

Julie and the Phantoms Jumpchain

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Age/Gender/Location: You may pick any age above 14, choose your gender and you start out in California.

Origins:

Musician- You're someone that has spent a lot of their time on music and is quite talented in it.

Spirit Medium- You have a connection to the supernatural side of this world.

Ghost- You died and yet your ghost remains, though you can only barely interact with the world, you can still interact with other Ghosts, the spiritually sensitive or those you had a connection with before your death. You're otherwise invisible to lifers. You're also intangible, can physically move objects with a lot of concentration and can teleport to known locations. After this Jump this becomes an alt-form.

General Perks

Undiscounted

Playing an Instrument (1st purchase Free for all Origins/100 CP)

You gain a decade of experience playing an instrument as if it was your primary hobby.

Actor Looks (100 CP)

You've got the looks of an actor, as if an agency had hand-picked the best looking person they could find.

Perks

Perks of your Origin are discounted by 50% with the 100 CP perks being free.

Musician

Singing Voice (100 CP)

You're a very talented singer who only gets better with practice. This also protects you from losing your voice or accidentally missing notes in any way.

Stage Presence (200 CP)

You've got stage charisma, people who see you on stage will pretty rapidly realize your star-potential and you'll have a tendency to quickly gain a lot of fans.

Signs (400 CP)

There seems to be some kind of presence in your life, you'll never notice it directly, nor will anyone else, but every once in a while it will nudge things your way. This nudge won't be big, maybe you'll find a t-shirt of a band you'd be a fan of, cross paths with a potential friend and

something will get you to start talking with them or get caught by someone from falling to your death who noticed something weird going on nearby and was just in time to help you. The more extreme examples will be a rarity, in daily life you'll simply feel slightly luckier. It's no life changer, but you'll get the feeling that someone or something is looking out for you.

Song-Writer (600 CP)

The next top-hit coming right up. You become an insanely talented song-writer, be it lyrics, melody or the lesser known parts of music production, you've got what it takes to reach the top-charts.

Spirit Medium

Ghost Sight (100 CP)

You're now capable of seeing and interacting with Ghosts. People that died who have unfinished business remaining. This grants the normal benefits that come with being capable of speaking with invisible and intangible people who've been around for a while.

Holograms (200 CP)

People would normally freak out if they saw a ghost, an unexplainable phenomena or something that would upend their whole world view, we'd better avoid that, so now you can easily explain it away. The ghostly band you were playing with disappeared after the performance? Holograms. The ghost speaking through you in eldritch voices? You just have a cold, that's why you had a distorted voice. The magical diagram, floating spirits and ritual chanting? Very dedicated roleplaying.

Whenever you're caught doing something that might just blow your secrets out of the water, can be normalized with a few simple excuses. This works as long as they're even the tiniest bit believable, or on the other hand if they're extremely unbelievable excuses, like the truth. While they'll believe that it's nothing supernatural or dangerous, you might still get saddled with being called weird.

Business Finished (400 CP)

You've got a talent for problem-solving and will be gifted enchanted objects as a reward for solving the unfinished business of Ghosts. These objects will only have minor effects, stuff like reading glasses that grant x2 reading speed or a keychain that makes sure you never lose whatever it's connected to. The objects you get depend on the type of problem you solved and who you solved it for.

Manifestation (600 CP)

You can temporarily manifest ghosts, allowing them to inhabit your body and act through it. With practice you can even go as far as manifesting their bodies completely including what they carried, though for much shorter periods of time. You'll get better with practice and it's a lot easier to manifest ghosts if it's for the sake of helping with their unfinished business.

Ghost

A — Spirit (100 CP)

There's just as many types of Ghosts as there are people, after all they *were* people before. An example would be musician spirits, which the deceased members of Sunset Curve are. They can manifest when they're playing along with a living member of their band and can make their music be heard even when they're alone. Just like them you can now manifest yourself when you're doing the job, hobby or activity you loved before dying and can affect the world in some ways even when you're alone. You could for example be a dojo spirit, manifesting to answer the challenges of those who want to test their mettle and might be capable of instructing people even from beyond the veil, or maybe a blacksmith spirit, assisting someone with their blacksmithing as an assistant or teacher or maybe even crafting objects yourself. While you can choose pretty much any profession or activity, you have to limit yourself to one conditional manifestation involving living people and one way you can affect the world by yourself.

