Rise from Ashes Jumpchain

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WARNING: THIS DOCUMENT CONTAINS SPOILERS.

Seasons don't fear the reaper

Nor do the wind, the sun or the rain

(We can be like they are)

Come on baby

(Don't fear the reaper)

Baby take my hand

(Don't fear the reaper)

-Blue Öyster Cult, Don't Fear The Reaper

Welcome, my child.

Our world has always been split in two. There is the world we are born into. The world we pass our days within.

The ***Living*** World.

But after that ends, there is another world that some of us pass into.

This is the world of ***The Dead.***

The Ashes.

The year is 1910. You are on Earth. Yet, this Earth is different from most. Upon death, not all go on to the afterlife. They remain, unable to pass on. They forever exist as a ghost. Some see this as a great boon. Others feel that they're damned to become ghosts for eternity. The living and the dead have coexisted for a millennium.

Ever since, there have always been a rare few living souls, capable of wielding command over the departed. Mediumship is inherent to them. In ancient times, they served royalty, raising legions of the dead to fight wars. But over time, it was realized that undying, tireless armies would fight unending wars. Unified, the remaining mediums vanquished the undead masses. They formed an accord, symbolized by the crow - an omen of death. Clad in red cloaks, they kept the peace between the living and the dead, keeping them safe from each other.

The Red Crows, a group of mediums born with power over spirits, have been keeping the balance between human and haunted. They are the bridges between the mortal and dead worlds, ensuring the laws of both. Not all is well. Lost souls are still trapped, unable to ascend. The dead are put under control by the crows, made to work and toil until they may finally rest in peace - a thing that may never happen for some. Instead, some spirits remain, trapped both in the material plane, no longer home and in eternal torment...

But change is afoot. A plot by the restless dead threatens the very foundations of this world...

For as long as she can remember, a nameless ghost has been left to haunt a dwelling in peace. But even the dead must answer the call of destiny...

Have 1000 crow points.

Location:

You shall appear in England, near or within Bearbrass City. Where, however, is your choice. Alternatively, you may leave it to the fates and roll, for +100cp.

1. Remote House



Just outside of Bearbrass, across an old railway yard and overgrown brambles is a huge, abandoned house. It doesn't appear on any maps. Despite being abandoned, it's eerily clean and somewhat posh. Adventurous people like to come here, only to be scared away shortly. It'll soon be visited by a pair of crows, looking to protect the city from a dangerous spirit. There's also a library with a surprising amount of ghost stories upstairs. That's fitting, as it's almost as if there were a ghost or two haunting this place...

2. Crow's Nest



Located in the heart of the city, this is the nerve centre of the Bearbrass Branch of Red Crows. This bustling building is full of work - the crows train, study, work, and sometimes even live here. There are hundreds of rooms, from the enormous lobby and the gargantuan library to small offices. The newly deceased are registered here, and new meanings

are found for them. Work makes them free. Even in death, they become contributing members of civilization, using their energies to better society until they finally find peace.

3. Crypt Street Factory



This factory is quite suited for mass production. It supplies the majority of the city's husks - artificial bodies ghosts can possess, giving them a tangible "body" capable of interacting with the material plane more effectively than one going without. It's soon to become a nexus of trouble, as lately, an infamous gang of spectral criminals known as the Five Fingers, are said to be planning to meet up here.

4. Bearbrass Concert Hall



Beautiful melodies and symphonies can be heard here. The city's best musicians and its orchestra gather here to perform, and their music is adored by humans and ghosts alike. Currently, the virtuoso Madame Celeste is in vogue, delighting all with her marvellous cello recitals. However, the place hasn't been doing so well recently. Madame Celeste acquired a strange new instrument, rumoured to be cursed, a few weeks ago. Her music seems so enchanting and addictive that the masses prefer it over all else, and the rest of the orchestra is out of work. It looks like something fishy's going on here.

Origins:

Who are you? Have you a history in this world, or are you a strange traveler from another world? Any origin may be taken as a drop-in or come with a corresponding set of memories.

Crow - Ah, a freshly promoted junior crow! Here to join the noble profession of mediumship. Sometimes, when a person dies, they leave behind a ghost that causes trouble. The crows are an order of mediums, those with the ability to sense, interact with, and manipulate spirits. Following in the footsteps of the first crow, the crows are the protectors of society. They round up the supernatural, and put them to work for the good of the world until their essence and energy are spent, sending the lost soul to find peace...

Ghost (100cp) - It would seem like you've passed on. Yet, you remain in this material plane. Some consider this a blessing, others a curse. Your body has gone, and all that remains of you is your soul - your very *essence.* This has brought both advantages and pitfalls with it. On one hand, even the weakest ghosts have capabilities no living man, woman, or child in this world has. On the other hand, they face discrimination from society at large - you and your phantasmal brethren are seen as pests that need to move on and dissipate forever or property.

Perks:

There are many gifts, skills, and inborn abilities held by the people of this world, and now you may access them as well. As always, 100cp perks associated with a certain origin are free to that origin, and other perks are discounted by 50%.

Undiscounted:

Peace (free): This is a kindness done for you. Upon your end, you have a choice. You may remain as a shade, or move on. Nothing will stop you from stepping into your final

sleep, should you desire so. If you choose to stay as a ghost, you may choose to move on whenever you want.



That Creepy Look (50cp): Beauty. A fickle, intangible concept. A lucky few are born with it, and even then it is lost with the passage of the ages. Some die early, retaining their visages but losing their lives, consigned to be nought but a spectre for what may quite possibly be an eternity. You're hauntingly beautiful in your own right, and turn heads both corporeal and incorporeal. Even ghosts dead for decades or centuries aren't immune to your charms. (but then again, they're still people and feel attraction just like the living.) More than a few people are going to be falling for you at first sight - your striking appearance is something to behold, be it rugged and handsome, cute, downright smoking hot, or beauty of otherworldly, ethereal, fey grace.

Sound Test (50cp): Occasionally, the webcomic that portrays this world has theme music. It may be that some enjoy it. On will, you can make any of this music play. You can mentally adjust the volume up to orchestra levels, and decide whether it is just you who can hear it or share it with everyone.

