
GREGORY
HORROR
SHOW

By the time you finally noticed, you had been walking through this dark forest for quite some time. How long you had been walking or how you even got here is anyone's guess. Before long, you come across a large hotel. The sign above the door reads "Gregory House".

You are greeted at the front desk by an old anthropomorphic rat. He introduces himself as "Gregory" the owner of this hotel. He deftly dodged any attempts to gain any meaningful answers from him. Eventually you relented and settled into your new room.

This was far from the last strange experience you'll have here. From a murderous living candle, scales that alternate between singing and criticizing your moral compass, a hemophiliac nurse, the ruler of time itself, and so, so much more.

Worst of all is Gregory's terrifying mother. A witch with great magic power and an insatiable thirst for the souls that sustain her eternal beauty. ~~If you can call it that.~~ Gregory will go to great lengths to break you. To snuff out your will to resist, your desire to ever leave Gregory House.

You will spend a single year in this world. Permanent, physical death is actually quite difficult to achieve here. Even aside from the abnormally resilient Dog family, surviving point-blank explosions or losing literal buckets of blood all at once is a fairly common occurrence.

However, there are many ways to harm the mind or spirit. The loss of your soul will count as death for the sake of your Chain. To give you the tools to change, or at the very least endure your fate, take these 1000 Soul Points.

ORIGINS

Choose age & gender at no cost. Any origin may be taken as Drop-In.

New Guest – +200SP

You are a human, for now. You felt dissatisfied with your life. If only for a moment, you felt like anything would be better, and Gregory House heard your plea. Your soul is Gregory Mama's next target. Gregory has latched onto your soul and will do everything in his power to break your spirit.

Lost Soul – 0SP

You are a resident of Gregory House. As far as Gregory can tell, you no longer have a soul to take. Best not to correct that assumption. Your form can be anything, from a deformed human, an anthropomorphic item or animal (other than a rat), a zombie, or almost anything you can imagine.

House Staff – 0SP

You are an employee of Gregory House, or perhaps even a relative of Gregory. You could be a chef, a bellboy, a plumber, or anything of the sort. Your options for bodies are no less broad than in the Lost Soul Origin, but choosing to be related to Gregory requires you to be a humanoid rat.

NEW GUEST PERKS

100SP perks free and others 50% off to New Guests.

Screwed On Tight – 100SP

Your head, that is. You are able to adapt to even the most bizarre locations or personalities with shocking ease. Even if you find yourself overcome with fear or doubt, you can easily focus that energy into other sensations that could prove more useful. Like anger or concentration.

Eyes Of A Madman – 100SP

You have a talent for noticing things that seem out of place. This could be a vague feeling that an object doesn't fit the surroundings or would make more sense elsewhere. It can also help you spot the anthropomorphic rat walking down the street that nobody else seems to notice.

Under The Sheets – 300SP

As long as a room can officially be considered yours, it will serve as a safe haven. Enemies won't be willing to chase you into it, even if they could easily break the door down. This doesn't apply if you invite them, leave entrances unlocked, or if they have as much claim on the room as you do.

I Want You To Escape – 300SP

You have a way with people. People generally have a good first impression of you. You tend to find capricious or unstable people in an especially good mood. Even a small, shallow gesture of kindness to one who has only ever known cruelty can push them to suicidal extremes on your behalf.

What Goes Around – 600SP

Any traps sprung on you have a way of backfiring on the trapper. They fall into their own tripwires, or their robot malfunctions and attacks them, or they fall victim to the curse they tried to cast on you. The only time a trap ever succeeds is when it would benefit you in the long run. Maybe the torturer carelessly reveals the evidence you needed, or the trapdoor allows you to meet the one person with the key you need to escape for good.

Don't Fear The Reaper – 600SP

Somehow or another, you are on good terms with the grim reaper. They can't do much in the physical world, nor can they kill people outright, but they're a treasure trove of information, and in matters of curses or the soul, he's your man. In return for a small favor every now and then, they'll visit you in your sleep in order to cleanse your mind and soul of any negative status ailments like blindness or headaches.

Food For The Soul – 800SP

The mind and soul are closely linked. You find that mentally nourishing activities strengthen both your willpower and soul. This can be as simple as reading a good book or making a new friend. This isn't an enormous increase, but the boost is permanent and can quickly add up over several jumps. You also find that a full night's rest can restore general damage to your mind or soul, though not specific conditions like anxiety or PTSD.

