

The Monster Squad Jump

Version 1.0.0



One hundred years before this story begins it was a time of darkness in Transylvania. A time when Dr. Abraham Van Helsing and a small band of freedom fighters conspired to rid the world of vampires and monsters and to save mankind from the forces of eternal evil.

They blew it.

Now it's been 100 years, almost to the day, and in a wholesome American town that same darkness which once reigned over Transylvania prepares to make itself be felt again in the world. Dracula is calling to him his monsters, ready to fight for the side of darkness in a battle to decide the balance of good and evil.

And against him there is an unlikely band of heroes, in a children adventure story in the vein of The Goonies. A band of children, with a little help from a survivor of Nazi concentration camps, and a father who is a cop, must face the greatest monsters to ever grace the silver screen in a battle to decide once and for all the balance of good and evil across the world.

It's up to you to decide which side you'll fight on. But to help you with it please take these:

+1000 Cinema 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.

Monster: You are a monster. You may have a background and history in this world, Frankie certainly did and the mummy as well, but it's entirely possible you don't, the gillman certainly never showed one. Whatever you are, you are a monster, and you gain access to the Monstrosity section and must purchase one Monstrosity. If you wish to have no connections or history in this world, you may take this as the drop-in origin.

Dark Lord: You are no mere monster. Like Dracula you are a monster with a long and storied history in this world, and one who has in the past led other monsters to your cause and banner. Like Monster, you are a monster, and you gain access to the Monstrosity section and must purchase one Monstrosity.

Child: You are a child. One in elementary school if not younger even than that. You may be a part of the Monster Squad, at least if you're a boy (no girls allowed), and you likely go to a school alongside them. You probably have parents, and you'll probably get involved in events.

Villager: You are one of the townsfolk of the town. Maybe you're a teacher, a cop, a scary german guy, or a middle schooler who hangs out with elementary kids to peep on one's sister. Whatever you are, you're just an ordinary person living in this world. You'll still probably run into events happening over the next 3 days.

Location:

You will be arriving in the same town as the events of the film. It'd be silly to be anywhere else wouldn't it?

Age and Gender:

If you are a drop-in your age and gender remain unchanged. Otherwise you may choose an age appropriate to your background; a child is 12 years or younger, a villager is 12 years or older, a monster is at least 20 years old, and a dark lord is over 100 years old.

Monstrosity:

If you have the Monster or Dark Lord background, you must purchase one, and only one, monstrous species here. All of these species will become alt-forms.

Gillman (100 CP): You are a monstrous fishman. You are resistant to lighter caliber small arms fire, though a shotgun will still make short work of you. You are strong enough to casually lift a man, or even a Frankenstein's monster, carry them, or throw them, and possess some level of low end superhuman strength. You are also fully amphibious, designed to swim and able to breathe above or below water.

Mummy (300 CP): You are a dried, desiccated mummy. You are an animate corpse able to shrug off most damage as simply inconsequential as bullets do little to you, and you have no vitals of any sort. You're no stronger than a Creature of a Black Lagoon, but you possess similar strength, and you are very hard to put down as your body can continue to function as long as it's not broken up into powder and scattered, dismembered, or destroyed. Fire might cause you trouble, because you are desiccated, but you're not some sort of powder barely held together by your bandages that would be silly. Oh, also, since you're desiccated undead you don't need food or water or air or anything else to sustain your biology, you won't age, and have no biological processes to affect.

Wolfman (300 CP): You are a werewolf, a hybrid of wolf and man. Or at least you are during the nights of the full moon, and at other times you are indistinguishable from a human. Fortunately you do not suffer from the whiplash of personalities and bestial activities normally associated with werewolves. Still while in your wolfman form you possess great strength, greater than gillman or vampire, but still less than that of a monster. More impressive is your regenerative capabilities. Bullet wounds will heal instantly, and even being blown apart by dynamite will see your body flowing back together and healing. Wounds inflicted by silver will not heal in this manner, however, leaving you vulnerable to death from silver. But wounds inflicted while you were not in this form will still heal once the moon is full even if you were 'killed' while the moon was not full or during the day you would revive again the moment the full moon shone unless you were killed by silver. You're actually immortal, ageless due to your transformations restoring your life to your prime, and even if you are killed by something other than silver it will restore you once the moon is full; as you aren't truly dead being able to rise again under the full moon being 'killed' while in this alt-form if not by silver will not end your chain; though it will only apply to this alt-form whether in its human or wolfman shape.