Fearless And Formidable (200cp): There is quite some danger to be found around the city if one dares to test their mettle. Even though mediumship and spiritual power is vital, physical robustness and a stiff upper lip still stand. Your body is vigorous, spry, and nimble, having a good amount of potential for athletics, acrobatics, and other

pursuits. Not only that, but your mental resilience receives a sizable boost - you can still be shaken, but it'll take a lot more than a few stray haunters or crows to get there.

Coexistence (200cp): It is only by respecting one another that the dead and the living can exist together. Sadly, few people recognise this fact as truth. You do, however. Your heart is full of love, and it flows out of you. You're an excellent friend, and your love and kindness (platonic, romantic, familial, whatever) can bridge barriers and bring the best in people. You'll be able to befriend them somewhat no matter how much their pain bias affects them, and your very presence heals mental pain. Your heart rings true. May you leave a legacy of compassion.

Stronger Together (200cp): You've got a rare gift. Normally, when a person is successfully possessed, they are under the control of the entity within. To circumvent this foul influence, you've got a special technique that allows you to remain in control. If the possessing entity agrees, you may even access their unnatural abilities. Lastly, this makes you a perfect host for all entities that require one.

The Gravedigger (400cp): To have come so far at such an age, you must have been quite precocious. Simply put, you're a prodigy. You learn and retain knowledge and skills at an astounding rate, at least five times faster than normal. Others, more regular people, must work twice as hard to be half as good. If you truly applied yourself, you'd be seen as one of the greatest of your generation, perhaps *the* greatest. What you use your talents for is up to you - become the next high crow, or the most powerful ghost to appear since the era of the first crow.

Crow:

Mediumship (100cp): Crows are the chosen protectors of society because they are born wielding authority over the dead. This is an inherent gift, one that cannot be learnt. It'd be pretty dire if you were one of their number without this ability, so here you go. Through various methods, you are capable of gaining mastery over the dead by taking

their essence, binding them to your rules. In the olden times, crows performed harrowing rituals that risked their lives to gain control. With the advent of industry, crows no longer need to do this. Instead, you've been trained to use the crow's eye, the tool of catching spirits - a small, speaker-like invention that shoots red beams of spiritual energy, trapping ghosts in photographs.

Specialization (200cp): Over centuries, the red crows have expanded and become a nationwide order of spiritual protectors. There are many jobs within the order. Some, like the famous armoured undead enforcement department or the lowly bond-breakers, track, battle, and capture ghosts. Others take a more behind-the-scenes role, working as exorcists, archivists, medics, public liaisons, clerks, and more. You, too, have been trained in a certain job of some sort, and have around three or four years' worth of expertise in the matter.

Ghoulish Gadgets (400cp): The dead don't progress much in terms of technology, but humanity has always been a determined and innovative species, and in life, we are *not* stagnant. You have the knowledge of a first-class honours engineering graduate from a first-rate university, being able to build, design, and maintain almost all early 20th-century machinery. As a crow, your forte is that which combines mediumship with technology. You have great expertise when working on projects that involve the dead. Your skills include husk-making, spirit photography, crow's eyes, truth serum, and more. This perk will extend to the technology of other worlds *if* they involve spirits.

The Second (600cp): Just *who* are you? There's only one person in history who can match your raw power in mediumship. The legendary first crow, the strongest of them all. You are born genius among geniuses when it comes to mediumship. An anomaly of immense spiritual power. So supreme and unparalleled were her, and now your, powers that she could capture a soul with a single look, and could even control living beasts, such as thousands of birds. You have prodigious, once-in-a-millennium talent in mediumship, necromancy, and all magics that manipulate the energies of life, the soul, death, and

undeath. All revenant beings, whether they be ghosts, skeletons, zombies, vampires, or else, instinctively respect you and heed your commands. As your power grows, this effect will grow as well, but keep in mind that powerful undead are resistant or outright immune to this effect. Perhaps someday, in another world, even the mightiest of liches shall bow to your will. You are well versed in the old ways of the crows, that of using pieces of your soul to capture the essence of others - gaining power over them. A contract between souls. You could temporarily keep the dead from moving on to the afterlife this way. Most potent of all is the power of the red sword, the ritualized casting using a blade to cut off slivers of your very soul. You could bind souls to yourself *permanently,* make great barriers impassable to the dead, and someday, *someday,* in another world you just might make it impossible for *anyone* to pass on. But such power comes with its costs. Whenever you use the red sword, you cut off a piece of your soul. The more you do it, the more you lose your sense of self. Your identity and memories will slip away, until you are no more. But surely that's a small price, right?



Ghost:

Eternity (100cp): You're going to be around for what could quite end up as forever. Many see this as a curse. Not you. Your mind is truly suited for eternity. This manifests as a nigh-infinite sense of patience. You can adapt to new things with ease, and you will always enjoy what brings you joy, no matter how many times you partake in it. Ennui, boredom, and depression shall never nip at you, and even after a thousand years, you can say with all honesty that you lived for yourself, a life where you can smile from the deepest reaches of your heart and soul.