LOST SOUL PERKS

100SP perks free and others 50% off to Lost Souls.

Social Hazard – 100SP

When you rope someone into an interaction, it becomes absurdly difficult to brush you off. It takes far too long to question whether they care about what you're arguing about, or if they have anything to gain from listening to your rants, or if it's really a good idea to be anywhere near you.

Ignorance Is Bliss – 100SP

You are able to delude yourself so thoroughly to the hopelessness around you that it actually alters your perception. A sword in your skull becomes a splitting headache, the flames of Hell become an "unexpected" heat wave, a mountain of corpses becomes a mountain of garbage bags, etc. Togglable.

Wrong Place, Right Time – 300SP, Incompatible New Guest

As long as the owner of a location is focusing all their efforts on capturing a specific person or group that doesn't include you, you can navigate all the localized hazards like they weren't there. Traps don't trigger, space and time are unusually consistent, and mazes might as well be straight lines.

Judgment! – 300SP

You have some special ability to gaze into someone's true nature. Perhaps you can see their fantasies through your third eye, or see the memories of others in your dreams, or you can pose a hypothetical to someone and know objectively how they would react, or anything along those lines.

Jumper Factory – 600SP

Like Judgment Boy himself, you are able to mass produce lesser copies of yourself. They can have no more than 10% of your full power, and the more you dilute this, the faster their rate of production. For the full 1/10th, just one copy could take a decade, but shrink that to 1/100th or even 1/1000th, and you may have a whole army in that time. They only copy inherent abilities, learned or trained skills must be taught normally.

One Tough Family – 600SP

To call you "tough" is an understatement. You are so resistant to harm you probably won't notice most threats. You can survive losing gallons of blood, or having your skull bisected, or being blown up, or chugging an entire bottle of poison. What's more, this extends to everyone in your immediate family, even if you aren't blood related. You aren't actually invincible, nor do you heal any faster than normal.

Time Is Money! – 800SP

You hold dominion over some specific force of phenomenon, such as time, souls, fire, etc. On paper, you can manipulate this force in whatever way you want, but every use takes a great physical toll on you, proportional to the potency of the effect. If your domain was time, stopping time for 5 seconds 1–3 times in short succession could knock you unconscious. Like a muscle, this burden can be gradually lessened with practice.

HOUSE STAFF PERKS

100SP perks free and others 50% off to House Staff.

Trick Of The Light – 100SP

As long as there's no evidence of you actually doing or intending harm (that they're aware of), most bystanders will ignore even the most blatant red flags. All that talk of the "old gods" is just you making small talk, and surely the blood on that knife is from the steak you had for dinner, etc.

Hell's Chef – 100SP

The more madness you infuse into one aspect of your work, the more your competence in it rises. For example, as a chef, you could make the best meals most guests have ever tasted, as long as you prioritize flavor over whether the ingredients are actually ethical or safe to consume.

Builds Character – 300SP

Even in future jumps, as long as you don't intend to kill someone, people can survive far more abuse from you than should be possible. Whether it's draining gallons of their blood or driving a spike through their stomach. It isn't impossible to kill them by accident, but it often feels that way.

Winding Halls – 300SP

In any property you own, you can gradually find "shortcuts" that don't make much spatial sense. You could walk away from someone's room only to pop out of their dresser, or enter a door on the first floor that opens to the basement, etc. Hidden or secure areas won't have shortcuts.

Death Of A Salesman – 600SP

By driving someone mad or crushing their spirit, you are able to reshape them into an abstract form reflecting their mentality. An obsession with justice may turn them into a living scale, while one paralyzed by constant indecision may waste away into a living corpse. They can be bound to a property to follow you between worlds. However, with their memories and soul irreversibly faded away, can they really be called people?

Mommy Dearest – 600SP

Like Mama Gregory herself, you are able to use all manner of dark magic. You can transmute objects into small animals like snakes, throw balls of fire, teleport in a bolt of lightning, and more. You have an odd ability to sense when (and where) somebody is impersonating you. You require a staff to focus your magic through. Use of magic also tires you out, akin to physical exertion. It's best not to overdo it if you aren't in the best health.

Escape From Reality – 800SP

You can send out your spirit to find a person meeting your criteria to summon and bind to a small physical domain, even from adjacent dimensions. They can never escape until this spiritual bond is severed. Even if the domain is destroyed, as long as the individual is still alive and bound, not only will the location be fully restored, so will everyone who was killed in its destruction. You can only bind one person at a time.

