Jumpchain:Ghostbusters edition.

Well you've wound up in what looks like the modern world, except it's Almost overflowing with spiritual entities of every stripe. Fortunately, or perhaps unfortunately Depending on what side you are on There is a multinational corporation of spectral exterminators known as the Ghostbusters to help deal with These threats, There is a team of Ghostbusters Who are out there zapping and trapping Postmortem Pests For Reasonable rates on almost every continent,And right now , business is booming.

You have +1000 CP

Starting area/Era Role 1D8 Or pay 100 points to choose.
1. Ghostbusters2
2.Filmation's Ghostbusters
3.The real Ghostbusters
4.extreme Ghostbusters
5.IDW Comics universe
6.Ghostbusters Japan
7.Slimer!
8.Free choice.

Backgrounds

All backgrounds other than drop in and ghost roll your choice of 1D8+14 or 1D8+23 for age, you may choose to change your biological gender for the cost of 100 CP

Drop in:0CP
You wind up in the world of Ghostbusters just like you were before, No change to your age race Anything else, This could lead to trouble with the less paranormally experienced if you are clearly monstrous, however you may change the human for free.

Paranormal expert:100cp
you know ghosts, not necessarily personally but if there is some piece of metaphysical lore you have a fair chance of knowing it , whether it's a comprehensive knowledge of the weaknesses all the world variations on vampires, to the true source of the Tunguska blast. Or something as basic as recognizing the different Sigils from the Key of Solomon. You have a serious handle on all matters occult, folkloric and legendary. You may not be in the best shape but your strong enough to handle the rigors of ghost busting at least. On some teams

Athlete:100cp
You are fit as a fiddle, whether it's from your days as a Marine Or weekends playing Rugby ,maybe you're just a gorilla with the intelligence and social standing of a human being, for whatever reason You can run Farther Faster with That heavy proton pack on than anyone else On your team, not to mention all those times are going to have to break down the door or wrestle your way out of Something's awful tentacles.

con man:100cp
you're pretty slick you know that? You can talk your way into or out of some pretty tricky situations, like convincing the EPA it's better that you keep an active nuclear reactor in the middle of Manhattan, or convincing the world that you are in fact a serious scientist.

Fringe scientist::100cp
You are smart as a whip, Your intelligence makes you Fully capable of winning the Nobel Prize for physics Or mathematics if only Those people in The scientific establishment were willing to believe enough to try and repeat your experiments. This brilliant mind also allows you to design, modify and build Ghostbusteing equipment, and otherwise bridge the gap between science and the paranormal.

Business manager:100cp

while you can zip on a jumpsuit in a pinch to shave your bosses sorry ass, someone has to handle the paperwork. you have a mastery of accounting, business management, reception work and everything else that doesn't directly involve the busting of ghosts or the apparatuses used therein. Furthermore you've got the willpower and mental fortitude to actually handle the strange and difficult clientele and their difficulties. After all there is no "normal day at the office" with this job.

Ghost: 300cp role 15+1D8X10 for age
You are a ghost! Don't worry though this does not count as you having died, of course you can still get put in a containment unit or devoured absorbed by another larger ghost, which would count as having died. Ghosts come in a myriad of shapes sizes and colors and you may choose anything up to the size of a Volkswagen beetle . You may design your appearance freely. Within that size limit.

Abilities

all discounts are 50%

Something strange.: Free for all except ghost
whenever you arrive somewhere you need to be in your capacity as a ghost Buster or just before a climactic showdown with a ghost the theme song from the Ghostbusters movie start mysteriously playing, no one seems to question this or find it out of the ordinary

Doorbuster:100cp, free athlete
sometimes you just need to get somewhere you've got the hustle,momentum and strength to easily kick in any door that isn't a security door , even if it's been locked and reinforced with psychokinetic energy you'll still be able to bust down the barriers between you and the ghosts.

Sarcastic one-liner:100cp, free for business manager
you've got an immensely dry sense of humor and the wit to make it work. You are able to react to anything that would not normally phase you with a dismissive one-liner that's sure to get a smirk out of anyone who it isn't aimed at.