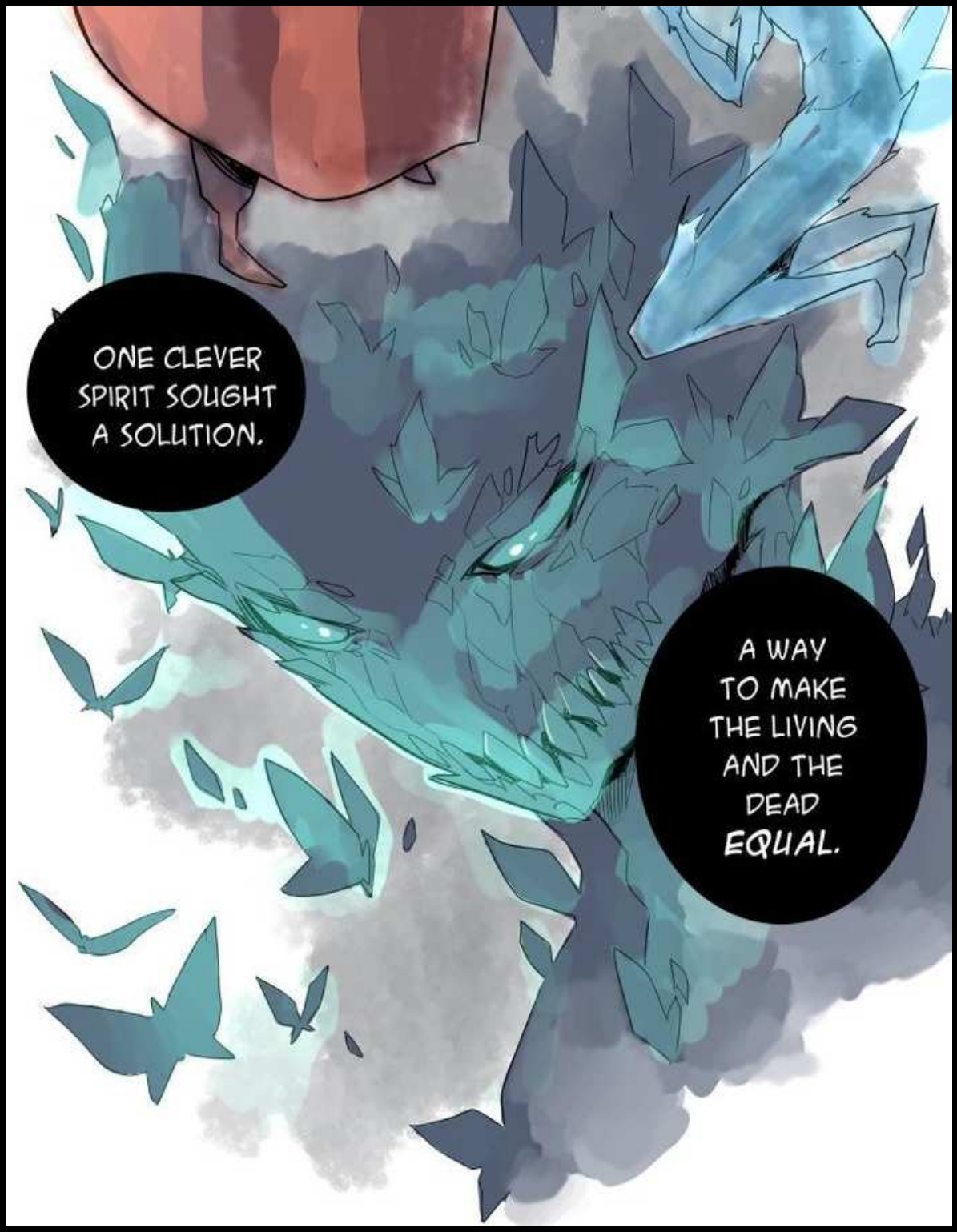
Spine-Tingling Spook (200cp): You have a supernatural sense of what needs to be done to scare, rattle, terrify, and just unsettle people on a level. You're really good at fearmongering - whether that's through intimidation, creepiness, or just plain scaring the living daylights out of people. You can send weak-willed crows running for what they think are their dear lives with ease. Ghosts are supposed to be *scary,* after all.



Death Manifestation (400cp): A ghost's clothes are part of them. The outfit and state of appearance reflect the inner state of the soul. Spirits that have a strong sense of self may look as they wish, while restless or weak spirits can't control it, instead having an outfit reflecting sad memories. This property is universal among ghosts, and you are no exception. Rather, you're one of the best examples of this phenomenon. You may change clothes at will with a mental command, as long as you actually had those clothes in life. It's a form of shapeshifting, only with your clothes. Yet this isn't the full extent of your appearance - many of the dead are beings of ectoplasm, and you shift between a human

form, a colourful, human-looking form made of ectoplasm, your appearance at the moment of your death, and a form befitting of your nature as an apparition.

Strangling Charisma (600cp): Look at these crows. They oppress the dead, calling them nothing more than pests and vermin. They make you serve them until the last embers of your soul are quenched. But weren't you and your ilk once people too? Do you not deserve dignity? Of course you do. Some dedicate themselves to causes with passion, charismatic leaders who bring across revolutions and great change, for better or worse. Now you are among that number. You exhibit a force of personality and charisma akin to the greatest leaders in history, persuading and deceiving like no other. The gift of tongues was something you mastered early on - your speeches are the oratory stuff of legend and you can manipulate the opinions of even the most stubborn like taffy. But where you truly excel is rallying your brethren to a common cause. Your charm will magnify and you'll be a leader revered and remembered for thousands of years. Go on, jumper. For liberation. Not only that, but you are a master at leading organized movements, whether they be a country's government, a standing army, or a band of rebels. Go forth and unite all of deadkind! Mind you, it'd seem that another is already on that path…


ONE CLEVER SPIRIT SOUGHT A SOLUTION.
A WAY TO MAKE THE LIVING AND THE DEAD EQUAL.

Ghost Customization Section:

THIS SECTION IS ONLY AVAILABLE TO GHOSTS. NO BREATHERS ALLOWED.

No two ghosts are created equal. Both the identity of the dying person and the type of death they die are important factors in determining what ghost they become. There are many different types of them, with varying appearances and capabilities.

However, there are capabilities universal among the undead, and they are listed as follows:

- Ghosts can levitate and fly around at varying speeds. There are fast ghosts and slow ones. The average ghost can fly as fast as a songbird if they're really pushing it. The fastest can rival birds of prey.
- All are intangible as well, able to phase through most things, but most are unable to interact with the ethereal plane. A ghost can touch other ghosts, but nothing else. Post-jump, you can toggle this intangibility at will.
- Strength is a factor as well - most spirits have the same strength as they did in life, but a few can put out astounding amounts of force. While ghosts are normally intangible, their physical force applies if they are possessing someone/thing or interacting with spectral objects.
- Possession is the last ability every ghost has. You can possess any husk with ease, or even people, though it's a battle of willpower if done involuntarily.

Now, what kind of spirit are you?

Wisp (+100cp): The ghosts who died without ever realizing their potential. Reflecting this, wisps are utterly unexceptional in every way, shape, or form.

Drudge (free): A subclass of the spectre family of ghosts, representing apathy, dread, and other not-so-wonderful feelings. Drudges are the ghosts of those who died in apathy. They're capable of depossession - the act of removing souls. Drudges can shake apart

the core of another's souls - a common method of predation is taking living spirits out of their bodies and feasting. If this is used on ghosts, it causes them agonizing amounts of pain.

Gloamskull (free): Gloamskulls take the form of a colourful, floating head made of ectoplasm. They can hurl streams of ecto-vomit from their mouths. Aside from covering whatever it hits with, well, ghostly puke, this makes the eyes of whatever victim glow yellow if they lie.

