

Generic Ghosts Jump
v1.0
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Welcome to the *Afterlife,* dear jumper! What's that? Why does it feel so familiar? Hmm… Oh, wait, that's right, this is a little more complex than it might seem at a glance. You ARE dead, but you're also a *Ghost*! Being a ghost means that you get to linger around a little longer and do spooky spectral activities while interacting with living beings and physical objects, though admittedly in some indirect ways. Enjoy the next decade dear jumper, it'll definitely be an experience to remember. It could even be a journey worth *dying* for!

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Author's Note: *We're Going Ghost today, gang! This marks the final entry in my planned "Generic Undead" mini-series (following Generic Skeleton, and Generic Zombie), though it's*

not impossible for me to revisit this series and do more jumps based on different types of more advanced or specialized undead.

Starting Location

The setting for this particular adventure, where you'll spend the next 10 years, is by default a modern, seemingly mundane world, though not entirely mundane since this world is one with ghosts. That said, this is a generic jump and can easily and freely be supplemented with any jump where ghosts are known to exist.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old. It's worth noting that your age and gender are not entirely cosmetic here, as they influence your memories from before you became a ghost as well as help influence your physical, though ethereal, appearance.

Origins

All origins confer a ghostly form that becomes an alt-form in future jumps. All origins are drop-in friendly, though this just means that you have fewer memories than others do as you "remember" spending a day in this world and then perishing somehow before you become a ghost.

Unfinished Business Ghost [Free]
Always a classic, the *Unfinished Business* ghost is a type of spooky specter that can't pass on until some meaningful task, meaningful as determined by the ghost in question, is completed. Sometimes this is related to the cause and/or circumstances of their deaths, sometimes it's tied to their family and friends, and occasionally it's related to something else. Sometimes it's just a metaphor for grief and learning to accept the conditions one finds themselves in is what it takes for them to move on. Regardless of the exact nature of your unfinished business you are a determined ghost, one who will bend your undying and spectral power towards the completion of a goal.

Friendly Ghost [Free]
This is a fun origin. *Friendly Ghosts* are ghosts with an array of abilities and a decidedly benevolent attitude. They help protect people and places and have a number of surprisingly handy abilities and traits that make them protectors of what they lost: life.

Poltergeist [Free]
Poltergeists don't *have* to be evil, but they certainly have a tendency towards mischief and madness. These ghosts are often seen as the most vocal inhabitants of the shadowy place after death, and they are known as imminently physical entities with a remarkable level of skill at interacting physically with objects, something many of them are fond of using to terrify the living.

Perks

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

General [Undiscounted]

Going Ghost [Mandatory and free]
You are a *Ghost!* This means that you are the spirit of someone who died and whose spirit has not moved on for whatever reason. As a spirit there's some quirky stuff going on with your ethereal physiology.

The most important thing for you to understand to make sense of your new form is the base idea of *ectoplasm*. This is the energy that allows you to do more than just stand around, invisibly. If you wish to utilize your ghostly form for anything more than just being the multiverse's creepiest people watcher you will be expending ectoplasm to do it. You have a small pool of ectoplasm (that regenerates slowly, but constantly if it's not at its maximum capacity) initially though thankfully it grows whenever you successfully do ghostly things like communicate with people through Ouija boards or scare someone with a telekinesis trick. If your chosen activity aligns with your particular origin, such as moving towards the completion of your goal (or to a lesser extent someone else's goal) if you are an *Unfinished Business Ghost*, then the reward for this will noticeably increase in quality. Essentially you have to train your ectoplasm like it's something akin to a muscle. Perks that offer regeneration and the like subtly bolster the recovery speed of your ectoplasm.