GENERAL PERKS

Two discounts per tier. Discounted 100SP perks are not free. Discounts do not stack.

Two-Faced – 100SP / 0SP With I Want My Dolly!

You are able to slightly alter your appearance to reflect your current mental state (or just to differentiate between any alternate personalities). Perhaps your wings become more angelic or demonic depending on your mood, or you grow sharp fangs and sickly green skin while enraged, etc.

Jumper Boy Gold! – 100SP

Just like the original Judgement Boy, you are slightly larger than most members of your species and appear to be made of solid gold (you aren't). This state makes you seem more important to members of your species but doesn't provide any tangible benefits. Toggleable post-jump.

Enjoy Your Stay – 100SP

It's unclear whether Gregory charges rent from long-time guests. As long as you don't mind settling for bare-basic accommodations, you somehow never have any trouble finding just enough money to cover your rent. This even applies if you have no job and never actually leave your room.

A Big Happy Family – 100SP

You have a knack for forming desirable relationships with your children. If you are content viewing your children as tools, they will learn to fear you above all else. If you just want to live happily with them, they'd love you so much they hardly notice that you're both trapped in Hell for eternity.

Do You Know Who I Am? – 200SP

You don't actually walk, instead you travel via chain or rope suspended from above. You'd think this would greatly limit your mobility, but far from it. If there's no actual ceiling to hang from, you can just drop down from the sky itself. With all that said, while you aren't limited in where you can go, your top speed isn't much better than a power walk. Togglable.

Fog Of The Mind – 200SP

You have the ability to summon and control fog within a short range of yourself. It's ultimately normal fog with no offensive capabilities, and it is quite slow. By concealing yourself in the fog, you can even teleport short distances. Appearing and disappearing isn't instant, but you can take other objects with you, like a tent or a table fully prepped for a tea party.

Vengeful Dead – 200SP

When you hold a grudge against someone, it haunts them like a curse. Every time they are shown a reminder of you or their sins against you, they will hallucinate your voice accusing them. Even if you know they have no means to harm you, these hallucinations will gradually eat away at their sanity. The curse will persist until you finally forgive them.

Relative Normality – 200SP

Going forward, most people will be incapable of noticing how impossible or bizarre your appearance is. Even if you're an anthropomorphic rat, your neighbors will talk to you like you're a regular human. The only exceptions to this are those who are already intimately familiar with the paranormal, or who you personally welcome into your life or domain.

Necrotech – 400SP

You have a talent for seamlessly blending technology and souls or spiritual forces. You could create miraculous inventions like the train "Ambition", which uses the power of souls to travel between spiritual plains. Just be careful. Should the souls break free of their containment, it could lead to unimaginable disaster, like stranding you outside of reality.

Meaningless Vessel – 400SP

The separation between "body", and "soul" is ambiguous here. As such, you can now alter your attacks to damage the soul (and by extension the mind) instead of the body, or vice versa. You can physically stab someone, and moments later they'll be just fine, albeit now with deep–rooted trauma, or use a regular punch against intangible ghosts, etc.

Mirror Of Truth – 400SP

Choose one abstract "realm" such as dreams, reflections, phone lines, etc. In other words, a "place" that isn't quite a "place". You can now traverse this domain as easily as walking through a door. Enter a mirror and freely explore the world without anyone else able to see you, or jump between people's dreams, or teleport through telephone lines, etc.

Conspirator Of Fate – 400SP

You are able to view prophecies of someone's future. Your prophecies are cryptic and always foretell misfortune. Without fail, anyone whose fortune you read will immediately suffer some misfortune reflecting it. You have no control over the prophecy's contents, but the severity of the misfortune ranges between stubbing their toe and being struck to death by lightning.

Dance With Death – 600SP

You have some special ritual that, if pulled off, can instantly kill someone, or trap them in a comparable state. Perhaps you have a dance that causes souls to leave their bodies, or a magic chant that petrifies the listener. This fate must have some loophole, like the soul can return if the body is intact, or the petrification can be broken if someone else repeats the chant.

Dominion By Conquest – 600SP

Gregory created Gregory House, but his mother is the one in charge. Like her, as long as someone fears you enough, you can exert limited control over anything they hold metaphysical dominion over. Morph someone's dream world against them or command the servants of a lesser god as if they were your own. The less they fear you, the less effect this has.

