GHOST TRICK
GAUNTLET JUMP

Version 0.94

I see a woman who is in danger, and a man who is about to try and kill her. Now, I would try and help out, but there's just one little problem...

I'm already dead.

*Now, being dead means that my Chain would be over, but in this case, it seems I've been given a second chance. A chance to save the lives which would be taken this fateful night, and potentially save my own. But I have nothing to start with - **no outside perks**, and **no CP** to spend on the abilities which I will need to save these lives.*

...Well, I better do something about this, shouldn't I?

Origins:

Temsik (Drop-In) - Your mind is swirling. You have no idea who you are, or where you are. Then, when you come to your senses and look around, you find yourself in a junkyard. Before you can do anything else, however, you hear talking from what seems to be a sentient desk lamp.
This scenario places you a while after the events of Chapter One of Ghost Trick. You don't take Sissel's place in the plot, however, don't just expect it to be easy. Despite how events went in the plot of the original game, disaster will strike the protagonists at every turn, and you are the only one who can prevent their failure. During the jump, you must preserve the life of the protagonists, and failure beyond repair will constitute immediate jump failure.

Blue Man - You are a proud member of the Republic of &$&^%^*! Or at least, you were, before you died. However, it appears that death wasn't the end of you yet. After you died, you discovered that you now are a ghost, and you have a particular ability - A Ghost Trick, if you will. You are currently a special operative under Sith himself, and your job is to get rid of problems. Problems like that bothersome man, "Sissel."
This scenario starts a short while before the events of Ghost Trick and gives you a set of jump-memories as an assassin for Sith. Your goal in this jump is to get rid of Yomiel, obtain the Temsik meteorite fragment, and eliminate every person who could be a potential threat. Don't expect it to be easy, though - unlike the previous origin, plot armour is in full effect here, and whenever you think you managed to get one over the heroes, you often get foiled.

Alternate Timeline - You wake up in the Junkyard, much like in the first scenario. However, something has gone wrong - Sissel is nowhere to be found, and right in front of you, Lynne is being held at gunpoint. What is going on?
In this scenario, instead of being placed into the canon timeline, you are put into Ray's timeline. Sissel never intervened in the plot - no matter what you say or do, he would be uninterested in helping out - and so you take up much the same role in the plot. And once again, fate seems determined to ruin your plans, and failure beyond repair will constitute immediate jump failure.

Absence of Death (+800CP) - You were meant to die; fate was seemingly conspired to bring you to your final breath and end your existence as a mortal being. But you didn't. In this scenario, you are an ordinary human being, who, in some way or another, gets tangled up in the plot of Ghost Trick. This can be taken with Temsik or Blue Man; in the former, you are a police officer, or detective, or some other appropriate person to become involved in the events of the game. In the latter, you are an assassin for the Republic of %*&#^#@. In either case, you need to carry out your origin goal without having access to any Ghost Tricks or perks from outside of the jump, only able to get what your Body Mod grants your body. (You can still buy Tricks, but you won't gain access to them until the jump is over.) And if you die, that counts as a Jump Failure, even if you died in range of Temsik Radiation. Good luck.

Ghost Tricks:

These are the primary abilities that you can use as a ghost and are pretty much required if you want to get anything done. However, each has its own rules and limitations that need to be taken into account if you're going to use them effectively.

Ghost

Of these abilities, you can take as many of as you like. Just note that there are no discounts on these.

Possession (Free, Required)
This ability allows you to possess the "core" of objects while in the Ghost World to travel or to use your Tricks on them. By default, you have a range equal to the range that Sissel has: about 1m.

> **Extended Range** (150CP/300CP)
> For 150CP, your range will increase to that of Missile's, which is about 3 metres, while for 300CP, it will be as big as Yomiel's range of approximately 7.5 metres.

Phone Line Travel (100CP)
Whenever you observe somebody call a number on a landline phone, you can "trace" the number, and watch what is going on at the other side. Also, you can use said phones to travel to any other phone you have observed before. This explicitly does not work on cell phones or VoIP, and you must be in ghost form to use it.