Turn on the smarm:100cp, free for conman
you're really really funny in a winking way ,As if you were in on some joke that nobody else in the room is. You have an absolute mastery of Show-biz-like mock sincerity. Deliberately embracing superficiality has proven a fertile source of humor for you. note that this will only make you 9/10 as funny as Bill Murray.

friends with city hall,:200cp, discounted for business manager- you have a reasonably well placed contact who can make life easier, loosing complaints about your business or making sure any forms you submit end up on top of the right pile, as you travel to other worlds you find you will keep encountering similar allies.

Monstrous melee 200cp, discounted athlete
let's face it some times the ghosts are going to get to you before the beam can get to them. When this happens you're going to need to be able to deal with them yourself, with this perk not only do you know one form of basic self defense but you also understand how to adapt the techniques therein to things that don't have nervous systems or anatomy for that matter. This comes in real handy when you're wrapped in tentacles. Don't expect to be able to simply punch a ghost into submission but you'll be able to struggle out of their grasp, slow them down, kick them away and maybe even soften them up for the beams. This only works if the ghost is tangible however

Live for the rush:200cp discounted athlete.
You've got an enormous capacity to use adrenaline, whenever your actively competing in a sport or in danger your body's natural energy just keeps on going for at least three times someone of a similar level of fitness , with accompanying increase in strength, endurance and pain tolerance. Just watch out for that crash.

The old "fill in the blank" scheme:200, free for con man
what is a con man without a classic con? You have knowledge of every trick in the book and are able to pull off hundreds of bizarre and immoral schemes in order to get money out of people.

Take one for the team;200, free athlete
busting ghosts can be a pretty rough job, but you're able to handle it, man or ape you are about as hard as they come and able to tough it out, even if you get hit hard enough to get knocked out you'll just come to with a bad headache rather than brain damage. Of course if you get knocked out and whatever is was attacking you keeps trying to hurt you are not safe, but then this job never is.

Play through the pain:200cp, free for athlete
in this job you're going to get hurt, you're going to get slammed into things, hit with blasts of eldritch force, fall down pits , cut on animate razor wire and get nasty infections from the unusual amount of time you spend in sewage.you're going to need to be able to ignore and power through all these discomforts and aches. And with this, you'll have the willpower and bodily fortitude to. Get out of bed and strap on that unlicensed particle accelerator in all but the worst of what your body can survive.

I **ain't afraid of no ghost!:** 300cp,Free for, con man,Fringe scientist, athlete,Paranormal expert.
You are epically courageous in the face of the paranormal and generally dangerous, able to face down the worst of the dark gods and remain calm as you order them to cease any and all supernatural activities and returne to their place of origin or nearest convenient parallel dimension.

I have a hypothesis. 400Cp, discounted for fringe scientist and paranormal expert
your immense wealth of experience with paranormal combined with your immense amount of academic study allows gives you massive insight into the nature and weaknesses of any kind of supernatural foe you may face.

Back off man, I am a scientist:400cp discounted for con man
no matter how lacking your credentials or intentions, you are able to use your knowledge of interpersonal dynamics to convince people that you have honest scientific curiosity and the wherewithal to perform it. This can get you into a lot of places and help you avoid a lot of trouble. Worst-case scenario you give the money back and say it was part of a sociology experiment.

S**upervisor from head office** 400 CP discounted for drop in, requires franchise owner
well it looks like your money is good but corporate wants a little insurance in getting you set up. And so you gain the aid of more experienced ghost Buster, choose anyone from any continuity to join your team. They count as a companion, they bring their usual accoutrements.

run the show:400cp, discounted for business manager
You are a multitasking maven ,able to simultaneously fill every business role required in order to keep your franchise afloat Simultaneously. I this doesn't give you extra skills but if you ever find yourself with seven or more desk jobs at once you can telecommute and do them all simultaneously.

Workaholic:500cp, discounted for business manager.
Your work ethic and productivity are things of legend, you are able pull allnighters for a half a month if that's what it takes to get Your projects done, but you'll probably never need to given that you can do the combined desk work of an entire office complex. Note: if you have appropriate skills this can work for any kind of sit down work that doesn't involve manual labor, such as writing, graphic design, crunching numbers, computer coding. If it is done at a desk rather than a workbench or something else it applies, additionally any man-hours you decide to put in are functionally man-months because of how productive you are.

