

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In this world ghosts roam, scaring humans both for fun and because it is expected of them. More importantly - it's Christmas time, Jumper! Within the next few days, Casper the Friendly Ghost will be given a near impossible task: scare someone, and actually mean it! If he can't get the job done, he will be banished to an endless black void for all eternity. Do you want to give him a hand? Maybe scare some humans yourself? Or perhaps, just enjoy the holiday season?

You arrive in this world a week before Christmas, and will be staying until Christmas has come and gone.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a ghost. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Mean-spirited ghosts such as the Ghostly Trio often refer to them as fleshies.

[400cp/600cp] Ghost

Like Casper and The Ghostly Trio, you are a ghost, and can no longer be counted among the living. You are somewhat transparent, with either a pale white or blue 'skin' colour. Instead of legs, your body ends in a ghostly tail.

As a ghost, you have access to various ghostly powers. You can fly, go through walls, and more. If your body is completely destroyed, somehow, it will count as death for the purposes of chain failure.

For an additional 200cp (600cp total), then like Kibosh, you are a step above the ordinary ghost. Your ghost form is much taller than it would be otherwise, your 'skin' colour is green, and you possess red eyes with black sclera. You will also gain access to powers otherwise used exclusively by Kibosh.

See the notes section for a more detailed explanation of ghosts, their strengths, and their weaknesses.

-Background-

You must choose one of the two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Friendly

You sure a friendly sort! The humans around these parts appear to be quite welcoming, and you may count yourself among them. If you are a ghost, then you are a rarity, though I'm sure Casper would love to be your friend.

Mean

Do you like to scare others? Perhaps you are a bit of a jerk? Then count yourself amongst the mean-spirited in this world, the bulk of whom are, well, mean spirits!

-Location-

You may choose to begin anywhere within Kriss, Massachusetts, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Friendly Perks

[100cp, Free for Friendly] Reckless Driver

You have the prerequisite knowledge and ability to be an expert in driving cars and similar vehicles, with a specialty in stunt driving. Perhaps you could put this to use when escaping serial harassers?

[100cp, Free for Friendly] Now I'm Gonna Have That Song Stuck In My Head All Day

You have access to your own personal theme song! If you already have a theme song, you may use it for this power. Otherwise, upon purchase of this perk, a personal theme song will be designed in line with your preferences, so long as it explicitly includes a name or title used to refer to yourself. You are able to play this theme music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human). You may also choose to play the song, but with an alternate name or title swapped in – but this does not change the tune, so it can potentially mess up the song.

[200cp, Discounted for Friendly] A Talking Snowman?

It's unfortunate, but the reality is that the majority of people in this world just aren't up to handling things such as ghosts. So, why not just pretend they aren't there?

With this perk, you are able to automatically self-delude whenever you encounter something that would cause you to freak out, or otherwise harm your sanity. For example, if you came across a ghost, and ghosts were too much for you, you might instead interpret them as a talking snowman, or an actor using special effects. This self-delusion will never cause you to not see something, or to instead see something that is not there; it only makes you interpret things in ways you are able to deal with.

You are able to toggle this effect on or off as desired. When toggling off, you may choose whether any of the existing delusions you have come up with are revealed to you or not. If so, you can choose how far back this goes, in the event that you consider a specific time period particularly risky. These revelations are limited solely to delusions caused by this perk.

[200cp, Discounted for Friendly] Oh Right, Cause I'm A Snowman!

It can be hard, pretending to be something you're not. Now, you'll have an easier time of it.

When you are deceiving someone by pretending to be something or someone you are not, and you make a mistake noticed by the other party, that party will bring it to your attention. This allows you to reassure them by explaining your mistake away, at which time that event will no longer be suspicious for them. Occasionally, the party may even offer up a potential explanation as part of their questioning, allowing you to just go along with it and immediately resolve the concern.

This perk will fail to activate if there is no logical explanation that can cover for your mistake. Further, continued reliance on this perk within a short period of time can also cause it to fail, so don't think you can maintain your cover without at least trying.

[400cp, Discounted for Friendly] Imposter Detector

An imposter takes on the appearance of a good friend or family member in order to win your trust, only to break your heart, or worse.

A truly sad tale. But, no longer one that will apply to you. You have a sixth sense for when someone is pretending to be a person that you have formed a meaningful bond with, such as a close friend. In such cases, you will get an immediate sense that something is wrong, and even the slightest change from their normal behaviour will scream out to you as evidence that they are not acting as they should be. This sense distinguishes between whether your friend has truly been replaced, or whether they are just having a bad day. If it's the latter, don't expect anything out of this perk.

[400cp, Discounted for Friendly] Regaining Trust

Gaining someone's trust can be a challenge. Harder still is regaining that person's trust after it has been broken. When that trust has been broken for reasons beyond your knowledge or understanding, the challenge can be insurmountable.

You now have some help with this. When you have broken someone's trust, but it is truly not your fault (such as if an impersonator said some horrible things whilst masquerading as you, or if the other person did not clearly communicate what they wanted out of you), you will have a very easy time regaining that trust. Usually, a simple conversation will be enough for the two of you to get an understanding of what went wrong, and move past. The other party will also be amenable to having such a conversation in the first place.