Gloom Shadow (free): The souls of really, really, rich people. Often used as security guards because they're known for being very stingy and greedy. Gloom shadows have a preternatural sense of wealth - more specifically, what they have and if anything has been stolen.

Poltergeist (200cp): The ghosts of those who died in excruciating pain, these are considered among the vilest pests of the spirit world. Appearing as many-armed or tentacled entities, they have limited control over the physical world - most often used for vandalism. Another ability shared between Poltergeists is one of eating other ghosts to satisfy their hunger, and recover drained strength. Aside from their tentacles. Poltergeists have great resistance to pain as due to the circumstances of death.

Banshee (200cp): Named after the wailing spirits of Irish folklore, these spirits are more akin to what you might find in the popular culture of your world. Banshees are, as expected, capable of letting loose ear-piercing shrieks. These are screeches loud and dangerous enough to injure the living and



incapacitate the dead on a direct, close-up hit. Additionally, these screams seem to act like some sort of breath weapon, launching ectoplasm towards wherever you direct it.

Nebelgeist (200cp): Ghosts capable of altering the memories of the living. You can implant false memories, remind people of long-forgotten events, erase memories, and even cause amnesia if you're really pushing it.

Swamp Geist/Phlegmgeist/Slime Shadow (200cp): Ooh, you must be a fan of Slimer. You're a ghost of slime - a real live gelatinous cube. You can still take human form, sure, but why would you want to do that when you can just ooze in and out of wherever you want? Your gooey, liquid nature makes you hard to harm. Lastly, you can stink really bad if you want.

Pyrogeist (400cp): Also known as a fireshade. Pyrogeists are the ghosts of those who died from immolation. As ghosts, they have power over flame. You can create, direct, and quash fires. Your beginning temperature would be around 1800 fahrenheit, and this only gets higher as you grow in age and experience. You could likely engulf an entire house in flames, and burn most obstacles to cinders.

Cryogeist (400cp): Whereas the Pyrogeist is to fire, the Cryogeist is to ice. Like the Pyrogeist, the Cryogeist is considered a rare and powerful type of ghost. You can spontaneously create cold, ice, and snow. You could freeze entire houses in massive glaciers, or produce small showers of snowflakes. You've got a fair amount of finesse with your powers as well. Shaping your ice is a relatively easy matter for you, so you can make constructs of whatever you want.

Cloud Ghast/Cumulogeist (400cp): This group of ghosts are - you guessed it - capable of manipulating clouds, air, and weather. The sky is yours to command. Rain, wind, lightning and thunder are all things you may call down at your leisure. You can even manipulate the temperature of an area, bringing it from desert heat to arctic cold - but

this takes time. Additionally, you are among the fastest of all spirits, to the point where you could probably race with diving falcons and have an even chance of coming out on top.

Umbrageist (400gp): One of the most fearsome species of ghost lurking in the city. The umbrageist appears as a large, shifting mass of black arms, claws, and tentacles. Aside from being much, much, stronger than other ghosts, more akin to an elephant than a person, they are capable of feasting on both living people and ghosts, absorbing their essence and growing stronger with each kill.

Double Exposure (free, can be taken with other ghost classifications): This is quite a rare occurrence. You've somehow been spiritually linked to another ghost. You share a telepathic bond, and may even see into each other's memories. You have a private pocket dimension where only the two of you may enter. However, you also share pain - any pain they feel is yours as well, and vice versa. Your linked friend may be taken as a companion at the end of the jump.

Custom (free): Maybe you'd like to choose what kind of ghost you are? Something unique altogether? Very well. You may access the below ghost abilities section.

Ghost Abilities:

Tentacles (50cp): A common ability. You may sprout multiple ghostly tentacles from your back, which are strong, supple, and can be controlled as easily as your own limbs. With experience, they strengthen further and you grow more tentacles.

Stretching Body (50cp): You may stretch any of your limbs, elongating them for further reach. You can also do this with your neck.

Greed (50cp): You have a sense of how much wealth you've accumulated, how it compares to that of others, and if any of it has been taken.

Ecto-Vomit (50cp): You can spit out globs of vomit that are harmless, but make the eyes of victims glow yellow if they're lying.

Possession (100cp): All ghosts are able to possess husks and living beings. You take this to the next level, as you have an innate knack for possession. Your ability to possess the unwilling has heightened, and you can now possess normal objects that aren't husks.

Depossession (100cp): The main ability of the drudge. The ability to remove souls. By shaking and rending apart souls, one can cause great pain to any ghosts on contact and exorcises them from anything they're possessing at the moment. This may also split ghosts who are stuck together in a larger whole.

Pain Resistance (100cp): As ghosts who died in excruciating pain, poltergeists are almost immune to the sensation in death. This now extends to you. Any pain that you feel will be reduced by a large margin, so even losing limbs or getting holes punched through you would feel like paper cuts or being poked.

Shriek (200cp): You have a sonic attack in the form of your scream. It can shatter glass, damage eardrums, harm both the living and the dead, and launches ectoplasm everywhere.

Liquid Form (200cp): Your body can shift to a gelatinous, liquid state at any time. You're largely impervious to harm in this form, requiring specialized dangers to actually hurt. There are many applications to having a liquid body, which I leave to you to discover. You're a slime now. Well, at least you can be whenever you want.

Memory Alteration (200cp): You can alter memories now. Like having a liquid form, this is pretty versatile. I don't really think I need to explain how forcing people to forget things, implanting false memories, sharing real ones, or reminding people of long-forgotten experiences can be helpful.

Ghostly Power (200cp): Your form as a ghost is simply superior to others. You're stronger, tougher, and you fly faster. Your physical abilities are close to the animals that are the best at such things. Go smack some crows in the face now.

Mind Reading (400cp): You can read the minds and memories of other beings. You can sense what they sense, predict their every move, and generally gain an uncanny understanding of them when you first meet them.

Illusions (400cp): One of the old, stereotypical bad guy powers. You can project your power in the form of visions now. This is great for deception, espionage, and other underhanded means. Your range is an entire city, and there's no limit to how many illusions you have up and running around at any one time.

