

Ghostopolis Jumpchain CYOA

Have you ever heard of the Ghostbusters, Jumper? Imagine a world where a similar organisation is a legitimate part of the government, banishing undead ranging from ghosts of historical figures to skeleton horses and beyond. This is that world, a world where humanity lives with the knowledge that not only is there an afterlife, but that the dead are constantly fleeing from it to their world, as if they were running from something terrible. And they are. The Afterworld has gone down the tube recently, with Ghostopolis itself coming under the rule of the tyrannical Dean Vaugner. But things weren't always this way.

It is important to note that the Afterworld does not rely on time and physics like the world of humanity does. You can run into the son you haven't had yet there as an already aged man, or your grandfather as a young lad. This is especially important because it's the reason why the Afterworld exists in the first place. Ages ago, a Tuskegee Airman named Joe singlehandedly forged Ghostopolis and the Afterworld itself using magic beyond what most can imagine. Perhaps it was in six days, perhaps it was in a billion years, but it was because of him that there is a world for the dead, and a city they can all live together in. But twenty years ago, a young, mortal boy named Dean Vaugner was sent here by accident, a mistake by an agent of the Supernatural Immigration Task Force. The attempt to retrieve him ended in failure, all lives save one lost. Trapped in a world he did not know, the boy discovered he possessed magic, and as time went on went mad with power.

He set the kingdoms of the Afterworld against each other in a great war, manipulating them and tricking them into hating and warring with each other, only to swoop in as a great peacemaker to the war he started. He brought the seven kingdoms under him, promising them peace...before summoning an army of Bugs from the Underworld to enforce his rule. But his reign may soon come to an end, as an accident by another agent of the Supernatural Immigration Task Force has sent another mortal boy to the Afterword, a boy named Garth Hale with an 'incurable' disease...and magic that may one day rival the missing Joe's.

To help you avoid joining the dead, here's **1000cp**. Good luck!

Locations

Just a quick warning, Jumper, the story you are about to take part in takes place in different worlds, one being Earth and the other being the Afterworld. The first location is Earth, but everyone after it is in the Afterworld. Your starting location will be decided by a d8 roll. You may keep your previous gender, or choose both for **100cp**.

1. Unnamed Town, Earth: Here's where it all starts, Jumper. Located within this town are three of the major characters in this upcoming tale, those being a young boy named Garth Hale, an exhausted, cocky agent of the Supernatural Immigration Task Force named Frank Gallows, and his ex-fiancee, a ghostly woman named Claire Voyant, who left Dean Vaugner for him. Soon, Frank will make a terrible mistake while trying to send a Nightmare, an undead horse, back to the Afterworld, accidentally sending Garth with it, and setting off the story, including the eventually pursuit by Frank and Claire
2. Badlands: Welcome to the Afterworld, Jumper, or at least to one part of it. After Vaugner took power, the outskirts of Ghostopolis have become a wasteland crawling with skeleton velociraptors and roaming Bug biker gangs. The place is an utter dump, where mummy squirrels fight over a single acorn and trash is scattered all over the place. Fortunately, the capital city of the Afterworld isn't far off, Ghostopolis can be reached by horse (or Nightmare) fairly quickly. Better get a move on, those Bugs are as nasty as they are stupid.
3. Ghostopolis Bazaar: If Ghostopolis is the city of the dead, this is their market place. Countless things can be bought here, ranging from information on your loved ones on Earth to various knick-knacks and toys, to even such delightful treats as fried tarantula and elephant dung. The place is usually crowded with the various races of the Afterworld, from skeleton guards to mummy families and spectre tourists. It's also where the seven rulers of the Afterword will come to meet soon, all under Vaugner's pretence of benevolence and fairness.

