

Ghost Finders Jump Chain

Ghosts are real, whether we want them to be or not. People have reported seeing ghosts throughout the whole history of human civilization. We may argue over how to interpret the phenomenon, but the phenomenon remains a real thing. Most of them are simple stone tape memories, the echo left by people continuously doing routine actions. Some are no more than fragments of personality, cold spots, noise makers and scary but harmless shadows. Some are vengeful spirits taking out their anger for crimes long forgotten on people who have nothing to do with it. And some are spiritual predators who have long forgotten what humanity they used to have, or maybe weren't human to begin with. They are rare enough most people will never meet a true ghost, but those that do can be in great danger. Luckily, in England there is an organization to help those with problems from the other side.

The secret organization known as the Carnacki Institute exists to investigate, interpret, and hopefully Do Something about ghosts. Hunt them down, sort out their problems, and if need be, send them packing with existential prejudice. The Institute was first convened in 1587, the result of a Royal Charter from Queen Elizabeth I to keep the British people safe from the Hereafter. It has always been a Royal Prerogative, rather than a government department, because ghosts are far too important to be entrusted to the whims of transitory politicians. Consequently, all operatives are answerable only to the head of the Institute and the reigning monarch. Either of whom can order any operative killed at any time. This ensures security, honesty, and integrity, and helps motivate everyone to do the very best. The Institute has had many names in its centuries of work, and is currently named after one of its greatest agents in the last century, Thomas Carnacki. Its main offices are hidden in Buckinham palace, behind a hidden door at a dead end of a closed off corridor.

The Institute recruits mediums, parapsychologists, novice occultists and other adventurers who find out about ghosts and show the ability and inclination to help keep the normal people safe

from them. The Institute's field agents are trained to deal with spooks and spirits, poltergeists and demons, Timeslips and other-dimensional incursions. They are ghost finders, and when they find them . . . they step on them. Hard.

On the other end of the spectrum, the Crowley Project is a gathering of killers, mad scientists, cultists and psychopaths who wish to use the Hereafter as a means to gain fortune and power. Whereas the Carnacki Institute is concerned with gathering knowledge of the unseen world in order to protect Humanity, the Crowley Project doesn't give a damn. All they care about is amassing knowledge and power for the sake of the Project. They only investigate hauntings so they can take advantage of the situation and exploit it for their own ends. Some say they want to rule the world, and some say they already do. The Crowley Project loot and brutalize all the manifestations of the unseen world because they want to know the secrets of Life and Death. They want to rule not only this world but the afterworlds, too. They want it all. Some of them eat ghosts, consuming their energies and absorbing their knowledge and memories. Some of them create bad places on purpose, poisoning the psychic wells of the world with awful technologies, terrible acts and bad intent, dropping bloody bait into the waters to attract otherworldly monsters. For the fun of it, and the sport. They create disasters and glory in destruction, and dance in the aisles of crashing planes. Just because they can. Do what thou wilt is the whole of their law. They are the main rivals and deadly enemies of the Carnacki Institute, because the Light must always be at war with the Dark, or because Good and Evil simply cannot abide each other, or maybe because every coin must have two sides. Two organizations, forever at each other's throats; two small fish in a pond that is so much bigger than either of them have ever realized. They were created only a few decades ago by Crow Lee, the Most Evil Man in the World, who left them after realizing an organization like this was too limiting for him, but they have amassed a great deal of power and influence in such a short time.

You come into this world, as an operative of either of these two groups or as a free agent, in a time where true hauntings are increasing in frequency and deadliness. Some say this has been caused by the experiments of the Project, some blame secret traitors at the Institute, some name other secret organizations or attempted invasion by creatures or beings from beyond the walls of reality. Whatever the cause, the next ten years you'll spend here might be particularly dangerous, so take this 1000 CP for your own protection.

Origins

Carnacki Team Leader - Free
You've joined the Carnacki Institute after having a brush with ghosts and demonstrating enough skill and determination to become a ghost finder instead of mere support personnel.