Spin Me! – 600SP

When someone joins your game, or accepts your challenge, unless they dwarf you in power, they are irresistibly compelled to follow your rules. The game must be "fair" in the sense it's theoretically possible for them to succeed, and no elements of chance have been rigged in your favor. If these conditions aren't met, this compulsion will vanish.

Heaven Or Hell – 600SP

You have the ability to teleport and conjure portals (in the form of doors, ladders, etc.) to anywhere you've been previously. You can summon doors that lead to either "Heaven" (a random nearby beneficial location) or "Hell" (a random nearby location of great danger). Not even you know where the door will lead when you summon it. It's a total coin flip, even for you.

HORROR SHOW

Private Showing – 0SP

By approaching someone who is overall significantly weaker than you or otherwise incapacitated, you can initiate an event called a “Horror Show”. The two of you are briefly transported to a kind of stage, where you will do... something. It could be as violent as slashing or shooting them, or as simple as handing them flowers or jumpscaring them. Whatever form this takes, the result is the same. They will be physically unharmed, but their psyche will take a hit and they’ll be knocked unconscious for a time.

Stage Play – 300SP

Your Horror Show transforms your target’s surroundings to be hazardous in some way. Perhaps you transform the entire area into a board game that will blow people up if they land on the wrong spaces. Or you shrink them down and transport them into your mouth. This type of Horror Show always provides some means for the victim to escape. It doesn’t need to be easy or fair, but it must be theoretically possible. You can choose whether this type does purely psychic damage or poses a real physical threat.

Community Theatre – 600SP

You are able to create pocket dimensions like the one containing Gregory House. You must choose a specific emotion that sustains this realm’s existence, such as doubt, hope, lust, etc. The dimension will be able to sustain itself as long as there is a sufficient supply of this emotion within. You can even tap into this “fuel” to warp reality within in small ways. However, being so dependent on one emotion means that an individual overflowing with the opposite of that emotion can potentially fight against the rules of this world. It’s your job to ensure they never realize this.

COMPANIONS

TV Fish – 50SP Per

This ghost–like creature resembles a hybrid between a TV and fish bones. It can pick up and project memories of anyone nearby like TV channels, even those that have long since faded. You also receive their remote.

Old Faces – 100SP Per

You may import a new companion or create one wholesale. They receive 600SP to spend. Each additional purchase after the first doubles the number of companions you may create/import, to a maximum of 8.

New Friends – 100SP Per

With each purchase, you receive a slot which may be used to recruit a native of this world as a companion, with their consent. Each additional purchase after the first doubles the number of slots you receive.

My Son – 100SP, One Purchase Only

You may create a companion who is your biological child (don't worry about who the other parent was). You can even import a companion to become your child. They receive 800SP to spend as they please.

Prompters – 100SP Per

These tiny creatures serve you like loyal stagehands. They aren't very strong or skilled, but they make up for it in numbers. If you need a couch moved, or a wall painted, or just someone to fetch you a drink, they have your back. You receive a dozen Prompters with each purchase.

ITEMS

Mental Gauge – 50SP / 0SP With Scenario

In one corner of your vision, you can summon a portrait of yourself. This is essentially a health bar for your psyche. You can even identify any specific mental or sensory conditions like insomnia or confusion.

Gorgeous Veins – 50SP

You receive a comically large tool/weapon, such as a butcher's knife or a gigantic hypodermic needle. This can be absurdly sharp or deliberately dull. You can import a weapon you already have into this.

Stars – 100SP

With each purchase you receive 6 Stars (☆) to spend on Consumables. More details can be found in the appropriate section.

Love & Money – 100SP, Requires Judgement!

These two shining emblems represent "Love" (relationships) and "Money" (personal gain) respectively. When you seek to judge someone's character, these emblems will change their weight relative to how much that person values these two concepts in the current context or scenario. If and when the emblems shatter, you can instantly summon a replacement.

Gallery Tour – 100SP

In your warehouse is an art gallery holding magic paintings of you and your companions. Each painting holds a small fraction of their powers, traits, and consciousness. This often manifests as unique effects that trigger when you approach. Perhaps a gunman shoots anyone who locks eyes with it, or a succubus who casts a charm spell on the observer, etc.

Consuming Flames – 100SP

A lighter, candle, or pack of matches that never runs out of fuel/ wax/ matches/ etc. Be careful with this. These flames spread with impossible ease. You could burn an entire hotel down to ashes in minutes.

Trap Mouse – 150SP

A fast-moving robot that vaguely resembles you, with the addition of giant bear trap-esque pincers. It can be remote controlled or set to patrol an area. The only issue is that its pincers are programmed to bite down on anyone who gets too close, friend or foe. Probably isn't sentient.