When it is your fault, the other party will at least make it clear to you what caused this trust to be broken, so you can have some idea of how to make amends, or at least not make the same mistake with the next person.

[600cp, Discounted for Friendly] Jumper the Lucky Person

You have been blessed with incredibly good fortune, Jumper. It's almost as if the universe itself has decided to cut you a bit of a break.

Things generally tend to go in your favour, without any action on your part. Someone who was blessed with this fortune, who was looking for a new friend, might incidentally find one when an adversary sent them hurtling into the sky. Or, it might be the new friend that falls out of the sky and lands at your feet.

If someone with this fortune were under some countdown to your horrible doom, only averted by breaking your most valued principles, then there's good odds a last-minute option would present itself, offering a way out of the problem without tossing aside that which is most important.

These favourable opportunities generally require at least a small push of effort on your part, so those who are lazy or inattentive might miss them. Naturally, just because such things are tilted in your direction, does not make them absolute, so don't expect to coast by on the power of this perk alone.

Mean Perks

[100cp, Free for Mean] Prankster

You have a talent for coming up with tricks and pranks, ranging from harmless and fun to mean-spirited and cruel (and still probably fun for you). I'm sure there are a least a few around these parts that could appreciate such skills.

[100cp, Free for Mean] Silence, Worm!

Like Kibosh, you have a knack for intimidation. You are able to affect a deep, menacing voice whenever you like, and intimidation attempts by you are marginally more successful than they would be otherwise.

[200cp, Discounted for Mean] I've Never Seen Someone Eat So Much

You are quite good at taking advantage of the kindness of others.

Whenever someone offers you their hospitality, you will find that you will have great leniency in your behaviour. Eating far more than your fair share, leaving messes behind, and even actions that don't directly harm the other party but are nonetheless obvious slights (such as letting out gross-smelling breath deliberately towards them) will be considered acceptable behaviour, though you may receive a raised eyebrow or an odd comment or two from time to time.

This perk applies to those who have offered their hospitality, both directly or indirectly. So, if someone let you stay in their house for a while, they would count whilst you stay there, but so would their family, as they are also sharing their house with you. Someone who was merely renting a room there would *not* count, unless they were specifically sharing the room they were renting. If someone offered you something like food that is quickly used up, the perk would apply during the meal, and perhaps a few moments after, but no longer than that.

[200cp, Discounted for Mean] Hi, I'm Casper!

…and I'm gonna scare the living daylights outta ya! Wait, that's not right?!

With just a few minutes of practice, you are able to perfectly imitate any voice that you have heard before. You also have an improved ability to adopt the mannerisms and movements of others, though this will require far more work on your part. You could easily ruin some friendships with this, if that is what you are after.

[400cp, Discounted for Mean] It's All A Trade Secret

It appears that everyone around you is oddly accepting of any strange powers, forms, or technologies you possess. How they explain it away specifically will vary depending on which world you are in; in this one, expect most of it to be considered some form of cutting-edge special effects, straight out of Hollywood. Where possible, this will occur in such a way that makes them think you aren't actually 'doing the thing', rather than explaining away why you are able to do it. Additionally, they will consider it rude to pry into how these things operate. Of course, just because someone thinks a stick is not out of the ordinary doesn't mean they will like it if you hit them with it, so don't expect to harm or take from others with your powers, forms, or technologies without issue by using this perk.

You can still choose to explain a particular form, power, or technology if you choose, and going out of your way to explain how a particular thing works to a particular person will not break the effect of the perk on that person for all other things, unless you deliberately choose for the perk to no longer affect them at all (see below).

You can toggle this effect on or off as you like, and even choose to allow specific people to be unaffected by the perk each time you toggle it on. However, this perk does not apply retroactively, so once someone has seen something the perk would apply to without the perk actually being in effect for them, they will no longer explain away that thing even if you reapply the perk effect.

[400cp, Discounted for Mean] You and Your Gadgets

This special technique allows you to turn mundane, non-supernatural objects into ghostly equivalents. These ghostly objects are slightly transparent, though not to an extent that would make them difficult to use. You can turn any object you have given this state to back into its prior form whenever you like.

Those who purchased the Ghost species will be able to store any number of objects inside their ghost form conveniently and safely. This allows you to have all sorts of useful tools on-hand whenever you need them, be they books, blankets, voice recorders, or even cannons.

As ghostly objects, it will be difficult for non-ghosts to use them properly, with the object passing through their hand at inconvenient times, or even constantly. However, even as a human this technique can be of use – for example, you could use it as a security mechanism on objects when you aren't using them.

[600cp, Discounted for Mean] Unafraid of The Dark

Getting banished to The Dark, an endless black void, is a serious risk for those who run afoul of Kibosh. Luckily for you, it is a risk no longer. You are immune to banishment, sealing or being teleported by others against your will. You may still be subject to these things if you allow them to happen to you.

Of course, if Kibosh were to know his punishment did nothing, he might resort to something more basic, like disintegration, so there's another trick to this.