4. Vaugner Tower: Oh dear, this is a terrible place you have found yourself in, Jumper! This is the heart of Dean Vaugner's power, and it is swarming with a seemingly endless horde of Bugs, to say nothing of the mighty magic user who rules it! Here is where Vaugner schemes and plots, his minions feeding him information as he observes any potential threat to his power. Unless you are a servant of the vile villain, or here on some mission against him, I'd advise you to get going fast! Unless you think you can take him on here and now...
5. Skeleton Kingdom: Home of the Bone King and the honourable Skeleton people, this is one of the great kingdoms of the Afterworld. The castle where His Majesty lives resembles a fusion between a mediaeval palace and a gigantic Mammoth skull, tusks and all. The place is crawling with elite Skeleton guards, but don't worry, they have a strict code of honour, so you shouldn't have anything to fear unless you present yourself as an enemy, spy, trespasser, etc. The usual things that would get you in trouble. However, the Skeleton Kingdom hides a great secret...
6. The Dead End of the Afterlife: If you thought the Badlands were a wasteland, this is so much worse. It is a desolate bog that even the dead avoid like the plague. Here is a massive procession of the crippled and the lost, the widowed and the orphans, countless ghosts who had their futures and lives stolen from them by tragedy and disease. They all march towards a massive cave in the form of a skull, where - in resides bat dung...and the Skeleton Kingdom's greatest secret. In truth, the Bone King and his people serve Joe, and help by trafficking people to him so that he might lead him to a better Afterlife, one implied to be Heaven itself.
7. Firefly Powerplant: How is a city like Ghostopolis powered anyway? This is how: a massive bug conjured from the depths of the Underworld that powers everything. Any sign of defiance is met with the threat of Vaugner cutting the power, so the people stay subservient. This place will see the death of the Bone King, and its destruction will see the beginning of the end of Dean Vaugner's reign over the Afterworld.

8. Free Choice: Lucky you! Pick any of the previous locations that you would like, free of charge!

Backgrounds

So who will you be in this world of ghosts, goblins, and beyond? A hero, a villain, or a bystander who watches the madness unfold? Whoever you are, this world has much to offer you. Oh, and before I forget, we need to see how old you are here! For Bystanders, you may choose to either keep your previous age or determine your starting age via the result of 10 plus a d8 roll. For Agents, Afterworlders, and Servants of Vaugner, your starting roll will be determined instead by a roll of 30 plus a d8 roll. Alternatively, you may pay 50cp to choose your age instead.

Bystander: You actually aren't all that involved with the affairs of the world of spirits. You live a relatively ordinary life, much like the one you held in your original world. You know there is an Afterlife, you know there are spirits running about, but you've never really been involved in all that. But perhaps that will soon change? Perhaps, like another bystander named Garth Hale, you too will be somehow drawn into the world of the dead, and discover a great power within yourself, one that you've never known before? It seems far-fetched...but it wouldn't be the first time.

Agent: You are, in fact, very involved with the world of spirits. Specifically, your job involves sending the dead back there as an agent of the S.I.T.F. The dead aren't allowed to stay amongst the living, and you are supposed to send them all back, no matter how sympathetic they are, or how harmless they seem, or how you feel about them...even if one of the ghosts were your fiancée, you are supposed to send them back. Supposed to, but perhaps like Frank Gallows you chose not to? Regardless, that is your task, aided by both technology designed to banish the dead, your fellow agents, and the, admittedly poor, art of your unit's medium. Get to busting those ghosts!

Afterworlder: Rather than dealing with the dead, you are one of the dead instead! Are you a ghost, resembling either a human or a strange white blob with a visible brain and heart? A skeleton, a member of the chivalric kingdom serving the honourable Bone King? Or maybe you are a zombie, skilled warriors wielding swords and rifles like? There are also the spectres, blue-skinned, goggle wearing creatures, or the will-o'-the-wisp, phantom women dressed in white, as well as the mummies, masters of the desert! And finally, there are three races who might never have been human at all: the goblins, the werewolves and the boogeymen, who range from short, rotund slobs with surprisingly eloquent vocabularies to large wolf-men with a keen sense of smell to strange green creatures with bulbous heads and no social grace. Of these, only the werewolves are without a ruler or representative, though all are ruled by Vaagner. And since even the dead can die here, most don't bother trying to change that...