Time Travel (Free / 400CP)
When you possess the "core" of a dead person, this ability allows you (and any other Ghosts with you at the time) to time-travel back to four minutes before their death and (try to) prevent it. As a side effect, this also allows you to awaken somebody's soul (if their soul is 'conscious' when you use **Time Travel**) such that they have a core after their fate has been averted, which allows you the ability to talk to them as a ghost even after they are alive again. However, this has some limits: only those who have been dead for less than 24 hours can be saved by these powers, that is until your gain your **Spark**, when these limits are removed, and you *can't use this power on your own body*. Of course, if a body is frozen in time at the moment of death, like Yomiel's body was, the 24-hour time limit doesn't start until their body is unfrozen in time. For the duration of the jump, this perk is free, but to keep it afterwards, it costs 400CP.

Temsik Fragment (600CP)
When you died, you didn't just die in the presence of Temsik Radiation. You were struck by a fragment of the meteor, which has now stuck itself inside of your heart. This means that your body is in a state of constant flux between "dead" and "not dead," making your body efficiently indestructible. However, you are still not immortal - a sufficient attack might be able to dislodge the shard from your body, and attacks that affect your soul will still be deadly. Also, the fragment cannot pass ghost abilities onto people, even if they are in range until you get your **Spark**.

Tricks

*You can only buy **one** of the following Tricks normally. Also, no discounts on these either.*

Object Swapping (Free)
The signature Trick of Missile, this ability allows you to swap objects of a similar shape, regardless of orientation, volume, or weight. For example, you can swap a bullet with half a potato or a golf ball with a basketball. Velocity is also preserved after the swap, allowing you to theoretically throw something small, and then swap it for something weighty, to devastating effect.

Manipulate Objects (100CP)
The signature Trick of Sissel, this ability allows you to manipulate objects you have possessed, such as making a bicycle go, or a refrigerator pop open. This ability doesn't work on complex machines very well; if you were to possess a laptop, for example, you could make it open or close, but you couldn't actually *use* it.

Manipulate Living Beings (300CP)
The signature Trick of Yomiel, this ability allows you to possess dead bodies, people, or animals, and direct their actions. This even works on your own dead body, allowing you to facade as a living person. People affected by this ability can be aware, but tend to have confused memories of the incident. Think "body control" instead of "mind control."

Perks:

Perks are discounted if they match your background. 100CP Perks are free to the origin(s).

Temsik / Alternate Timeline

Mental Checklist (100CP)
You can easily keep track of to-dos and essential information directly inside of your head. It isn't as good as an eidetic memory perk, since it doesn't keep track of everything, but it can be pretty useful since as a ghost you can't just carry around a notepad to jot things down on.

Signal (200CP)
When you're in ghost form, it can be challenging to communicate with somebody unless you possess their ‘Core'. This ability allows you to signal your location to a specific person who has a ‘Core', as well as the ability to ‘ping' them, getting their attention. It won't let you communicate any complex ideas, but if you work out the meaning beforehand, it can be beneficial.

Observe (200CP)
Typically when you want to see what you can do with an object, you have to possess it first and then take a look. However, with this ability, you can glean the purpose of an object just by looking at it, as well as see what your trick can do with it.

Rube Goldberg Machine (400CP)
You have a knack for using the domino effect to your advantage. This ability helps you use your Tricks to their peak, making complex chain reactions that help you accomplish your goal, as well as being able to create such machines to fulfil an essential purpose which can't be easily tampered with to cause an undesirable outcome. However, do be careful, because just because you CAN make a complicated contraption to do something doesn't mean you SHOULD.

Going Unnoticed (400CP)
Despite whatever weird things are happening around them, people don’t usually seem to notice. Whether you are using your Tricks to manipulate objects, or swapping things around, they won’t acknowledge what is happening unless it pretty much hits them in the face.

Awaken (600CP)
Typically, most humans go their entire lives without their souls being awakened. Much of time, souls stay in their bodies forever, amnesiacs, mere shadows of their former selves. With this ability, you can now awaken the soul of a person without using Time Travel. This will then allow them to communicate with any spirits they come across. It does have limits, however. You can only awaken one person every 24 hours, and the process can leave you indisposed in your ghost form for anywhere from one to four hours.