Creation (400 CP): You resemble Frankenstein's creation, that is Frankenstein's monster. You are a reanimated patchwork body standing very tall, and possessing great strength. You might be knocked out by a ceiling collapsing onto you, but such a thing would be temporary, and you are effectively immune to small arms fire. You also possess a great deal of strength, easily surpassing vampires, mummies, and even werewolves, capable of casually throwing a vampire a great distance where they cannot use their powers of flight or levitation to catch themselves and stop this flight. Besides being extremely tough and strong, you are also animated by electricity. As long as your vital organs are intact, you can be restored from death by electrical current on the level of a lightning bolt.

Vampire (400 CP): You are a vampire, like Dracula himself. Your undead form possesses superhuman strength, though only similar to the gillman and not on the level of Frankenstein's monster or a wolfman, but unlike every other monstrosity here you look human while you're at it only showing red eyes and fangs when you wish to. You are able to turn into a bat to fly, or to simply levitate on your own, floating off of the ground though the speed there isn't great. You can even enter a bat-human hybrid shape though it appears to be relatively awkward compared to either full form. There are only two ways to kill a vampire, a wooden stake through the heart – which goes in surprisingly easy – or the light of day, and, given Dracula was unaffected by the daylight, the second doesn't do squat to you. This doesn't mean you're invulnerable outside of wooden stakes, though. While we don't see all traditional vampire weaknesses, invitations and running water seem not to be true at all, but garlic, even the garlic on a pizza, can cause a vampire pain such that a slice of pizza seemed to burn Dracula's flesh though it did no lasting harm. Also while handgun bullets did not hurt him in his human form, being impaled through the chest on a piece of metal noticeably did and while it was healing it was not instantaneous, and being shot in bat form not only made him veer off screen but crash to transform back into human shape so that he could heal the wounds which visibly twisted his hybrid form. Dracula also showed a fear of dynamite, which given his lower healing speed than the werewolf, might mean that the other traditional way to kill a vampire – that is decapitation – still applies. If it needs to be said, though, you are immortal undead neither aging, breathing, or eating, feeding only on the blood of the living. Given vampires traditionally sleep and while Dracula was active during the day, he didn't get as much done as if he was awake the whole day you do still need to sleep.

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.

Hollywood Casting (50 CP): You look good. You're not some inhuman perfection or anything like that, but you look good enough to get cast as one of Dracula's brides, or in a leading role in a Hollywood movie as a dashing lead. At least if you have the acting credentials to go with it. You're not necessarily Hollywood's #1 heartthrob, but you look good enough to grace the screen without shame.

Virgin (150 CP): If you can't cast a spell requiring a virgin as a 5 year old because you weren't one in a past jump that'd be awkward. So from now on, for all spiritual, supernatural, and magical purposes you will always qualify as a virgin. Steve really doesn't count. And this will let you count as a female virgin if that's necessary; it often is.

Wolfman's Got Nards (150 CP): And kicking them hurts him. You'll find that this remains true of other beings and creatures. No matter how superhumanly, or supernaturally, durable or painless a being is, when you kick them in their crotch it will hurt them. Even a creature that can take gunshots without flinching because they don't hurt will definitely feel pain in response to a crotch shot from you. This works on other forms of unarmed strikes to the groin and not just kicks. Repeated blows might desensitize them, and how creatures will react to pain varies, but if they normally don't feel pain badly isn't uncommon. And this will continue to work on non-male creatures, it's a pretty sensitive area for females too.

Frankenstein's Friend (400 CP): You're really good at making friends. At least when it comes to doing so with monsters. There's just something about you that they seem to like, and it makes it very easy to convince them to talk to you, and maybe decide that you'd make a good friend after all. This is of course easier with the ones you're not actively opposing – they might decide you're just a bitch – or which you don't have a strong moral conflict with, but you have something that makes it easy for you to get along with monsters if you try, and the less violent and evil ones might just decide they'd rather be on your side. And if you're an evil predator of humanity yourself, well you might not rule over them like Dracula, but you could be the best friend of his unlife. This applies best with the classic movie monsters, like vampires, wolfmen, and Frankensteins, but will apply to other forms of monsters, but not to just animals or evil humans.