Ectoplasm can also be drained by certain ghost hunting technologies, magic (and other supernatural attacks in future jumps), and faith-based protections, and losing all of your ectoplasm destroys you, causing either a 1-up to be used or failing the jump (and probably your chain) you're in. If you are near something important to you in some way, such as the site of your death in this jump or the first place you use this alt-form in, in future jumps, you find that ectoplasm regenerates noticeably quicker. Completing tasks that buff your ectoplasm also restores some ectoplasm. This trade-off is unusual but given the fact that ghosts are immune to all mundane, non-specially prepared materials, are passively invisible (aside from to those with the ability to see spirits, who do exist but are incredibly rare, or to those armed with purposefully, knowledgeably made technology designed to detect ghosts) and incorporeal (the good kind, where you can decide how gravity affects you, allowing you to do stuff like but also not keep you from using ladders and stairs to get higher, if you want), one can be brave with this ghostly form.

All ghosts are naturally capable of eventually using a very diverse range of ghostly talents, with different types of ghosts finding it easier than others to do specific things. Unfinished Business ghosts are the ones the most naturally adept at possession, Friendly Ghosts find it easiest to communicate with others, both manifesting physically and communicating in other ways, and Poltergeists are the best when it comes to using telekinesis to interact with the physical world.

It should surprise no one to hear this last part but you can also see other ghosts and interact with them including in future jumps. You can see them even when you are not in

your ghost form, and you can help them with great ease, which boosts their own stores of ectoplasm or an equivalent energy.

Ghostly Gadget Maker [200 GP]
You have an understanding of the strange sciences and occult lore that is true of ghosts in this world. This makes it remarkably easy for you to create technology that interacts with the spirits of the dead, and can allow the living to learn the truth behind the undead. This also works on other ghosts as well. You also know sacred rituals and rites that actually work with regards to interacting with spirits, allowing you to lay people to rest peacefully and help spirits who want to move on do so, and of course letting you know how to teach people ways to communicate with the dead.

Fist Of Life And Death [400 GP]
All of your powers now work on ghosts when you aren't in your ghostly form and you can use your ghostly powers while in your living forms. This allows you to use spells to heal ghosts, replenishing their ectoplasm, when you are alive and to use your living powers as a ghost. It is still physically tiring to use your ghostly powers while in a living form, though if you overuse them you don't die you just pass out from exhaustion.

Unfinished Business Ghost

Purpose Driven Immortality [100 GP | Free for Unfinished Business Ghost]
As a *UBG* you have a mission that drives you. In this jump, and every jump when you use this alt-form for the first time, you select a mission. This mission must be achievable in some way and will have an effect on you, weighing on your mind and driving you forward. You find it easier than you should, though with just this perk this effect isn't very strong, to move towards your goal, and fate conspires in small ways to nudge you towards the mission. Your powers are stronger and less costly when leveraged in the direction of your goal, with this effect growing stronger the closer you are to completing your goal.

Opportunity Knocks [200 GP | Discounted for Unfinished Business Ghost]
Some *UBGs* are disastrously unlucky. It's pretty easy for a ghost of a murder victim to become despondent when their killer moves away, or if they even die before their victim's body is discovered. Somehow, you are protected from this kind of fate. There is a subtle but very real effect around you and your mission that ensures that there's always a faint glimmer of hope, one that grows stronger the more willful you are. This field can even be extended to give other ghosts a chance at finishing their business. This also minorly improves your willpower..

People Person [400 GP | Discounted for Unfinished Business Ghost]
That name is a mean joke given what this perk does. You are remarkably adept at possessing people. When a ghost possesses someone they approach the person and enter the same space as them and attempt to take over their mind, engaging in an instantaneous battle of wills with them, either winning and getting to possess them or losing (and losing a tiny amount of ectoplasm for their efforts) and getting booted out. You are powerfully adept at possession, even beyond other *UBGs*, able to expend more ectoplasm to increase the likelihood of success with possession, and you have enhanced skill when it comes to possessive arts, such as studying the mind of someone you're possessing, communicating with a possessed person's actual self, and using their skills without using more ectoplasm (which is not the case without this perk). It's worlds less taxing for you to possess people, as you lose ectoplasm at a rate roughly a third as fast as other ghosts do while possessing people. You are also a skilled actor, able to convincingly impersonate people provided you take a beat to study them before possessing them. If you possess people with ties to your goals, such as possessing your murderer, these effects get boosted even further. In case it's not obvious, if someone is not able to muster the full force of their faculties they are less able to defend against possession attempts and this is true even without this perk.

