been able to open. The worth of these objects is never certain, but your day-to-day grind will guarantee you plenty of chances to become the legitimate owner of some real hidden treasures!

[600TP] Selfless Defender: It's easy to be a leader when everything's going your way. But when there's a killer monster on the loose and people are dying left and right? That's when leaders like you truly shine. When the situation is deteriorating and lesser friends would break, your team will follow your lead. When you reveal that the best solution to a crisis exposes them to serious danger, your comrades won't buckle. And when you put yourself in harms way to protect your charges, you can rest easy knowing they are sheltered from danger. When you willingly act to defend a person or group of people, any threats to your wards must completely defeat you before they can harm those you protect. As a final benefit, should you make the ultimate sacrifice and die defending those you care about, you will all but guarantee their safety. After all, if Terry hadn't selflessly charged the monster, Megan would have never retrieved the spellbook in time. *See the Notes section for details.*

Party Girl Perks

[100TP] Rock Your Body: Only a truly liberated individual can move to the music like you! Whether you're jamming to frenetic rock ballads or swaying to sultry slow songs, onlookers will be stunned when you cut up the dance floor. While you can modify your moves to match any music, you specialize in sensual dances, from classy cabarets to full-blown stripteases. Your body will subconsciously move to emphasize your best features, but fully embracing your sensual style will leave your audience dumbstruck.

[200TP] Maneater: You are no blushing violet or demure maiden. Like Roxanne, you are an erotic expert capable of paralyzing your partners with pleasure. Salacious skills like yours won't stay a secret for long, and word will quickly get around about your romantic renown. Lesser paramours may retreat from such rumors, but you'll find leaning into the tales of your sexual prowess will only make you more alluring and mysterious in the eyes of potential partners. Cultivate enough of a legend, and you may attract incredible opportunities with your reputation alone!

[400TP] I'll Teach You How To Use Them: Your friends could be so entertaining if they knew how to use what mother nature gave them. Good thing they have a teacher with such an... *interesting* style of instruction. Through a combination of flirtatious comments and romantic experiences, you can impart your skills and knowledge onto your students. Want to teach your friend how to show off her chest? Some bawdy jokes and playful gropes will school her in presenting her sweater puppies. Want to turn that stringy dweeb into a fierce football player? A passionate, primal encounter with you will give him the aggressiveness to be an animal on the athletic field. This Perk is limited to transferring only your skills, and your more intensive encounters offer only mundane amounts of physical improvement, but none of your students will have a hard time remembering your lessons! *See the Notes section for details.*

[600TP] Bad Influence: You are the friend parents warn their children about, the kind that leads them down long roads to more interesting choices. Whether you are turning your bookish friend into a lustful and liberated lesbian or convincing your normally-cautious leader to open that foreboding package, you have a knack for encouraging those around you to indulge their deeper desires. These changes can be dramatic in individuals you already have a strong bond with, but even new acquaintances can be convinced to cut loose a little at your direction. How considerate or corrupting your influence is will depend on your intentions, but no one will doubt that spending time with you will be a transformative experience.

Smarty Pants Perks

[100TP] Long Lost Lingo: Looks like someone didn't skip their classes on Ancient Latin! As the group's resident scholar, you can read and speak a dozen different languages. From present-day dialects like Spanish and Mandarin to historical scripts like Celtic and Old Norse. Even if you manage to find a text written in a language you don't read, you'll be able to glean enough to understand the general information contained in the work.

[200TP] Hidden Buxom: Who knew such a bombshell body was hiding under that snappy sweater? Not one for drawing attention to yourself, you've mastered the art of concealing how attractive you are with clothing choices and body language. The effects of this Perk can be dramatic, turning a star athlete into a beanpole in a hoodie or an utter knockout into a soft-spoken nerd. At least until you peel off your disguise and stun onlookers with your incredible body, that is! With this power, *you* control which features you flaunt!

Of course, this Perk wouldn't be much help if you didn't have much to flaunt in the first place. This purchase enhances your overall appearance, giving you looks that would leave professional models and adult actors jealous. Finally, you may place special emphasis on one of your features, elevating it above the rest. Whether you want the randy rear of a rebellious punk, the debonair face of a black-and-white movie star, or the bountiful bust of a bookworm, you're sure to leave a memorable impression!