Carnacki Telepath - Free
The Carnacki Institute attracts many sensitives, mediums and empaths that find themselves bothered by the Hereafter. In return for training on how to defend yourself from spirits the Institute only asks you to use that training to protect others.

Carnacki Geek - Free
There are many pseudo-scientists running around with EMF detectors trying to film ghosts, but you are a true scientist investigating the paranormal, and while your theories do not get published in so called respectable science papers, they were good enough to be noticed by the Carnacki Institute. They'll fund your research, give you high end technology and even pay you for field research. The downside is that you have to do the field research with a team of laypeople and you don't have any interns to send on the dangerous parts.

Crowley Agent - Free
You weren't scouted by some goody-goody organization. You found the occult underworld by your own bloody skill and after proving yourself dangerous and strong enough you made your way into the Crowley Institute so you could use it to increase your own power.

Drop-In - Free
You arrive in this version of Earth, from Somewhere Else. You have no contacts, no background and no memories of this place except where it aligns with the Earth you knew.

Roll 24+1d8 for your starting age. Your gender is the same as the last jump. You can pay 50 CP to change your gender or to choose your age, or 100 CP to change both.

Race

Human - Free
You're a normal human, one that somehow found about the supernatural underworld and got embroiled in it.

Ghost - 600 CP
There are many types of ghosts, from stone tape recordings, to pieces of personality looping their last moments forever, to raw vengeful spirits. You are a particularly vital and life-like ghost, with all of your personality and memory still intact. Because of that vitality this does not count as a death to cause your chain to fail, but it also limits your powers compared to ghosts that haunt places. If you are exorcized or lose too much contact with your humanity and pass to the Hereafter your chain can still end. You are intangible and invisible to those without the right training or sensitivity, most people cannot see you unless you allow them, and you can hide from those that do have the Sight. You are not affected by gravity and can fly at fast speeds, teleport short distances and use the Dead Roads to cross large distances. You have a weak telekinesis that allows you to interact with the world, enough to move a coin around or tap on things to produce sound. Keep in mind that while most things cannot hurt you, there are dangers with necromancers and others capable of affecting ghosts.

Location

There are lots of ways a building can turn bad. Something terrible happens, staining the environs with enough horror and suffering to poison the psychic wells forever, or just the long years' accumulations of all the petty evils and moral crimes that man is heir to. People make places bad, and bad places make horror shows, to haunt the living with the sins of the dead. Roll 1d8 for your starting location, or pay 50 CP to pick the location you want.

1 - **Haunted Underground Station**: London's Oxford Circus Tube Station has just suffered a major incursion. All signs point to a spiritual event and both the Carnacki Institute and the Crowley Project have sent teams in, but you have also been sent, as back up or rescue, depending on what you find when you get there.

2 - **Haunted Factory**: An abandoned factory that was recently the scene of a mysterious death, where a new owner who would have reopened it was found dead, as if killed by dogs the size of bears.

3 - **Haunted Train Station**: This small train station used to service a small village back when they still used steam trains and it was chosen to be reopened as part of a special steam train line for tourists and steam enthusiasts, but the work has stopped. The workers report that no doors will remain shut, there are strange cold spots and you can constantly feel someone watching you.

4 - **Haunted Theater**: A theater in a very central location in a certain city, it used to be very important and upscale during its heyday, but it has been closed for decades now. It was to be reopened for a new play but the workers have reported many disquieting incidents and have quit after a tramp who broke-in to sleep was found dead in the morning, with a face as if he had died of fright.

5 - **Haunted Inn**: An old venerable inn, it gathered many ghost stories through its history. Just legends and rumours that gather in any place with a long enough life, but for some time now the inn has become… uncomfortable. Locals who would drink there every night now avoid it, employees give up their jobs only after a few days, tourists feel like they should go look for a hotel, and the owner doesn't try to dissuade them since a few people who have gone to the upper floor have simply not come back.