Should you allow yourself to be moved by any of these powers, this perk will allow you to automatically return to your prior position at any time you wish, allowing you to wait until the

offending party has moved on for you to make your escape. This perk only remembers the last time you let yourself be moved, so if you were teleported and then teleported again, you would only be able to return to the first place you were teleported. Additionally, the perk will only let you travel back one time, after which you will need to allow yourself to be moved again in order to make use out of this aspect of the perk.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Friendly Items

[100cp, Free for Friendly] You Can Never Have Too Much Christmas!

A large supply of Christmas decorations. It is enough to completely decorate a large modern home to an absurd degree, with a Christmas tree in every room. You might want to keep some of this stuff packed away; not everyone can handle this much Christmas.

Should any of your Christmas decorations be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Friendly] Giant Santa

Perfect for those who *really* love Christmas, this giant Santa statue was designed by the Jollimore family. It is easily as tall as a single-storey house. The right arm mechanically moves up and down, giving off the impression that Santa is waving, whilst the left arm holds a pipe to Santa's mouth. The pipe periodically blows out steam, creating the impression that Santa is actually using it.

The Santa lets out a robotic sounding "HO HO HO" every so often, and by attaching a microphone to the appropriate outlet, you can make the Santa say whatever you like. There's even a switch to make the voice a bit deeper, though why it is even there is a mystery.

Another switch allows you to reverse the motor on the pipe, causing it to suck instead of blow. This suction is particularly effective against ghosts and similar creatures. When they approach the pipe, it will quickly and easily suck these creatures into the Santa, regardless how much they try to struggle against it. Once inside, they will remain trapped inside the Santa. Even intangibility will fail to work. There is no limit to the number of ghosts that can be trapped at once, but adding too many ghosts will cause it to become uncomfortably cramped for them. The ghosts can be let out if a manual release is opened on the back of the Santa, or if the Santa is sufficiently damaged.

The Santa is entirely self-sufficient in terms of energy consumption, allowing you to spread joy with it wherever you go.

Lastly, this item comes with some green sheets and Christmas lights, that can be used to disguise the Santa as a crude imitation of Kibosh. Perhaps you want to use for Halloween as well?

Should the Santa, or any items bundled with it get lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted for Friendly] Hey, That's My Car!

A brand-new modern car, by the standards of The United States of America in the year 2000. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Strangely, regardless of the model, it seems well-suited for being taken off-road, or being used for stunt driving. Perhaps it can be of some use when escaping serial harassers?

If you like, it may instead be a ghost car. It can fly, though not much faster than a ghost could, as well as pass through objects to the same degree as a ghost could. It is slightly transparent (but not to a degree that would make it annoying to use), and can be conveniently stored inside a ghost's body. However, its ghostly nature can make it difficult to use properly for those who aren't ghosts.

Should your car be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Friendly] Family Home

A large modern house, by the standards of The United States of America in the year 2000. It is fully furnished, capable of housing ten people comfortably, and all bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

The house repairs itself over time. Even if the house was lifted off its foundation, then planted back down in the same spot, this damage would be repaired in only a few minutes. Your inactive companions will even be able to stay here, so long as they remain on the property.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the house be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Mean Items

[100cp, Free for Mean] Book of the Dead

This book contains the contact information of all ghosts in this world. This includes their place of residence, phone number, and e-mail addresses as long as they have some. It's a useful tool for grouping up with some like-minded spirits, or just finding a ghost stupid enough to act as your patsy.

At the start of each new jump, the book will update to provide similar contact information for any ghosts or similar creatures you might encounter. The book will not update during a jump if a ghost's contact information were to change. Post-chain, the book automatically updates once every ten years.

The book will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

By default, this is a ghostly object. It is slightly transparent (but not to a degree that would make it annoying to use), and ghosts of this world are able to store it conveniently inside their bodies. However, its ghostly nature can make it difficult to use properly for those who aren't ghosts. If you like, you may instead elect to receive a slightly more mundane book that does not have these properties.

Should your book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Mean] Emergency Whistle

This special whistle can summon an ally, or perhaps a superior, to your position.

In order to use it, first you must get the party you wish to be able to summon to touch the whistle and agree to be summoned by it. From that point, the whistle is attuned to them and will summon them when it is blown.

Only one person can be attuned to the whistle at one time, though changing the person is as easy as repeating the initial process for the new person. This overwrites the whistle, so if you want to change it back you must seek out the initial person once more. The whistle attunement only occurs if you wish it to, so even if someone were to take the whistle from you, they would be unable to overwrite the whistle. However, anyone can blow the whistle, which will summon the linked party.

The whistle is limited in range to the same planet, and cannot summon individuals across jumps.

By default, this is a ghostly object. It is slightly transparent (but not to a degree that would make it annoying to use), and ghosts of this world are able to store it conveniently inside their bodies. However, its ghostly nature can make it difficult to use properly for those who aren't ghosts. If you like, you may instead elect to receive a slightly more mundane whistle that does not have these properties.

Should your whistle be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Mean] Time Boombs

Yes, you read that right. Time boo-mbs. Like time bombs, only scarier. These spherical bombs have an attached timer, and are each powerful enough to blow up a living room. Additionally, these bombs are inexplicably scarier, and cause a short-term fear effect for those who see them explode. Ghosts are immune to this effect, as are you if you purchased this item but are not a ghost.