Blue Man

Makeshift Body (100CP)
If you happen to lose access to your body, and have access to **Manipulate Objects** or **Manipulate Human Beings**, you now can pull together several random objects that will always bear a striking resemblance to how your body looks, and can act in the same way a human body could. This ability requires no focus to work, however if you leave this body's core, it will promptly fall apart as if it had never even existed.

Sixth Sense (200CP)
You have a knack for when somebody is watching you. You get a weird feeling whenever you are being observed by any sort of supernatural entity, and you easily take notice of electronic bugs.

Inconspicuous (200CP)
It takes minimal effort for you to blend in most settings. Want free access to a construction site? Just dress up in a reflective vest and hard hat. Want to fake as a medical examiner? Just get a lab coat and stethoscope. It doesn't actually matter that you don't know what you are talking about - it seems that only the most observant people will be able to see past your disguise.

The Deal (400CP)
You are a master manipulator, and not just in the sense that "I can control people!" After all, what is power without some strategy in using it? With this perk, you become a master at using your powers to manipulate events to your own ends. With enough time, you could eventually bring a nation to its knees. Just make sure not to get cocky.

National Secrets (400CP)
You seem to have all of the dirt that most people would want to keep secret. It takes little effort for you to find the little indiscretions that politicians would want to keep under wraps; cheating, embezzling, murder, all the same to you. Of course, all of this information also makes you a target, so try to be discreet with how you use it.

Blue Technology (600CP)
The Republic of $*%&^# is world renowned for having some of the most exceptional technology out there! With this perk, you know to create and use technology from the Republic. As another effect, your excellent control over **Manipulate Objects** is improved, allowing you to exert some level of control over actual complex machines, making you much more versatile.

Items:

Cool Shades (50CP)
A beautiful pair of shades, which even appear in your ghost form. Even if you're just an ordinary blue flaming soul, who doesn't remember who you are.

Slick Suit (50CP)
A sleek white suit which you could dance around in for hours on end while doing work, and it still won't get stained. Because you're spotless, baby!

The Chicken Kitchen (100CP)
Your warehouse now has a vending-machine like kiosk that, when given money and electricity, can cook you any food ever produced by the Chicken Kitchen to your specifications. It does have a cooldown, though, so don't expect to just be able to pump it infinite money and get as much food as you want.

Landline Add-On (100CP)
In your Warehouse, you now have a landline phone cable, connecting you to the outside world's phone system for free. This allows you to use **Phone Line Travel** to and from your Warehouse, as well as making routine calls if you complete this Gauntlet.

A Dead Body (100CP)
One dead body, with no apparent cause of death, made to fit your specifications (within reason). Pretty useless unless you have **Manipulate Living Beings**. Make sure to keep it refrigerated, or it will start to rot.

Hourglass of Fate (200CP)
A replica of the Hourglass which allows you to tell how long someone has until their fate is sealed, but this would only start flowing when there are 4 minutes until that fateful moment. If their fate changes, the sand will flow backwards, and if their fate is averted, the sand will disappear for an hour, during which it can't be used to tell how long someone else has left. You can buy more than one of these, but you can only assign one to a specific person at any one time. Note that when you use **Time Travel**, you will temporary gain one of these with the target being whomever you're trying to save from death.

Radiation Meter (200CP)
This device is no ordinary Geiger counter. Created by the Professor himself, this device allows for the detection of Temsik Radiation from an average range, in addition to allowing you to, from a short range, detect possessed objects. Outside of this jump, it will be able to be tuned to any other spiritual energy. It is a bit bulky, however, requiring one hand to hold the detector itself and another to keep the giant receiver connected to the device via a wire.

Companions:

Note that all Ghosts will have to follow the same rules as your Ghost Powers Post-Jump

Penumbra of Spirits (100CP each, or 400CP for up to 8)
Import up to 8 Companions as fellow ghosts (or cops/assassins) who get the same origin as you have, plus **Possession**, **Phone Line Travel** (if you have it) and either the **Manipulate Objects** or **Object Swapping** Trick. They could either be alive with the freebie of their origin, plus 600CP worth of Perks, OR dead and able to use their Ghost Tricks - either way, they can't use their other Perks in this Jump.

Canon Companion (300CP)
This gives you a shot at recruiting a character from the game to join you as a companion. This does *not* guarantee that they will come with you, but you are more likely to get them.