Watcher (400cp): Firstly, you always know when you're being observed, and how. You can discern the location of any observer and how they're observing you. Secondly, you can discreetly observe anything or anyone in the world now, no matter how well hidden they are or where they are. You can only spy on one person/thing at a time, though.

Elemental Kinesis (400cp): You can manipulate one of the natural elements. Fire, ice, the weather, earth, plants, and more. Your power over this element is like that of a skilled bender from Avatar, or a nascent demigod from Percy Jackson. Can be purchased multiple times.

Gestalt (600cp): You can split your being up into thousands of smaller fragments, controlled by you as a hive mind. This allows for unparalleled multitasking and shapeshifting. This buffs mind reading or possession, allowing you to sense the minds of/possess hundreds at once. Additionally, you are among the strongest of ghostkind now, able to level entire city bollocks, throw around houses, and move at blinding

speeds. If you're ever harmed, you'll survive so long as at least one piece of you is still around.

Gear:

There's plenty of useful material to be had here. So welcome to my gift shop! Some of our wares are easily attained, while others are rare artifacts that may or may not date back for centuries. Take your pick, and use your purchases wisely!

Undiscounted:

Rise from Ashes (50cp) - The webcomic, by Madeleine Rosca. The two previous pilots and the final version come downloaded on a smartphone.

Money (50cp) - You know. That one thing you get when you have 50cp left over and nothing to spend it on. Well, for every 50cp you give, you get 500 pounds in exchange. Go buy something nice. In future jumps, this will become the equivalent currency, or goods if it's a barter system and currency has no meaning. This amount of money will replenish every month. Can be bought multiple times for more. It even comes with a wallet to hold it.

Ghost Stories (50cp) - Given the prevalence of dead souls in this world, it seems appropriate that tales about them abound. Now you have a sizable amount of books to peruse when you want a good ghost story to read, including famous reads from our world like *Frankenstein, Dracula, The Picture of Dorian Gray, The Strange Case of Dr. Jekyll and Mr. Hyde,* and *The Tell-Tale Heart*. They even get their own warehouse attachment - a small library, dedicated to these spooky, musty old tomes.

This one has *sprinkles!* (50cp) - A box of donuts. Guaranteed to be delicious. Anyhow, this box can hold 12 donuts, is reusable, and will replenish any eaten donuts within half an

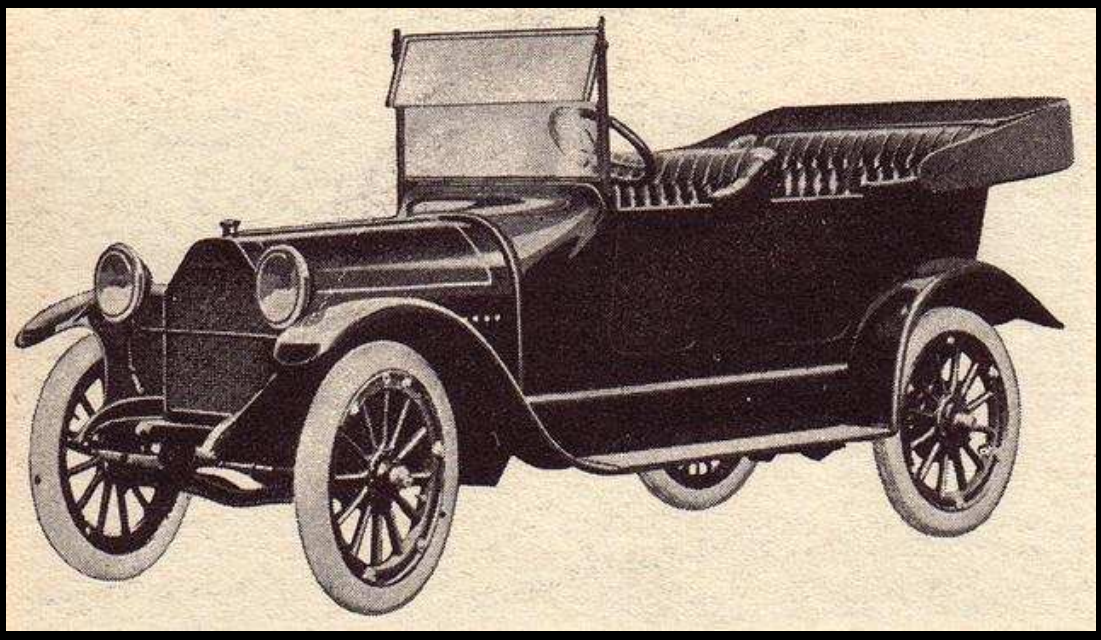
hour of consumption. The donuts themselves come in any way you want - any dough, glaze, sprinkles, or the like that you specify.

Truth Serum (100cp) - A small jar of Gloamskull vomit. Replenishes daily. Like I said before, it makes the eyes of liars glow yellow. This can be subtly laced into any beverage, and is both tasteless and harmless.

Wardrobe (100cp): There's nothing special about this item. You just have a closet full of period appropriate clothes for a person of your gender - from fancy suits and dresses to worker's clothes.

Phantasmal Instrument (200cp): A special instrument of your choosing. Whatever shape it takes, it can act as a husk and is possessed by the spirit of a gifted musician. This enhances the skill of whoever plays it. Combined with talent and training, its song makes the pieces one plays so beautiful that they could only be compared to the epics of the musician of old, Orpheus.

A Set of Wheels (200cp): A classy car from the early 20th century. Somehow, it's as well made as the cars of the next century, and could feasibly compete in a F1 or Nascar race. It's surprisingly durable, too - it'd take nothing short of a tank cannon to total it. It never runs out of fuel and is a husk, meaning that it can be powered or possessed by a ghost.



Coffin of Chains (200cp): Another artifact created by the first crow. This is a centuries-old imposing cadaver covered in spikes. In olden times, it was used to hunt down enemies of the crows, both living and dead. They eventually stopped using it after several accidental deaths. Upon opening the casket, spectral chains spring out and bind its prey with harrowing speed, before dragging them into the coffin, which is completely soundproof. What you do with your new captives is up to you.

Airship (400cp): Wow, you're really moving on up! This is your very own dirigible. The cabin has everything you need to live - comfortable quarters, a restocking kitchen, a bathroom, and more. It can be piloted manually, but it's also a husk like the car - meaning that if you don't want to fly it, you can have a ghost possess it and do all the work for you. Or maybe you are a ghost and just want to fly around with a zeppelin as your body. Comes with a pilot's manual, for those without any experience in aviation.

