‘The dark becomes her’ Jumpchain

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16 year old Ruby Chen can see ghosts since she was a little girl, she stopped caring about them because no one believed her, but now a spirit has set its eyes on her younger sister and there's rumours about a temple that can grant wishes. She needs to race against time to protect her family and the Chinatown she lives in before hell breaks loose.

Take these 1000 Chinatown points (CP) and prepare yourself. Your gender is up to you to decide. The guardian origin is around 16 to 25 years old, the mundane origin is around 14 to 18 years old. The cultist origin is around 20 to 50 years old in appearance.

As a special freebie, since most of the story involves Taiwanese myths, you can change your appearance to be Taiwanese or Half-Taiwanese to fit better. (Mostly because being Taiwanese or Asian opens many doors that previously won't open to you). Post jump this appearance can become an altform. Another freebie is the ability to speak and read Mandarin, Cantonese and Taiwanese.

Origins:

There are three origins in this jump. Anything can be picked as a drop-in. If you're a drop-in, you've a background in the government records and you're an adult with no living relatives or are an orphan. (How that works when you're a minor is up for you to decide). Each origin's perks and items are discounted to that origin, with the discounted 100 CP perk being free.

The ***Guardian*** origin is a priest or person in the know who protects the living world from the dead and evil spirits. They work together with the gods to save humanity.

The ***mundane*** is someone who didn't have anything to do with the supernatural world but found themselves involved in this hidden side of the world due to situations beyond their control.

The ***cultist*** origin is someone who knows about the supernatural and has knowledge of magic but instead of working with the gods to protect people, they use their knowledge to make deals with spirits and demons for their own purposes. Maybe it's for gaining wealth and power, maybe it's for some other equally dark reason. But you walk a dark path.

General perks:

Take 300 points to spend in this section only.

The sight (Free): You've the ability to see ghosts and other spirits. But as a freebie, you can make it so they can't notice that you can notice them as long as you don't want them to notice that you can notice them.

Physical fitness (Free): Fighting spirits is a tough job, but you're in terrific physical condition for someone your age. You could probably beat up two adults if you're attacked at the same time and run for a mile or two at full speed without stopping.

Inner pool of willpower (100 CP): You've an inner pool of sorts that stores willpower. At any point, you can spend parts or all of it to get rid of fear or indecisiveness (mundane or supernatural). The pool refills slowly, but the recharge rate can be sped up by relaxing, having fun, doing things you love or spending time with your loved ones.

Active mythology (100 CP): You can spice up your future jumps by adding a hidden fantastical group to the setting. By purchasing this perk, you can add one active mythology per setting, scaled to the setting. So, in an otherwise ordinary setting, if you add an active Chinese pantheon, they would be superhuman but not so powerful that they can change the setting's core premise. At your discretion, you can add a supernatural faction designed by you to that setting as long as that faction doesn't start out completely loyal to you. (It can be neutral towards your group or you).

There really are ghosts (200 CP): Ghosts and spirits are invisible to everyone but a select few and consequently people try to come up with rational explanations for why the glass broke or why you're talking to the air. But due to your acting skills or sheer convincing nature, people believe you when you speak the truth. They might be initially skeptical but continued interaction would make them see the truth.

Deification(300 CP): You've learnt the rituals and processes used to raise up a dead spirit into a god. They become a minor god (for now) but worship and faith would make them stronger. The process usually takes a few weeks but you could convert one dead spirit into a god immediately once per jump. The spirit that has been turned into a god has all the skills they had in life but boosted heavily due to becoming a god. They need to pick the location (town, village, etc) they are the tutelary deities (Guardian Deities) of and a divine domain they get due to becoming a god. This domain can be anything but picking something they used to do in life would give them a boost to manipulating that domain. Basic Godly powers include improved physical abilities and the ability to live forever as a spirit. They also get the ability to speak with people in their dreams and modify the memories of people.

Guardian priest origin:

Never forget your roots (100 CP): You have a complete knowledge of the beliefs and customs of your ancestors and your culture. This includes knowledge of traditions, stories, myths, language, etc and updates in future settings to give you knowledge of the group you're a member of.

All in a day's work (200 CP): You've knowledge and a decade of experience regarding magic, rituals, running a temple and helping the faithful with mundane or magical problems. You also have artistic knowhow on how to draw, make talismans and how to empower them by yourself or by using the powers of gods. If you've knowledge of other magic systems, you

can convert the spells in them into Talismans you can use later. (Talismans just need intent to be activated so you can skip casting time by preparing them beforehand).