Sissel (400CP) [Can't be taken if Alternative Time Origin is taken]
Sissel is a unique case of a Ghost. If you recruit him, he will be imported as his cat form, but with the effects of having all the **Ghost** abilities, (although he can only save your life once per 10 years using **Time Travel** in a Jump, and has the shortest **Possession** range) the **Manipulate Objects** Trick, a localised **Manipulate Living Beings** Trick limited to just his cat body and the **Signal** Perk.

Old!Missile (400CP) [Can only be taken if Alternative Time Origin is taken]
The same also applies to Ray, otherwise known as Old!Missile. He has **Possession**, (with **Extended Range** so that he could jump 3 metres between Cores) **Time Travel**, (Although like Sissel, he can only save your life once per 10 years using it) the **Manipulate Objects** Trick, the **Object Swapping** Trick, and the **Observe** and **Awaken** Perks - and he would be imported as his dog form in future Jumps.

> **Missile** (300CP)
> Or maybe you want the younger Missile instead? He is almost exactly the same as his older counterpart, but can't use the **Manipulate Objects** Trick nor the **Observe** or **Awaken** Perks. However, he can use the **Signal** Perk instead.

Sith (400CP) [Can only be taken if Blue Man Origin is taken]
The Master Spy from the Republic of *%&^$%&! - and the main threat to Sissel and Yomiel. He comes with **The Deal**, **National Secrets** and **Blue Technology** Perks **-** and, if you manage to help him get the Temsik Fragment, he will gain the **Ghost** abilities **Possession** and **Temsik Fragment**, and both the **Manipulate Objects** Trick and a localised **Manipulate Living Beings** Trick limited to his body.

Yomiel (800CP) [Can't be taken if Blue Man Origin is taken]
The Manipulator, who called himself Sissel, and who the cat mistook as being him at first. If you recruit him, he would 'keep' how he was before he was betrayed. He comes with all the **Ghost** abilities barring **Time Travel**, (although his **Possession** range is the longest) the **Manipulate Living Beings** Trick, the **Manipulate Objects** trick, and the **Makeshift Body**, **Sixth Sense**, **National Secrets**, and **The Deal** perks.

Drawbacks:

Obviously the CP I started off with wasn't enough, so I had to take some Drawbacks in order to gain the abilities which I wanted to get:

The Ghostly Turnabout (+0 CP)
Things aren't the way I remember them. I was supposed to end up in the Ghost Trick universe, but I'm in.. Ace Attorney? But some things are still the same. I guess I will have to figure things out as I go along.

Primal Instincts (+100CP)
Why do I seem to be cruel to mice, or react to the TV being turned on, or anything like that?

What does it say? (+200CP)
That's strange. I can't read these notes, letters, or whatever - it's like they are in a language I can't read. At least I can still understand what others say - the language of the dead is universal, after all.

Guardian of the Park (+200CP)
We must stop the park from being turned into a housing development! We must protect the rock of the gods! May I interest you in a leaflet?

Not So Smooth (+200CP)
For some reason, I keep forcing myself to do ridiculous theatrics and dancing while doing things, and it keeps tripping me up like I'm a knock-off version of Cabanela.

PDSD - Post-(Near)Death Stress Disorder (+400CP)
I... I remember my death (or near-death) very distinctly... But I wish I could forget it... I... Wait, no, not now! Please stop! Don't kill me...!

Lynne Syndrome (+400CP) [Penumbra of Spirits Required]
Why are my companions always getting themselves into trouble? They keep dying or getting tangled up in a mess, and I regularly need to derail my plans in order to help them!

When the Sun Rises (+400CP) [Can't be taken with Absence of Death]
I was told that when sunrise happens, I will cease to exist. That means I will need to do what I have to do before then, or else it will never be solved.

Butterfingers (+400CP)
Why are my tricks so tricky to use? Whenever I try to exert control, it's like I'm wading through water!

Target (+400CP) [Can't be taken by Blue Man]
Who are these people, and why are they trying to kill me? And how do they know who I am?

Youiel (+500CP)
Why is there someone who looks a lot like I am here, and is hindering my process regardless of if I'm as alive as they are or not?