You have a seemingly endless supply of these bombs, which you can retrieve at any time, no matter how improbable that might be.

By default, these are ghostly objects. This means that they are slightly transparent (but not to a degree that would make it annoying to use), and ghosts of this world are able to store them conveniently inside their bodies. However, their ghostly nature can make it difficult for them to use properly for those who aren't ghosts (as well as difficult to disarm or remove). If you like, you may instead elect to receive a supply of slightly more mundane bombs that do not have these properties.

[600cp, Discounted for Mean] Haunted Drive-In Movie Theatre

A Drive-In Movie Theatre that markets itself on being haunted. It generally plays cheesy old horror films, particularly those in black and white

The theatre is self-sustaining, and you will have free use of all its services. If you like, you may allow guests to attend the theatre, which will result in a tidy profit for you.

This is the real advantage of the theatre; it can gather large crowds for easy scares, if you're into that sort of thing. Once a customer has left the theatre, they will soon come to the conclusion that any ghosts they encountered during their time were simply special effects that were 'part of the show', and forget any particularly egregious ghostly harassment, ensuring you have a consistent supply of easy marks. Human staff employed there will ignore any scaring, and simply go about their business, whilst any ghosts you have hired may join in if it's in their nature to do so. Jumper, their companions, and their followers are immune to these mind-altering effects, so feel free to enjoy the theatre normally without worry.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Attaching it to your Warehouse will prevent you letting guests attend, and generating a profit.

Should the theatre be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse via a special gateway.

General Items

[Free and Exclusive to Humans] Christmas Bonus

Working over Christmas is no fun! Starving isn't either. To make sure neither fate befalls you, here is a small, one-time payment of cold hard cash. It's enough to pay for your food and a place to stay for the next week, but little else.

Speaking of a place to stay, you might want to get on that as soon as possible; very soon there will be 'no room at the inn', so to speak.

As things such as food and shelter are very much a comfort, and not a necessity to ghosts, they do not receive this payment.

[Free and Exclusive to Ghosts] Haunting License

No self-respecting ghost would be caught dead without one of these, else they face the wrath of Kibosh. This is a basic license, with your name and face on it, that says you have permission to be out scaring humans. Outside of this jump, it offers little value. Maybe it will serve as a nice memento of your time here?

This is a ghostly object, meaning it is slightly transparent (but not to a degree that would make it annoying to use), and can be conveniently stored inside a ghost's body, but will be difficult for non-ghosts to hold on to.

Should your license be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Film

A copy of the 2000 movie, Casper's Haunted Christmas, on your preferred form of physical media. Perhaps you're after some future knowledge? Or, if you're a ghost, some ideas on how to use your ghostly powers?

Should your copy of the movie be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Outtakes

A copy of the outtakes section of Casper's Haunted Christmas, on your preferred form of physical media. It's only a few minutes long, but perhaps there is more to this item than can be seen at first glance?

Indeed, at the end of each jump, you receive a new set of outtakes. What these are, are a few minutes of recording in which people of importance are filmed recording the lines they spoke in the preceding jump in a studio of some kind, as if they were not actually delivered in real-time, but were actually voice overs. Specifically, these are hilarious mistakes in which these people fail to deliver these lines correctly.

You may decide each time this item is updated whether you want you and your companions to be included, and whether you want the new set of outtakes to be present in a new piece of physical media or added on to one of the existing physical media provided by this item.

Should any of the media be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Laptop

A high-quality laptop, by the standards of The United States of America in the year 2000. It will never run out of power, and will be able to access the Internet freely in all worlds where such a thing exists.

By default, this is a ghostly object. It is slightly transparent (but not to a degree that would make it annoying to use), and ghosts of this world are able to store it conveniently inside their bodies. However, its ghostly nature can make it difficult to use properly for those who aren't ghosts. If you like, you may instead elect to receive a slightly more mundane laptop that does not have these properties.

Should your laptop be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Smell-ular Phone

A strange mobile phone. Its distinctive green buttons make gross sounds when pressed, akin to burping or farting. Your phone will be able to connect with others without the need for an existing infrastructure, it will never run out of power, and you will never need to worry about any bills related to it.

By default, this is a ghostly object. It is slightly transparent (but not to a degree that would make it annoying to use), and ghosts of this world are able to store it conveniently inside their bodies. However, its ghostly nature can make it difficult to use properly for those who aren't ghosts. If you like, you may instead elect to receive a slightly more mundane phone that does not have these properties.

Should your phone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Casper's Haunted Christmas along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for

some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

[100cp] The Ghostly Trio

Should you wish to take Stinkie, Stretch, and Fatso all along with you, here is a special offer. Recruiting the Ghostly Trio through this option will allow you to choose whether each member takes up a separate companion slot, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Full Stay

Is a week not long enough? By taking this option, your stay is extended to a full ten years. Of course, it can’t always be Christmas, but I’m sure you can find something to do.

[+100cp] Horrible CG

Oh dear, everyone around here looks… just awful. Like they were created via late 90s/early 2000s computer generated graphics, or something. Whilst this won’t have too much of a tangible impact on your stay, it might make it a bit less enjoyable.