Minion of Vaagner: Oh. Oh dear. It seems you've thrown in your lot with one Jean Vaagner, the tyrannical ruler of Ghostopolis and the Afterworld as a whole. Perhaps you're a bug who he summoned to serve him and help him enforce his rule, or maybe, just maybe, you are a living human like him...whatever the case, your job under Vaagner is to enforce his rules, keep the peace, and take care of enemies that might rise up to oppose him. You're not exactly popular amongst the populace, either being feared or hated, and that's saying nothing of your master's actual enemies. Still, you serve one of the most powerful beings in the Afterlife, and if one day you decide you don't want to serve anymore, well...Vaagner's still mortal. And that means he can still die.

Perks

The war might be over, but that doesn't mean the Afterworld is a totally peaceful place. And with ghosts fleeing and running around Earth, that world isn't always safe either. To help you make your way through these worlds, here are some perks for your use! Perks are discounted for their origin, and **100cp** perks are free for their background.

General

This Isn't Your World!(Free): Everyone knows the classic ghostly powers: flight, phasing through walls, stuff like that. And that applies here as well...but not just to the dead. See, Earth and the Afterlife work on two very different sets of physics, and because of that, they interact very differently. Someone from the Afterworld wouldn't be able to fly or phase through walls in the Afterlife because it was built for them, the physics of that world still apply to them. They would, however, be able to do that on Earth.

Same thing applies for mortals, in that while they can't do that sort of thing on Earth, they can do it in the Afterlife, along with gaining the gift of magic. Magic works based on your imagination, using a well of power inside you, and it's what makes Dean Vaugner and Joe so powerful. Most mortals, however, are nowhere near that level. Your own magic will be decent, but nothing special. Post-Jump, Afterworlders and non-human minions of Dean Vaugner can use their abilities in worlds like Earth, but not on any world like the Afterlife, while humans can use their abilities wherever at the cost of using magical energy.

Bystander

Am I Still Dying?(100cp): Knowing that you're dying of an incurable disease would normally be enough to leave most people depressed, or angry at the world, especially if that person is a child. But not you. You have the ability to roll with the punches like few others, able to accept and adapt to bad situations and make the most of them. Growing up with no father and a deadly disease would still leave you mostly well adjusted, and even being transported to the Afterlife suddenly would only freak you out for a short time at the worst. Even being denied what seems like your last chance to go home won't be able to break you, you'll just keep moving straight ahead.

Riding The Unrideable(200cp): That's incredible! Managing to ride a Nightmare, one of the mounts of the skeleton knights,, you must be very skilled and experienced in - wait, what do you mean you fell off a pony in 3rd grade? You really have no experience?! It seems you have a special gift with riding even supernatural creatures, to the point that even if you've never done anything like it before, you could still prove to be a competent rider with a Nightmare that has been deemed unrideable. This does seem to rely on the creature actually liking you however, or at least being neutral. Hostile mounts will not be so simple. Just ask the Bone King. Or don't. He's a bit frustrated about it.

I Know Dead People(400cp): How strange. You have a way with the dead, able to easily befriend and bond with them. Dead relatives, even those with poor relationships to their family, become protective of you and seek to help you even at their own expense. An undead horse that has defied its monarch for centuries will happily let you ride it, even encourage you to do so, and that same monarch will be open to trusting and even befriending you if he likes your character. No taking the reins of his carriage though, he hasn't held those in ages. This might not work if who you are as a person repulses them, if they are too full of malice, or if you have taken hostile action against them, but otherwise? Expect to make a lot of friends among the dead with some effort on your part.