Franchise owner 500 CP, discounted for business manager.
congratulations! You've just purchased your own franchise territory from Ghostbusters international, in addition to managing and running your own franchise territory with the help of four imported companions each of whom get 400 CP additionally it has been determined that if this franchise goes belly up it will be a loss condition,

We are the inheritors of the Royal exorcists of Ur! We eat gods for breakfast! 800Cp, discounted for athlete
Humankind, you fight for humankind.we weren't the first on this planet, but we will be the last . The world is ours and will

not be stolen from us by upstarts from beyond the stars or has-beens from beneath the crust. Through some stroke of fate or miracle of willpower You will find the knowledge you need or be able to perform stop the ritual whenever the world and humanity is on the line, this may not always save you and your friends, although it usually does. But it will save the world

Profits are up! 800Cp, discounted for business manager
thanks to your acumen and productivity you are firmly in the black, and you expect to stay there for quite some time. Your skill is such that any business venture which you manage. Even branch offices of major corporations will show massive profits on par with the best of what the economy can bear. This is not a supernatural or luck effect, you're just that good

Trust me on this. 800Cp, discounted for con man
people like you,people believe in you, people put stock into the things you say, even when they ought to know better by now. You can walk into Fort Knox and told the guards that if they don't give you all the gold the world is going to end and they will help pack up the truck. You can fool 99.9% of the people 100% of the time. And will keep coming back for more honeyed words. This is not a supernatural effect, you're just that good.

I've modified it to handle their unique frequency. 800Cp, discounted for fringe scientist
there is an order to the universe, matter is energy is energy cannot be destroyed. This is the fundamental scientific principle of modern ghost busting. As such , by analyzing the energy patterns of any divine .spiritual, demonic, spectral, etc. entity you are able to modify and recalibrate your ghost busting equipment to handle it, in the worst-case scenario for the most powerful and fear some beings you will face you might have to go all out and devise and construct some seriously heavy equipment to handle the job zapping and trapping them but even that can be done in a matter of hours with your level of skill. Now go so those spooks who is in charge!

Unusually Uninteresting Oddity 800cp, discounted for paranormal expert
let's face it, your field of expertise and the nature of your job **require** that you deal routinely with things man was not meant to know, fortunately for you , those little quirks you have and constant exposure to much less horrifying , though nonetheless unusual and unnatural phenomena have essentially vaccinated you against the horrible nature of existence. Whenever you encounter something or gain knowledge which drives men mad. Instead, it simply shuffles into your memory harmlessly.

Ghost abilities

all ghost abilities are only available to the ghost background

Invisibility: ,free
You can become invisible at will, this is not make you an audible or completely perceivable. However don't expect anyone to notice you With their eyes

Levitating specter: free
you are able to fly at about the speed you would normally be able to run in any direction.

Intangibility:free
You may pass through solid objects freely so long as they aren't Made out of lead ,Or specifically designed to imprison ghosts through scientific or mystical means.

Poltergeist :200 cp,
you are far more able to manipulate items in the physical world than most ghosts , able to pick up as many items as you like so long as they do not exceed your normal carrying capacity and move them as freely and dexterously as if you were only carrying one item in your normal depilatory appendages.

Ecto attack200cp
You are able to emit blasts of eldritch force from one of your orifices or appendages, they may look, however you'd like . And the force of them is directly proportional to your willpower and spiritual strength.

It's harmless200cp

for whatever reason, perhaps even because it is so humans don't see you as dangerous or frightening, even when you are obviously a ghost. You can make friends and enjoy your time as a ghost. Just expect a few of the more timid types to get a little nervous.

Passed on, but passing.300cp.
You are far less supernatural seeming than most ghosts, and by default more solid as well. If you for some reason you wish to continue living your life in most circumstances you are capable of reasonably capable of passing for human, although there is some little tell , but nothing that would seem worse than the survivor of a horrible accident, for an extra 100 CP you seem perfectly human and perhaps even attractive as long as you wish, but it is a pleasing mask disguising your true form , which you can switch between with a moments concentration

Exspiravit loci:500cp
you may not be the most free roaming of specters but in exchange you are far larger and more powerful, by taking this you lose all mobility and become a massive immobile ghost house, your interior is a pocket dimension which you have immense control over and you are able to feed on the souls of those who die inside you in order to grow stronger.