Overachiever [600 GP | Discounted for Unfinished Business Ghost]
A normal *UBG* who achieves their goal is at least given the chance to ascend to their true afterlife. You are a jumper so that's clearly not what's gonna happen with you. Instead of ascending to your true afterlife, which is what happens to other *UBSs* you meet who fulfill their business, you gain a boost to your powers proportional to the difficulty of your fulfilled business and you get the chance to set a new goal. This boost is for all of your powers though it's only really notable, barring a task of exceptional difficulty, for ghostly abilities. You also gain boosts, though smaller ones, when you help other ghosts (and if you help *UBG*s the boost is slightly bigger, becoming closer to the boosts you get

from achieving simple tasks of your own choosing). You can keep doing this over and over, with you constantly getting to pick new tasks each time you finish one. Each task you complete also bolsters your charisma to other ghosts and to those who can naturally see ghosts such as mediums. Each completed task also permanently increases your ectoplasm, though again proportionally to the difficulty of the completed task.

Friendly Ghost

Jumper The Friendly Ghost [100 GP | Free for Friendly Ghost]
The impression you give off is tied to your actions rather than your appearance or your supposed nature. People do not judge you based on the fact that you are spooky looking, instead they give you a chance to do something before they decide to opine on your nature and react to your actions appropriately. People may still be wary and cautious, but barring truly exceptional circumstances such as someone being supernaturally controlled or at least supernaturally influenced by others, people will not attack you on the basis of your appearance (however if you attacked someone important to them or attacked someone while in their presence they might attack you first, as such an event counts as an exceptional circumstance). This also bolsters the impression you give when you are friendly, increasing the likelihood that the friendly overtures you make will be well-received.

They Do Believe [200 GP | Discounted for Friendly Ghost]
You have a curious level of luck for coming across people who believe in ghosts and the supernatural and who are ready and eager to meet ghosts. These people will be delighted to know more about the supernatural and are open to helping friendly ghosts, and they will be especially vulnerable to your charisma so long as you remain friendly with them. Beyond this you are more charismatic to those with similar attitudes to you and whose views line up with your own. You can also help other ghosts communicate with the living more easily, helping them send messages to their loved ones, or perhaps their enemies, if that's more your style and your own stores of ectoplasm increase a little when you help other ghosts even if you don't directly do much. This also buffs your apparent charisma relative to people who believe in the supernatural and who admire your ghostly form or the other forms you have (though less so than it does your ghostly form).

Talkative Spirits [400 GP | Discounted for Friendly Ghost]
Many ghosts struggle to communicate with the living in ways that are not intrusive, finding even deeds like manipulating Ouija boards taxing. It's doable, to be sure, but given that the payoff for the level of effort it takes is minimal (with many living people coming to the conclusion that the movement of the board is them and not the ghost), most ghosts don't bother with it. You are remarkably able to communicate, and when you make efforts to be heard, or even seen (something far more taxiing in terms of ectoplasm consumption), people actually believe that you are a ghost as opposed to something else such as a hallucination or something they don't understand that isn't a ghost. Beyond this your efforts to communicate are not only better received by those you seek to communicate with, they are altogether more effective, with people understanding the intent behind your actions even if people don't get every single word or the purpose of every interaction. People are also really inclined to actually believe you, trusting you at your word due in no small part to your rather extraordinary status. It's also incredibly easy for you to communicate with people, with each way of doing so, from physical manifestations where you can directly talk to people to stuff like appearing in dreams being three times less ectoplasm intensive and also being easier in other ways, taking less time to do. The buffs to your communication transcend your species and active alt-form, even making other communication abilities stronger albeit not quite so strongly as they do for your ghostly abilities and efforts.