[400TP] Run Rabbit Run: You didn't get to be the last one alive by being a slowpoke! Whether you are a runner for your school's track team or have spent one too many nights being chased by monsters, you are incredibly fleet-footed. Your brisk jog is faster than most people's dead sprints, and should you really go all out, you're likely to break some world records! Your swift pace is supported by a bottomless well of stamina, letting you stretch your 100-meter dash into a marathon or three should the need arise.

Speed is only part of the journey, however. Purchasing this Perk also grants you an incredible sense of direction, letting you near-instantly calculate the fastest route from where you are to where you want to go. Sure, that monster may be blocking the front door, but if you cut through the kitchen and over the dining room table, you can reach the back door just as quickly! New obstacles may bar your way, but even on your feet you can find your way out of all but the most inescapable jams. *See the Notes section for details.*

[600TP] It Was All A Dream: Your victory over the beast came at a terrible cost. Thank goodness that killing the creature before it became fully "real" has undone all the consequences! Like the heroine of this story, you have the chance to turn pyrrhic victories into happy endings. Once a year, you may undo the consequences of a terrible event by defeating its primary villain. Killing a monster would let you bring all of its victims back to life, while bringing a criminal syndicate to justice would reverse the damage they had dealt to the surrounding community. The greater the evil you defeat, the more of its negative impact you can erase. This doesn't help you *overcome* said adversity, but it will make your victories that much more enjoyable. *See the Notes section for details.*

Old Man Perks

[100TP] Amiable Elder: Oh, there's no reason to be nervous, you're just a harmless old man! Like the lecherous Mr. Hinchlow and the mysterious warlock Gideon, you come off as homey and non-threatening to most people. You may get caught staring at necklines a few too many times, or deliver cryptic warnings in the middle of the night, but so long as you are not openly offensive or hostile towards others, most will brush your behavior off as harmless. Perceptive inquiries can still uncover anything you try to hide, but at least your first impressions won't leave your neighbors on edge!

[200TP] Timely Arrival: It's a good thing you showed up when you did, Jumper. We never would have recovered the artifact and killed the monster if you hadn't intervened. Through scheming and preparation, or perhaps just dumb luck, you can always manage to arrive where you are needed most. Is the final survivor about to be slaughtered? Your paths will cross quickly enough for you to shield your ally. Is the monster about to complete their dark ritual and reach their full strength? Your approach will buy the heroes one last chance to avert disaster. This Perk also tends to make your entrances significantly more dramatic, ensuring that your arrival looks just as heroic as the story's stakes would suggest! *See the Notes section for details.*

[400TP] Limbo: There are some jobs that are too important to abandon. Sometimes even death must wait until your task is complete. Whenever you act to save lives and fight the forces of evil, your soul will be motivated to persist, even after death. Should you be slain, your spirit will be anchored to the mortal world by a cursed object, such as a magic book or demonic dagger. Your physical body can be restored to life, but only if the cursed object is destroyed. Given your incorporeal form, you'll need to exploit an unknowing pawn or explain your needs to a sympathetic ear. This isn't true immortality, as your ghost is still vulnerable to spiritual attacks, but so long as you survive until the end of your Jump, your adventure can continue. Just watch out for any hungry demons!

[600TP] Miskatonic Graduate: You are not a modern man, born into a world of lights and noise. You are of the old world, and wield darker and more ancient powers. You are a warlock like Gideon, capable of calling on magics long since forgotten to the world of science. You have a background knowledge of local supernatural forces, and can call on a number of spells. Most of your effects are subtle, like summoning small objects or putting someone to sleep with a touch, but you know a few showstoppers too! Call a bolt of lightning from a storm to smite your foe, or teleport across great distances in a crackle of arcane energy.

And if these spells don't satisfy you, there are always ways to acquire more power. After all, many warlocks have gathered further secrets or grown in strength by making deals with dark creatures. As a final benefit, this Perk increases your likelihood of encountering powerful beings who might be willing to trade. You may have to exchange services, favors, or even your soul to meet their price, but the abilities these beings offer will always be worth what is asked of you. Haggle and bargain enough, and perhaps you'll surpass even the most powerful demons in Gideon's spellbook.