6 - **Haunted Radio Station**: Recently this radio station has begun to lose both viewers and workers, its transmission became full of dead air, metaphorically and now literally. While listening to the radio sudden bursts of static started appearing, with creepy noises that almost form sounds you can understand, and later some of the call-in shows started receiving calls with horrifying messages by inhuman voices, that they couldn't turn off or screen beforehand.

7 - **Haunted Hotel**: Suicide creates a dark psychic stain that is hard to remove. In a house it can be scrubbed by the happy moments and the feelings of love from a family. But in a hotel room, where no people make connections, it tends to fester and grow septic until a ghost can manifest and take revenge on the living for whatever pains drove it to death. This is such a room where, for the last few years, a dozen people have committed suicide, even people who had never been depressed before arriving at this hotel.

8 - **In Between Cases**: Lucky you, no ghosts nearby ready to break your mind around. None that you've noticed at least. Pick any place in the British Kingdom.

Perks

Perks are 50% discounted for their origin, 100 CP are free instead of discounted. Ghosts gain a discount on Haunting, Drop-In Ghosts can buy Haunting for 100 CP instead of 150 CP.

Carnacki Team Leader

Carnacki Training - 100 CP
The Carnacki Institute exists to Do Something about the Hereafter. And to that goal they have given you ample training in all sorts of ghost banishing rituals, and you can even risk an exorcism if you meet a demonic possession. You have also been trained in creating mental and spiritual shields against mental attacks and possession.

Information is Ammunition - 200 CP
Ghosts, like people, are individuals, each different in its methods, wants and weaknesses. While some methods may work in most cases, in the really hard cases you'll need to tailor your solutions to your problems. You are an excellent troubleshooter, capable of utilizing the information your teammates gather to find the truth behind a haunting, improvise or create plans, find resources in the field, and exploit or create weaknesses to send things from the Hereafter right back to where they belong.

Stylish - 400 CP
Carnacki field teams usually are made up of a scientist, a sensitive and a poor sap who has to deal with both the public and with the local authorities, along with riding herd on his less professional teammates, all the while working a haunting. Naturally, this means that successful team leaders need to be brave, dashing and charismatic. You have an easy charm and natural charisma, along with a sharp wit and sharper sense of fashion. You have courage enough to stroll where others fear to tread and enough willpower to give pause to monsters. You are especially good at convincing people to go along with your plans and you can affect an air of such nonchalance and indifference that those in positions of power or that consider themselves stronger than you automatically feel offended on an unconscious level.

Luminous Eyes - 600 CP
You have been touched by a Being from a Higher Dimension. But probably not the one you're thinking. No, not that one either. Maybe that one? Honestly, I don't actually know either. What's important is that your eyes now glow with a bright white light, such that only the darkest sunglasses will block it, until you learn to hide it. This light makes most people feel judged and shameful, and focusing this light on them will intimidate and corrode their willpower, an effect more pronounced on those that are more evil. On the other hand, a handful of people will find this light a warming comfortable glow and have their confidence, will and hope bolstered by it. The light coming from your eyes can dispel magical darkness and push back many harmful

supernatural phenomena, it scares and weakens demons, undead and beings from other dimensions, and lends you extra power when setting your willpower against ghosts and invaders from other realities. You also have been made stronger and tougher than a normal human and when facing unholy threats such as demons, undead, eldritch things from other realities and their minions, the light glows from your entire body and makes you even stronger and tougher.

Carnacki Telepath

Sensitive - 100 CP
You have empathic powers and the potential to become a telepath with enough training. You can feel when ghosts are near, what their mood is and when they are getting agitated or ready to attack. You are a prime candidate to become a medium or ghost whisperer. You can also sense the feelings from normal people, allowing you to read their mood and knowing more or less where they are relative to yourself.

