

Pumpkinhead Jump

Version 1.0.0



*"Keep away from Pumpkinhead, Unless you're tired of living,
His enemies are mostly dead, He's mean and unforgiving,
Laugh at him and you're undone, But in some dreadful fashion,
Vengeance, he considers fun, And plans it with a passion,
Time will not erase or blot, A plot that he has brewing,
It's when you think that he's forgot, He'll conjure your undoing,
Bolted doors and windows barred, Guard dogs prowling in the yard,
Won't protect you in your bed, Nothing will, from Pumpkinhead!"*

Welcome to the world of Pumpkinhead. Four films and a comic miniseries. The original 1988 film was the directorial debut of Stan Winston the special effects wizard. They all have some things in common. They take place in the Appalachian mountains, in a small community, where the legend of Pumpkinhead looms over, and Pumpkinhead is always called forth by one seeking vengeance.

It's a simple enough formula, and one you're stepping into. You'll be arriving here in the Appalachians. You don't have to stay there, unless you take a drawback, but enjoy the mountain country for a bit. After all, one way or another you will find yourself crossing paths with Pumpkinhead during your time here. You might not be targeted by him, you might not get any closer to him than Ed Harley did as a child, watching him from inside of a building as he hunts down his prey, but you will, at some point during your time here, cross paths with Pumpkinhead and his activities. Hopefully, you're wise enough it won't be because you summon him forth yourself.

Still if you're going to be here, you'll need something to help you. So please take these, to help you in your choices in this place:

+1000 Choice Points

Good luck and good jumping.

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.

City Kid: You're not from the mountains. You're not necessarily a kid, but you're from the big city and new in the region. Maybe you're just a tourist visiting for a weekend of fun, or maybe you just moved in from somewhere. Hopefully you haven't given someone a reason to want vengeance against you. If you want you can take this outsider status one step further and have neither connections nor history in this world as a true drop-in.

Wronged: You've been wronged. You've lost someone you cared about. Maybe you'll take revenge for them. Maybe you'll be wiser and understand that vengeance doesn't bring back is lost. Still you're a person of the mountains, and native to the area.

Witch: You're a witch. People talk about you in hushed whispers if they'll even talk about you at all. You live alone somewhere, ostracized and separated from the community. You might not actually have an understanding of dealing with demons and magic, but the rumors are there.

Demon: You're a demon? Or maybe you're just a freak. Whether you were one of the freaks whose families would bury them in the old graveyard by Razorback Hollow, or are a true demon from hell, you're an outsider to humans, but you're something of the mountains and an element of the supernatural runs inside of you.

Location:

You will begin in Appalachia, somewhere near Razorback Hollow, and where the legend of Pumpkinhead is known. Time is perhaps more variable. We only get snapshots and you could arrive later or earlier than even the first film. You can arrive as long as Pumpkinhead and European settlers have been in the region.

Age and Gender:

If you choose to drop-in you are the same age and gender as the end of the last jump. Otherwise your age can be anything appropriate for your origin, and you can choose your gender freely.

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.

10 Years in the 12th Precinct (50 CP): You're not squeamish. You're inured to blood, gore, and scenes of violence. This doesn't mean you're inured to supernatural demons, but you're used to blood, gore, and violence enough not to lose your lunch because of it, and not to freeze up in shock and horror at it either.

Hillbred (50 CP): You were born and bred in the hill country. You're an experienced hunter with a rifle, and you know how to run a farm that'll keep you alive and with a bit of cash coming in even in hard country like that found in mountains. You're also handy enough with your hands. You're no master craftsman but you can repair your house when it needs it for the most part. You're used to living in a place that seems like it's still stuck in the 19th century at times.

Looker (50 CP): You look good. Good enough to be cast in a movie. You'd not be cast for being hot outside of a straight to video or TV original movie, but you're still definitely above average and could be the best looking person in the film... I mean town.

Directed for Effects (100 CP): The budget might not be the highest, but the film made itself look good for the budget it had. And you'll find it shows in future worlds as well. Supernatural creatures, places, and effects seem to be better done, blending better with the world, or contrasting further from it, and just generally appearing to be made with a higher level of care and quality than they normally would. You can expect anything supernatural you encounter (or have) to look better and be more impressive.