Memories of the Dead (+500/600CP)
+500CP: ***Do I know this place? Strange, I thought I knew what would happen, but now I don't. It seems like I will have to relearn that as I progress.***
+600CP: ***I... I don't remember who I am. Am... Am I this Sissel bloke? I don't know, and I may remain as a blue flame, or a blank slate if I am still alive, until I remember who I indeed am...***

Temsik Day (+500CP, Special)
So close, yet so very far - if I was imported just a few minutes ago, I might had been able to change everyone's fate. Looks like I have to take the long road to the one time when I can return to the past of this world... At least the time will give me a chance to brush up on my skills, and maybe evolve what Tricks I can use...

Rewards and Beyond:

So, you finally managed to change the past and saved the world - or, rather, changed the fate of Yomiel, Sissel... even myself. As thanks, I will give you (and your Companions who you imported if you had imported any) the following power:

Spirit Form: This is an alt-form of sorts, based on one of your prior alt-forms with how it looks. While it has the looks of them, instead of it having the powers the alt-form had, it has the powers of being able to use **Ghost Tricks** - specifically, whatever Trick(s) you chose to get in this Jump. And, if you didn't get the **Possess Living Beings** Trick, you get a variant of it which only works on your body. But be wary: it is as vulnerable (if not more so) as you would be if you are out for the count, and if it's 'killed', unless you have any 1-up abilities (or if you have Sissel, Missile or Old!Missile imported and he hasn't saved your life in that Jump) it will count as a Jump Failure. If you did have any 1-up abilities, or if Sissel, Missile or Old!Missile averted the 'death' of your body, then when it's used or once Sissel had saved you, you will be forced to return to the alt-form the Spirit Form's body is based on, and can't enter Spirit Form for 24 hours.

Now, you can either spend the rest of the ten years here before choosing if you want to move on, or you can select one of the three options below, which you'd have to decide once the ten years is up. Either way, all Drawbacks are stopped - and if you had taken Temsik Day, you could stay for another ten years before having to choose, as if you were imported when the plot began.

Turn Back Time	Fate Changed	A New Future
If you have had enough of things, I can turn time back to when you started the Chain, and change your fate. Although you will keep everything you got during the Chain, Perks and all, it would be like the Chain never happened to you. At least, until you start using the abilities and items you gained. You also keep access to your Warehouse and other Supplements. However, you won't be able to Jump again, nor Return to any Jumps you've been to.	*Or maybe you want to stay here? If so, I will try and clean things up as best as I can over where you came from, and you will keep everything you got from the Chain. As a small bonus, because this world is linked to the Ace Attorney one, if you haven't done that Jump yet, then I will allow you to get the perks and stuff from that one which you want. But you won't be able to Jump onwards, nor Return to prior Jumps you've been to - just like if you decided to return home.*	*Then again, you most likely want to move on to the next Jump. In that case, you will return to your Warehouse for a week while you prepare for your next Jump, and time here will freeze just like it did back where you came from and in all other Jumps, until you either choose to Return here, if you decide to head back home, if you choose to stay in a future Jump... or until you claim your Spark. Just know that I am rooting for you, even though I may not exist for much longer. Unless you take*

		me as a Companion, that is.

Notes:

As this is a Gauntlet Jump, failure will just result in the loss of anything you got from this Jump, and not the chain being ended.

Whenever you import Sissel into a future Jump, he remains in his cat form regardless of the setting but can benefit from Perks like any other Companion, although adapted to work for it. If it can't be modified, he can't take it. Same with both Missile and Old!Missile and their dog forms.

Yes, you can get both Missiles in the Alternate Timeline. No, Old!Missile does not get Missile's memories, given that the two of them are from alternate timelines. And no, they don't count as the same companion regarding companion slots.

Also, Old!Missile will regain his ability to swap objects if you get him as a Companion.

Yes, Yomiel is much more expensive than the other Companions. Then again, he is the most OP ghost, being able to manipulate his own body as well as other people.

Sith's Ghost powers are what he would most likely gain should he had indeed succeeded like he had done so in the first two timelines before Sissel changed the past.

Most canon companions will have one item or Perk which best suits them, but nothing more than 400CP. For example, Beauty would have **Sixth Sense**, while Kamila has **Rube Goldberg Machine**, and Pigeon Man would have a **Radiation Meter**.