Pharmaceutical Hobbyist - 200 CP
Telepathy is a terrible burden on the mind and the soul and many have taken to drugs to alleviate that burden, including you. You have taken many drugs in your life, from prescription, to the illegal, to the stuff mad scientists wouldn't test on themselves. Finally you've decided to try your own hand at playing mad chemist, creating your own happy pills specialized for your own metabolism. You have enough knowledge to be able to manufacture pharmaceutical drugs in a basic lab, combine and mix your own pills with multiple components, and dose yourself and others with great accuracy. You can also make medicines for other people if you want.

Drug Connoisseur - 400 CP
There are junkies, there are pill poppers, there's the likes of Keith Richards and Ozzy Ozbourne, and then there's you. You have taken more drugs than most people can comfortably imagine, both in quantity and diversity. Uppers, downers, sidewaysers, happy pills, sad pills, stuff to close your mind's eye and other stuff to force it open wider than before and then stuff to close it right back down. Unfortunately, you have developed something of a resistance, needing more and more powerful chemicals to feel anything. By now you're immune to most drugs and poisons, your sweat can give a contact high to other people, your blood would kill a vampire and eldritch abominations would be poisoned if they tried to assimilate or swallow you.

Marvelous Mutant Mind - 600 CP
While many teams of the Carnacki institute make do with normal sensitives and weak mediums, you are something more, a lot more. A full Class 11 level telepath, capable of hearing the thoughts of an entire city at once, even a large metropolis like London, capable of sending telepathic messages, making people see things, even mess with their minds directly, and other things the Carnacki institute do not allow you to do. You can also See, with a capital S, capable

of spying the many things hiding among humanity, the glamours and wards created by magicians, the fae, aliens and demons that walk hidden among humanities, and the visitors from dimensions that have no frame of reference to our own and don't even notice they're crossing through ours… until they notice you noticing them. You can also feel ghosts with a lot more clarity, from all the layers of stone tape ghosts to the ones with real personality, and are able to feed them with your psychic energies, to attract them or fuel their abilities, able to force weak ghosts to materialize and speak or to temporarily force stronger malevolent ghosts away, even disrupt them with concentrated blasts of disbelief. Luckily your mental shields are as powerful as the rest of your abilities, even capable of making yourself invisible to ghosts and other telepaths if you focus, because hearing, seeing and feeling all that all the time would surely drive you to madness or drugs.

Carnacki Geek

Scientific Background - 100 CP
The Carnacki Institute does not hire just any ghost hunter with an EMF meter. No, you need to have at least a degree and the ability to use instruments on the bleeding edge of ghost hunting. And with this perk, you now have a strong scientific background with multiple doctorates in ghost and supernatural related fields and a large base of knowledge in general sciences, engineering and programming.

Always the Quiet Ones - 200 CP
Oh, you're a kinky one jumper. You have frankly amazing sexual skills and an endurance to match, capable of going for days and leaving a string of partners exhausted. You're also a skilled writer and you could make some serious money writing erotica.

Secret Badass - 400 CP
People always underestimated the nerd. But you have a surprise in store for those people. You are a black belt in three martial arts of your choice and certified marksman capable of competing with most soldiers. You also know how to hide weapons around your person so that a visual check and most manual searches won't find them and you can smuggle weapons amongst scientific equipment with worrying ease. You also know how to keep your combat talents hidden so your academic fellows won't shun you as a jock and your enemies will always tend to underestimate you, even when they should know better.

Faith in Science - 600 CP
There is no such thing as magic, only scientific rules that have yet to be understood, or so you believe. You are a true genius and a brilliant researcher, the type that could revolutionize any field of science you wanted, if only you hadn't picked a field of study that considers the rules of physics, logic and common sense as guidelines at best and jokes at worst. Almost ironically, your belief in science works as a supernatural power, protecting your equipment from

supernatural interference. It's easier for a spirit to cover your instruments with an illusion to fool you than it is to change the actual readings of the instruments. Your belief can also empower machinery so it will project a field that can keep supernatural beings and effects at bay.