[+100cp] Smell-O-Vision

Gross! You have an intensely strong body odour, Jumper, as well as a foul breath. Nothing can be done to remove either. It will be difficult to make friends like this. Fortunately, you are immune to the effects of this foul smell, as is Stinkie, and anyone else with this drawback. It will simply go unnoticed by you.

If you took the Ghost species, also taking this drawback will give you access to Stinkie’s Halitosis and Breath Paint powers (see the notes section for details). You will retain these powers even after this drawback expires.

Imported and Created Companions may also take this drawback if they like, but receive no points for it.

[+100cp] Hey, Thanks For The Popcorn!

Fatso isn’t the only one around here deserving such a name anymore. In addition to being morbidly obese, you also have a greatly increased appetite. Although the appetite can be fought against or

suppressed, no amount or exercise will cause you to lose weight. Nothing else will either; even those with shapeshifting powers are limited to similarly fat forms.

If you purchased the Ghost species, whilst you will be able to pass through walls as normal, you will have difficulty squeezing through openings smaller than your person. In such cases, you have a 50/50 chance of inexplicably becoming stuck, until either someone assists you or an hour passes, whichever comes first.

[+200cp] Eh, It's Just Jumper

Wow, you really aren't taken seriously, huh? Expect to be mocked and harassed by all of your peers, with any of your superiors only taking notice when it would reach the level of undermining their own authority.

If you are a ghost, humans aren't afraid of you, yawning or rolling their eyes at your best efforts to scare them. Unfortunately, they also won't be interested in making friends with you, so don't expect to form any meaningful bonds around these parts.

At least this doesn't extend to your companions or followers, should you have any.

[+200cp] I'm Sure There's A Couple of Uncles Too

It seems you have caught some of the local idiocy. You can't help but be an utter moron. Expect to fall for even the most basic of ruses, believing a cloth covered statute to be a scary ghost, and mistaking an imposter for someone you know, even if you already are aware that there is an imposter running about.

[+200cp] But We Hate Christmas!

Cannot be taken with What Isn't Wonderful About Christmas!

There's something about Christmas that just gets under your skin. You hate it, and until the end of your stay you will hate it more than just about anything. What's worse, you will find yourself unable to leave Kriss under any circumstances, so expect to encounter Christmas related things nearly constantly. Fortunately, this will never drive you to the point of ending your chain early, but don't expect to have much fun here.

[+200cp] What *Isn't* Wonderful About Christmas!

Cannot be taken with But We Hate Christmas!

You love Christmas perhaps a bit *too* much, to a degree that puts even the Jollimores to shame. It might be difficult to make friends when just about every conversation you partake in wraps back around to Christmas, and getting things unrelated to Christmas done will be a serious challenge for you. While you can leave Kriss if you want, it would take a lot for you to even consider leaving the most Christmassy town in the world.

[+300cp] Bad Deed Quota

Before Christmas morning, you must commit a 'bad deed'. What this bad deed actually is will depend on the kind of person you are, and will be revealed to you once the jump begins. It will be something that seriously violates your personal principles, and something that you will feel extremely guilty over. Apologising for the deed afterwards will void it, as will making amends, meaning you have to do it again. Accidentally doing the deed will not count. You must do the deed yourself, but can enlist the help of others if you wish. Fortunately, the deed will never be one that would cause you to chain-fail by performing it, and it will be something you are physically capable of performing.

If for some reason there is no act that would qualify for this, you are instead given a task appropriate to your abilities that would take the better part of a week to perform, with you trying your hardest. This task will be mind-numbingly boring, but also require enough of your attention that you cannot 'zone out' whilst doing it.

If you fail to perform your assigned task before Christmas morning, you will fail your chain.

[+300cp] A Bad Jumper

By taking this drawback, you accept an additional chain failure condition: You must be given a Christmas present on or before Christmas Day. Presents from companions, followers, or yourself, do not count. The present must be offered sincerely, and meant specifically as a Christmas present. The monetary value of the gift is irrelevant; even a simple Christmas Card would suffice. If you have not received this present by the end of Christmas Day, you fail your chain.

There is a twist, however. Somewhere in Kriss there is someone with your appearance, as well as all of your powers and abilities. They have been informed that if they can make sure you fail your chain via this stipulation, they will gain a chain of their own. Whether or not this is true is beside the point; it will be impossible to convince them otherwise. As they must ensure you fail via this condition, don't expect a straight up fight from them. Instead, they will pass themselves off as you at opportune moments, in order to poison any friendships that you form, and otherwise sabotage your efforts. Good luck.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Watch Again: You choose to remain in this world. Your chain ends here.

Next Movie: You choose to continue your chain. Proceed to the next jump.

Roll Credits: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Ghost Information

General Ghost Attributes

Ghosts possess large expressive eyes, their 'skin' is in a tone of either white or blue, and they are somewhat transparent. Instead of legs, their lower body terminates at a single point, giving them a tail-like appendage. Ghosts may or may not possess hair, even if they did possess it when alive. They may or may not possess ghostly clothing resembling what they were wearing when they died, but this is usually limited to a single accessory, like a hat or a ribbon.

Ghost Powers

Ghosts have displayed the following powers:

Duplication

Ghosts are capable of dividing themselves into multiple entities, and can merge back together by flying into each other. These entities each possess independent thought, but ultimately consider themselves the same being and have no issues with merging back.