Conduit (400 CP): Priests channel the power of gods to get rid of tougher spirits or remove possessions. In your case, this process is instantaneous instead of the minute or two it usually takes for a normal priest. You can call on the gods even in places that are made or modified to deny them and their powers entry.Divine energy lingers around you even when gods have left you, making you luckier and safer. If you get killed in the line of duty (or while trying to do some good), you'll be brought back to life once per jump.

Tutelary Deity (600 CP): In whatever way it happened, you're a god now. A minor god to be sure but this brings you a lot of benefits. Your physical abilities have increased massively from a human baseline. As a spiritual entity you can live forever and even if someone kills you, you reform sometime later. The amount of time it takes depends upon the amount of faith people have in you. As a tutelary deity,
you're the guardian god of a village or a town. Your duties include protecting the town and its people from monsters and spirits. Making sure the souls of the people go to the afterlife safely, etc; You're basically a psychopomp but you also have a divine domain that you can pick now.

You can grant requests of followers but it's mostly minor mundane things, but if the wish is related to your domain, you can grant bigger wishes.You can take your town or village with you as a warehouse attachment to be added to future settings if you want.

Mundane origin:

Ideal student (100 CP): In your long life in jumpchain, you might have gone to school dozens of times, each with their own subjects. From now on, it's easier for you to study at school the more time you've spent at school in your entire jumpchain. You complete your homework faster and faster, learn your lessons impossibly quickly the more mundane schools and classes you've attended in your entire life. (This perk slightly improves your talent at learning new stuff but it's mostly for mundane schooling).

Well rounded (200 CP): People meme about Asian parents but living with Asian parents is not fun, with all their nagging and heavy expectations and dreams about your future. So let's just skip that entire thing. Your in-jump parents won't nag you about your studies or extra curricular activities and so on. You're at the top of your school in whatever way you want. Maybe you're a straight ‘A’ student who also is an expert Piano player, maybe you got a scholarship for sports alongside being on the fast-track for becoming a doctor? Whatever it may be, you're the most popular student in your school and your parents’ circle. As long as you put in a tiny amount of effort, you don't have anything to worry about losing your top spot. As a bonus, you know how to be a better parent and how to help your kids reach their full potential.

We're just normal people (400 CP): The entire plot would have gone a different way if Ruby or her family weren't targeted. You or yours won't be dragged into sinister plots as long as you don't go looking. Even if you do, only you will be targeted and they don't attack your people.

A wish without a price (600 CP): The dark temple offered to fulfill wishes as bait to spread suffering and pain which they then planned to use for their own purposes. But fortunately for you, wishes or magical artifacts don't have negative effects when used by you. That monkey's paw won't curl, that Artifact that drinks your blood won't drink too much until you die it just drinks a drop, etc;

Cultist origin:

I have a proposition for you (100 CP): You know who to target and how to target for your needs. Like that teenager with a love for dancing but oppressive parents, or that chef with dreams of grandeur but no opportunities, etc; This perk increases your persuasiveness and charisma when you're trying to make someone do something that will have bad consequences for them.

The dark side of magic (200 CP): You have knowledge and experience in all kinds of dark rituals, spells, curses, etc; These magics usually ask for sacrifices so you do know some workarounds but the bigger ones still need sacrifices and blood.

Dark spirit (400 CP): Rather than being a dark priest, you're a spirit but you know how to stay hidden and below notice. You've some minor powers like increased strength and telekinesis but you're out of luck if a warden corners you. You can possess a living person but usually that ends up with the possessed being dying but in your case, you can stay indefinitely in a person. If you die in another jump, you can escape your body as a spirit and possess someone else. (All your perks and powers move with your spirit and adapt seamlessly to the new body you're possessing, if you have the Perfect Vessel item, you'll wake up in that body instead of targeting a random person).

Demon God (600 CP): Oh, it seems you're not just a dark spirit or a ghost. You've evolved into a demon who can grow stronger indefinitely via spreading misery among humans and can control a large amount of dead spirits via your power and charisma. You've the power to grant wishes but you can always twist the wishes so that they eventually bring ruin to the person whose wish you granted.

Items:

Take 300 points to spend in this section only. You get two discounts per price tier, certain items are discounted for certain origins, in which case you can't use the floating discounts on them.