Crowley Agent

Cheerfully Immoral - 100 CP
The Crowley Institute is for people with no conscience or sense of guilt, and if you came with one of those? Why, they can just have it surgically removed from your soul. From now on you can toggle off that pesky morality thing that stops most people from doing what they really want. You still know it's evil, you're not crazy, you just don't need to care. Murder, betrayal, devil summoning, unethical experiments, everything is on the table now. In fact you can also push the toggle a little farther and derive a sense of fun and happiness from doing evil. You can also toggle it back on if you want to.

Organizational Skills - 200 CP
Whoever says crime doesn't pay is probably just bad at crime. You, however, have the skills to make a large organization dedicated to evil be profitable. Bureaucracy, economics, accounting, management, you have a well rounded knowledge of everything to make a functioning company, and the ingenuity and creativity necessary to find lucrative uses even for an organization dedicated to trying to rule the world. You also know how to run a legal front company too, if you're a boring person. And how to keep the front company profitable too.

Biotech - 400 CP
Science must keep marching forward, even if you have to drive it at gunpoint. You are what others would call a mad scientist, with a specialization in biotech, cutting edge science integrated with living organic components. You are a skilled engineer and surgeon and an expert in marrying flesh and metal. While you could focus on creating cyborgs your specialty is actually the other way around, grafting living brains to computers, to give them that lateral thinking only a human has, growing machines from living bodies, and if your work with the Crowley Project goes well, maybe someday using souls as machine parts to affect the unnatural world with your technology.

Ghost Eating - 600 CP
A dark practice and dangerous too, you know how to bind a ghost and eat it. Eating a ghost allows you to consume their energy and absorb their memories and knowledge, but it has a risk of their personality influencing your own. These ghostly energies can be used to power any supernatural powers you have, to increase your strength and toughness for a time, and to fuel many dark rituals. More than that, you also know a secret, if you can overpower a living being's willpower and mental shields, you can rip their soul out of their body, leaving behind a still living catatonic body, and eat it as if it were a ghost.

Drop-In

Non Stop Banter - 100 CP
What better way to remind the Hereafter that it doesn't scare you than to mock it, or even to ignore it while talking to your mates? You receive a boost to your wit and your ability to come up with jokes, insults and even threats at will. Your sarcasm, complaints and jokes will help you and those around you keep calm in the face of terror, rally your courage and willpower after psychic attacks and might even confuse and give pause to things that are more used to screams and weeping.

Shady Past - 200 CP
The world of ghosts and monsters is a secret, an underground world most people don't know about. Some people find out about this world when they join a secret organization, while others are already shady characters like thieves, adventurers and occult scholars. You are one of those fortune seekers of the hidden world and you have the skills to survive the edge of the occult world without outside help, you can sneak around and disable security systems like a skilled thief, and you have some skill with wards, both in making them and bypassing them. You are capable of finding black markets, real occult bookstores, and other sources of artifacts and forbidden books. You also have skill in creating hideouts and secret caches, such that even secret organizations watching you might not notice them.

As One - 400 CP
The power of friendship sounds like a childish cliche, but somehow you've made it work. You have unlocked a way to join your powers with those of others nearby. This may be as simple as focusing your powers through a machine created by an ally, two telepaths gestalting their minds, allowing a ghost to ride inside your body so they apply their powers to protect your body while strengthening their powers with your lifeforce, or even several people forming a circle and holding hands to share all their powers and abilities. If a power could already be shared or combined, like telepaths working together, when you do it its efficiency is improved so the combined power is more powerful than just the sum of its parts. The more you trust and like your partners the more the power is multiplied when combined.

Haunting - 600 CP
Ghosts are not the only ones that can cause hauntings. Many invaders from other dimensions can alter the environment in ghost-like ways, and what is Jumper if not an invader from another dimension? You can link yourself to an area, from a small room to a large multi level building, like a mansion or small hotel, or even a vehicle like a train, boat or airplane. In this area you can spend energy to create illusions, either under your control or just summoning the fears of a person; use telekinesis to created focused action or generalized poltergeists that cause random chaos without your concentration; force emotions on people, like fear and sadness; and even create constructs of ectoplasm. With great expenditures of energy you can create localized

space distortions, like corridors that stretch as people walk them, teleporting people around and even moving rooms around; you can attack peoples souls directly, shove a piece of your soul in them to possess them, and even kill them by pulling the soul out of their body and keeping it imprisoned; create monsters from your ectoplasm; possess and transform animals, plants and even furniture; summon living darkness and do many other things. And if you don't have enough energy you can always drain energy from your linked area, causing cold spots, draining batteries, lowering the light levels and causing food and meat to rot.