Guardian Spirit [600 GP | Discounted for Friendly Ghost]
Friendly ghosts are, occasionally, guardian spirits. Guardian spirits can protectively watch over people and places and have unusual powers. Among other things guardian spirits can ward away other ghosts, forcibly ending possessions and even buffing the luck of those they protect. They can extend buffs to whole bloodlines (albeit these buffs weaken over time), and are especially good at protecting whole places from misfortune. When you help others you regain ectoplasm for it, even if you didn't expend any to help them, such as if you help a ghost through a tough time. This includes buffing your ectoplasm permanently, though such gains will be proportional to the help you offer.

Guardian spirits are also incredibly good at comforting and helping both people and spirits, and when you help others it sticks with them, becoming something they rely on to stay on the right path and to keep moving forward. Places you protect and bless become better for it, becoming prettier, safer, and altogether happier places.

Poltergeist

Something Strange In Your Neighborhood [100 GP | Free for Poltergeist]
When people fear ghosts they are usually thinking of poltergeists, powerful and often malevolent spirits that regularly delight in cruelty and terror. The circumstances behind a poltergeist's emergence are varied, though usually they are either cruel murderers who seek to torment people even in death or victims of grisly murder or cruel injustice who become embittered as they lay dying. As a poltergeist you're scarier than other spirits, you have less qualms about using your powers to exact dark ends, and are also more resistant to pain and torture, due to the circumstances of your death leaving an imprint on you.

Haunted [200 GP | Discounted for Poltergeist]
Tales of your activities spread far and wide (unless you wouldn't want them to) and you are a source of terrifying scary stories. Places you regularly appear in become considered *Haunted* and are places where it's easier for you to use your powers, particularly if you use them to physically interact with the real world. The more widespread stories of places you haunt become, the easier it is for you to use your powers in them, the faster your ectoplasm regenerates, and if you want to be the leader of a ghostly gang you can share this benefit with other ghosts. The buff you get from haunted places don't just affect your ghostly powers though they do get the biggest buff from this.

Telekinetic Terror [400 GP | Discounted for Poltergeist]
You are a true nightmare of a ghost, one who is capable of interacting with the physical world almost as easily as a living person can. Telekinesis is your bread and butter and you find it three times easier than other poltergeists do to use telekinesis, making it take almost no ectoplasm to lift even multiple lightweight items at once and being able to hurl such objects with the same force as a human of average strength could. It is easier than ever for you to train your telekinesis and you have an instinctual wellspring of creativity when it comes to this power, allowing you to be downright devious with it.

Undead Nightmare [600 GP | Discounted for Poltergeist]
You are downright terrifying. With this perk your cruelty and the pain you inflict with your ghostly powers are beneficial to you, with you regaining ectoplasm as a result of terror you make others feel and pain you inflict on them. This is true even of other ghosts, and this perk makes your abilities effective against spirits, allowing you to even use telekinesis to drain other ghosts of ectoplasm and even destroy them.

This powerfully buffs the pain and terror you make others feel, making you horrifying to them. Beyond that you draw power from pain and misery, and the more people you destroy, harm, or even drive insane, the more your ectoplasm grows. This also buffs your charisma relative to others who seek to inflict pain and spread misery, making it all the easier for you to collaborate with other killers and monsters, and for you to become seen as a dark leader of murderers, criminals, and sadists.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 GP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Unfinished Business Ghost

A Clue [100 GP | Free for Unfinished Business Ghost]
This nebulous item changes its exact make up each time you select a new goal but it's a clue that points you in the right direction you need to go in to fulfill whatever goal you select for yourself. If you are not a *UBG* and you lack any perks that drive you towards objectives you set, when you get this item you get to select a goal to fulfill and this item will key itself to that goal.