Discount Coupons (free): You've the best discounts for all the shops in Chinatown. Updates for the setting and place in future jumps.

Allowance/Inheritance (free): You've an allowance of around thousand dollars per month. The amount seems to increase or decrease based on your academic performance but doesn't go below 500 dollars.

Cafe or restaurant (100 CP): You own a cafe or restaurant in Chinatown. It sells authentic Asian cuisine or bubble tea and makes you a neat amount of profit. It has followers who run it in your place so you don't need to worry about it.

Car (100 CP): A latest model car suited for a family of five, it doesn't run out of fuel and is self cleaning. If destroyed, it'll return in a day.

Hobby supplies (100 CP): It may be a piano or a guitar or even a sketchbook or painting supplies. These hobby items let you relax more when you use them and make you feel calm and well rested when you use them.

House (200 CP, discounted for Mundane origin): A two storey house, those trying to harm you and your fellow residents can't seem to find the location of your house.

Ritual items (200 CP, discounted for Guardian origin): Rituals need a variety of items like Robes, Blessed items (Bells, Whip, Wooden sword, etc), you get a bunch of them every week so go wild. All these items are blessed so that they're really effective against spirits and those possessed by spirits. The wooden sword would punch through a person who has been possessed by a spirit.

School (200 CP): A school of some sorts, (Dance school, Regular school, music school, etc) that attracts students with potential. The potential changes from setting to setting, like people with the ability to see ghosts or use talismans in this jump, maybe those with sacred gears or magical talent in DxD and so on. At any point, it doesn't attract people whose talent is greater than protagonist tier characters, side character tier is the most you'll get out of this but quantity has a quality of its own.

Temple (200 CP, discounted for Guardian or Cultist origins): You own a legitimate temple or a dark temple, it is good for rituals. Temple gets offerings daily and has one priestess follower running things when you're not around. Your temple attracts people who need your help or ‘help’.

Desecrated Idols (200 CP, discounted for Cultist origin): Usually Ghosts stay tethered to the place they died in, but a god’s statue desecrated in a certain way can act as a temporary vessel for the ghost until you shove the ghost in a body. You get a dozen of these and they replenish every week if used.

Animal spirits (200 CP): Familiars you have under your control, it's usually frowned upon but these guys were your pets or a gift from gods or something so it's alright for you to use

them. You get three monkey spirits under your control but you could use a different spirit if you prefer as long as they aren't bigger than a dog.

Spell tattoos (200 CP): A divine beast that lives in you in the form of a tattoo and can be called out to fight evil spirits. They are moderately powerful but their power increases slightly with each good act you do (sending spirits to the afterlife works best for increasing the beast's power).

Afterlife realm (400 CP, discounted for Guardian origin): Your own slice of afterlife. Post jump you can decide how it looks and works and its size increases each jump and with your power. If you're a dark spirit, it's a realm where spirits like you gather and swear allegiance to you. If you have the deification perk, the gods you make can gain subrealms linked to this one and can design how it looks. Your realm expands with the addition of each subrealm. Maybe it can even become multiple realms linked together via portals or something else.

Perfect Vessel (400 CP, discounted for Cultist Origin): Gods and spirits need a mortal vessel to interact with the humans and the human world in a more tangible way. But channeling or housing a spirit is bad for mortals unless it's a temporary thing. What you've here is a body that's perfectly suited for housing spirits or spiritual entities of all kinds. The appearance of the body is for you to decide. But a special feature is there always seems to be one more body even if you take a hundred or a thousand from this storage. You can decide if each individual body looks different from one another or if the body slightly changes its appearance based on the spirit it is housing. The body can house a spirit indefinitely even if they use their powers at maximum level.

Talisman Box (400 CP): Add a talisman to this box and it keeps producing more of that type. It comes preloaded with three types of talismans. One to kick out a spirit from the possessed person, the second to freeze spirits for a few minutes and the third to explode spirits (for best results, attach the explosive talisman to the head of the spirit). If you have the perk that gives you knowledge of magic and rituals, you can eventually convert spells you know from other magic systems into Talismans. The box produces about 10 Talismans per day in whatever configuration you like and it can store an endless amount of talismans, it brings up whatever talisman you ask it for.

Companions

For free, you can import 3 companions who get 600 CP to spend alongside the stipends for the general perks and items sections. For 100 CP, you can import up to 8 companions who get 600 CP plus stipends. For 200 CP, you can import all your companions who only get 600 CP each, without any stipends.