Who You Gonna Call? (400cp): I'm afraid the answer to that question isn't something anyone from around here would get. Either way, you seem to have come across a strange contraption. It looks like some sort of mechanical backpack, with a hose attached. Firing it projects a stream of energy, ensnaring whatever ghost it hits. This also comes with a set of ten "traps," which capture any ghosts above it when activated by a foot pedal. There's one thing to keep in mind - if you ever come across another one of these things, make sure not to cross the streams.

Veritas Reflectum (400cp): An ornate mirror almost as tall as a grown man. I like to call it the Mirror of Murder. This one's special. Otherwise, I wouldn't be selling it to you for 400cp. What it does is show what ghost a person would leave if they died. Useful if you want to go get a ghost that suits your purposes, and you're willing to do some shady things. It'll also always show the true reflection of whatever lies in front of it. Invisible ghosts, vampires that normally leave no reflection, creatures hiding behind illusions - this mirror reveals all.

Red Blade (600cp): A supernaturally sharp, indestructible sword, straight out of medieval times. May or may not be red. It comes with a number of boons. Firstly, it is entirely able to affect ghosts and other intangible beings, killing them or sending them on to the afterlife. Secondly, upon killing any sapient being the sword will force the being's soul to rise from the body. And lastly, it can affect the soul. Attacks from this weapon directly affect the soul, so even one cut is capable of ending a being (if they have a soul.) The blade can absorb and release all types of energy as well. It's particularly good at absorbing ghosts and using their essence to fuel other magical processes, such as reinforcing the body's physical capabilities or shooting beams of pure spiritual energy. The more it dispatches, the more ghosts trapped within, ones that you may commune with at your leisure. You may import any weapon you see fit to have it gain these qualities and the alt-form of a sword.

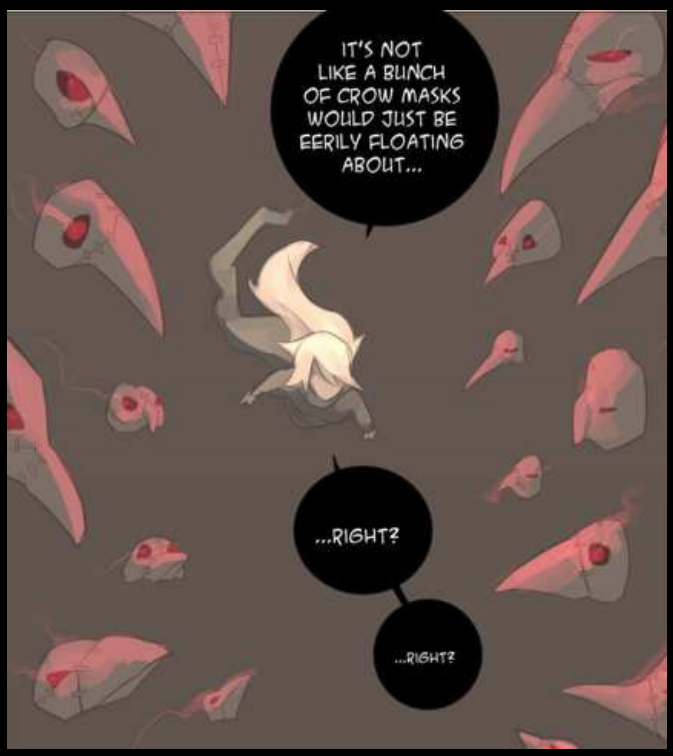
Crow:

Crow's Uniform (100cp): The crows are nowadays a civil service, much like the police forces of other worlds. And what do those organizations have in common? Uniforms! You get your uniform. It can be customized a bit, but as a rule, all crow uniforms consist of austere black attire, gloves, and a red cloak. The clothes are comfortable, yet breathable and durable. They provide a small degree of protection, and the cloak is always warm and soft. Guaranteed to make you look good.

Crow's Eye (100cp): Spirit photography, weaponized. This is the backbone of the Crow's arsenal. It's what they use to capture ghosts. It looks like a small box, but it is capable of shooting out powerful blasts of spectral energy that injure ghosts, though that isn't the main use. As I said, it's for capturing ghosts - a clear shot will suck nearby spirits, safely containing them in the box. However, once a ghost is captured, the crow's eye may not be used to capture more.

Husk (200cp): A husk is an artificial vessel, made by the living to be possessed by the dead. Some are human-shaped, others are mechanical. They range from party balloons to mannequins to gigantic, treaded vehicles used to clean the streets. You get a

humanoid combat husk, one that can be possessed by a spirit to fight on your behalf. Keep in mind that some ghosts may have difficulty entering because they haven't dressed themselves for a long, long time.



Mask (400cp): The high crow must've seen true potential in you to bestow this. Or maybe you acquired it through other means. The birdlike masks of the crows are given to only those who've proven themselves to be the best and brightest. This is a heirloom sewn personally by the first crow. While it appears to be a simple badge of honor among your colleagues, the truth is that the power of the masks runs far deeper. Every mask holds a fragment of the soul of the first crow, one that guides them in some way. For some, it compensates for disabilities such as lost senses. It provides others with ancient advice on mediumship. Your mask does the same. The pieces of the first embedded within are quite sinister and ruthless, and yours is no exception. However, it is entirely loyal to you and will always do its best to help you.

Nest (600cp): Your very own base of operations. With this, you're probably either running a secondary branch of the Bearbrass nest or you're based out of another city. It;s the size of a large police station, and contains numerous facilities - everything a group of people in the low hundreds would need to live comfortably, armories, archives, offices, and more. It is located on top of a magical ley line, ensuring excellent communication between mediums and a large, steady source of magical power in future jumps. Lastly, there is a powerful barrier erected long ago by the first crow that keeps

out the dead unless permitted, or the first crow herself dispels it. You are the head crow of this nest, and lead hundreds of crows of varying degrees of competency. Hope you're up to the challenge. In future jumps, this can be imported as a large organization, but it might be awkward if there aren't any ghosts around. Your subordinates will change every jump - the place is always staffed by locals. To get around this, this can instead be a secret lair for one without anybody else.