Infectious (200 CP/600 CP): A vampire's bite can make more vampires. A werewolf can spread their curse. And now you can too. You are now able to infect others with whatever Monstrosity you purchased in this jump, turning them into a creature like yourself, by inflicting lethal wounds upon them through your bites and claws, causing them to rise again in their new nature. This takes intent when you inflict these wounds, and it will take a bit of time, maybe as much as 24 hours, after they die from them to rise once more

For the higher price of 600 CP this now allows you to infect them with any alt-form you possess, sharing your species through converting bites and wounds.

Monster Perks

Unwitnessed (100 CP): You have somewhat unnatural ease in going unseen. This isn't skill at sneaking or moving silently, but just a sort of luck to have people not looking the right way when you are traveling. This isn't perfect, and is especially ineffective against children, but people are less likely to see you moving about than they normally would be.

You can toggle this off, or on again, at will.

Unintimidating (200 CP): As long as you don't have malice towards someone, you are less scary than you normally would be. Sure you're a towering, legendary monster, but while children might be scared at first, it'd not be the full panic you'd expect, and if you didn't show hostility or chase them they'd soon realize you weren't actually attacking them. Even as a wolfman or a mummy, while there might be some shock, as long as you didn't show hostility people would soon find themselves oddly unafraid. Good for calming those potential mobs down.

Un-Dead (400 CP): This doesn't make you undead directly, but you'll find that once per jump if you die you will be revived soon afterwards. Maybe lightning will revive your body, maybe someone will call you back to animation from your tomb, or maybe something else. One way or another you will revive. But only once per jump from this effect.

Uncontrolled (600 CP): Whether it was magic, charisma, or bestial instinct, the monsters all served Dracula unquestioning, except for one. Like Frankenstein's monster you are hard to control. Select one form of mental influence, from things like magic, drugs, charisma, your own instincts, or something else. You are immune to attempts to influence your mind through that method.

You may purchase additional methods for 300 CP each.

Dark Lord Perks

Gothic (100 CP): You carry with you a sense of stately dignity. Even with the blood of a child running down your face and staining your dress you'd somehow appear aristocratic and regal, and walking, completely unfazed, through bullets and chaos and you will look like the lord you are.

Call Your Minions (200 CP): You possess the ability to let out a command, calling your minions to you. They will sense this call from all corners of the Earth, and know that you are commanding them to come. You can even direct them to another location than where you are. This call doesn't force obedience, or provide any information beyond 'go here' (it won't even tell them if you're there or telling them to go somewhere else), and location can be somewhat imprecise if it's a fair distance away, but you can only call certain minions so it could be used to direct troops or allies to go certain places. This only works to direct your minions, they must be in service to you and recognize you as their master or at least their superior. They will hear, however, wherever they are, even if they're in a trance or asleep; if they're dead and unable to reanimate on their own this might not matter, but even then they'd hear the call.

Artifact Sense (400 CP): You possess the ability to feel mystical artifacts. You are able to sense their presence and power in a form of extra-sensory perception, with the more powerful the artifact the more easily and further away you can sense it. You can even learn to identify specific artifacts as if learning their 'scent' and zone in on them with a sort of feeling of getting closer or further away. This isn't a global spanning sense; Dracula couldn't follow the amulet when the kids got away with it, even if he could sense it in the house Van Helsing had hid it in.

Prince of Darkness (600 CP): You are the lord of monsters and they know it. Any monstrous creature will feel it somewhat in their bones, that yours is the right to lead over them. This is strongest for the 'classic' movie monsters, that is the likes of vampires, mummies, werewolves, gillmen, Frankenstein's monsters, but it will affect all forms of monsters to an extent. This doesn't mean that they are incapable of going against you, either due to a clash of morality or goals or due to their own exalted status as a leader among their kind and their pride in position, but you will find that by nature they tend to defer and obey.

Child Perks

Monster Expert (100 CP): You are an expert on monster lore. This is unfortunately more pop-culture than in-depth, but you have a tendency to be surprisingly right in your understanding of monsters and their weaknesses despite this with your guesses as to which rules apply being eerily, if not unerringly, accurate.