The Second Coming of Joe(600cp): There has never been anyone like the legendary Joe, the man who forged the Afterworld. Even Dean Vaugner couldn't hope to match him. But soon, very soon, a boy named Garth Hale will come to the Afterlife, possessing the potential to match Joe...and now, you hold that same potential. You have a unique talent with magic, able to quickly learn new tricks and abilities just with some time and creative thinking, drawing from a base of power already strong enough that you could soon put up a decent fight against Dean Vaugner, who's been learning to use magic for twenty years. You would not be able to win alone, and lack his knowledge, skill and experience, but with your talent you could learn years faster than he did. And with many ages, perhaps you may one day rival Joe himself...

Agent

This Is Me Pretending To Want This Job(100cp): Okay, seriously, how have you not been fired yet? Drinking and sleeping on the job, raiding the fridges of houses you've been sent to, sleeping in people's beds, stealing power tools from a garage, even locking a poodle under a sink because it bit you on the nose! For most, that would have been more than enough to get you fired, even ignoring your dismal attitude. But, strangely enough, you've managed to keep a hold on your job. So long as you get the job done, any minor issues or problems will be ignored to keep you on the job. But, take warning, this will not protect you from a major screw-up costing you your job. Sending a child to the Afterlife, for example...

I Didn't Steal Anything!(200cp): It's your brooding, hapless-drifter personality. Chicks can't resist it. Or something like that. You've got a way with the ladies (or the gentlemen), able to charm someone even out of marrying a very rich, powerful person with your style. Of course, this alone might not work on those wise to your ways, or those you've burned bridges with in the past. Good thing there's something more to you than that, huh? A deeper sincerity that can reach those types of people when charm didn't. So long as your words and emotions are sincere, and you had good reasons for your more hurtful actions...maybe you can win back the love of your life, even if she curses herself for falling for you again.

Best In The Business(400cp): When it comes to dealing with the dead and sending them back to the Afterlife, there's only one man around who could be considered your equal, and he's been in rough shape for a while now. The skill to track down spirits and to use your equipment to send them packing, the innovative thinking and quick reflexes needed to take on one of Vaugner's Bugs, the stamina and speed to outrun those Bugs or briefly keep up with a Nightmare in a closed off spot, even the durability to take a Nightmare bucking you in the face and only be dazed, you have it all.

You even have an odd bit of luck that helps you out from time to time...usually in the form of breaking something, but hey. Despite all this, however, you're still only human, and that luck is just enough to lend you a bit of aid. Don't expect anything more.

If We Lose, We're Gonna Lose Together(600cp): You're not Garth Hale. You're not Dean Vaugner, and you're certainly not Joe. Your magic will never be able to rival these powerhouses, not by yourself at least. But why do you need to do it by yourself? Human beings are stronger together, after all. You have a gift with boosting and helping others, both by encouraging them and giving them a reason to fight, even if you have to do that by putting your own life at risk, and by actually boosting the power of their magic or other abilities. Let's put it this way: Frank Gallows, who shares this talent, had absolutely pathetic magic by himself. But by working with Garth, the two of them were able to overpower and even kill Vaugner, who was on the verge of total victory. Way to use that robust imagination of yours, Jumper!

Afterworlder

Don't React, It Only Encourages Them(100cp): As a denizen of the Afterlife, you've seen it all. Skeleton dinosaurs, Bugs crawling out of the Underworld, werewolves jumping at your window and roaring at you...and after a certain point it just stops being scary and starts getting annoying. That's not to say you're not aware when you're in actual danger, or that you can't feel fear, but you've learned to conquer that fear and stare the monsters in the eyes unflinchingly. A werewolf screeching at you would get a deadpan look and a mutter about him being a creep, and you could call Dean Vaugner himself a slimeball to his face without flinching.

Skeleton Warriors(200cp): Or Zombie Warriors, Ghost Warriors, it doesn't actually matter what race you are. The point is, you're a good fighter, and you might have even taken part in the war that was raging not too long ago. Whether it's in a brawl with your fellow denizens of the Afterlife or in a life or death fight with Vaugner's Bugs, you've got the skills to give as good as you get, with weapons as well as your fists. You could even take on a few of Vaugner's Bugs, who aren't slouches in a fight themselves. Be warned, however, that even you can't take on too many enemies at once with just this, and if nothing else, Vaugner's Bugs have numbers...