Monster Perks

[100TP] Terrifying Tongue: My, those illustrations sure are something. Like the spellbook's more outlandish depictions, you have a shockingly long tongue. Both strong and dexterous, this appendage is nimble enough to grapple a fleeing maiden and powerful enough to pin her down. Of course if you're feeling less malicious, you can use this titillating tongue to incapacitate your quarry in entirely different ways!

[200TP] Sanguine Strength: Decades of slumber has caused your strength to wane and your hunger to grow. Let's fix that. Your slain enemies now feed your strength. Consuming the blood of your victims will significantly increase your physical prowess. The monster from this tale was barely able to overpower the feeble Roxanne when he first emerged, but after slaying a few sorority girls, he was more than a match for the warlock Gideon. Begin your rampage and feast on the power of your prey! *See the Notes section for details.*

[400TP] Dastardly Deceit: You may terrify your victims and make your prey's blood run cold, but the truth is that you are like any predator; averse to any kind of fair fight. You prefer to ambush your quarry, isolating the weak and defenseless for easy kills you can fully savor. To this end, you've mastered the art of manipulation. Talk targets into following you down into dark basements, persuade those nosy neighbors that everything is fine, and trick those gullible girls into believing you're actually their friend! So long as they don't understand your true nature, you'll find it much easier to mislead your marks.

[600TP] Villainous Veil: A monstrous form might be frightening, but twisting a familiar face can be down right chilling. You bear the beast's most powerful ability; the power to take the shape of those you kill. You may alter your body to look like any of your defeated enemies, perfectly mimicking their physique. You may assume their form in an instant, shuffling between bodies to better accomplish your evil ends. Even their voice is yours to puppet as you lure even more hapless souls into your trap. But beware, this ability grants only their outward appearance. You'll have to fake their powers or mannerisms on your own.

Items

Items that match your Origin can be bought at half price.

Items that match your Origin and cost 50TP can be taken for free.

General Items

[Free] Sleepwear: What's a sleepover without something to sleep in? Whether you packed pajamas, a t-shirt and shorts, a long nightgown, or a slinky silk two-piece, you have a set of nightclothes that will keep you clean, comfortable, and stylish throughout the night.

[50TP] Sleeping Bag: You didn't think we'd be sleeping on the floor, did you? This lightweight sleeping bag is compact, colorful, and will keep you perfectly warm or cool no matter where you decide to rest your head. Best of all, this bag's plush padding will cradle you in comfort, even if you have to camp out in a concrete basement or on a hardwood floor.

[50TP] Cleaning Supplies (Free with Dust Buster): You'll need more than a hand rag for a job this big. This purchase comes with an entire closet's worth of industrial grade solvents, equipment, and other cleaning products. From mops and vacuum cleaners to garbage bags and floor wax, this stash of supplies will let you turn the dirtiest of renovations into a ready-for-market masterpiece!

[200TP] Mischief Mansion: This once-lavish estate has a long history of mishaps, accidents, and even murders... which is why you were able to get it on the cheap! Though this manor could use some serious love and care, once restored it'll be an abode fit for the finest Hollywood star. With spacious living areas, plenty of bedrooms, and even a sizable yard space, this fix-er-upper could be your new lap of luxury! In future Jumps, you may choose to import this property into an existing space or attach it to your Warehouse. Alternatively, you can choose to flip this house at the start of each adventure for a sizable lump-sum of cash. Best of all, any improvements or additions made to this space will be retained in future Jumps, so you'll only have to restore this jewel once!

Fearless Leader Items

[50TP] Horror Novel: There's nothing like kicking back with a good book after a long day of work. This paperback is chock full of twists and thrills that will titillate and entertain, with a fresh story every time you finish. Strangely, this book's theme seems to hint at whatever approaching danger you may encounter, like the return of a once-defeated monster.

[100TP] Groceries: You'll need provisions for a week-long job. Thankfully, you planned ahead. This paper bag comes stocked with staples to fill your fridge with. From fresh essentials like cheese and bread to treats like cookies and beer, you'll always have enough to feed you and your friends. Once emptied, this bag will refill at the start of each day.

[200TP] White Van: With a clean, professional look, this Vandura 2500 will be the perfect shuttle for your cleaning business. Always fueled up and in good repair, you'll never have to worry about maintaining this mobile headquarters and can focus on running your business. Best of all, the storage bay seems to have a supernatural amount of space. You could fit a cleaning crew, all your supplies, and even a few full pieces of furniture back there and still cruise in comfort!