Priestess (Free/Optional): The local guardian. Tends to the temple in the Chinatown and deals with the issues caused by evil spirits. She's inexperienced but endlessly patient and

kind and learns fast. All the old people in Chinatown adore her for her work ethic and kindness.

Newbie (Free/Optional): A girl with the ability to see spirits, all her life she tried to keep the ability hidden, until her friend was killed by a spirit. She tried to figure out how to deal with these lingering spirits until her grandma referred her to a friend who works at a temple. Now she's a ghost hunter of sorts who helps the wardens take the ghosts back to the afterlife. A bit overzealous but she can be calmed down. Her fighting style revolves around using talismans to weaken or knockout the spirits or punch them into submission with purified beads tied around her hands.

Possessed (Free/Optional): Usually ghosts can't possess the living for a long time, the living energy reacts negatively with the yin energy of the dead but in this case, this ghost possessed her twin sister and they've reached an equilibrium of sorts, with the controlling consciousness changing based on the situation. The ghost is shy, demure and is a crybaby while the sister is brash, confident and likes fighting. They attract spirits due to their nature but whenever they get into fights, the ghost hangs back and supplies her sister with energy to beat up the spirits.

Lingering spirit (Free/Optional): This young lady was a student at a prestigious university but died under mysterious circumstances. She latched onto you when it became clear that you could see her. Her connection with you stabilized her and now she follows you around as your personal ghost, scaring away other spirits from harming you. Apparently her cause of death involved drowning so her preferred method of dealing with annoyances is by drowning them in a thin puddle of water she can summon. The puddle isn't that deep for you or her but for her enemies it might as well be a deep lake. She'll be deeply grateful if you could arrange a body for her to possess.

Demon Queen (Free/Optional): A relatively minor demon that escaped from an attack by guardians, she ran away to Vancouver and is in hiding. Her divination pointed to you as a way for becoming more powerful and she tried her best to seduce you but somewhere along the way she seems to have fallen in love with you and now wants to make you her spouse. She has a bunch of low level spirits under her control but she can empower herself via causing suffering so she's cooking a plan to make herself more powerful. You can point her towards more acceptable targets if you can or help her refine her plans or even have her stay below the radar until this jump ends. Comes with a single Perfect Vessel she uses to interact with mortals. Her mortal identity is your new girlfriend.

Deity (Free/Optional): Your family’s guardian deity, she was originally your great great great great aunt who died to protect her town and was deified as a result. She has been watching your family for nearly 500 years now, saving them from spirit related troubles and blessing their endeavours. For some reason she was told to watch over you with extra care and she decided to help you out by letting you channel her powers to fight spirits and other such dark creatures trying to mess with mortals. Due to her workaholic nature, she's mostly unaware of new technologies and would keep asking you questions about how everything works. (She's mostly invisible to everyone but she can speak with you telepathically so you don't have to speak aloud. She uses a Guan Dao or a saber for her attacks but she has

some knowledge of taoist magics too, she isn't that dedicated to magics like other gods but her knowledge is greater than that of mortals).

Drawbacks:

Supplement toggle (+0 CP): Supplement this jump to another one, the point pool stays separate.

Riordanverse toggle (+0 CP): Now this story takes place in Riordanverse (Percy Jackson, Magnus Chase, Kane Chronicles etc). You can decide if this universe also has the other Riordan presents books. Maybe you can speak with Gilgamesh in New York or help Nizhoni with slaying monsters.

Early exit toggle (+0 CP): Leave as soon as the book's plot ends.

Stay extender (+100 CP): You can extend your stay for 10 years. Can be picked up to three times.

Stage fright (+200 CP): You've stage fright but you're forced to perform or speak on a stage at least once a year. You can't seem to get used to this and people mock you if you mess up on the stage.

Sickly (+200 CP): You're sickly and have trouble sleeping due to nightmares. You're smaller and weaker than people your age.

Scarred (+200 CP): You don't have an eye or an arm or a leg. You can take this a maximum of 6 times to lose your eyes, arms and legs. These can't be regrown (via healing perks or powers) during your stay here.

Elder/Youngster (+200 CP): You're either 8 years old or younger or 80 years old or older. Either way you're too weak physically to deal with the spirit problems.