Emotionally manipulative300cp
the methods of some ghosts are more subtle than others, you gain the ability to control the emotions of others within your territory, causing extreme aggression and anger, mania, depression, or even omniphobia the intensity of this emotion and how far away from you It can happen is determined by your willpower and spiritual energy.

very possessive: 400cp,
you have a knack for possessing people far beyond most ghosts, depending upon your victims willpower you can control their body for up to a week and with kind practiced even learn to invade their very mind allowing you not only extract information but replicate their mannerisms and knowledge flawlessly.

Animator/swarming servants 600cp, discounted with Exspiravit loci.
Don't want to go face your foes alone? Need something expendable? Your able to expand your energy to either manifest lesser ectoforms or grant mobility and canine level intelligence to the inanimate. These things are weak and dumb as rocks, but loyal to you and very aggressive.

Corrupting influence.1400cp
some spirits are so very wrong that their presence and influence leaves a taint on others . With this you are able to correct the land, the mind , the spirit and the body into something both more and less than what was bringing it in line to your values and aesthetic, the more you taint the more your spiritual power grows, and the more pleasing the world around you becomes. Those that you taint become slaves to your will. The spirits living or dead that you taint become willing prey to help you grow, the land that you taint shifts into something more your taste and grows more easily habitable to those whose bodies you taint.

Gear

Spectral containment unit:200cp,Free for, con man,Fringe scientist, athlete,Paranormal expert.
So you've got a ghost in your ghost trap. Now what? Empty the trap into your spectral containment unit, this artificial alternate dimension is the most effective known method of containing ghosts, includes alarm functions and a three years worth of plutonium for the atomic generator needed to power it.

Ghost traps:200cp,Free for, con man,Fringe scientist, athlete,Paranormal expert. so you managed to Lasso a ghost With your proton pack,Now what? Slide out a ghost trap And hit the petal then this little beautie will suck in and contain all But the most powerful and Feisty of Immaterial supernatural entities. This gets you a set of four,each lasts maximum of five hours,Especially strong ghosts drain the batteries quicker
Proton pack:300cp,Free for con man,Fringe scientist, athlete,Paranormal expert.
In in this into being One of the smallest lightest Synchrocyclotrons Possible, The neutrino wand On A proton pack Emits a

Proton Stream Capable of Lassoing Almost anything composed primarily of spiritual/psychic energies. Nuclear batteries last 5000 years Before going Inert, May pose a cancer risk, Don't let it overheat and Whatever you do don't cross the streams.

PKE meter:300cp,Free for con man,Fringe scientist, athlete,Paranormal expert.
A Surprisingly simple device that Measures how much supernatural activity is in the nearby vicinity by detecting Psycho kinetic energy,Can be set to scan a narrow area In order to Check out specific objects.

T**he Ecto-_** :400cp, discounted for business manager
so what's a ghost Buster without an awesome car to load up with their paraphernalia and let everyone know that the Ghostbusters are here? Taking this gives you a exact replica of any vehicle from any Ghostbusters continuity, note: thinking vehicles count as companions. But do not count towards the eight companion limit for the duration of this jump. You may choose thinking vehicles as companions for purposes of companion import, if you choose to move on your companions gain this as an alternate form. Alternately , you may use this to upgrade one vehicle you already have with lots of ghost busting goodies to help you out.

Tobin's spirit guide:400cp,Discounted for paranormal expert
The foremost Authority on supernatural entities Tobin's spirit guide Updates yearly with thorough info on the habits appearance and weaknesses of Every ghost, God And Ghoul known to man. Additionally If you find yourself in another world your copy will update to include the supernatural beasties of that reality.

The Dematerializer: 400cp, discounted for fringe scientist and athlete
it is a known fact that energy cannot be created or destroyed, it can however be moved and this bulky device moves ghosts into the next life, now it only works on ghosts rather than any ectoplasm-based entity and it won't work if they're too powerful, but a clever person can usually find out ways to weaken ghosts so that it will work.

Proton pack upgrades: note all of these require proton pack.

Proton pistol:+100cp, requires ghost traps and Proton pack
is mobility more your thing? You can strip down your proton pack into a proton pistol, which is significantly weaker and primarily intended as light fire support for other Ghostbusters, since it's stripped down you may not have any other proton pack upgrades, on the other hand it has far less of a tendency to overheat. however integrated into its backpack unit is a very heavy-duty trap, just be sure not to get the two triggers on the handle mixed up.