Possessive Trinket [200 GP | Discounted for Unfinished Business Ghost]
This is a small thing, potentially as small as a pen, that you can place somewhere. Anyone who picks it up becomes extra vulnerable to possession attempts, their willpower dropping when you attempt them. If you succeed this lowers how exhausting, ectoplasm wise, it is to possess them and even if you fail, which will cause the trinket to go somewhere else, it reduces how much ectoplasm you lose for trying.

Ghostly Detective Service [400 GP | Discounted for Unfinished Business Ghost]
This item is a rather odd one, but you have the ability to create business cards that teleport those who take and need them to your office. This space is a place from which you can do business and hear people out, sometimes even the living if they're truly desperate and believe in ghosts, who will invariably need help with investigating mysteries and seeing unfinished business resolved. No time actually passes while you negotiate with someone in this place, and you will find that taking on tasks from others and fulfilling them always benefits you somehow, increasing your ghostly powers as well as giving you a real material reward that comes in handy in some way. You can also determine what pay you take, though you can only ask for something your client can give you, however it can be anything they can give you. If you keep your end of the bargain they will be forced to keep theirs, even if they initially planned to stiff you.

Friendly Ghost

Ouija Board [100 GP | Free for Friendly Ghost]
This special item does not drain ectoplasm of yours and any other ghosts you give permission to use it to help you write out messages for the living. Messages it writes out that are true will be believed by those who receive them, and will bring them peace, move them to action, or otherwise strike them with an appropriate emotion depending on the message. You can choose to "drop" this item somewhere and it will appeal quietly to those you want to use it, subtly luring them to it once they've noticed it and making them want to play with the board, though this may not be enough on its own depending on their attitudes towards such devices.

Sacred Site [200 GP | Discounted for Friendly Ghost]
This is a place of your choosing that is imbued with benevolent spiritual energy. In this place it is easier than ever for living people to commune with the dead, and to learn to see vague glimpses of the dead, and ghosts you give permission to reside here find it easier than ever to communicate with the living and are filled with hope and light, making them be seen in a more friendly and peaceful manner than they might otherwise be, as well as regain ectoplasm at a mildly enhanced rate. Hostile ghosts will feel their energy being sapped by this place. It is free for you to physically manifest here, but only once a day, for up to 20 minutes.

Book of Life [400 GP | Discounted for Friendly Ghost]
This holy object is something special. It contains the names and family trees of every person (and this term becomes appropriately broad in future jumps to include creatures that meaningfully qualify as people but aren't human), and can be used to determine the fates of anyone who has ever lived and died. People who look into this book, including ghosts, will feel a sense of calmness wash over them and they will be look inward to determine what sort of true afterlife awaits them based on their behavior (and yes, ghosts can change their behavior to influence what true afterlife awaits them, allowing ghosts who became better after death to go a place that reflects the weight of their actions and motivations, though this is still challenging). This book can also bestow blessings on people (also including ghosts), giving them good fortunes and protecting them against the worst kinds of misfortune.

Poltergeist

Television [100 GP | Free for Poltergeist]
This is a television. The one thing that's notable about it is that you can manipulate it however you want without using ectoplasm, and that there's a secret channel which you can turn it to at will that will cause it to begin to try to absorb anyone living watching it into the television, which will hold them in limbo unless/until you decide to release them. This is easiest to use against children but it can easily absorb even full grown adults. It can hold as many people as you wish for it to hold and even if broken will regenerate the next day, all while still holding people captive.

Haunted House [200 GP | Discounted for Poltergeist]
This housing item is a nice, upper class home that is also inhabited by a ghostly gang of spectral criminals loyal to you and you alone. These ghastly homies are undyingly loyal to you and any people you permit to visit the home, but are incredibly cruel and malevolent to those who are not meant to be here. This home is decorated in a way that fits the upper class status of the home and maintains itself without any input on your part.