City Kid Perks

Talented Rider (100 CP): You're a pretty good driver. You've got a good handle for a car, and can drive it better at speed than most. You're even better with motorbikes, though. You could be looking at really competing in something like Motocross or aspiring to be a stunt driver, and are particularly good at driving smaller vehicles off road through difficult terrain. Just remember even if you're good, you need to keep your eyes on the road, keep your headlights on at night, and not be drinking when driving; you're good but accidents can still happen.

Last Targeted (200 CP): You're lucky. All else being equal, your enemies, or simply those who wish to do violence against you or people in general, tend to target you last. Oh, if there's a strong reason to target you first – like their plan absolutely requires you being out of the way to deal with the others or you throw yourself in their path – they'll be able to overcome this, but in general people tend to pick you after other potential targets unless there's a strong reason to target you first. This means you're unlikely to be targeted by serial killers and fully random killings at all, unless they have a really specific type of target and you're the only one around.

Kill the Summoner (400 CP): And the summon will disappear. That's how it is with Pumpkinhead, and now you'll carry this rule with you into the future. If you kill someone who summoned something it will undo the summoning. This will also close gateways to other realms/dimensions that they opened.

Worthy of Mercy (600 CP): There's something about you that plays to people's better natures. People feel mercy towards you. This might not be enough to stop them if you've wronged them or they're just that evil, but people have trouble holding malice and rancor against you. Moreover, when you have wronged someone or they just feel you have and they do hunger for vengeance against you, you seem to run into opportunities to show your better side and nature to them, and maybe even prove your innocence. These opportunities might not be fast enough to stop them from summoning Pumpkinhead, but they might cooperate in getting rid of him.

Wronged Perks

Resolve (100 CP): It takes a certain amount of resolve to make a pact with a demon to summon it for vengeance, a certain decisiveness to make the decision and be willing to stick with it to the end. And it takes even more resolve to stand up to the demon and let yourself die to drive it back to Hell, knowing your soul will still be damned, to spare someone who was innocent. You have the resolve necessary. This won't make you more hotheaded, but it will make you able to overcome anxiety and fear to make hard decisions. It also won't give you the wisdom to blame only those who deserve blame and sic demons on the guilty instead of their friends as well.

Lessons Learned (200 CP): You're good at passing on the wisdom you have learned by making past mistakes. This isn't perfect, but you're good at putting into words why it was a mistake, crafting warnings for future generations, and people are more likely to listen to your warnings and council on the subject. If you're a ghost unable to do more than pass on a few words this can still be hard and not enough, some people are just too hard-headed to listen, and a generalized version for mass consumption isn't as good as a one on one heart to heart, but you are good at getting people to not repeat your mistakes whether that's trusting a child to not leave a store and go outside where reckless idiots are riding dirtbikes way too fast, summoning a demon, or something less tragic.

Supernatural Witness (400 CP): You possess a special and odd sort of luck. See you have a tendency to run into the supernatural. But not directly. You have a tendency to run into it as an observer. Whether this just means seeing people who are affected by it, or similar second hand reports, or observing a demon killing someone from afar, you have odd luck in observing the supernatural without being directly involved with it. Still you can obtain information and knowledge this way. Enough to know it exists and maybe track it down later.

Bargaining for Vengeance (600 CP): When you've been wronged, when you need something with the name of vengeance, you'll find a path opening to you. It might not be cheap. It might not be easy. It might damn your very soul to Hell. If it'd normally be far enough beyond your abilities it might end your chain and end you even when you return home. But no matter how far beyond your capabilities something is, no matter how much help and aid you'd need for it, if you're willing to pay the prices you will find that a path to vengeance will open up for you, and you can take your vengeance. This can be machinations of fate, and opportunities opening before you, or it could be direct supernatural aid. Just remember the more work that this is doing the greater the price will be, and there will always be a price.

Also while vengeance is not equivalent, it is proportional. This isn't limited to an eye for an eye, you're probably getting at least 2 eyes for the price of one, but at the same time this won't be helping kill someone over a minor social snub. Now if they kill one of your kin or loved ones you can expect death to be on the table, for them and even if your vengeance goes that far those around them, but it is somewhat proportional.

Witch Perks

Eternal (100 CP): You are immortal. Well you can be killed, but you need not fear death by aging. This isn't eternal youth, however. You will grow visibly aged, and your body will lose some of its vim and vigor of youth, this won't stop that. But you will never suffer the worst infirmities of age, and even as you get slower and weaker than your prime, it will be no worse than the reduction of an active and healthy elder compared to their prime, no matter how wizened and aged you appear. You need not fear dementia, Alzheimer's, or aging related failure of your vital organs. Your heart will be no more likely to give out at 200 than at 20. But this does nothing for the visible signs of aging.