Memento – 200SP

This locket is possessed by the spirit of a departed loved one. It will glow and point you to certain destinations. Wherever it leads you will either be some great treasure of immense personal significance, or a trap to help you join them on the other side. There's no way to know which.

The Last Train – 400SP

This soul-powered train occupies a strange dual existence. It is both a toy train in your possession, and a full-sized physical train. It is a train of pure chaos. Stops range from different afterlives, regular train stations, hellish conceptual planes, to locations that simply don't exist. It naturally picks up an endless variety of odd passengers, some that appear identical to people you've met in past Jumps, though only in appearance and personality.

Should the engine break down, the train and all those within will be trapped in a time loop or some similarly hellish fate. Should such a thing occur, you will be separated from the "you" within the train. You will wake up within the normal world as this avatar is left to suffer. Best not to think too hard about how exactly that works.

Death's Scythe – 600SP / 300SP For New Guest

An identical duplicate of Death's scythe (and his hat). Wielding it gives you a great deal of control over souls. You can use it to shepherd wandering souls towards the afterlife. This can cut spirits or even sever spiritual bonds. You can approach someone in their sleep (or their dreams, if you're capable of such a thing) to clear them of any negative status effects.

Golden Stopwatch – 600SP / 300SP Lost Soul

An unassuming golden pocket watch. It is essentially a re-usable version of the Fruit of Time. By turning the hands of this watch, you are able to skip forward in time in one-hour increments. Also like the Fruit of Time, every hour you skip does damage to your psyche, so it is inadvisable to use this if you aren't already in a relatively stable mental state.

Jumper House – 600SP / 300SP House Staff

This could be a hotel, hospital, school, prison, train, etc. You are able to relocate the entire building to a new area on a whim. This location attracts a variety of odd guests, from wax golems to skeletal archeologists. With the exception of other guests or natives whose psychology is bizarre in their own right, nobody will ever notice the building or the strange guests.

CONSUMABLES

Used or lost Consumables are replenished daily unless stated otherwise.

Green/Yellow/Red Herb – ☆/☆☆/☆☆☆

The smell of this herb relaxes you. Restores 20%/40%/60% MG.

Green/Yellow/Red Herb Tea – ☆☆☆/☆☆☆☆/☆☆☆☆☆

The sweet-smelling tea eases your mind. Restores 60%/80%/100% MG.

Angel Herb – ☆☆☆☆☆

Automatically consumed if your MG is completely drained, fully restoring your mental health. Replenished once a week.

Speed Up – ☆☆

Gives you a speed boost for 30 minutes.

Fruit of Time – ☆☆

Allows you to travel forward in time two hours, at the cost of inflicting a proportional amount of mental strain. Replenished once a week.

Pharmaceuticals – ☆☆

These consumables each clear a specific status ailment. Headache Medicine (Headaches), Antacid (Nervousness), Sedative (Confusion), Laughing 'Shrooms (Melancholy), or Eyedrops (Darkness). One per purchase.

Chinese Remedy – ☆☆☆☆☆

Cures all Headaches, Nervousness, Confusion, Melancholy, and Darkness effects. Replenished once a week.

DRAWBACKS

Companions may take any Drawback other than Here & There, Now & Then.

Here & There, Now & Then – +0SP / +100SP

You may choose to start in a GHS continuity other than the main series. For 100SP, every piece of GHS media is canon to each other (somehow). You will find yourself involved every time in one way or another.

Bleeding Heart – +100SP

You are a hopeless romantic. When you fall for someone, even if based on a misunderstanding, you become dangerously obsessed. In this state, you refuse to listen to others or recognize your own flaws.

Splitting Headache – +100SP

For your time here, you will constantly suffer from some form of pain. It could be a splitting headache, an insatiable appetite, an aching back, etc. Any efforts to deal with this pain will only last a few hours at most.

The Evil You Know – +100SP

There's something you desperately want to run away from. A hopeless future, a sinful past, a monotonous present, etc. This serves as a major emotional weakness for others to chip away at or exploit.

Poor First Impression – +100SP / +200SP / +400SP

Choose a specific resident of Gregory House. For 100SP they can't help but make trouble for you at every opportunity. For 200SP, this guest will kill you if given the chance. You may double the points you receive to apply this level of annoyance/hostility to everyone in Gregory House.