Flight (200 CP)

Since you're already dead and a ghost, who can even teleport, it should be an easy task to fly. Yet for some reason ghosts in this world can't. Except for you, since you have no mass there's also no speed limitation, have fun exploring space. Getting lost would normally be a death sentence, but being already dead means you'll just have to spend the few seconds required to teleport back to earth. Maybe you can finally find out what the inside of a black hole looks like?

Possession (400 CP)

You can possess living beings. But if you could possess humans that'd kinda defeat the purpose of being a ghost, as such you can only possess animals. The larger the animal, the shorter the amount of time you can possess it, but if you possess the same animal repeatedly for weeks you'll slowly increase the amount of time you can spend within it, once it dies you can permanently reside within this animal, with the body working as if it was in its prime for as long as you inhabit it, though should you step out of it it will become a corpse and will no longer be able to house you.

An Ethereal Connection (600 CP)

You're not alone. Rather, you're a ghost who is connected to a few other people that died simultaneously to you and are thus connected to each other. You can decide whether these are Companions, family, strangers you're very compatible with or friends. This connection makes it possible for you to share some of your perks. How strong of a perk you can share depends on the strength of your relationship with them. You can also choose the number of people you want to be connected to this way.

After this Jump you may add one member per Jump to be connected to this way.

There will be no limit on the amount of people you can be connected to after you gain your Spark.

Items:

Perks of your Origin are discounted by 50% with the 100 CP perk being free.

Musician

Band Clothes (100 CP)

You've got a set of self-cleaning clothes that will adjust to whatever the rest of your band is wearing. Should you be a solo performer or not currently in a band then they'll default to comfortable everyday clothes.

Dream Box (200 CP)

You gain a dream box, any time you put something you've written inside it, you'll gain a song version of it with music notes. A poem could become a catchy song, but the quality highly depends on what you put in.

Garage (400 CP)

Every good band needs a garage they can use to practice in, now so do you, a rather spacious garage with all the essentials a band needs to thrive. Though it's even got a toilet, electricity and running water, it will need a lot of work to turn into a comfortable living space as it's primarily made to be a place of music-making. Does not come with a vehicle or house attached.

Spirit Medium

Haunted Object (100 CP)

You've stumbled upon an object that carries up to three Ghosts, you can decide what their unfinished business is as well as how they look and what their jobs were. They'll take a shine to you and will try helping you in your endeavors, though their number one priority will still be their unfinished business. They can choose to stick around if you manage to fulfill it.

Club Stamp (200 CP)

You've got a stamp you can put on ghosts, though they have to willingly accept it, they don't need to know what it does to do so. Once stamped the ghosts will have no choice but to heed your command, should they resist they'll feel increasingly stronger jolts of pain until their souls are extinguished. The only way for them to get rid of these stamps is to complete their unfinished business, or hug a strong spirit medium who can erase their marks.

Hollywood Ghost Club (400 CP)

You're the owner of the Hollywood Ghost Club, while it's mostly just a normal club, it's got one standout feature, that being that ghosts here are practically indistinguishable from normal people, people who can now see them. Whether it's to manifest themselves for a performance for everyone to see, to eat food or talk with people who are still alive, all of those things are possible in the Hollywood Ghost Club. You won't have to worry about paying any bills to maintain it, and club memberships should give you some funds to play around with, as long as you open it up for people to see, whether anyone who's interested or to a private clientele.

Ghost

Soulbound Object (100 CP)

Choose an object, you become capable of summoning it to you at any time and should it be destroyed you can simply summon it again, which will instantly repair it. This could be an instrument like a guitar, a sword or even a skateboard.

Past Life Possession (200 CP)

You gain a connection to an object that belonged to you before you died. If a living person takes it they become capable of seeing you, though you can decide whether they truly become capable of doing so, you can also bind this object to one person, so that they permanently become capable of seeing you.

This used to be my place (400 CP)

You can choose a single home, you become capable of interacting with the 'ghost' of it as if you were still alive. Eating, drinking, switching tv channels or even using the computer. You get to use a ghostly duplicate of every object within this home, even if the objects get eaten by the owners or thrown out. This doesn't affect their real world equivalent, though while this makes it possible to eat infinite apples, they won't actually affect your body in any way, like nourishing you, outside of the experience of eating an apple, you can still get drunk though.