Witch's Sense (200 CP): Haggis knows when someone is going to call on her services. To an extent this is easy enough – no one comes to visit her if not for that purpose – but she does seem to know. You do too. When someone is seeking for special services you provide, even if they don't quite know it yet, you have a sense for it. You can feel it when you're face to face with them, and if your services are tied to certain emotions or desires you can even feel vaguely where a strong desire of that type is from afar.

This also allows you to sense when one of your companions (or your jumper if you are a companion) is killed and the general location.

Demon's Keeper (400 CP): You are good at dealing with demons, and unholy beings. They seem unusually fond of you, as if they feel some kinship for you that they might not feel even for their own blood kin, and you will find it oddly easy to befriend them. This won't change what they are fundamentally; this isn't redeeming a demon, and trying to force it to change its nature can go poorly. Still they are more willing to listen to you, and recognize you as something that they are fond of. A demon of vengeance might break off its task to protect you; just don't expect to get it to swear off vengeance or its task in general.

You are also good at dealing with demons, and unholy beings, and will find it easier to work magic and supernatural powers to control and influence them. While this doesn't directly give you such powers, it will improve any you possess.

Sacrificial Replacement (600 CP): Summoning Pumpkinhead costs the summoner their life and their soul. But when Haggis summoned it to avenge her sister by killing the demon of gluttony, she was able to substitute the flesh and soul of the only one of her sisters she loved and cared for. You can do a similar substitution for costs and sacrifices of magic and other supernatural payments. You'll still have to pay something, and what the cost is will depend upon the normal cost, but you'll find that for any supernatural

payment you have greater leeway in what you pay. It doesn't necessarily have to be equivalent, paying the soul of one who is dead instead of your own soul and life, but if it's too much lesser you might find a reduction in effect of what you're paying for, and if you're paying at the end make sure you don't short them too much or they might take the full price.

Demon Perks

Thunder and Lightning (100 CP): When you use supernatural powers (even passive ones) at night the sounds of thunder and flashes of lightning seem to accompany you. There won't be any actual electricity, and this never is at the intensity as if the lightning was within a matter of dozens or even hundreds of feet, but always seeming to be somewhat in the distance, but you will find a 'storm' gathering around you without wind or rain when you roam the Earth.

This ability can be toggled on and off if you don't want there to be warning signs of your presence.

Pumpkinheaded (200 CP): You're ugly. Like Pumpkinhead, or Tommy, you possess a hideous and revolting appearance. Or you can. You can toggle this perk on and off in a manner similar to changing alt-forms, and when you turn it on you can toggle any or all appearance boosting perks you possess off, or turn them back on when you turn this off. You do not have to turn them off when you turn this on, or back on when you turn it off, but can use them to create a slider in your appearance between beautiful and hideous.

Legend (400 CP): The story of Pumpkinhead is a persistent one. It stays alive haunting the locale and leading new sacrifices to Pumpkinhead and his witch. Now you have a legend of your own. You'll find that hushed whispers of you and your nature spread out across the world that you're in. These are just legends and ghost stories, nothing concrete or provable, but they seem to have a way of reaching those who are desperate enough to chase a legend for services or aid that only you or something like you could provide. You can control what details are in these legends, and can include actions you've performed in past jumps or other worlds that shouldn't be able to reach here, but they do have to be true.

Marked for Vengeance (400 CP): Pumpkinhead only goes after those who have been marked for his vengeance by his summoner, but no matter where they run or hide he can find them. You might not have a summoner, but you are able to mark those who you, or another, strongly desire vengeance upon so that you can sense their location at all times. This does require the emotional fuel of that desire for vengeance, however, so you'll need to truly be hungry for it, or have someone with you when you create this mark who is. You may also only maintain so many marks at a time; though you could mark a full extended clan like the Hatfields or McCoys.