The Name is... (200 CP): Jumper? Badass? You are not necessarily a violent person, but you will find that your acts of violence while not always seen as meritorious and good, do seem to be rather cool. When you defeat your foes and blow them away, people will not only be impressed, or potentially scared, but you'll find that it seems to give you a permanent boost to your cool factor with those who observe it. Beating up a bully might make you seem a little cooler, but blowing away something like the Gillman might make you go from being the lamest dork in school to being accepted as pretty darn cool. If you're beating up on innocents people might not approve of your actions, but even then they'll not be able to deny you look kind of badass while doing it, and if you're actually doing something heroic, well you could get real popular real quick. Beating the same foe in front of the same people won't have the same effect twice.

Not Attacked (400 CP): Monsters don't seem to attack you. Oh you might encounter them, and if you give them a strong reason to do so they will attack you, but you could run into a monster that was roaming town preparing for a dark war against humanity and instead of doing something like killing you, it'd most likely just walk away. Unless they have an active reason to attack you in particular, such as you're actively opposing them, monsters are unlikely to randomly assault you, and even when they do they tend to pick you last among enemies and to do so somewhat more slowly and clumsily at least at first. Though this is only unlikely, so if something is just slaughtering everyone in the area don't expect to stay there long term beside it, but you might have them decide against killing you a few times despite it. And this only applies to monsters, not to twisted and evil humans or normal animals.

Clues Abound (600 CP): So a once in a century gathering of monsters is coming and you just happen to get into your possession the journal of the vampire slayer Abraham Van Helsing which tells all about it, oh and you overhear the police report for the mummy's resurrection, Dracula calls you up with an obviously fake name asking for the journal, and your friend (or maybe you) see the mummy. Somehow when something important to the world is happening around you, you seem to stumble on clue after clue as to what is coming, allowing you a chance to prepare and make yourself a part of coming events, or maybe finding a safe distance.

Villager Perks

Smoker (100 CP): You're cool. The sort of badass cool to smoke in middle school. Or well, you seem to have a sort of feeling and aura of coolness in the eyes of children. Even if you don't have friends your age so end up hanging around elementary schoolers, or are an adult and even a parent, to kids at least you seem to be naturally cool.

I'm a Good Cop (200 CP): You might not actually be a cop but you have the makings of a good one. You are a trained detective, and have all the skills you'd expect of a cop, including a particular emphasis on driving skills as if you're expected to do a lot of high speed chases, or drive with one hand while shooting it out with a vampire. You're a good cop.

Shop Class (400 CP): You're good with your hands. You're adept at metal working and carpentry. You're definitely getting straight As in shop class, at least if you do what you're supposed to do and aren't spending it creating sharpened stakes and melting down silver bullets. Still you can make bullets, stakes, and even less simplistic objects. It might be harder without shop tools but you're still a surprisingly good carpenter and metal worker and will pick up further such skills easily.

I'm in the God Damn Club, Aren't I? (600 CP): You're actually sort of badass. When the chips are down and things are looking bad you're cool under pressure, capable of decisive action without freezing up in combat even in the face of supernatural horrors, but acting quickly and with excellent reflexes. More than this you seem to have some really good aim. Whether it's shooting a bow in quick succession to hit two vampires in the hearts with arrows, stabbing the heart with a stake in the midst of a grapple, or shooting a bat out of the air you've got some rather ridiculously good aim and a real quick shot at that.

If taken with **I'm a Good Cop** you're particularly good at aiming while driving too.

Items:

The first copy of each 50 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 50 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.

Diet Pepsi & Pie (50 CP): How much did Diet Pepsi pay for this? You've got a lifetime supply of Diet Pepsi and pie. Or more a multi-lifetime supply with the way it resupplies itself. You will find yourself with a fresh pie every day, and an unhealthy of diet Pepsi.

Groundhog Day the Complete Collection (50 CP): This is a full collection of film reels, VHS copies, DVD copies, and digital copies of every Groundhog Day movie, including the newly released part 12. They will come with deleted scenes, bloopers, director commentaries, behind the scene info, and more. And at the end of the jump you'll receive the remainder of the Groundhog Day movies that weren't released yet, including the versus film and the reboot.