Party Girl Items

[50TP] Little Black Number: When normal sleepwear won't cut it, this daring lingerie will leave onlookers stunned. Tailored to enhance your best assets and leave *almost* nothing to the imagination, you'll have to pick your partner's jaw off the ground before having your fun. This Item goes beyond simple fashion, ensuring that so long as you wear it you'll be the center of attention in whatever room you find yourself in.

[100TP] Jackhammer: Whether you're spending the night alone by chance or choice, this battery-operated boyfriend will keep you completely satisfied. With dozens of modes and attachments, this vibrator can match any appetite and fill any need. Heck, it even works great as an *actual* personal massager, blissfully eliminating knots and muscle soreness. Best of all, the power this buzzer packs will always leave you pleasantly exhausted rather than painfully overstimulated. Let your husband's warnings fall on deaf ears as you show him what he's missing!

[200TP] Nightcap: If you *really* want to party, you'll need something stronger than those piddly beers. This potent alcohol is perfect for turning a quiet evening into a night of fun. Strong enough to overcome even supernatural constitutions, this tippling will leave its drinkers pleasantly buzzed and uninhibited with none of the hangover. Lift your spirits with this knockout spirit!

Smarty Pants Items

[50TP] Bras: You may be the only one of your friends who's ever heard of a brasserie, but that doesn't mean you skimped on support. This steady set of undergarments provide the perfect amount of comfort, are always clean, and change to suit your situational needs. Planning on doing a lot of running tonight? One of these garments will minimize movement and maximize your performance. Want something a bit more daring? You have a colorful number that will show off a killer amount of cleavage. There's nothing supernatural about these clothes, but you'll never find a more reliable and versatile set of delicates. *See the Notes section for details.*

[100TP] "Killer" Torch: With dangerous things hiding in the dark, it's not a bad idea to carry a little light with you. This heavy duty flashlight is made from a foot of solid steel, ensuring that not only will it hold up to the toughest wear and tear, but also that it can double as a decent bludgeon in a pinch. Always charged when you need it, this powerful beacon will illuminate the creepiest forests and darkest basements. Beat back the night, Jumper!

[200TP] Magic Dagger: This looks important! The wavy blade of this dagger is inscribed with strange runes and eldritch imprints, making it extremely effective against supernatural and otherworldly creatures. With this weapon in hand you could deal a mortal blow even to creatures who are normally invulnerable, such as demons and summoned aberrations. Granted, you'd still have to get close, but if you're going to be in danger you might as well have a fighting chance!

Old Man Items

[50TP] Trusty Thermos: Between cleaning up the house, fighting demons, and any other monkey business you get up to, you probably won't be doing much sleeping. Thankfully, you've got just the pick-me-up to keep you going. This sturdy thermos is filled with delicious coffee prepared perfectly to your tastes! Just one cup will leave you reinvigorated, though you can't *entirely* replace sleep with this miracle brew. This bottle contains enough coffee for you and a half dozen friends, and will refill at the start of each day.

[100TP] Portable TV: Whether you're relaxing after a long day of cleaning or simply enjoying your retirement, nothing helps you unwind like a little television. Get it? *Little*? This tiny TV requires no power cable or receiving antenna, and yet has no problem entertaining you with perfect cathode ray tube clarity! This set automatically tunes into nearby broadcasts and local channels, but also has a few staples you can always rely on. From the national news and nightly talk shows to movie marathons and saturday morning cartoons, you'll have plenty of leisurely options.

[200TP] Telescope: A fan of stargazing, Jumper, or is this a tool for more perverted purposes? It seems some of the local spellwork has rubbed off on this vintage brass telescope. Simply name the object you wish to view and the telescope will automatically align to show you your quarry. It won't allow you to see through walls, but lighter cover like clouds or sheer curtains seem to be filtered away. So long as you have line of sight the enchantments imbued into this instrument will give you an exceptionally clear picture. Capture a stunning moonscape or even a clear view of Saturn from your backyard! Or, if you're like Mr. Hinchlow, you could get an improper peek at those sorority sisters down the street.

Monster Items

[50TP] Tattered Gray Cloak: Fashions may have changed in the last few centuries, but that won't stop this garment from keeping the chill out and the rain off. This ash-colored cloak will hide its wearer exceptionally well in fog clouds or stormy conditions, and seems to slip beneath the notice of onlookers no matter how out of style it appears to be.