Anchored by Flesh (600 CP): You are able to be summoned. The ritual to summon you is not necessarily the same as for Pumpkinhead, but by performing it the summoner binds themselves to you. If you accept the summoning, you will find yourself appearing in the location, and bound to serve the purpose for which you were summoned, compelled to act to complete it. You will have an understanding of the task and purpose given to you before appearing, and once determined your summoner cannot change this purpose, though if you let them they can release you from the service. However you will gain benefits. Namely your form is anchored in reality by the summoner's life and essence, and as long as they are alive you will resist attempts to banish or exorcise you from the current reality, and your resilience will be greatly boosted. You could go from being able to be harmed by hunting rifles – if only lightly – to being completely impervious to concentrated rifle fire or being caught in a gas explosion that wrecks several rooms; however tough you normally are you will be tougher. And even if something manages to overcome your increased resilience you will find yourself healing. A bullet through your eye might still puncture it, but it'd heal in moments. However this is anchored by your summoner's life force, and when your enhanced resilience or regeneration is called upon it will drain on their life, weakening and potentially even killing them if you sustain enough damage. It is also sustained by their life and if they are killed it will end. But until then you are nigh on unstoppable.

Name of Vengeance (600 CP): You are a demon. Or at least you're the spawn of one like Tommy. You possess a demonic alt-form resembling Pumpkinhead's own. You tower significantly over humans, standing at least head and shoulders taller than them. Your fingers are long claws, your legs are disproportionately long and you walk digitigrade. You possess a long tail, which seems to be able to extend longer when you need it to, at least to an extent. Your hairless head is deformed and twisted, and while you do not need to look identical to Pumpkinhead (he didn't look identical between all the films) you follow the same design scheme.

In this form you are strong, able to casually toss – or backhand – a full grown person dozens of feet away horizontally and onto the roof of a building, to drive your tail straight through a man's chest, plunge a finger through them like they were made of a soft substance and you were just idly poking through it, or semi-casually rip limbs off of a person like picking legs off of a bug. Tearing through walls and the like is casual and easy for you.

You're tough as well. You can walk off being caught directly in a gas explosion that sends a person outside of the building flying dozens of feet, though it didn't actually destroy the building. You can mostly ignore shotguns and hunting rifles, though they do

seem to hurt and might leave small and shallow wounds, and a bullet to the eye could go through it and into your brain making you mostly bullet proof, and you could be expected to fight a creature that was as strong as you were, and are tough enough it'd take you effort to wound yourself even with your sharp claws and strength. You also heal. Without **Anchored by Flesh** and a summoner, this will be more healing the small and shallow wounds left by small arms fire in an hour, and not healing a destroyed eye in seconds, but you can with time regenerate lost wounds and organs; just don't expect to be healing nigh-instantly with just this, and make sure not to be so injured as to die.

Also as a demon you are agelessly immortal.

This demon-hood is an alt-form.

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.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Makeshift Flamethrower (50 CP): This is exactly what it says, a makeshift flamethrower. It's short ranged, but it's capable of spraying forth a jet of flame several feet, and engulfing a being like Pumpkinhead. Not that it'd do anything to him. The fuel tank will refill over time.

Pumpkins (50 CP): This is a monthly shipment of pumpkins, fit for eating or jack o' lanterns, along with pre-cooked food made heavily from pumpkins such as pumpkin pie, pumpkin bread, or pumpkin cupcakes. You'll never have to go long without some delicious pumpkin treats.

Gun (100 CP): This is a pistol, hunting rifle, shotgun, or a similar gun that you'd expect to find someone living in the backwoods of Appalachia possessing. This gun will automatically maintain and reload itself over time, and come with a small resupplying stockpile of spare ammunition.

Mountain Still (100 CP): This is an out building covering a still for the creation of moonshine. Even if left unattended it will create some of the best moonshine in the state over time. This can insert into jumps, or just be a warehouse add-on.

Farm (200 CP): This is a small, mountain, family farm. Still it's a large enough set of buildings to house a small clan – something like grandparents, a full crop of kids, and each of those kids' families – and comes with enough land to support them as subsistence farmers, and make a bit of a profit, as well as livestock and crops to go with it. It is however somewhat rustic, and may not have indoor plumbing or be fully wired for electricity if any of it is.

Livestock and crops below the starting amount will be replenished at the start of each jump. This can insert into jumps or simply exist as a warehouse add-on.

City Kid Items

Dirt Bike (100 CP): This is a motorized dirt bike. That is a stripped down and light weight motorcycle designed for off-road and rough terrain riding. It's not street legal, but it's good for riding around off the beaten trail if you have reason to. It will repair, refuel, and maintain itself when not in use.

Crystal Meth (200 CP): This is a batch of crystal meth. Enough to keep a meth head happy for a good 9 or so days. It will resupply weekly.