Items

You gain two 100 CPs for free and can take a discount on two items of each price tier above it. Ghosts gain a discount on Haunting and can use one free floating discount to buy it for a 100 CP.
You can import items into similar items.

Machine Pistol - 100 CP
An SMG with the size and stock of a pistol. It has a high fire rate and is more powerful than most pistols, but is easy to conceal and light. Its only problem would be the recoil and associated loss of accuracy, but this one doesn't have these problems, allowing you to fire it like a marksman.

Exorcism Grenade - 100 CP
A crate with a dozen flash grenades blessed by priests, when used they produce Holy Light, capable of damaging and forcefully exorcizing ghosts and demons for a while. The crate refills after a week.

Modified Taser - 100 CP
A taser modified by a local mad scientist, it can be used as a normal taser, have the voltage increased to the point of frying elephants and with the flick of a switch it can shift from short range shocks to shooting electric bolts.

Melee Weapons - 100 CP
A pair of knuckle dusters, blessed and cursed so they can do damage to any magical creature you can hit and a silver dagger, rune engraved to not lose its edge and be as strong as steel.

Silver Pillbox - 200 CP
A small pocket sized box full of pills, when opened it provides the exact combination of pills to ramp up any psychic powers up, greatly increase focus and thought speed and give a powerful high that makes you feel brave and strong enough to take on the whole world. The box is always full and the pills always work with the system of whoever you give them, but beware of the side effects and the harsh come down.

Lens of Truth - 200 CP
A monocle with an especially treated lens that can see through illusions, show hidden doors and traps, and maybe even show the true nature of people or objects, or at least show their aura.

Bad Juju - 200 CP
Two chicken legs, tied with brass wire and human hair, made by a powerful voodoo practitioner. Guaranteed to make curses stick to the soul and fester, becoming harder to undo and amplifying their power. If you don't have the ability to curse your enemies, they can be used to cast a small set of weak curses.

Ultimate Nostrum - 200 CP
A small case containing three vials of a colorless liquid that glows with a serene inner light. It's a powerful healing draught, capable of curing bruises, cuts and broken bones in a moment, and even deal with most diseases and poisons. Each potion used will be replenished after a week.

The Science Trolley - 400 CP
A large trolley that can be expanded into a semi-circular working station, it contains a number of sensors, emitters and computers and a few hidden compartments where you could stow a couple of guns. The equipment in this trolley not only includes thermometers, EMF meters, radios and other normal ghost hunting equipment, but also many bleeding edge sensors, enough to detect and analyze hidden caves for miles around, check temperatures in multiple rooms of a hotel at the same time, detect time energies and from where they originate, detect dimensional rifts and frequencies and much more besides. It has emitters that can set up weak force fields, energy fields to repulse and ward off spiritual beings, and even send energy pulses to disrupt supernatural phenomena. The computer itself has wards built into its circuitry and programs to try and trap or exorcise any being that attempts to interfere with it or possess it. The trolley has a set of motorized wheels and can move on its own power.

Haunted Place - 400 CP
A place of power for you, one where bad things have happened, it can be a large house or small mansion, a small factory, hotel or other place of business, anything you choose around this size. When you're inside this place, you'll find it greatly increases your spiritual powers, as well as any abilities involving death and undeath, and it is a lot easier for you to control time and space inside this place. The souls of any that die in here have a high chance of being trapped as ghosts, even if normally they would pass on, you can also allow this place to attract ghosts and trap them inside, and any ghost trapped in this place is forced to work for you.