Whilst two bodies are easy enough for a ghost to maintain without issue, starting from the third splitting up causes the "mass" of each body to become smaller and smaller. Additionally, from the third onwards, it becomes harder to control them, until they reach a point where they can do little but talk and slowly drift back together and reform.

EEEE! Mail

A strange method of teleportation; by entering a computer or similar internet-capable device, a ghost can send themselves as an e-mail (or similar type of communication) to any address they know. However, in order to arrive, the e-mail must be opened on the other end by the receiving party, at which time the ghost will appear and come through the monitor at their location. The ghost is able to cancel the e-mail, and return to normal, in the event that the e-mail goes unread. This returns them to their original position. Ghosts may even travel as a group via the same e-mail. Lastly, a ghost may decide to immediately return to their original location a minute or so after the e-mail is opened. This decision must be made when the e-mail is sent, and if ghosts are travelling as a group each individual ghost can make this decision, with those who don't being left in the new location.

Explosives Mitigation

By swallowing explosives before they can go off, ghosts can prevent the majority of the force of the explosion from occurring. This causes them to go 'poof', then reappear after a few moments. This likely causes them a great deal of pain as well, due to the reluctance of the Ghostly Trio to perform

this technique. It is unknown what the limit of this is, but it is likely not much more than a bomb able to blow up a house.

Flight

Seemingly extremely easy for ghosts and is how they normally move around. Flight speed can be quite quick, probably somewhere between a running human, and a car at most.

Fire Creation

Snivel was able to create a small blue flame, capable of lighting a fuse.

Ghostly Object Storage

Ghosts are able to store “ghostly” objects safely inside their bodies, and can retrieve them when desired. Known ghostly objects include a car, a sound recorder, a laptop, a cannon, and more.

Image Projection

Can project an image or memory onto a flat surface, Snivel does this to show Casper his failures as a ghost. This was a screen at a Drive-In Movie Theatre, and it is unlikely that they can go much bigger than that.

Intangibility

Ghosts are able to become intangible, allowing them to pass through walls and other obstacles. In addition to passing through objects, it can also be used to hide inside of objects; the Ghostly Trio hid inside of a car in order to avoid Kibosh. There appears to be some kind of upper limit on the amount of an object that a ghost could pass through, as Snivel was unable to leave a giant novelty Santa he was trapped inside. Ghosts can pass through other ghosts without issue.

Possessing/Entering Objects

By entering a telephone, Spooky was able to cause it to ring, then speak through it as if it was receiving an actual call.

Noise Generation

Ghosts can make odd sounds appear nearby. For example, Snivel made game show music when warning Casper of the consequences of breaking ghost law.

Pull into Nothingness

By reaching into their own mouth, and pulling their 'tail' back up through, a ghost can pull themselves into nothingness, disappearing with a 'pop'. They will reappear a few moments later.

This power has little utility, though it can be used to get a bad taste out of your mouth.

Shape Changing

Ghosts are fairly easily able to change their form into various shapes. Casper turned himself into a giant ice cream cone to amuse a child, whilst the Ghostly Trio took the form of a ghostly mist to stealthily travel along the ground. It can be used to create the effect of the ghost wearing an outfit. Ghosts are able to shrink down to the point that two ghosts could easily fit inside a standard envelope. Ghosts can also transform part or all of themselves into 'mundane' objects, which somehow work even when they shouldn't. As an example, Fatso was able to create a vacuum cleaner-like effect for his mouth, allowing him to quickly suck up pudding. Stretch plugged his tail into an electrical outlet in order to have even stronger suction. For whatever reason, it seems difficult for ghosts to accurately take on the appearance of other ghosts for extended periods of time, demonstrated by the Ghostly Trio fixing up the similar looking Spooky with some make-up in order to get a Casper lookalike, instead of just transforming into him.

Super Strength

Ghosts are capable of brief acts of super strength. Some examples of this are Casper using his ghostly tail as a lasso to stop a car in its tracks, and Fatso being able to briefly lift a house. This seems to be something that requires effort and/or concentration to pull off, as the majority of the time ghosts are shown to be fairly physically weak and easy to knock around.

Undeath

As they are no longer living, ghosts cannot be killed in the traditional sense. They do not require food or drink to survive, and do not visibly age.

Create Tornado

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh was shown to be able to call forth tornados at will. He could even arrive in one of these tornados, demonstrating that they were not harmful to him (though the collateral damage they cause is evidence enough that they are in fact real tornados).

Call Lightning

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh is capable of calling down lightning at will. It is likely that this lightning is capable of disintegrating ghosts, given how seriously the Trio took Kibosh's threat of disintegrating them.

The Dark

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

You have access to your own personal pocket dimension, known as The Dark. This is an empty black void where the rules of time and space do not traditionally apply. You are able to send others to this place, and provided they had no ability to escape such things, they would remain here for eternity, being preserved without physically aging, but also experiencing every moment of time as normal. You are able to retrieve those who have been sent to this place. You can also control whether those sent here will be able to interact with other prisoners, or will be isolated, diving the prisoners into any grouping arrangement you like.