Cabin (400 CP): This is a well furnished mountain cabin with all of the niceties of modern (by 1980s standards) life. That is to say it is well-lit, has electrical wiring all through it, has running water, and so forth. It will insert into future jumps and have all its utilities paid for. It will also adapt to be at least at the local universe's standard of living in an urban area, or 1980s whichever is higher.

Fresh Kidneys (600 CP): Not just kidneys, but other organs too. This is a small cooler that regularly fills itself with human organs and bodily materials. It's almost as if someone is secretly harvesting the organs from corpses of a small mountain town and shipping them to you. It'd match the rate at which it fills, and the sorts of organs you get from it.

Wronged Items

Old Pickup (100 CP): This is an old pickup truck. While it's obviously beaten up, and probably from the 70s at least, it functions well enough and will repair, maintain, and refuel itself when not in use. Despite this it will keep its old, beat up appearance.

Trusted Keepsake (200 CP): This is a small necklace keepsake, such that a child might make. It can be given to an individual to protect them from anything you have summoned. Your summoned beings will not attack them, and they won't be struck by attacks from them even as collateral damage.

Roadside Grocers (400 CP): This is a small, roadside grocery store. It's an old, wooden structure, and looks like something out of the past, but it's got working lights, and a freezer. It's not particularly large, and seems to be one-step away from a farmer's market. Its stocks will resupply over time, but if you actually get more than small amounts of business such that you might get in an isolated road where some scattered mountain families and occasional tourist would use it, you'll probably need to look into getting some sources for more supplies. Still it's more than enough to feed a family, or a jumper and 8 companions, and its utilities will be maintained and supplied without need for an external source.

Demonic Corpse (600 CP): This is a deformed and twisted corpse. One which almost seems demonic in nature. Of course it is. Through the use of a blood ritual it can be summoned as a demonic creature like Pumpkinhead to enact an act of vengeance for any individual willing to pledge their soul to it. It will function like Pumpkinhead, the same sadistic personality, powerset, and costs, even so far as having the summoner's body become the new version of the corpse when they die and if the monster is allowed to finish its task they will die.

However things work somewhat differently if you summon it. First you don't have to summon it for vengeance, you can summon it for any act of violence you desire. When you summon it yourself this demon will be more powerful than you, more capable of enacting violence than you, more capable of killing your targets than you, and harder to kill than you. And it will go forth and enact your violence, though you will not have any further control over it once you've designated its victims. However this comes with the standard cost. When it has finished the act of violence it was summoned for you will die. Nothing can prevent this death, not even being something that is not in normal terms 'alive,' especially none of your own powers as the demonic deal is fueled by them, though it can possibly be reversed.

If you wish you can have this corpse actually be Pumpkinhead, or one of the other six demons from the comics. They will still scale beyond you if you offer yourself up as sacrifice. If you do so they will still only count as a follower, though you may import this corpse as a companion, although it will still be a corpse when not actively summoned.

Witch Items

Owl (100 CP): This is a pet owl. It's loyal to you, and obedient like a well-trained hunting bird. But it's just an ordinary owl.

Witches Cabin (200 CP): This is an old, mountain cabin. It doesn't have electricity, or running water, having an outhouse and a well, as well as a wood stove and candles and lanterns for light. Its candles and lanterns will resupply over time, and it will keep itself maintained and repaired well enough not to be developing holes, but it's not got modern comforts. It does come with some surrounding land, and woods. Nothing massive or expansive, but enough to give you some privacy and isolation. This can insert into future jumps or exist as a warehouse add-on.

As Far as I Go (400 CP): This is a mountain. It is a dark and foreboding mountain, one which seems to naturally develop a grim and fearsome reputation, and possess a palpable feeling of dread and unease which will keep most from lightly visiting it. Still there is a road that leads up along it, and there's nothing truly terrible here. This mountain is yours, and you and yours are unaffected by its aura of dread. This can insert into future jumps or exist as a warehouse add-on.

Book of Shadows (600 CP): This is a witch's book of spells. Of course the only spells we see in these films are those to summon Pumpkinhead, which might be hard to replicate elsewhere, and the spell that used cursed blood to raise Tommy as a Pumpkinhead-like demon, albeit one of lesser power and durability. It will include the spell used to raise Tommy, among other, lesser spells of witchcraft. You can rest assured, however, that it can't bring back the dead, except as a demon of vengeance.