Bow (100 CP): This is a modern, by 1980s standard, composite bow made for archery or hunting. It's surprisingly quick to load and aim, and seems to hit with more force than its draw weight would imply. Even a kid could launch a wooden arrow through someone's chest with this.

It comes with a resupplying stockpile of arrows.

Small Arms (100 CP): This is a gun that would be expected to be seen in civilian or police hands during the 1980s. You won't have any true machine guns, but something that a civilian could get their hands on without jumping through special hoops.

It will reload itself over time.

World War II Bomber (150 CP): This is an old WWII bomber converted to be used as a cargo plane. It will refuel, maintain, and repair itself over time when it's not in flight.

Dynamite (200 CP): This is a stick of dynamite. It's strong enough to blow a wolfman to smithereens if stuck inside of his pants, and you seem to be able to decide how long the fuse will take to burn when you light it. It won't be longer than a few minutes, but you

can decide if it's just long enough to use it as a hand grenade or if you have a bit to hold it first.

Once used a new stick of dynamite will appear for you within an hour.

Amulet (400 CP): This is an indestructible amulet made of concentrated good. It's not actually the amulet which both sides seek out throughout the movie, but it is a magical object made of concentrated good. And it does come with a spell which when used will turn the amulet into a vortex pulling into the realm of Limbo where dwell the damned. This will create a whirlwind-like vortex which pulls especially strongly upon forces of supernatural darkness and monsters – even good monsters like Frankenstein's creation – sucking them in with a disproportionate force compared to how the winds pull in people and objects. Yours won't be able to banish them from all over the world, and the ritual is a little long for combat, but you can turn this amulet into a great sucking vortex to banish anything that gets pulled in. This will, unfortunately, pull the amulet in and you probably want to chuck it far from you when you perform this ritual lest it suck you in. Still this Limbo seems to be a timeless realm, and is pretty good at keeping things locked within it.

If the amulet is used, destroyed, or lost, it will be replaced at the start of the next jump.

Monster Items

Halloween Mask (50 CP): This is a plastic halloween mask made to resemble your face. If your face changes so will this mask even if you're not wearing it.

Magical Pants (200 CP): This is a pair of pants which seems to absolutely survive anything, or reform instantly if they don't, and always be on you when you need to be wearing pants. You get blown up by dynamite and by the time you put yourself back together they'll be back in place to cover your nards. They'll change shape with you and adapt to all of your powers, so you don't have to worry about decency getting in the way of your powers. They also seem to work to protect anything you have in your pockets, meaning that unless something actually goes in your pockets to destroy what's inside they won't get broken by damage to your pants or harmed by your powers.

Mansion (400 CP): This is an old mansion. Sort of a bit of a fixer upper but it's a spacious home, complete with secret passages, hidden chambers, and trap doors. It might not be as impressive as a castle, but while old it's not so old as not to have had modern plumbing and electricity installed.

It will be inserted into future settings as your property with all taxes paid for. It also comes with surrounding grounds. This is no giant territory but a nice yard.

Dark Lord Items

Aristocratic Outfit (50 CP): This is an outfit that might seem rather dated by modern standards, looking to be something that might have been worn by (late) medieval aristocracy, but it looks good on you. It seems to ooze out class and authority, and even in the worst of situations it resists being stained, marred, or even messed up. Oh it can be damaged or destroyed, but it doesn't get messy. Oh and if it is damaged or destroyed it will be repair or replaced in a timely fashion

Hearse (200 CP): This is a hearse, with a macabre and intimidating hood ornament. It doesn't need fuel, and will repair and maintain itself over time. It is also capable of turning intangible, along with everything inside of it, while it's moving. This can't be maintained indefinitely, but you could drive through walls or other vehicles as if you were a whole car full of ghosts.

Castle (400 CP): This is a medieval castle, complete with surrounding lands. It's not got modern conveniences – no one has wired it for electricity or installed plumbing – but it does have a graveyard, a courtyard, a nice forest to hunt in, and substantial lands surrounding it. No one seems to have taken care of anything in years, but it's a fortified medieval castle, and a good chunk of land say about a half-mile in any direction.

It, and its estates, will be inserted into future settings as your property with all taxes paid for.

