Fran Bow

Jump By U/PriorPossible834

Our story begins with the murder of the Bow-Dagonheart family, an event orchestrated by the malicious Doctor Oswald and the diabolical creature Remor, this sets in motion a chain of events that will lead to a horrifically gruesome adventure.

Enjoy your time here dear Jumper

(+1000 CP)

Origin:
There are no Origins here you may come up with a fitting one if you wish.

Perks:
You may take one discount on each price tier

Quite Mad (100)
Much like Fran herself, you are quite mad, however, you wear it better than most people. For the most part, your only symptom is a strange sense of humor, but you also feel no fear regardless of the situation you find yourself in, after all, we're all mad here.

Resourceful (100)

You have a knack for using nearby materials to solve problems, and you have the same level of skill for it as a point-and-click puzzle game protagonist

An Old Man Following The Rules (100)

Dr. Deern was one of the few adults who wanted to help Fran, and certainly the only human one! However she distrusted him and misjudged his intentions, you won't have to worry about that problem if you genuinely want to help the person you are helping will know that. This also comes with a degree in child psychology and a position at Oswald Asylum if you want them... please take them. Those kids need someone to care for them.

He Was Gray (100)

You register as karmically neutral to any means (supernatural or otherwise) of detecting such things.

A Little Misfortune (100)

You have the ability of one particularly unfortunate little girl, you can always maintain your hope. You could live the most tragic of lives yet still find it within yourself to feel happy easily, while the offers of Eternal Happiness may be a lie you can find your own happiness.

Imaginary Being (200)

Like Itward you are an imaginary being, this allows you to appear to any person with a powerful imagination (most commonly children) however when you manifest this way you are part of the child's mind and can be banished if they want you to leave, only a creature as powerful as the Creature of The Night himself could remain against the will of his friends.

An Open Door (200)

You have a natural affinity for ektoplomatin much like the young Fran Bow-Dagonhart, with sufficient quantities of the chemical you are capable of traveling to the Ultra Reality and the other realms of FREE, post jump this generates an Ultra Reality that allows you to interact with higher planes of existence.

A 'Scientist' (200)

Much like the erstwhile Doctor Oswald, you seem to get quite a bit of mileage out of your field of study. If you focused on twins for example you could eventually find a way to access an alternative reality! How does it work? Haven't the foggiest.

I Wasn't Expecting You Until 2:35! (200)

You possess a very odd but very potent travel ability, as long as you start your journey at precisely 2:35 you will always be able to reach your destination on time and in one piece. This will always function barring extreme supernatural interference.

Eternal Happiness (200)

You found all this happiness... it doesn't feel right for you to keep it all to yourself does it? You have the ability to share your joy, your optimism, the very makeup of your soul with another person, while this link is in effect they will be able to access your happiness as well as yours. It may not make life perfect but there are many who deserve a shot... wouldn't you agree?

Powers Of Suggestion (400)

You share Remor's ability to manipulate the senses and plant thoughts in people's minds. This ability is most effective when used on the young or those who are already mentally damaged.

Turned Into A Tree (400)

Once per jump whenever you would die you instead transfer your consciousness into a nearby inanimate object. If there are trees around this perk has a definite bias in that direction.

Creature Of The Night (400)

You are a new Creature Of The Night, a being on par with the Long Man In The Top Hat himself. You are able to travel freely between the realms of FREE and appear according to your whims. You also possess the power to manipulate the world around you with telekinesis and any mental abilities you possess are boosted by an order of magnitude

Reality Parasite (800)

You are a being from beyond the Five realms of conventional reality that grants you great powers. The longer you spend in one place the more you are able to 'infect' it the farther your infection progresses the more you are able to manipulate reality in that area, that process can be accelerated by draining the souls of others.

Items:

Pills (Free)

Pills with a high concentration of Ektoplomatin

Staff (200)

The Staff used by the fox Benjamin to banish (at least temporarily) the incredibly powerful Reality Parasite known as Morgo, it is capable of removing all surrounding extradimensional influences in a flash of light.

Even potent reality warpers could find their works undone by the Staff if they don't exercise due caution.

Airship (400)
A whimsically designed flying airship

A Home (400)
A home that fits your aesthetics and boosts your powers while you're in the vicinity.

Oswald Asylum (600)
You now own Oswald Asylum

Companions:

A Little Lady
An innocent little girl with a tragic life, she was born to a horrible family and has suffered the darkest twists of fate since her life began. She deserves better than this wretched world Jumper.

The Reluctant Murderer And The Midnight Cat
Ah Fran Bow-Dagonheart, another poor child who has suffered at the hands of malicious eldritch horrors... this is becoming a theme... joining this poor dear is her loyal, capable of speech, and completely sapient cat Mr. Midnight her devoted guardian.

The Creature Of The Night
Itward the Creature of the Night, a sentient imaginary being and Fran's faithful friend, while he is an enigmatic figure, the skeleton in the long top-hat has risked his life for Fran and defended her in her darkest hours, he can be trusted.

The Embodiment Of Remorse

Remor is the demon that has tortured Fran Bow-Dagonheart, he is a sadistic being that forced Fran to murder her own parents and drove her to insanity to begin with, if you want this trash bag take him...

The One Who Comes With The Cawing Of Jackdaws

Morgo is a Reality Parasite, a being outside of logic and morality. His desires in life can be summed up in the words 'he really likes games'. The problems tend to appear when you consider that you aren't a playmate, you're a toy...

To tell the truth Morgo isn't really evil, he's more akin to a child petulant about the fact his friends don't want to play with him.

Perhaps you can help him be better?

An Old Man Following The Rules

Ah Dr. Deern, words cannot express how much I love this man, he is not only a competent and caring authority figure, he was also willing to sacrifice his job and his livelihood all so he could protect his patient from his maniacal employer.

Normally he would get a mindwipe for his trouble but...I can pull some strings.

Whoever You Want (Free!)
So long as you take them off our hands for us

Any Old Friends (Free!)
Well if you're sure...

Drawbacks:

Already Mad (100)
You suffer from whatever illness it is that Fran herself has, this leaves you with a distorted perception of reality and an incredible apathy towards your own city.

Unfortunate Life (100)
You have the same luck as Little Misfortune, if her name doesn't tip you off to what the problem with that is... well you can't fix stupid.

They Stitched Your Bodies Together To Prove They Could (400)
Good news you have a twin! Worse news they hate you! Worst news your bodies will be permanently attached for the duration of the jump... oh dear.

Morgo's Plaything (600)
Morgo considers you the most enticing toy and will try to lure you into his evil and mind-bending games, if he claims your soul you won't just chain fail... you'll play with him forever and ever...

Ending:

Stay

Go Home

Move On

Notes:

FREE is difficult to explain but I'll give it a shot. Within this universe there are essentially many different universes stacked on top of each other, the exact way an event is presented within that shared reality changes based on the universe you can perceive.

The Ultra-Reality that Fran Bow can access is not technically one of the realms of FREE but it illustrates my point well enough, within the Ultra-Reality the inner nature of people is revealed (or at least that's what it looked like to me) it seems to reflect the subconscious such as when Dr Deern's Ultra Reality counterpart explained his past traumas and when the traumatized and almost catatonic children appeared as corpses within the Ultra-Reality.

While the rest of FREE doesn't operate on quite the same principles a basic way to understand it is that each one is a world that operates based on phenomena that while outside the norm still follows a consistent pattern, Reality Parasites on the other hand come from dimensions with absolutely no natural laws beyond the will of their inhabitants thus granting them their godlike powers.

If you find a security guard in the Oswald Asylum punch him for me would you? Trust me he deserves it.