Demon Items

Graveyard (100 CP): This is not a well maintained, or well ordered graveyard, but the sort of place people might go to bury dead they were ashamed of and wanted to publicly pretend didn't exist. It's an overgrown and twisted graveyard, with a tendency towards overcast, and gloomy weather. It doesn't include a demonic corpse, but it will occasionally get old graves that weren't there previously, if the original old graves are emptied. This can insert into jumps or be a warehouse add-on.

Summoning Corpse (200 CP): This is a shriveled and demonic looking corpse. By spilling fresh blood upon it you can be summoned through it. You'll know the general location, at least direction and distance, that it is when this happens, and can choose whether to heed the call or ignore it. If you ignore it nothing will happen. If you choose to heed the call you will teleport to it, the corpse transforming into your body as you appear there. If this corpse is used a new one will replace it within a fortnight.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin 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 additional 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 other than Pumpkinhead or another demon.

Pumpkinhead (200 CP): He will be fully manifested and unconnected from a summoner, and like Gluttony will be much easier to kill due to this; things he'd normally be able to shrug off might prove fatal.

Demon (200 CP): You may select one of the other 6 demons from the Pumpkinhead comics if you want to take them as a companion. This will follow the same rules as with Pumpkinhead.

Drawbacks:

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

Continuity (Toggle): It's unclear if Pumpkinhead II Blood Wings is canon to the other three films. None of them reference it. It has no recurring characters. It takes place somewhere else. That said Tommy is the son of Pumpkinhead and it could just be that it takes place somewhere else so no reason anyone else would show. Then there's the comics which introduce more new things, like 6 other demons of the other deadly sins (with Pumpkinhead as Vengeance taking the place of Wrath), each with their own witch, and seemingly discontinuities 3 and 4. Still you can choose which continuity to be showing up in, and which films after the first are canon (and if the comics are).

Short Stay (Special): Pumpkinhead usually isn't active for very long. In fact he tends to be only active for a few nights, sometimes only a single night. As such you may choose to only stay in this jump for a single week, however, if you do you will find yourself marked by Pumpkinhead having to deal with him hunting you during your time here, and figure out who has summoned him against you. Drawbacks with 2 listed values provide the **red** value when taken this way, and even if you took Pumpkinhead as a companion he won't hesitate to kill you and end your chain. Consider surviving a test from the demon.

Deaf (+100 CP): You're deaf. You might be able to identify someone screaming right next to your head as making a sound, but you wouldn't understand what they were saying, and it'd take a very loud noise for you to hear it at all. You're also a mute. You can still make sounds, but you've forgotten the sounds of language.

DUI (+100 CP): You have a habit of mixing drinking and driving. And a habit of getting into car accidents when you do. You won't crash every time you drink, and drive, but you can get drunk, you will drink, and you will have an unfortunate tendency to crash when you do. Hopefully you won't kill anyone in one.

Taken with Short Stay you are completely incapable of using any vehicle without very quickly crashing it. You will also find yourself crashing should you try and fly, and be unable to teleport.

Half-Demon (+100 CP/+0 CP): You're deformed and freakish in appearance. You're not necessarily obviously inhuman, but you're definitely not good looking by human standards whatever you are, and can expect to be quite ugly and, if you're human, deformed and misshapen.

It's My Curse (+100 CP): You are damned. Like Ed Harley you will find yourself lingering in this world as a ghost. For the rest of a century after your jump should have ended – whether due to your time here passing or failing the jump – you will haunt this world as a ghost. You won't be conscious of every moment of the century, or able to do anything particularly productive, but will manifest to those who are involved in supernatural events or events replicating your failures. You will find yourself forced to watch, to warn them knowing that odds are they will not listen and that you can all too often only talk to those who are about to be on the receiving end of these failures and not committing them, and care about innocent people who are about to experience terrible times that you can only try – and usually fail – to mitigate or save them from. At least you'll not be doing this every minute of a century.

Taken with Short Stay you'll still be stuck here for a century as a ghost.

Sadistic (+100 CP): You enjoy playing with your victims. You have a tendency to toy with your enemies, and work to ensure they feel fear and terror and suffer before you finish them off or deal with them. Expect to leave potentially troublesome enemies for last, and leave them alive far longer than you should.