Child Items

Treehouse (50 CP): This is a snazzy treehouse. It comes with its own nice, healthy, and strong tree, and is well constructed and comfortably furnished and decorated for a tree house. It is only a tree house, and not a construction meant to live in, but it has a nice view, and while the storage space isn't great you can use it to store items (but not living creatures) to transport them between jumps if your warehouse fills up.

It will be inserted into future settings as your property with all taxes paid for, along with its tree which will reset its aging every jump.

Candle (200 CP): This is a simple candle. While it is burning by a bed, it repulses monsters, keeping them away from anyone sleeping beside it. You'll get a new such candle within a month if you've used your old one.

Journal of _____ (400 CP): This is a book. Whose book? Well that one can vary. Here it'd be a copy of Van Helsing's journal, complete with the spell to open the gate to Limbo. Elsewhere though it'll change. This is a book that contains detailed information about one threat you will encounter during each jump. Like the journal of Van Helsing it will have obstacles to being read, possibly being written in a foreign language, or even an obscure and dead one, or in a cypher or code, and it won't solve the problem on its own, but it will provide the information one would need to deal with it. You don't choose which threat, but it will always be one that you'd struggle with on your own, or if there are none you'd truly struggle with one of your more difficult problems when judged compared to the other threats you breeze by.

Villager Items

Bicycle (50 CP): This is an ordinary bicycle. It does repair and maintain itself, and has a tendency to be there when you need it even if that's not where you left it, but it's otherwise an ordinary bicycle.

Toolshop (200 CP): This is a room similar to an old shop class full of machinist's tools for working with wood and metal, or even soldering. It's nothing high precision or super specialized, but you could make many of the goods of the modern day here. It provides its own electricity sufficient to run the tools, and a replenishing supply of basic raw materials such as a school might get for shop class.

It can exist as a warehouse add-on, or attach to a property you possess to import into jumps. It can, in theory, just exist as its own small building if you'd prefer; and yes taxes and paid for.

Silver Bullet (400 CP): This is a single silver bullet. It is the bane of all things evil and supernatural, as it will affect any dark supernatural being as if it was their special weakness – if they have one – and does more harm to them than it should. Beyond this it is the bane of regenerators, because wounds inflicted by it will only heal at a natural, human-like speed, and superhuman regeneration – whether from magic spells, supernatural regeneration, or even a mutant healing factor – will not function against wounds inflicted by it, and should it kill a being they will be unable to be revived or resurrected. This won't ensure it can kill a being – immortals who don't die from wounds may just be left with wounds – but if it does it will keep them dead.

You get a new bullet within a year of using the old one.

Companions:

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

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

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character. You may pay 100 CP (each) to recruit canon monster characters.

Brides (100 CP): This is a trio of vampires, men or women (or a mix) as you choose. They have the Vampire species, as well as the Gothic and Hollywood Casting perks, and they are very into you. They share a single companion slot, and don't mind sharing other things.

Drawbacks:

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

72 Hours (Special): The film takes place over only 3 days, and not even all of them. So it feels a little silly to keep you here for a full decade doesn't it? Well by selecting this your stay is reduced to merely 3 days. However all other drawbacks give 100 less CP each (meaning +100 CP drawbacks give 0 CP), and you must ensure that if you're a human the amulet is used to pull all the monsters into Limbo or if you're a monster you must ensure that it is not. Unfortunately you're going to have to take an active role in this whether you're human or not because the balance of power has shifted and now whichever side you're not on will quite definitely win without your active involvement to aid your side.

Bullied (+100 CP): You are unpopular. Lame even. Whatever it is, people don't seem to like you much and you seem to attract bullies and people who simply treat you rather poorly. Even your friends seem to call you names, though at least they aren't knocking you down and rubbing your face in the dirt.

Disciplinary Action (+100 CP): Why are you in the principal's office this time? You seem to have a problem with authorities. One way or another they're always breathing down your neck and giving you trouble, and if you resist this will only see this trouble escalate. This isn't necessarily big trouble – school detention, or police officers giving you a hard time – but it could escalate into all out war if you resist the authorities often enough.

Fat Kid (+100 CP): You're fat. You'll find that it affects your ability to move around and your agility no matter how superhuman you are, and that your endurance has dropped as well. Also you have a tendency to eat, a lot, even if you don't really need to eat.