[100TP] Soul Shroud: You may draw strength from your defeated foes, but you still must pay tribute to the greater evil you serve. This ancient tapestry is traditionally laid over fresh corpses to feed the newly deceased souls to Satan. While this is largely ceremonial for most practitioners, you gain a much more tangible benefit from such offerings. In exchange for the soul of a brand new kill, the Lord of Darkness will grant unnatural health and fiendish vigor. All but the gravest wounds will close and heal, and any exhaustion will be replaced with a burning energy that drives you to act. It doesn't matter if you spend the whole day stalking your prey; so long as you pay your tithe you will always be ready to pursue.

[200TP] Tome of Evil: You won't find this at your local library! Bound in skin-like leather and adorned with a twisted, sneering face, this spellbook's sinister look hints at the darkness it contains. Detailing the history and habits of most major demons, this text would be an excellent resource to a fledgling warlock looking to expand their power. But that's not all! The once-blank pages at the back of the book now hold ten captured demons, all displayed in their grotesque majesty. Simply read the incantation under each entry and you can have your own cohort of demons at your command! As a final benefit, you may also store *yourself* in one of this book's blank pages. While bound to the book you will have a general sense of your surroundings, but time will pass quickly, as though in a dream. Unlike the other demons stuck in this spellbook, you may willingly release yourself at any time. *See the Notes section for details.*

Companions

You may transfer TP to your purchased Companions at an exchange rate of 1:2.

[50TP/200TP] Custom/Import Companions: Many hands make light work, and no matter what Origin you've chosen, you have a lot of work ahead. So why not bring some friends for the ride? For 50TP, you may create a single new custom Companion or import an existing one. This Companion receives an Origin and all of its discounts, as well as 600TP to spend on Perks and Items. If you're looking for more companionship, you can pay 200TP to create or import up to eight Companions with the same benefits. Share your night of thrills with your best friends!

[100TP] Canon Companion: Has someone special caught your eye? After everything that's happened here, I wouldn't be surprised if these folks weren't a bit curious or intrigued by the otherworldly. With this purchase, you secure an opportunity to bring one character from this story with you on your Chain.

[250TP] Sorority Sisters: It would be a shame to split up the gang. Instead of paying for one canon Companion, you can instead pay to take the entire Whitley Cleaning Crew with you on your journey. Show Megan, Terry, Jan, and Roxanne a whole new kind of supernatural adventure! *See the Notes section for details*

[100TP] Quarterback: Biff Bullock may be captain of the football team, but he doesn't have the looks or the brains to snag a firecracker like Roxanne. Not like this gentleman here, that is! Friendly, funny, and handsome, Biff's teammate has stuck with you through thick and thin. He's been one of your closest friends for years, and could be something more if you let it go that far. Whether this magnificent specimen of masculinity is your bro or your beau, you can rest easy knowing that this action-loving athlete has your back!

Drawbacks

[+0TP] Canon Character Insert: Perhaps you'd rather slip into someone else's story instead of creating your own? By selecting this toggle, you may choose to replace an existing character in this story. Shepard the Whitley Cleaning Company through their nightmare as a new spectral warlock or terrorize them as an even more powerful monster! Note that this doesn't grant you any additional abilities and powers beyond what you purchase, only your chosen starting circumstances.

[+0TP] Survive The Week: This isn't a long tale, Jumper. From when the girls arrive to their eventual happy ending, barely a day passes. So if you want to avoid a dull decade, consider taking this option. By selecting this toggle, your Jump duration changes from 10 years to 7 days. You will begin your Jump on Monday, four days before the job. On Friday, Megan and her friends will arrive at the manor to begin their cleaning job. You will join them Saturday night for the monster attack, and finish out the weekend after cleaning the rest of the house.

[+100TP] Stilted Performance: Not everyone around here deserves an academy award. Though most folks have no trouble talking normally, your style of speech seems forced and unnatural. Your intonations are all over the place, your emotions seem less sincere, and it sounds more like you're reading off a script than speaking your mind. This won't stop you from sharing your thoughts, but expect everyone to listen with some combination of confusion, doubt, and amusement.