Ghostly Knife [400 GP | Discounted for Poltergeist]
This knife, at a glance, is a regular knife. It can be used as a regular, though exceptionally sharp, knife, but it's actual intended use is far scarier. This knife can drain energy from the living without killing them with any normally fatal wounds becoming stranger in nature and knocking them out, but it can also drain ectoplasm from ghosts and store it for your own use, whether to replenish yourself or someone else or to fuel ghostly abilities even if you are in a living form. Those you kill with this knife become trapped in it, and can be unleashed by you at will as hateful, misanthropic ghosts who obey you, and ghosts you destroy with this knife become absorbed by it, permanently making it sharper and more dangerous.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend GP to import companions into this jump, giving them 600 GP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 GP per person you do this for, or you can spend 200 GP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 GP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 GP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Boundaries [100 GP]
It is difficult for you to go beyond an area the size of a small town around where you died. This is something that weakens over time and as you work to overcome it, and in time, with regular practice, patience, and an iron will you can shed this weakness entirely.

Memories [100 GP]
Your memories of your life as a living person fill your mind and distract you. If you were a drop-in in this jump then you get random snippets of the memories of other people who are close to you, both emotionally and physically. You can work to resist the effects

these memories have on you, and can learn to more easily shake them off with time and diligence.

Afterlife Aspirations [200 GP]
Now you think about the true afterlife, what is supposed to happen after death, a lot more than you did before. You are fascinated by the different kinds of afterlives that supposedly exist, and you want to try and figure out where you'd go in this jump if you died and moved to your real afterlife instead of being stuck on Earth as a spirit.

Ghost Tech [200 GP]
Ghost tech, even the cheap kind you can buy at some kinds stores, works now. Whether it's EMP sensors or glasses that let people see the dead, it's all real now. Be careful with this one.

Urban Legends [400 GP]
All urban legends about how to deal with ghosts work. This includes stuff like *Bloody Mary* and the idea that ghosts can't cross salt, as well as weaken and feel pain when hit by salt. This also compounds the effectiveness of urban legends when it comes to spreading ideas about ghosts, guaranteeing that you'll have weirder encounters in this jump.

No Transformations [400 GP]
A simple, though potent, drawback in this kind of jump, now you can't transform. Without this, even if you took the maximum level of *Lockdown* you'd still be able to take on your human form at will. No more. You are a ghost and a ghost you will stay. I hope you're good at possessing people.

Perilous Poltergeist [600 GP]
This sadistic freak is a poltergeist who is a ghost tyrant, traveling the land and subjugating ghosts using something similar to the ghostly knife poltergeist item. It is out for ectoplasm, your ectoplasm specifically, and if it finds you will try and string you up and dine on you, destroying you in a brutal fashion. If you kill one, eventually another will arise, and so on and so forth, but you will be granted a meaningful reprieve for some time.

Ghostfacers [600 GP]
Human ghost hunters are normally goofy clowns who like having excuses to go to spooky places and spend the night. This drawback doesn't change all ghost hunters, but it does turn a few of them into actual, professional. competent ghost hunters armed with working anti-ghost tech and a fierce determination to actually hunt down ghosts. These people will be serious, competent, and if they catch you and you don't escape by the end of the jump it'll be a jump, and probably chain, fail.

Ghostly Apocalypse [600 GP]
Oh no it's now this kind of jump! A powerful ghost of an indeterminate type, one not selected by you, has somehow discovered a way to make ghosts more real and physical, while allowing them to keep the benefits of ghosthood. This figure is interested in your powers and abilities and seeks to capture you, but begins the jump not as powerful as it

could be. The longer this individual is allowed to exist the greater they become, and the weirder the world gets.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

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

Notes

-Oh shit, the big three generic undead jumps are now done. Wild.
-You can use more than one ghost power at a time, but that is incredibly energy intensive and unless you have more than one of the power speciality perks helping you would likely only be something you can do during last ditch moments.
-The ectoplasm stuff was my attempt at being creative. I have no idea how it'll be received but I did have a lot of fun with it.
-The friendly ghost origin becoming a sort of quasi-angel origin was not the original plan but I don't hate it.
-The TV item is a reference to the old horror movie *Poltergeist*.