Limbo Bound (+100 CP): You need to make sure that the Monster Squad don't succeed in the ritual to banish the monsters. Apparently your entrance from another reality has left you to be particularly drawn into the void of Limbo, and if the ritual to banish the monsters is successfully performed you will be sucked into Limbo and sent home having failed your chain.

Puberty (+100 CP): There's a fair chance you're a kid here. Even if you're not you'll find yourself going through puberty during your time here, even if you're an immortal undead with no glands, and no matter how inhuman your mind has become you'll find yourself dealing with the full brunt of its emotional effects, and your emotions and

behavior swinging and being affected by a very bad case of puberty, and one which seems to last longer than usual.

New Monsters (+200 CP): Uh oh. It seems that there's a whole lot of new monsters included. Movie monsters from the years after Universal's heyday seem to be included now. And they're not on your side. They might be working with Dracula or forming their own coalition, but one way or another you can expect to encounter such terrors as the killer doll, the infectious zombie, the alien, the stringy-haired ghost lady, the child killing dream demon, the cenobite, and at least some kind of clown, among potentially more.

Lycanthropy (+200 CP): You're not necessarily a werewolf, but you do transform on the 3 nights of the full moon. Your personality and behavior changes during this period, turning you into a senseless, murderous monster, seeking only to act on bestial impulses. And you seem to be unfortunately good at escaping any attempts you take to contain yourself for these nights.

This is worth its full value with 72 Hours, but remember the 3 days are all 3 the nights of the full moon, and this may make you more of a hazard than a help to those you're supposed to be helping.

This Babe is Major (+200 CP): Uh... Well... your libido seems to be an issue for you. You're easily distracted by sex appeal and hotness, or even not that hotness, and even when the fate of the world hangs in the balance you'll find yourself putting your potential lovelife far ahead of where it really ought to be.

Dust and Bandages (+300 CP): You've not held up the best. Maybe it was the thousands of years you've been dead, or well who knows why if you're not a mummy, but you seem to be dust held together by bandages and wrappings. This has made you a lot weaker physically and more fragile than you'd normally be, and means if your bandages are removed that part of your body will crumble away completely. And if your bandages are completely removed or destroyed you'll die as well.

They Really Blew It (+300 CP; incompatible with 72 Hours): Oh boy Abraham Van Helsing and his gang really blew it. 100 years ago the amulet was destroyed, and ever since monsters have propagated and grown in number spreading across the world. They're still unknown for the moment, but you can expect to have to deal with many, many monsters and a potentially apocalyptic uprising of movie monsters over the next decade. That is if you're not aligned with the monsters. If you would be, you'll instead find that an order of monsters hunters rose up in the aftermath and many more versions of the amulet were created, and you'll have to track them all down and stop the spell from

being used to drag you and everything you brought with you off into Limbo every few months, all while dealing with a world with trained and experienced monster hunters.

Taken with Limbo Bound you'll have to deal with stopping an amulet being used in your first 3 days here, whether you're on the side of humans or monsters. Thankfully it will be in your starting location.

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

Mummy is ultimately more based on Kharis in his Universal/Hammer appearances than the Mummy from this film which was a disgrace to every mummy that ever crawled from a tomb.

Werewolf would be the most expensive monstrosity; implied to be stronger than any of the others except Frank, but simultaneously the most resilient and able to self-resurrect. But it's only active 3 days a lunar month, and given they're all alt-forms and you need to be in the form when you die it is somewhat held back.

Limbo Bound is not meant to imply you are immune to the ritual if you don't take it. That's bound up in what you are, and what you can do. The ritual does pull in anyone nearby, potentially even its own caster, so you need to be careful, and it is supposed to affect forces of darkness across the entire world so you might be in danger as one of them. Whether it'll count as death (Van Helsing survived in Limbo for a century, though it might be a time freeze) or you just have to escape, or... Well what happens if you are pulled in without the drawback is something to ask your Benefactor. The drawback just means it **will** pull you in no matter what if the ritual is performed properly and it **will** end things. If taken with They Really Blew It, it won't guarantee future rituals are an auto chain fail, only the one it causes. The others remain as much or as little of a failure as they were before.

Changelog:

Version 1.0.0: Released.