Strobe Effect (+100 CP): Why do the lights keep flashing? It's not constant, but when it starts happening it will be headache inducing and disorienting, even as it makes it hard to focus or see. This unfortunately tends to come at times when it'd be inconvenient, like you're fighting a demon from Hell. And yes, even if you're blind you'll be able to see these flashing strobing lights.

Trapped in Appalachia (+100 CP/+0 CP): Appalachia is beautiful land, with lovely country roads and mountains. And you're going to be seeing a lot of them. You will be unable to leave rural mountains during your time here. You might manage to leave for a brief stint, maybe a few hours or even long enough to drive to the Rockies or Sierra Nevadas, but somehow you'll never be able to stay in any place outside of the mountains for more than the time it takes to travel, and you'll never be able to visit any large urban centers or cities; even mountainous ones in the Appalachians. You'll be stuck with country roads, small towns, and smaller little rural communities.

A Little Danger Never Hurt Anyone (+200 CP/+100 CP): You're reckless and something of an adrenaline junkie. You seem to get off on dangerous situations, and seek out excitement by doing things like turning the headlights off while driving down mountain roads at night, or performing black magic rituals to reanimate the dead.

Blind (+200 CP): You're blind. You might be able to detect light and indistinct shapes, but you'd not be able to make out a person's face even if they were right in front of you in a well lit room.

Legendary Feud (+200 CP/+100 CP): Like the Hatfields and McCoys you're caught up in part of a blood feud. Your family and another family have a long history of hatred and feuding which has consumed both for what has become generations. This won't necessarily result in the summoning of Pumpkinhead but where there's a desire for vengeance things can happen, and even if Pumpkinhead doesn't get involved you can expect your family to try and drag you into their feud, and your family's rivals to try and cause you trouble for being part of their hated clan. Needless to say you can't take this as a drop-in. If you're a demon the feud will also include other demons than Pumpkinhead; they're jealous you can act on the world without being summoned.

Meth Head (+200 CP/+100 CP): You are addicted to crystal meth. It is fully capable of affecting you even if you're a demon, a robot, something else not alive or an incorporeal spirit. You can get high on crystal meth and you are thoroughly addicted and there is no cure, and the withdrawal will be worse than getting high.

Old (+200 CP/+100 CP): You're old. And unlike the witch Haggis your body is failing you. Your bones are aged and fragile, your health is precarious, and your body is weak with age. You can expect to have to deal with various other issues and weaknesses of age, though this age alone will not kill you during your time here. Still you'll feel the weight of it.

Demon of Vengeance (+300 CP/+200 CP): You are taking a role like that of Pumpkinhead. You will find yourself summoned to the Earth by someone calling for vengeance, and you will have to complete this summoning, moving out and killing all those who have been marked for vengeance. You will be unable not to kill them, no matter how innocent they are – even if the summoner changes his mind – as you are an instrument of vengeance. And when your summoner dies or you have completed the summoned task you will disappear, and wait to be summoned again. You'll find yourself summoned scores of times, even hundreds. You might not be on Earth for a full decade, but you can expect to be here for years of enacting murderous vengeance with no time outside of those activities.

If taken with Short Stay you will find yourself targeted by Pumpkinhead throughout, with your targets of vengeance not including his summoner, and even if you kill your targets you will not leave while being actively engaged in battle by Pumpkinhead, and whenever

you are summoned he will be there to target you. You will also spend the full week engaged in acts of vengeance.

Linked (+300 CP/+200 CP): Like Pumpkinhead you are linked to a living mortal. Like Pumpkinhead, if they are wounded you will feel the pain and suffer the wound, and if they are killed you will die. Attempts to keep them contained somewhere safe will fail; they will live their life and have an annoying tendency to do so despite your attempts to protect them. They are not a companion or a follower, but a native of this world and an ordinary rural dweller of Appalachia, though you may take them as a companion if they survive the decade.

If taken with Short Stay, attempts to keep them contained will fail even more quickly, and they'll have a tendency to get out and involved with Pumpkinhead while escaping attempts to keep them sheltered and Pumpkinhead will be targeting them as well as you.

Pumpkinhead's Target (+300 CP/+200 CP): Pumpkinhead is after you. Making it worse Pumpkinhead scales to your abilities. He will stand above you, like Pumpkinhead does a normal human. He cannot be stopped. He cannot be killed. Wherever you hide he will find you. Wherever you run he will catch up to you. He can follow you to the ends of the Earth. He can kill you. He can end you and your chain. He is, however, still linked to his summoner and his summoner's death can send him back to Hell. Finding his summoner will be difficult however, and while your powers from other worlds can help make this easier it will never be simple. And even when you do deal with Pumpkinhead he will be summoned to target you again during your time here regularly.