Ghost:

Memento (100cp): Something from your previous life. Maybe from your incarnation in this world, or a past one. Perhaps it's one from your original universe. Either way, having this around soothes your heart and gives you a sense of purpose.

Glory to the Revolution! (100cp): You have a well-drawn portrait of a ghostly moth with eyes on the wings. It looks really cool and could fit in an art museum. Maybe you could sell it to somebody in the next jump.

Battery (200cp): Many deviant spirits are sent off to power the city of Bearbrass, a hallmark of living oppression. But maybe you could use such machinery for your own benefit? This is a sort of battery. It sort of looks like a bronze diving helmet with t-rex limbs. You may enter this at will and power it with your own ectoplasmic energy, which can be converted to any form of energy you need at the moment.

Bird Remover Mk. II (400cp): For those who want to recruit *en masse*. There's another word for that. Murder. But is it really murder when they leave ghosts behind? This is a really, really, big bomb. You'd need a dump truck to haul this thing around. It's about the size of a wrecking ball, has spikes, and can be detonated to blow up at least several city blocks. After usage, you'll get a new one every year.

A Home (600cp): This is an old victorian-style house. It's large, expansive, and very much a comfortable place to live in. It's located in the middle of nowhere, too, and can only be found by you and those you want to find it. Unless you accidentally lead somebody to it.

Many birds make their home in it, but they somehow always clean up after themselves and are friendly towards you. You can even boss them around. Any damage the house takes will be prepared automatically, and it is warded so that the undead can't enter - it qualifies as "holy ground." The true power of this place is in the fact that it isn't really a house at all. It's an incredibly complex and powerful spiritual construct that's part of you. It can even fly if you're pumping enough power into it. When you need to, you can draw the dormant power resting within to amplify all your capabilities a hundredfold. However, you can only do this once per jump, or once per ten years, whichever comes first. As long as you dwell within the walls of this building, you will not die. All who die here will remain as ghosts. If the house is destroyed, this effect is dispelled. You may import another building to gain these qualities.

Companions:

Import (free): Bring in your 8 companions, as usual. Everybody gets 800cp.

Bondspirit (100cp, free crow): All crows at junior level and above have a ghostly personal assistant to work with. You, too, have a new bond spirit assigned to you. Traditionally, this is your first catch. This individual ghost is someone you get along with, and with time and effort both ways you could befriend them further. You may import a companion to be your bondspirit, if you wish. They get 600cp to spend on perks and items and 400cp to spend on the ghost customization section. If you take double exposure, its cost goes up to 300cp.

Cloaked Colleague (100cp, free crow): The crows are a tightly knit association. They often work together, and fledgling crows learn from assigned masters. You have a close friend/colleague who you'll work together with on many occasions. They get 600cp to spend on themselves and a 300cp item stipend.

Canon Companion (free/100cp): Looking to recruit someone from this world? Sure. Do that for free, but you have to convince them without the aid of any perks. For 100cp, you can ensure that you'll get several favourable meetings with that person, or if you choose not to be a drop-in, you'll already have been friends with that person. If they don't come along for whatever reason, you'll get the cp back at the end of the jump.

Drawbacks:

Suffering through additional hardships for more power? More glory? More shinies? You sure do take after *her.* But I won't stop you. There's no drawback limit here.

Era of the First: (+0cp): Perhaps you'd like to start early? You now enter this world when it all started - a millenia ago, when the first crow was still alive and young. More specifically, in a small kingdom, the people who would grow up to become the First Crow and the Strangler are but a pair of small children. In a week, they will meet. You'll see the birth of a legend, and the founding of the red crows. You may choose to spend the normal ten years here, or draw out your stay to 1920.

Bound (+100cp, ghost only): It looks like you've already been caught and pressed into service as a red crow. Your essence is bound in a photograph in the archives of the Bearbrass Nest. What job you've been assigned is up to chance. Maybe you'll get a menial labour job, like being a maid, janitor, or security guard. They could plug you into the Bearbrass power grid, or maybe they'll assign you to serve a crow as their bondspirit. If you rebel, the crows will send you back to your photograph, and you'll essentially be stuck within the pocket dimension inside until they recall you. Actually, that last one is pretty likely, so you can choose that for free. Additionally, you are under the following rules that the crows impose on all ghosts in their custody:

1. A ghost cannot harm a red crow.
2. A ghost cannot harm another soul, living or dead, unless ordered to by a red crow.

3. A ghost must possess or depossess any person or item immediately under a red crow.
4. The ghost must return to their photograph immediately upon the order of a red crow.
5. And most importantly, the ghost must always heed the words of any living soul.

Pecking Order (+100cp): No pun intended. In civilization, and groups of people in general, there is always a hierarchy. One that you're starting from the bottom of. For crows, this means that you've been put on suspension. Bureaucracy will get in your way, you'll be prohibited from summoning stronger spirits, and some of your fellow crows may look down on you. You get too much paperwork, and not enough glory, in other words. Ghosts will find themselves distrusted by others and left out, having a difficult time making friends.

Moth Plague (+100cp): You will encounter ghostly, phantasmal illusions of moths and butterflies wherever you go. They are entirely harmless, but they'll be almost everywhere. Eventually, it'll start to be annoying. They'll even get in your warehouse if you keep the doorway open for too long.

Rival (+100cp): There's this one person who can't stand you. They ostensibly have the same goals as you do, but you two inevitably have personality clashes guaranteed to grate on your nerves. They have the same perks from this jump as you, or at least the potential to reach that level. They're not really a bad person, either, though they may occasionally go out of their way to annoy or sabotage you. You will always fail if you try to remove them from the picture in some way. How're you going to deal with this? Maybe you can work this out like a mature person. If you befriend your rival and they agree to it, you may take them as a companion at the end of the jump.

Family Issues (+200cp, only available to non-drop-ins): You have family, and it's not a pretty situation. You aren't close. Maybe they were somewhat abusive, maybe you've

grown distant, or maybe you've lost track of them entirely. And it's up to you to reconcile with them before the jump's end, or else you fail the chain.

Blind (+200cp): This is exactly what it sounds like. You are blind. You can't see. Good luck getting around now. There are ways to compensate for this disability, but you'll have to find them yourself.