Whilst those who are in The Dark at the end of a jump will remain there, you will become unable to retrieve them, interact with them, or change who they have access to until post-chain. They will also become unable to escape under their own power until post-chain, if they had for whatever reason avoided leaving under their own power for some reason. The exception to this is Jumper, their companions, and their followers, who will be automatically ejected from The Dark at the end of each jump.

Halitosis

Limited to Stinkie, and those with the Smell-O-Vision drawback.

Stinkie is capable of expelling a foul-smelling green gas from his mouth, which causes others to cough and gag, and occasionally even pass out due to its bad smell. Those with this power are immune to their own effects, as well as this same power used by others.

Breath Paint

Limited to Stinkie, and those with the Smell-O-Vision drawback.

Stinkie is also capable of using this same gas as a form of spray paint. The "paint" wipes off rather easily, allowing it to be easily corrected or removed if you make a mistake, but making it a poor choice for long-term paintjobs. Naturally, the paint is a similar green colour to the gas.

Ghost Weaknesses

Ghost have displayed the following weaknesses or limitations:

Disintegration

Kibosh threatened to disintegrate the Ghostly Trio, which they took seriously. This likely requires a high amount of energy; being electrocuted by a power outlet did no permanent damage to Spooky, though Kibosh's lightning (or lightning in general) might be enough to do it.

Division

A ghost is vulnerable to having their body temporarily divided or pulled apart by external forces. Spooky got his lower half separated from his upper half when it was accidentally sucked into a mixing bowl, requiring him to dive into the mixing bowl after it. The Ghostly Trio flew head-first into a ceiling, which forcefully activated their Duplication power, resulting a large number of mini-ghosts unable to do much other than talk until their bodies slowly reformed.

Hunger

Although ghosts do not need to eat to survive, they still feel a desire to, and can get hungry if this desire is not acted on. Consumed food will travel through the body, being churned up into an unrecognizable mess and deposited underneath the ghost in a matter of moments.

Lightweight

Ghosts are seemingly fairly light. Snivel was easily sucked into a Giant Santa that Stinkie had reversed the motor on, giving it a sucking effect. A large cannon was able to fire Casper and the Trio a huge distance, potentially across state lines. Stretch easily squished Fatso's head flat by closing a book on it. Even Kibosh was easily manhandled by the Ghostly Trio when he was taken by surprise.

Pain

While being knocked around with blunt force may not actually harm ghosts, they still are capable of experiencing pain. This is best demonstrated by the Trio's reluctance to spring their own booby traps, and their reactions to doing so.

Lack of Mental Aging

As a ghost, you will not mentally develop as a human would. Even though Casper had seemingly been a ghost for a long time, he had the same amount of maturity as a child, preferring to hang out with other children. The Ghostly Trio are perfectly content to do nothing but scare the living for eternity. This weakness will not apply to those who purchased the Ghost species in this document.

So, what exactly happens here, anyway?

The Ghostly Trio scare some humans at a drive-in movie theatre. Casper tries to confront them over it, but they brush him off. When a ghost car with a siren shows up, the Trio hide, but when it turns

out to be Snivel, they start messing with him. They steal and use his emergency whistle, accidentally summoning Kibosh, King of Ghosts, to their location.

When Casper tries to stop Kibosh from punishing Snivel, it is revealed that the reason Snivel is there is because of Casper. Casper has failed to meet his scare quota of at least one person a year (accidents don't count; you have to mean to). As such, Casper will be given one last chance: he must scare at least one person by Christmas morning in less than a week's time. If he fails to do so, both he and the Trio will be imprisoned in The Dark, an endless black void, for all eternity. Additionally, Kibosh revokes the Trio's haunting licenses (meaning that if they are caught scaring, they will face serious punishment), and banishes Casper and the Trio to Kriss, Massachusetts: the most Christmassy town in the world by firing them out of a large cannon.

In Kriss, Holly Jollimore, a young girl, is becoming increasingly frustrated with her parents' borderline obsession with Christmas. She goes outside and makes a snowman. Seeing Casper and the Trio hurtling through the sky, she mistakes them as shooting stars and begins to make a wish. However, Casper falls early, right towards her, and she dives out of the way as he crashes into the snowman. The Trio soon crash further into town.

When Casper rises from the snow, wearing the Snowman's hat, Holly incorrectly assumes that he is her snowman come to life. Casper goes along with this, since people are afraid of him as a ghost. They quickly bond over their annoyance with their family and become friends. Holly leaves with her family to go to the theatre (her parents are star and director in "A Christmas Carol"), but Casper can't come, because Holly believes he would melt under the bright lights.

At the theatre, the Trio see a sign saying "Ghosts Wanted", and decide to check it out, so they have a scare lined up for them after they get their licenses back. They soon learn that the play is auditioning for the ghosts in "A Christmas Carol". The Trio is rejected as actors, with everyone thinking that they are just using special effects, and taking their claims to be real ghosts as method acting. When the Jollimores find out that the Trio is new in town, they offer to let them stay at their place.

The next morning, Casper wakes up on the giant Santa outside the Jollimore's house. He sees the Trio having breakfast with the Jollimores, and knocks on the window to get Holly's attention. She says he would melt if he comes inside, but gives him some ice cream. He doesn't get the opportunity to tell her the Trio are real ghosts. Afterward, he tells himself that if he was honest with Holly he could be inside, but ultimately resolves to work up to telling her the truth, instead of saying it right away.