If taken with Short Stay you're guaranteed not to find his summoner for multiple days. You can do so eventually, but don't expect it to be quick or easy.

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

I ended up having to draw some stuff from the Dynamite comics. Information on Haggis and being a demon like Pumpkinhead actually had to draw on Pumpkinhead II and the comics.

Directed for Effects makes supernatural stuff look better. The exact way can vary. Some of it depends upon how realistic the setting looks, if it's in a fixed art-style, etc. It could be like viewing it in higher definition, it could just be that it seems to have been designed with delicate care by a master artisan, it could be it is more realistic and less like cheap special effects, or it could be that it's got an unearthly and otherworldly quality to it, or ... it could be a lot of things.

Kill the Summoner might make killing Haggis viable to deal with Pumpkinhead, but when killing her to stop her from summoning him again came up, the answer was that Pumpkinhead would find a way to claw his way back into reality without a summoner if she was removed and she just regulates it. So it would banish him for a time, but you could expect him to come back after you without needing a summoner in the future.

Anchored by Flesh is an attempt to capture the spirit of things, even while some elements are not really viable. You don't exist in Hell needing to be summoned to exist, and making killing your summoner banish you to Hell or kill you would be too much of a price. However, the comics did confirm that Pumpkinhead was anchored by his summoner and the demon who was roaming without that was much more killable as a result. Pumpkinhead bursting out of its chest killed it after Pumpkinhead, because he was anchored by flesh, was able to survive being eaten and swallowed. Pumpkinhead III also had the summoners taking backlash from damage to Pumpkinhead... which then could incapacitate Pumpkinhead. It was dumb. But coupled with how in all of the films after the first the summoner is visibly weakened by the visions given by Pumpkinhead linking the durability increase to their life force felt appropriate.

As for Name of Vengeance, pegging Pumpkinhead's actual feats is somewhat hard. Ignoring 2 where Tommy no longer had a summoner and turned away from vengeance and then suddenly became a lot more shootable (though he'd taken notable damage from pistols though it healed, Pumpkinhead has taken shotguns, rifles, a pistol to the eye, and a room exploding with him in it. The pistol to the eye visibly hurt him, and he had to heal, and I decided that level of healing was probably in Anchored to the Flesh, but I went with 'can survive explosions that wreck multiple rooms' because that was the highest he

showed. As for whether holy things affect him... In Pumpkinhead he walks into the ruined church that may or may not have ever been properly sanctified and definitely wasn't properly sanctified at that point and it visibly affects him. He slows down. He starts looking around cautiously. He is hesitant in a way he's not any other time except when his summoner (and one weak point) is actively attempting to stand against him and hurting themselves in the process. In Pumpkinhead 3 he casually breaks into a church, ignores a face full of holy water, and then walks out of it like a boss as it burns down around him. So I decided instead of trying to reconcile the two to just not mention it one way or another in the perk and leave it ambiguous. As for how powerful Pumpkinhead actually is... he doesn't match Jason's top showings from the movies (that is from Ft13), though ignoring Pumpkinhead 2 where it was explicitly his half demon son his bottom showings are above many of explicitly zombie Jason's bottom showings, and he's generally closer to Jason's top than Jason's bottom. I'd not call foul on zombie Jason beating him, at all, but I'd also not be surprised if he could match Jason's top showings from the movies and unlike Jason he never actually is shown to be hurt in a way that doesn't immediately heal. Instead of going full No Limits Fallacy, though, I went with his top feat, and assumed you wouldn't be able to go too far beyond it without a summoner.

Trusted Keepsake is actually based on that the witch had in Pumpkinhead II not Ed Harley's. She was the summoner calling for vengeance, even if the Book of Shadows is also based on her and on a different background's tree. Though its effect is considerably expanded.

A One-Up will bring you back from summoning the Demonic Corpse. It will kill you, but it won't keep you dead.

For Book of Shadows the spell to raise a corpse as a Pumpkinhead-like monster is probably the strongest spell in the grimoire , but you can expect it to have various spells that would fall into the abilities a witch of the Appalachian mountains might be expected to know. Some of which might be medicinal, some of which might curse people or their crops. Who knows.

Changelog:

Version 1.0.0: Released.