Pointing Bone - 400 CP
An aboriginal pointing bone, a piece of yellowed bone about three inches in length, carved from the thigh bone of a human and covered in strange curving patterns that almost seem to shift and swirl if you look too hard at them. A powerful cursed tool, pointing it at something and saying the magical Word, it launches a powerful spell usually causing things to break, explode, wither, rot or suffer some other type of destruction. In the hands of an actual magician it can also serve as a focus for empowering curses, necromancy and destructive spells.

Lucky's Foot - 400 CP
When the super science community started dabbling in genetic engineering it was mostly to try and make supersoldiers, but someone had a side project of crossing a rabbit with lucky heather, a four leaf clover and some other things, to create the luckiest rabbit foots. This small rabbit foot keychain with greenish white fur is one of those, and it does give you a small amount of luck most of the time, but it shows its true power when your life is in danger, giving you an enormous amount of luckeough to turn a really small chance of survival into almost guaranteed survival, but then it will lose all of its luck for ten years.

A Hand of Glory Made of a Monkey's Paw - 600 CP
The supernatural equivalent of a backpack nuke, it is illegal in all civilized nations, and even knowing that these things exist is considered a crime. It boasts all the powers of a regular hand of glory but amplified by the corrupt localized reality warping of a monkey's paw. A regular hand of glory casts light that only the user can see and highlights invisible or hidden things, can open locks, cut through wards, slow down time, make the user invisible, paralyze people or send them to sleep. Mixed with the dark powers of a monkey's paw it improves all those powers to a great degree and gives it many more.

Boojum - 600 CP
A small rectangular black box covered in brass sigils, it was nicknamed a boojum because it makes things softly and silently vanish away. Just point the box and say the magical Word and whatever you want just disappears. Also known as a dimensional frequency adjuster, what it actually does is change the dimensional frequency of an object, yeeting that object from reality and marking its frequency as a native of whatever new dimension it finds itself on. The dimension it sends things to is random every time but it seems to prefer sending things to eldritch dimensions.

Beast Injection - 600 CP
While ReSet did not work as intended, this is a side product that we have improved for you. This serum strips a human from all civilization and higher emotion and then pushes him up a different evolutionary path, creating ten feet tall humanoids, half as broad in the shoulders with muscles to make body building cavemen look sickly, easily capable of juggling elephants, they are covered in fur and have claws, fangs and horns. The creatures made with this serum also lose all sense of compassion, empathy and other such emotions, but not their ability to reason, in fact their cunning and tactical ability are highly increased. You have enough serum to create a dozen of these beasts, though they tend to kill and eat each other until only an alpha male and female survive, if you don't find a way to control them. They also do not take orders or authority well, so you will definitely need to find some way to control them. Once all injections are used you'll receive a new pack after a week.

A Door - 600 CP
What appears at first to be a small blob of black goo is actually a Drood made dimensional door. When thrown at a wall it will turn into a door that can open into nearly any place on Earth. You can go to any place you have been before or give the door coordinates to places you have never been. As befitting something created for spy work, the door prioritizes appearing in a wall in a secluded or hidden place to avoid its user appearing out of nowhere, but it can create a door hanging in the air if necessary. The blob can also be thrown at an enemy, turning into a door midair to send the enemy somewhere else, but this drains its energy and makes it unusable for a few days. The blob is connected to you and will teleport to your pocket if lost. The door can breach most science based security and most magical wards

Companions

Make Your Own Team - 50 Cp each or 200 for up to 8
Create or import a companion, giving them 600 CP to buy their origin, perks, and items in this jump. Companions cannot take drawbacks or buy more companions.

Bring Your New Team With You - 50 CP
If JC Chance or one of his teammates, Natasha Chang or Catherine Lautimer have become true companions to you, you can take them for just 50 CP. This will guarantee you a chance to meet them in favorable conditions and the chance to save them from their fates, where necessary.