Drawbacks:

Extended Stay (+100 CP)

You have to stay here for another 20 years, this may be selected up to 5 times.

Crush (+100 CP)

You fall in love with someone who you're quite unlikely to end up together with, be it due to you or them being a Ghost, them already being in a relationship or them soon moving away. You'll likely take years to get over this crush with daily, then weekly thoughts about them. They also only see you as a friend.

Haunted (+100 CP)

You're haunted by a ghost, the specifics of this haunting are up to you, but they're up to mischief and don't seem anywhere near willing to trust you, maybe after a few years they might open up about themselves and even be willing to ask you for help in resolving their unfinished business. They'll scare, prank and inconvenience you every once in a while, nothing serious, but it might lead to you becoming twitchy and questioning whether you're ever truly alone.

Old (+100 CP)

Whether you're a ghost that only awoke after decades of slumber or a person that's been brought up in a household with old values, you're now much less accepting of the youth of today and have insensitive values and opinions that are very likely to offend someone every now and

then. While not a deal-breaker it's likely to turn-off some of the people trying to get close to you. You can grow out of it, but it will take a lot of work and time.

Emotional Bandwidth of a Teenager (+100 CP)

You've got the EQ of a teenager, which means you fly off the handle, react emotionally and have a lot of mental hangups and buttons people can push. You can decide the specifics, like having anger management problems, trust issues or an inability to admit fault.

By Twins (+200 CP) (Requires Haunted)

Now you're haunted by twins, take the trouble and make it double. They'll prank you a lot more often and will be pretty mean sometimes, from destroying your stuff to waking you up in the middle of the night and they're very unlikely to let up or give you their trust.

Unfinished Business (+100 CP) (Requires Ghost)

Without this you'll just be a Ghost without anything tying you down. Now you'll have a bit of a background, you died with something you wanted to achieve and if you don't manage to fulfill that business in time you'll fail this Jump.

Unnecessary Exercise (+100 CP) (Requires Ghost)

Well that's weird, you can't teleport. Since you're a ghost you can simply run to wherever you need to go since you don't have any stamina, but it's still inconvenient. This also blocks any and all movement-related perks, items, etc.

Slightly Schizophrenic (+200 CP)

You see ghosts. Only problem is, they're not your ghosts, or rather, they *look* like the ghosts you know, only they aren't. You'll be talking to that ghost you became friends with, only for them to walk in, asking who you're talking to. But this doesn't only happen with ghosts, your dad calling after you, trying to give you your lunch, only for it to pass through your hands, the teacher asking you a question, only for the whole class to look at you, questioning why you just said '17' or 'Belgium' out of nowhere, a friend giving you a high five, only for you to hit air. It's far from a constant thing, but even once or twice daily can bring with it a reputation of being crazy.

Lockdown (+200 CP)

You no longer have access to anything outside of this Jump except for your body mod and any Companions you've imported.

Location Bound (+200 CP) (Requires Ghost and mutually exclusive to Object Bound)

You become bound to a specific location. This can be a building, a street or even a vehicle as long as it's much bigger than a truck, like a ship, train or plane. You can move up to 20m away from your location.

Magician Bound (+200 CP) (Requires Location Bound)

You've been stamped by the Magician and foolishly accepted his offer and have thus been bound into servitude, your soul is now his to command. Which means you'll have to fulfill

whatever he asks of you, he'll generally simply make you take part in the performances of his Hollywood Ghost Club and treat you decently, but if you try resisting he won't hesitate to shorten your leash.

As long as you listen to him you'll be free to use your free time as you please as long as you're back for the performance on time.

Object Bound (+200 CP) (Requires Ghost and mutually exclusive to Location Bound)

You become bound to an object and can move up to 20m away from it.

Unfulfilled Potential (+400 CP) (Incompatible with Ghost)

During your stay here once you've established yourself and set a goal for yourself or something you wish to achieve, you'll meet an anticlimactic and unfulfilling death, like by choking on a hotdog or having a heart attack. This bypasses any and all protections, 1-ups and the like. You'll then reawaken as a Ghost decades later with Unfinished Business™ which you'll have to fulfill, you become incapable of completing this Jump until you've achieved what you'd initially set out to do.

You won't remember taking this drawback.