Minor annoyances (+200 CP): A case of constant bad luck when it comes to minor things. Slipping on the sidewalk, getting sauce on your new dress, birds shitting on your head, etc;

Lockout (+200 CP): Removes your out of setting powers or items or companions. Can be picked thrice to lockout all three.

Nagging parents (+300 CP): You've in-jump parents who are the worst stereotypes of Asian parents. They constantly talk down to you, always say you need to achieve more, always have something to criticize you about and they don't like it if you talk back to them. And if they find you making friends with those of the opposite sex or getting into romantic relationships, you'll be in for a tirade of a lifetime. They can't be mind controlled or killed or anything else, is this really worth it for 300 points? The mom's a really good cook though. But

you'll have to sit through a lecture by your mom and dad every time you eat, about how you need to be better or look after your three siblings or how you need to learn Piano or get good grades or how you need to stay away from girls or boys.

Possessed family member (+300 CP): One of your unpowered family members or friends is possessed and you need to get rid of their ghostly passenger before the year ends or they die. You don't know who is possessed but it's someone in a group of up to 6 people. If they die, you feel miserable for the duration of your stay here and any resurrection items won't work on them.

Good Daughter (+400 CP): You want your in-jump parents' approval so bad that you will only do things they approve of. So, studying to become a doctor, not staying outside after 6 in the evening, not talking to boys (or girls if you're a dude), learning Piano, always acting respectful towards your elders and not thinking of imaginary games like Jumpchain. (Yes, you'll forget everything about your jumpchain or not, it'll be hilarious to see a thousand year old magical being trying to get his new mommy to call him a Good Boy). I don't recommend taking this with Nagging parents, unless you really need points or are a masochist.

Hell on earth (+400 CP): Demons are coming to earth in increasing amounts. The gods and guardians are stretched thin. The situation is a stalemate for now but depending on your actions, the world might change permanently. No pressure.

Trapped in your own body (+600 CP/+900 CP/+300 CP): You wake up in this jump already possessed by a ghost or a demon. You need to get rid of it but you're powerless to stop it. Hope someone figures out that you're possessed and help you. For 300 points more, all your companions are similarly possessed and can't help you. Alternatively, by just taking 300 points instead of 600, you are in control of your own body but you've a spirit or demon inside it. It's under control for now but any negative emotions on your part would empower it. Take care not to generate a large amount of negative emotions or the demon would overpower you and possess you. If you can't get rid of the demon at the end of the jump, you lose and your jumpchain is given to the demon who will travel the cosmos in your body.

Notes:

Post Jump, your talismans and magic rituals and items can act on any kind of spiritual entities (half spirits or demons, etc; as long as there's a spiritual or evil component to their powers or race). So, yes, you can use these talismans to beat up cursed spirits or devils. But the effectiveness of the talismans decreases if it's just an evil monster (so, in decreasing order of effectiveness, it works best on purely spiritual entities followed by entities that are more spirit than flesh followed by beings that are mostly flesh but use evil powers (necromancy, Death or suffering based abilities)), it isn't that good when you're fighting say, a goblin or a mage but as always, use your best judgement when it comes to things like this. Maybe use a sword that has been blessed by gods to shank that goblin? Some of the rituals and spells known by evil priests can be used to great effect on the living. Things like giving them nightmares, mind control, etc; but they need time to plan and prepare before they can

be enacted. (Like making someone drink a spell infused tea to hypnotize them, having them eat spoiled food to make them more susceptible to evil magics, etc).

The priestess companion is a mix of Shu-Ling and Delia.

Newbie is a possible version of Ruby that lost her friend and became a ghost hunter.

The possessed is me going, what if a ghost can stay in a living person for as long as she wants. I originally wanted them to be friends helping each other in life and death but twins were more fun to write for me.

Lingering spirit is sort of inspired by Sadako and a few other generic ghost media where a student dies in a university or school but the ghost is a waifu/love interest. The drowning puddle thing is inspired by the Deep God Aura from mystic martial arts cyoa (It's a good cyoa).

The Demon Queen is sort of inspired by the villainess of the book but a what if scenario where the demon is weaker and falls hard for you and wants to stay with you. I was sort of inspired by the thirst people have for evil woman companions.

The Deity is just me trying to come up with a big Good companion to counterbalance the Demon Queen.

There aren't any solid feats for the power levels of the minor gods and demons so I'd say they are at the level of moderately powerful demigods from Percy Jackson. In your case, you start at that level but faith or feeding on the darkness in humans would increase your power.