Drawbacks

The Summit - Free
If you have visited this universe before, you can use this toggle to decide if what happened in that visit affects this one, you may even be able to meet a past you. Try to avoid that.

Obsession - 100 CP
Something happened in your past, something tragic or dramatic, that has warped your personality and left you with an obsession. Whether you are obsessed with solving a murder or other crime, protecting someone or something, killing someone or destroying an organization, or something else, it will drive many of your thoughts and color your motivations for the next ten years.

Diminished - 100 CP
Normally Beings from other dimensions bring something of their own reality when they enter others, that is what makes them so powerful, but it also makes them toxic, their existence corroding the very fabric of this world. Your existence was deemed toxic so your bubble of self-reality has been undone. By entering this reality, all the other powers and perks you came with have been sealed, leaving you with only what you buy in this jump.

Prohibited Items - 100 CP
It seems someone has been made aware of the fact that you have some items you shouldn't. All items from outside of this jump have been confiscated and your warehouse locked off.

Big Pond - 200 CP
The Ghostfinders might have the backing and power of being a secret agency of the government but they really only touch a slim slice of the shadow world, only dealing with ghosts and even their A teams rarely having to deal with demons or incursions from Outside. The Crowley Institute deals with a more varied number of supernaturals, but despite their arrogance and ambition, in the grand scheme of things they aren't real Power Players. Normally this wouldn't be much of a problem for you during this jump and you would interact only with the world of ghosts, but now you seem to attract a lot more trouble and attention, you'll find yourself stumbling onto demigods and elves, aliens and monsters, mad scientists and conspiracies. Even the Knights of London or the Droods might decide to take an interest in you.

A Team - 200 CP
You, and your team if you have one, has been upgraded to an A team of your organization. This means a better paycheck, sure, but mostly it means harder, deadlier and much weirder missions. Even missions that seem simple on the surface will turn out to be more complicated and more dangerous than you think. If you're a Drop-In this means that anything you get involved in will have a good chance to become a supernatural clusterfuck.

Faulty Senses - 200 CP
You are able to See more of the world than most, as much as an 11 level telepath focusing his Sight, seeing the many layers of stone tape ghosts, the Things and Beings that walk near, around and through humanity, the true faces of monsters pretending to be human, the beings that are just a few degrees off from reality, coming and going to other dimensions. More information than a human mind can take without breaking, all the time. You'll have to constantly keep your shields up, shored with all your willpower, just to function. Or take drugs. Lots and lots of drugs. Also, despite your Sight, ghosts and other spiritual beings find it easier than normal to fool your senses or hide from them. And this is all worse if you have actual empathic or telepathic abilities.

The Meat - 300 CP
Turns out the sharp increase of spiritual problems really is caused by an invasion from outside of reality. A great mass of eldritch meat has fallen from a portal into the Antarctic ocean and from there it hibernates. Mostly. At the same time, part of its consciousness is aware, enough to meddle in the affairs of mortals, stir the ethereal panes and create powerful servants. And it is now aware that some other thing has entered this universe. You. It will seek you, include you in its plans, and might even awaken more of its mind and power as necessary to fight you.

System Failure - 300 CP - can't be taken by ghosts
You have taken many drugs in your lifetime. Maybe to help with a past trauma, or to control your psychic abilities or just to test your own mad science. And it has taken a toll on your body. You suffer from many nasty side effects when taking drugs, and even worse effects from withdrawal. In fact your body is shutting down, and you have slightly less than ten years to live, an expiration date that shortens whenever you use any powers you might have. Better hope you can eventually find some miracle if you want to survive the coming decade.

Wavering Faith - 300 CP
Your faith in your own abilities has been shaken. Whether your machines were fooled one too many times, someone managed to hide from your telepathy, or you've discovered that your magic comes from a suspicious source, or something else, you have lost trust in your abilities, causing them to malfunction or weaken, which has caused you to trust them less in a downward spiral.

Outro

If you survive ten years of ghostly problems you have a choice:
Move On: Go to the next jump.
Stay: Stay in this life
Go Home: Go back home