[+100TP] Bashful Innocence: Well aren't you a shrinking violet! Beyond your book smarts, you don't have a lot of experience with the real world. You're a complete romantic rookie, and any kind of salacious activities are going to leave you a blushing, flustered mess. Even cursing and other crass language seems completely out of character to you. Don't worry; your inexperience is more adorable than aggravating. Maybe you'll attract some attention with this attitude alone? Just be careful not to fall into the deep end!

[+100TP] Bad Weather: It was a dark and stormy night...again. Maybe this is that "global warming" scientists are talking about, or perhaps something supernatural is going on, but either way it seems to rain and storm far more frequently. Barely a week goes by without a heavy downpour, and each day has even odds of having at least a light drizzle or overcast. All of this is nothing compared to the knock-down thunderstorms that roll through every month. I guess our spooky atmosphere has to come from somewhere, but good luck enjoying the outdoors.

[+200TP] Debt to the Devil: This vacation isn't free, Jumper! A pact with Satan has left you in debt to the Lord of Darkness, and he has come to collect. You must kill half a dozen mortals in the next week and sacrifice their souls to appease your evil master. However, this task will not be as easy as the Wolf Demon made it out to be. Unlike the original story, your prey will quickly catch on to the danger, and even if they lack knowledge of the supernatural world, they will be more likely to fight than flee or freeze when attacked. It will be a race against time with literal hellfire driving you forward. Hopefully you can find a group helpless enough to fulfill your quota.

[+200TP] No Monkey Business: You may be young and adventurous, but Burt's got a business to run. He's expecting nothing but professionalism from you for the duration of your stay, so as long as you're here you can forget about any kind of adult activities. From drugs and alcohol to sex and other forms of naughty fun, you've been banned from enjoying yourself in the more mature ways. Guess you really are just here to clean.

[+200TP] Feminine Feebleness: Wow, our heroines aren't doing much for the Third Wave of Feminism, are they? Regardless of your sex, stature, or previous power, you now find yourself as physically weak as Roxanne for the full length of your adventure. You'll struggle for the strength to open a simple wine bottle, and your clumsiness will have you tripping over your own feet, despite your dancing expertise. I hope you can win the battle of the brains, Jumper, because in the battle of brawn you are hopelessly outclassed.

[+300TP] The Phones Are Dead: You're on your own, Jumper. There is no help coming and no way to call out. Worst of all, it seems that the dark forces that are stalking you have cut off your connection to your otherworldly powers. Any Perks, Powers, or other supernatural abilities have been locked away. Your Warehouse and all its Items are beyond your reach. The only thing you and your Companions have to defend yourselves with are the Perks and Items purchased above. Can you survive where so many others failed?

[+300TP] Gullible Girly: Isn't it strange how Mr. Hinchlow vanished and Roxanne appeared when our backs were turned? Oh well, better keep looking for that shapeshifting monster, right girls? You are comically gullible, robbing you of your common sense in most dangerous situations. Mundane and supernatural manipulators alike will see you as an easy mark as you accept their lies without any doubt. You'll follow your friend into the basement alone, even after someone was murdered, and mistaking a stack of corpses for sleeping pranksters is a real possibility. You'll still be able to recognize an obvious attack when it comes, but by then it may be too late!

[+300TP] Pragmatic Predator: Evil was so close to triumphing! How sooner would the demon have finished his deadly work if he hadn't gloated to Megan? How many problems could have been avoided if he had taken his time instead of insisting on freeing his hellish allies immediately? Well, now you won't have to wonder. The monster that now hunts you is nothing like the pitiful creature that crawled out of Gideon's spellbook the first time. This terror is faster, stronger, and most importantly *smarter* than that cartoonish imp! No matter what powers you can bring to bear, this fiend will haunt your dreams and become a waking nightmare. I wish you luck in surviving the night, Jumper. You're going to need it.

Notes

Screamer: Though people outside the audible ranges of your screams won't be able to physically hear you, they will get the unnerving feeling that something is wrong and you need help. Depending on how well they know you, this may manifest as a specific feeling of imminent danger or just a nudge that they should check up on you. If they are beyond audible range, only the closest person or group of people who can assist you will receive this warning. Don't expect your friend on the other side of the world to swoop in and save you when the town sheriff is only a few blocks away.