I Want My Dolly! – +200SP

You have another personality that takes over your body at random, altering your appearance. The two of you are always at–odds. If you are kind, they are cruel, if you want someone to help you, they lash out at anyone who gets close, etc. You can keep this with you post–jump if you want. After this jump they'll be far more obedient and predictable.

Draw! – +200SP

Your aim is so bad it borders on improbability. Not only do you never hit your intended target, whatever you do hit always makes your situation worse in one way or another. You have a naturally antagonistic personality that compels you to try and solve every problem with guns, and a habit of challenging people to duels for little–to–no reason.

Pushover – +200SP

You have some obvious weakness that makes you easy to incapacitate, or greatly limits your mobility options. Perhaps you can only move while the flame on your head is lit or are bound to a rail on the ceiling that only passes through certain rooms. You'll have to be constantly vigilant that others don't use this to get one over on you.

Torn Time – +200SP

Your personal time has been damaged in some fashion. Your memories in particular are at risk. The longer you spend in Gregory House, the more of your memories will fade away. Not even the Clockmaster will be any help in mending your time. Any attempts by you or on your behalf to toy with time will often backfire and make your current situation even worse.

Ravenous Hunger – +300SP

Like Mama Gregory herself, you are possessed by an insatiable hunger for souls. Should you fail to sate your hunter, your mind, body, and powers will slowly waste away. A single soul should satisfy you for the first month, but before long you'll need one every month, and then every week. By the end of this Jump you'll need to devour a soul every other day.

Eternal Guest – +300SP

You must permanently destroy this cursed hotel if you ever wish to see your next Jump. This is easier said than done. Even if every soul is freed and the whole building is burnt to ashes, as long as one person still lives who can't let go of their memories of Gregory House, the hotel and everyone in it will be fully restored in a matter of seconds.

Mama Dearest – +400SP / +600SP

Mama Gregory has seized your soul, but has yet to realize its worth, and is saving it for later. You won't fail this Jump until she actually eats it, but you won't be able to use any OOC powers until your soul is freed. For 600SP, you managed to hold onto half your soul, but Mama has already eaten the other half and the power within. You don't need to reclaim the other half to escape, but Mama will stop at nothing to eat the rest of your soul.

Dead Body – +400SP / +600SP

Upon your arrival in Gregory House, you were cursed with an obscenely fragile body. This fragility is so extreme that a strong enough gust of wind will cause your body to crumble to dust on the spot, let alone an actual attack. If you take this for 600SP, you have a tendency to forget your own fragility, often causing you to take thoughtless risks.

SCENARIO

Gregory House sunk its claws into a new unlucky guest. However Death struck a deal with this guest. In return for acquiring the souls held by the other guests, he would be allowed to escape Gregory House.

By embarking on this challenge, you are stripped of any abilities, items, or advantages from outside of this Jump, as are any companions. You must rely on your own senses and skills to succeed.

New Guest – Soul Collector

Every guest has a soul they carry with them at all times. You must seize their souls from them to return to Death when you sleep. Many guests are quite dangerous, so force will rarely, if ever, be the best approach.

Lost Soul – Soul Protector

You have a soul you carry around that you must protect from this nosy guest. It's not actually your soul, so you won't fail your Chain if you lose it, but you will fail the scenario. Be ever–vigilant.

House Staff – Soul Spector

You must ensure that the new guest does not succeed in escaping, and that their own soul is captured for Mama Gregory. Should they escape or free the souls that have already been collected, you will fail this challenge.

Should you succeed, you will be granted your Origin's 800SP Perk for free, and a discount on any one 600SP Perk of your choice. If you use this on a Perk you already purchased, you will be refunded however many Soul Points you would have saved to spend as you please.

ENDINGS

The Lost World – Go Home

You choose to end your Chain and return to your original world.

Here Forever – Stay Here

You choose to end your Chain and remain in this world forever.

Checking Out – Move On

You choose to continue your Chain and move on to another world.

NOTES

Jump by Gene.

I leave it to you to fanwank how the Golden Stopwatch or Fruit of Time does or doesn't impact how much time you have in each Jump.

The lost souls made through Death of a Salesman may develop new, unique abilities relating to the nature of their transformation. However, every other aspect of their identity has been essentially scrubbed away, including any skills or powers they had in their old life.

All Items, and open-ended Perks like Judgement! or Mirror of Truth can be purchased multiple times. Only the first purchase is discounted (unless it's a General Perk and you use two floating discounts on it).