Atomic Destabilizer :200cp
looking for utility rather than destruction? this little modification allows the proton beam to turn any physical object into its ghostly counterpart temporarily, of course it's difficult to switch back and forth and it doesn't do diddly to actual ghosts but if there is a pesky bank vault you want to make intangible it might come in handy. Alternately this could be used to turn ghosts solid.

Canister adapter:300.
Need a bit more wallop? The canister adapter is essentially a tank of highly compressed, superheated ionized hydrogen gas that gives your beam some boost allowing it to wrangle even the sturdiest of Specters. And yes this enhancement does apply to any upgrade you pick. Additionally rate of overheating is cut in half, the gas canisters take care of most of the energy freeing up the load on the particle accelerator.

Boson Darts: 400,Discount for Athlete and Fringe scientist
what beats a grenade launcher? A grenade launcher that doesn't need reloading! With this your proton pack can fire boson darts, spheres of hypertensive bosons that explode with as much force as a stick of TNT perfect for disrupting physical focuses of ghostly activity, drastically increases the heat production of your proton pack.

Composite Particle System:400,Discount for con man And athlete.
The bastard child of a Homing rocket volley and a flame thrower, The Composite particle system

Fires Balls of superheated plasma At the last Thing you Had aimed at since you turned it on. Note Drastically increases Heat production,Damages ghosts about as much as A proton beam.

Dark matter generator: 400cp,Requires proton pack. Discounted for Fringe scientist And paranormal researcher.
Dark matter is basically a blood Thickening agent for ghosts,Slowing down or even Freezing them in place them temporarily,Fires In a shotgun spread to help deal with anything too quick To get caught in a proton beam or Swarms of tiny ghosts.

Drawbacks.

You may choose up to 600 points worth of drawbacks
Autistic +100
you have high functioning autism , you have a immense difficulty expressing and recognizing emotion, humor, sarcasm etc. expect lots of awkwardness , misinterpretations and misunderstandings.

Paraplegic.+200/300 For athlete, not available to ghost.
You are paraplegic and thusly have lost the use of either your arms or your legs, you still receive sensation in these limbs however you may not control them in any way. Includes free Rugby style Custom wheelchair.

People busters +400cp
the People busters are after you, this team of powerful ghosts with lots of experience at hunting humans has invaded your world and will regularly harass you and try to drag you to their containment unit, even if you manage to capture all four of them a new different team will appear to take their place. They are as good at catching living things as the Ghostbusters are catching undead things . Expect a hard fight every three weeks at least.

A real dweeb +700cp, overrides CP limit.
For whatever reason You just Can't get a break, any science you try will be based on A bad hypotheses And wind up only functioning through your willpower,Any ghosts You hunt will somehow elude capture. And be vastly superior to you physically as well if you're a ghost You windup Being an insignificant little spook That makes easy prey for larger spirits, as well as draw the attention of the Ghostbusters, who will be prepared for everything you throw at them. This will affect your companions and any allies you get from this jump.

Interesting times +400cp
did you think you' had missed all the apocalyptic threats? Did you think the world was safe? Nope, at least every two months some new force will reveal itself and threaten to end life on earth as we know it , but your you are a ghost Buster so you and your team can handle it right?.

Ending choice

well. Ten years is up and it's time to make a decision.

Cross the streams The good news is total protonic reversal isn't as bad it's made out to be, or at least the cosmic force taking you on these adventures decided to be merciful and spare you the feeling of every molecule of your body, accelerating away from each other at the speed of light, you wind up in your home at exactly the time you left with all your goodies skills, etc.	**"I love this town!"** Ghost busting seems Pretty great, exciting and well-paying work with long off hours and constant new challenges, both physical and intellectual you and your friends think you can do this for the rest of your days. And so you do, you'll spend the rest of your lives in this universe, zapping and trapping,saving the day in getting paid good money to do it	**Are you Gods? No, but I will be!** Your time in this world, may be up at the adventure doesn't end just yet for the and their companions. On to the next jump! You notice one of the walls in your warehouse suddenly has spontaneously formed the connections on the earth reality side of a dimensional containment unit, even if you didn't take one, additionally anything you've trapped or that was in there previously seems to have moved into this containment unit somehow, don't worry though it has infinite power and

		nothing should be able to break out of that.

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