Selfless Defender: Dying to protect a person or people you care about will either guarantee their escape or rescue, or guarantee that more capable help will arrive before they are killed. Normally, this final benefit wouldn't be very useful, but plenty of Jumpers have extra lives, death-related powers, or other fiat-backed resurrections that they can pull out in a pinch. Using these revivals does not invalidate the protection granted by this Perk, however you must put in an honest effort to defend your friends before you "die". Embrace the genuine secret of sacrifice and your protection will be near-invulnerable. Try to cheese this power and you'll just end up looking foolish.

I'll Teach You How To Use Them: You can decide how this perk manifests and how closely the erotic elements are linked to learning (Is sex just a reward? Do you get handsy during physical instruction?), but in general faster learning speeds and greater skill are associated with greater displays of affection. A waiter flirting with regular customers might make gradual progress honing their speaking skills and witty comebacks, while a one-night stand may grant outright expertise in a brand new skill. Physical improvements, such as building muscle or increasing endurance, may require multiple encounters. This perk also allows you to transfer supernatural powers that can be taught or that involve practice or training. From D&D-style magic and Alchemy from Fullmetal Alchemist to Star Wars' the Force, all kinds of skills can be passed on to the targets of your affection.

Run Rabbit Run: Your speed is nothing supernatural, but it would be record-breaking under ideal conditions and would be near the edge of human potential. Should you use a nonhuman Alt-Form, your speed will increase to match a similar level of swiftness relative to that species. The sense of navigation granted by this perk is less of an internal GPS and more keen natural pathfinding. You can find the quickest way out of a room, plot courses around obstacles, and can generally find the quickest routes between destinations, even over longer distances. As a side benefit, this Perk also gives you a pair of supremely-shapely legs. You didn't think that you had to give up form for function, did you?

Timely Arrival: You can toggle both the "dramatic entrance" clause of this Perk and the entire ability. If you want to appear with subtlety or avoid dangerous situations entirely, you may do so. After all, not everyone enjoys being pulled into unrelated conflicts.

It Was All A Dream: By default, those who are healed or resurrected by this Perk will dismiss their plight as a foggy dream. However, you may also allow anyone affected by this Perk to retain their memories of the full experience. Events you erase must be directly related to the evil you defeated, and you yourself must be personally involved in resolving the conflict. Fight in a battle and you'll be able to resurrect your allies, but you won't be able to bring back every victim of the war unless you were the one who finally won it.

Sanguine Strength: The boost this Perk grants to your strength is consistent but significant. Each feeding will increase your strength by an amount equal to a quarter of your base strength. This does mean that subsequent feedings will not increase in individual strength, but it is still possible to get plenty powerful. Four feedings will bring you to double strength, eight to triple strength, and so on. This increase lasts for one month, or until you suffer your first serious defeat, whichever comes first. If you want to maintain your terrible strength, you'll have to keep killing!

Miskatonic Graduate: Your background of supernatural knowledge will update with each Jump, however this knowledge does not cover everything. You'll certainly be a well-rounded expert, but specialized knowledge or guarded secrets will still have to be pursued normally. Your ability to attract opportunities and make pacts for power will vary depending on what kind of powers are available in-setting. Supernaturally-rich worlds may have spirits or demons you can trade with, while more mundane settings may have you dealing with business owners, politicians, or other influential community members. They may not be able to offer you the power to throw fireballs or speak with the dead, but the trades they make will still be significant enough to interest you. Just make sure you're willing to pay the price before you sign on the dotted line.

Bra Item: For Jumpers that are male, genderfluid, or nonbinary, this item may take the form of a brace, binder, or other similar article of clothing. It will always provide anatomical support and accents your body's aesthetics in a positive way. You will always find it clean and in good repair, and may alter its shape with a moment of concentrated thought if you wish for a different garment.

Tome of Evil: Each of the 10 demons stored inside this book come with the **Terrifying Tongue** and **Sanguine Strength** Perks. If the book is destroyed while you are in it, you will be harmlessly ejected and the book will reappear in 1 week, though any demons inside will be lost until the start of the next Jump.

Sorority Sisters: Each girl comes with their full Perk tree as innate abilities. All except for Jan, she really is just as boring and bland as she was in the movie. You may import them individually in future Jumps, and purchase Perks and Powers normally, or you may import the group of four in a single Companion slot. Doing so will share any purchased Powers and Perks between themselves at $\frac{1}{4}$ strength.