Cello Addiction (+200cp): Amazing. Breathtaking. Rapturous. You just love Madame Celeste's music, and you wouldn't give it up for the world, your companions, your chain, or anything, really. It's just pure bliss. You'd do *anything* to keep listening to it.

Die, Breathers! (+200cp): There is discrimination going both ways between dead and living, and it seems to have a particular effect on you. Any person different from you (in terms of being alive or not) has an instinctive dislike for you.

Take It Off (+200cp, requires mask): Uh oh. It looks like that mask is stuck on your face permanently now. Or at least for a long time. You can take it off partially to expose your mouth when you want to eat, or do something else with your mouth, but otherwise the mask stays on.

Doing the Deed (+400cp, only available to Ghosts): Normally, you'd just start out a ghost with either your death in the past, or it already has been taken care of. With this drawback, you enter this jump. You will die, in the worst manner possible, and this will leave lasting trauma.

I Won't Be Alone Again (+400cp): You have one you care for. A companion, a sibling, a friend, a lover, a parent. And they will pass. This will cut your heart in twain. Destiny calls for them to leave you, and you cannot accept this. You will search desperately for dark powers and any means to keep them in this world.

Last Shard (+600cp): You've always been here, haven't you? You've always haunted this world. Just another person. You're just a normal person, and a weak one at that. Maybe you're a weak wisp if you're a ghost, or a bed-bound, terminally ill patient as a human. Memories? Otherworldly power? A strange journey through worlds? Those are *all* imaginary. Your soul has been split into thousands of pieces, and you're the last, a shadow of your former self - without any of the powers, splendor, memory, or glory that made you the JUMPER. The others are all gone.

Strangulation (+600cp): The Strangler. The former bondspirit of the first crow, and the most powerful ghost in the world. The head of the secret ghost revolution. He considers you an important factor in his plans to kill every living soul on this Earth and create a world of the dead. Maybe you're a target to be eliminated, or a potential source of power. You have his attention now, and he will devote significant time, effort, and resources to capturing or eliminating you.

Future:

You've survived for ten years, Jumper. A familiar choice presents itself:

Back To The House - It might have been too much. Maybe you just want to go home. Go, and farewell. You may keep what boons you've gained, and may you live with joy among your friends and family.

We've Got A City To Rebuild - This world isn't the best place. There's so much work to be done, so many memories to be made. You've elected to stay here for the rest of your days.

Let's Make The Last Trip Together - It's time. Possibly forever. You step forwards into a brave new world.

Notes:

Changelog:

Jumpdoc first made 3.13.2022.

Published 7.9.2022

Jump Notes:

- The crows are essentially ghost police. Living people who police ghosts. They're not as morally righteous as they seem to be. The crows protect society, but they also enforce its rules, and the living oppress and enslave the dead. They're not card-carrying, Saturday morning cartoon villains, though. Most of them generally believe in what they're doing, and they are good for most people as a whole, as they keep order. There are conspiracies and a couple of corrupt ones, though.
- The whole reason why ghosts stick around in this world is because of the First Crow's doing. Long ago, a girl met a boy, when they were both living. They became friends, but the boy died, and became a ghost. The girl, who would become the future first crow, bound the boy's ghost to her. But eventually, he began to fade, so the first crow used the last piece of her soul to create a death barrier - something preventing all people's souls from ascending to the afterlife. This was her final act. The boy became the Strangler, and went nuts over the centuries. So nobody can pass on, because the first sacrificed herself so that there'd be a barrier that prevents ghosts from doing that. That barrier encapsulates the whole world.
- Gloom Shadows: I'm making stuff up here.
- Swamp Geist/Phlegmgeist/Slime Shadows: These are actually three different kinds of ghosts, but they're similar, so I'm lumping them together.
- Cloud Ghast/Cumulogeist: They don't specify what they can do in the webcomic, so I made it up. You basically have the breadth of Storm's powers, though not the depth. You've got the Control Weather and you can spam it like a cantrip.
- Ghoulish Gadgets: Examples of what's meant as in "technology of other worlds that involves ghosts'' are proton packs and mod souls. You're capable of replicating all the fancy stuff they do with ghosts and machines in the webcomic.

You could power electronics using the help of a spirit, etc. Additionally, you can make these using only science. In other words, you could make Crow's Eyes without having to put a crow ghost in there. Red crows do leave ghosts. It's a secret of the crows that only high-ranking members know. The majority of people believe that crows don't leave ghosts.

- The Second: I'm blowing it out of proportion here. Skeletons, zombies, and vampires don't exist in the setting.
- Red Blade: I'm also blowing this out of proportion. Overexaggerating.
- Strangling Charisma: This basically gives you charisma like MLK, Churchill, Gandhi, or any other leaders of our time. Now you, too, can be ghost hitler. Mind you, there's already somebody (the Strangler) trying to unite all the ghosts.
- The Strangler's plan can be boiled down to: "Murder everybody and rule the world as the king of the ghosts."
- Poppy Kingsmith's bondspirit, Undine, is a phantom, but they don't really say anything about phantoms so I didn't include phantom as a classification.

Other Notes:
Jump Number 6.

Mada Mada Plus Ultra. I say that because a) it's my signature, my way of proving that I, Eyouchen/MadaMada wrote this jump and not some other person and b) it means that I'm going to make more stuff in the future.

When I was first reading the webcomic, I thought it was the Strangler in the masks. I sort of regret making a jump for this webcomic.

This is the first jump where I'm actively trying to incorporate images on a larger scale. Looking at Elf-San wa Yasenrai 2.0 and Uratarou was really helpful.

Am I doing copyright infringement each time I make a jump for something? I only made this jump because Rise from Ashes was one of my favorite webcomics and it went on fast pass. And I'm not somebody who wants to use money to get coins. If Webtoon or Madeleine Rosca ever see this document, I apologize if this offends you because of copyright.

Recently, I've been thinking of where the settings of the jumps I write are located. I've divided the location into four categories, and it pans out like this:

- Not Earth (Space/Unspecified Fantasy World): 2 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard
- Earth, but unspecified: 1 - Toaster Dude
- Global: 1 - DCeased
- Specific Country: 2
    - The Troop - Canada
    - Rise from Ashes - The UK (Based on the mannerisms of the characters and the fact that there's a big ship with a Union Jack in the first episode)

Hopefully I can cover most of the globe with the jumps I've made. I'd like to have a jump based in a lot of countries.