Timeline stuff:

The Temsik Origin starts at about 7:30 PM on the night of the game. The Blue Man Origin begins at 9:00 AM on the day leading up to the night of the game. The Alternative Timeline Origin starts at about 7:00 PM on the night of the game, while both of the Absence of Death Origin options begins at 9:00 AM one day before the night of the game. If you take the Temsik Day drawback, you will start at 6:00 PM on the day where Yomiel was struck by the meteor fragment. (Yomiel's death being at 5:30 PM)

The Temsik Fragment is taken from Yomiel's body at about 4:25 AM, where the plot armour which the protags have in the Blue Man Origin ends, and by 6:00 AM, it would be all but impossible to reach his body in order to jump into his past - which constitutes Jump Failure for the Temsik and Alternative Timeline Origins, but if the Blue Man Origin reaches that point and manages to prevent the protags from reaching Yomiel's body, it counts as a success for them.

Translations of the Drawbacks:

- The Ghostly Turnabout: Crosses over the setting of Ghost Trick with Ace Attorney.
- Primal Instincts: You gain the instincts of an animal which is usually kept as a pet.
- What does it say?: Unable to read any writings.
- Guardian of the Park: You will become convinced that the Temsik meteorite is a godly artifact, and that ghost tricks are examples of God's miracles, causing you to try and push this philosophy on anybody you meet. This won't hinder your actions overall, but expect it to be much harder to be taken seriously.
- Not So Smooth: You are compelled to dance and perform theatrics while carrying out tasks, but are given no actual skill doing so, making you into a complete klutz.
- PDSD: You get PTSD from your death or a near-death experience, and you are likely to be reminded of said events a lot, especially at very inconvenient times.
- Lynne Syndrome: Your imported companions constantly get themselves into trouble if they are dead, or constantly die if they are alive, at very inconvenient times, derailing your plans.
- When the Sun Rises: If you are still 'dead' by the time sunrise happens - which you won't be if you succeed in the plot - you will actually cease to exist, which means Jump Failure.
- Butterfingers: Your control over your powers is significantly lessened. **Manipulate Objects** will lag, **Swap Objects** requires multiple tries to work, and whenever you control somebody with **Manipulate Human Beings**, they will resist more and it will be more like flailing around rather than realistic movement. This even applies to your own corpse, if you have one.
- Target: Makes you a target of the Republic of $*$&@^ and gives them information on your identity and whereabouts. Expect to be hounded constantly by blue-skinned assassins.
- Youiel: There's a doppelganger who is 'alive' and is actively hindering your progress. Think of them as the Yomiel to your Sissel.
- Memories of the Dead: 500CP removes all memories of the plot, while 600CP removes all memories full stop.
- Temsik Day: You start the jump just half an hour after when the events of the final chapter would be. You could try and change fate as much as you can, but things will conspire to lead up to the events of the game regardless. However, you will get the ability to buy one other Trick power - but swapping between Trick powers has a 45-minute cooldown, during which you can't swap back. Do *not* take this with **When the Sun Rises** - if you do, you will have to solve a mystery which is on par with the events of the game each night just to live another day.

Document History:

Version 0.9 - First Public Release
Version 0.91 - Jump changed to a Gauntlet Jump
Version 0.92 - Addition of Hourglass of Fate and The Chicken Kitchen to the Items section. Clarified Sissel's abilities, and added Ray (Old!Missile) as a Companion option for the Alternative Timeline, Yomiel and Missile as Companion options, and Sith as a Companion option for the Blue Man Origin. Included the Not so Smooth and Lynne Syndrome Drawbacks. Also clarified that dying in the Absence of Death Origin would count as a failure, made 100CP perks free for specific origins, and given the pages a bit of a makeover.
Version 0.93 - Changed the price of Penumbra of Spirits so that you can buy one companion for 100CP, or 400CP for eight companions, while reducing the cost of the Extended Range Ghost Abilities by 25%, and Time Travel to 400CP. Added PDSD drawback and Radiation Meter as an Item
Version 0.94 - Grammar and spelling edits made
Version 1.00 - Original Imaged Version done by LoneValkyrie

Gauntlet Jump created by Technoturnovers and LatiusAuro