During breakfast, Stinkie records the Jollimores talking about Christmas bringing friends together. Later the Trio are visited by Kibosh, who leaves Snivel with them to keep an eye on them and Casper. The Trio go out with Casper to get him to scare someone. Unfortunately, his first attempt fails because he apologises afterward (which voids the scare), and his second fails because he only manages to scare himself (which also does not count).

With only a few days to Christmas, the Trio give up on Casper scaring someone. They come with a plan: they will bring in Casper's cousin Spooky, and pass him off as Casper. After a phone call, Spooky agrees to come to Kriss, with his girlfriend Poil in tow. The Trio decide that they will only have Spooky help them one time, then kick him to the curb.

Holly tells Casper that despite her general dislike for Christmas, there is one part she likes - making Christmas Cards – and that she is making one for Casper. Casper still hasn't told her the truth yet, and feels bad about it.

The next day Spooky and Poil arrive. The Trio get rid of Poil, then dress Spooky up like Casper. They train him to talk and act like Casper. The Trio get Snivel, and Spooky attempts to scare the Jollimores. However, he is unlucky and fails to scare either of the parents.

Spooky tries to scare Holly, however since she is already friends with Casper, she is not startled by him. The Trio and Snivel take off. Spooky gets frustrated and starts yelling at her. When Holly presents her Christmas Card, he rejects it and tells her that her family are crazy, which causes Holly to run off.

Casper encounters Holly next. Holly is upset and rips up her Christmas Card, then storms off, leaving Casper confused. Poil shows up, mistaking Casper for Spooky. She tells Casper that she wants them to go back to New York, and gets angry when Casper says he doesn't want to go with her, confusing his concern over Holly for Spooky "Two-Timing" her. She flies off.

Holly is crying in her room when her parents come in. They tell her that even though they love Christmas, she always comes first for them. Holly tells them about her friend acting like a jerk, and her parents suggest maybe they are having problems at home, and not to be too hard on them.

Casper shows up at her window with a boombox. Holly intends to forgive Casper, but gets mad when he refuses to acknowledge that he was a jerk before (since it wasn't him and he doesn't know about it). Casper decides to tell her that he is a ghost, and then flies off before she can say anything.

The Trio trap Snivel inside a Giant Santa, after Stinkie reversed the motor on its pipe, which turned it into a powerful vacuum. Snivel tries blowing the emergency whistle, but it cannot be heard outside the Santa.

It is Christmas Eve, and the Trio decide to do one last scare. They steal all the presents in town and put them in the Jollimores' home, leaving notes to direct everyone to the Jollimores. They then set up a bunch of pranks and traps, including a "Time Boomb", so the whole town will be scared at once, and so the Jollimores will lose the friendships.

Spooky finds out and says that this is too far, but the Trio tell him that they only ever needed him as Casper, and kick him out.

Casper leaves a Christmas Card for Holly while she sleeps, then runs into Spooky. After they get Poil, Spooky explains what is going on. With only an hour until dawn, Casper comes up with a plan.

The Trio are called outside, and encounter Kibosh. In actuality, Casper and the others have just used some sheets and Christmas lights to make the Giant Santa outside the house vaguely look like Kibosh. Nonetheless, the Trio fall for it, and flee in in fear. As they leave, some Christmas lights get caught on Stretch, and the Trio are able to deduce they have been tricked once they stop running away.

Spooky knocks over the Giant Santa, inadvertently letting Snivel out of it. Casper takes his whistle and uses it to call Kibosh. The Trio return, and begin harassing Kibosh under the impression he's a fake. They soon realise their mistake and cower before him. The sun is rising, and Kibosh informs them that their time is up. Before he can send them to The Dark, Casper tells him that it was him who blew the whistle, and that he did so because he was successfully able to scare someone – The Trio. Snivel informs Kibosh that this is technically correct, and so Kibosh does not send them to The Dark.

Snivel is disappointed that the Trio are getting their licenses back, but notices the Time Boomb inside the house, and claims that the Trio were planning on going behind Kibosh's back and scaring people.

Kibosh plans to send just the Trio to The Dark. Desperate, they claim that the traps and pranks set up were not for others, but for themselves, so they could give Kibosh the Christmas present of their suffering. They proceed to set off all of the traps and pranks themselves, including swallowing the Time Boomb so it does no actual damage. Kibosh is amused, and lets them have their licenses back, before leaving with Snivel. The Jollimores come down, and are happy when told everyone's presents are there – they decide to throw a big party when people show up.

Holly talks to Casper. Once she knew Casper was an actual ghost, she worked out the Trio were real ghosts as well, and assumed they would be up to something. She had been watching as everything went down, and knew that Casper was responsible for saving Christmas for her family. She forgives Casper for lying to her, and they kiss under the mistletoe. The Trio try to leave, but accidentally fly into a ceiling fan, and are broken up into a large number of mini ghosts, leaving them unable to do anything for the time being.

-Changelog-

0.1
Created the jump.

1.0
(i) Added changelog section.