Spectral Engineer(400cp): Well, aren't you talented? There aren't many who can build and power a machine capable of travelling between Earth and the Afterlife by themselves, but you sure can! Much like Claire Voyant, you have a gift with machines, even able to build a Plasmapod, one of those very machines mentioned before by yourself in only a few years. Keep in mind that this is something that only the government is supposed to be able to do, with all the resources, technology and manpower they have available. In general, you can use time and effort as a replacement for resources and numbers, though do keep in mind that the more complicated the project, the more time it will take, and you will still need materials and some technical know-how. For something like the Plasmapod, a marvel of science, will take you years and years to do by yourself, and that's if you have access to scrap and power. Still, that's pretty damn impressive, considering it's only you versus an organisation revolving around this issue.

The Jumper King(600cp): Ah, your highness! Forgive me, I did not realise who I was speaking to! You are a relative of one of the seven rulers of the Afterlife, or if you are a werewolf, their king or queen, and you certainly deserve the position. You have a skill for leadership that would allow you to guide a kingdom to prosperity for centuries, a skill for warfare that would allow you to challenge and battle with those who have commanded armies for many lifetimes, and a charisma that would have those who declare their loyalty to you be happy to die for

you. Even those who are already dead would be willing to die again for you, just like the skeleton knights were for the Bone King. You also have a talent for using your kingdom to hide secrets, like a smuggling operation to ferry souls to a better afterlife. Depending on the size of the secret, there might be suspicions...but only a traitor could reveal it.

Minion of Vaugner

TRAITOR!(100cp): You dirty rat! I should have known you'd be a traitor! I mean, it's not like you're not upfront about it. Can't believe I fell for it...for some reason, either from lack of information or foolish hope, people tend to not expect betrayal from you at first. They'll also be a lot more forgiving of more relatively minor betrayals so long as you prove yourself useful later to them. Benedict Arnold, for example, misled Vaugner and helped the heroes escape, only to betray them to Vaugner later and expose their plans, thus nearly helping Vaugner win. Don't expect this to work after too many betrayals, however, and major betrayals will not be easily forgiven. Still, can they blame you? It's in your nature!

Bug Brutality(200cp): Even if you're not a Bug, you're definitely a thug, using intimidation and brute force to get your way. You've got all the markings of a classic bully, and as an enforcer of Vaugner, that's going to help you fit right in. There's something menacing about you, something that keeps the average person from wanting to get on your bad side. Most people have a tendency to give in when you use intimidation or force on them, cowering in fear or meekly moving out of the way to let you do your dirty work. Even if they saw you brutalising someone or kidnapping a child, their fear would usually keep them from interfering. Do keep in mind, though, this will not work on those brave enough to stand up to you, and trying might just end with you getting socked in the face.

'Great Peacemaker'(400cp): The reason why Vaugner was able to take power was because he manipulated and lied to the leaders of the seven kingdoms of the Afterlife, convincing them to go to war with each other, and allowing him to step in and take the role of a peacemaker...to the war he started. Now you too share this ability to manipulate, trick, and scheme around even experienced rulers centuries your elder, along with the ability to concoct schemes and plans so grand wars are only a part of them. Finally, you have the charisma and charm to paint yourself in a positive light and earn the adoration of the populace as the one who saved them, even if that couldn't be farther from the truth. Vaugner is surprisingly popular among the people, after all...

I AM GHOSTOPOLIS!(600cp): And this is the reason why Vaugner was able to keep his power. Wielding incredible magical power, knowledge, and experience, Dean Vaugner has known no equal in twenty years...until you, that is. You are a rival to Vaugner, possessing all his power and knowledge. though not his sheer experience, able to do such incredible feats as summoning legions of Bugs from the Underworld, surviving the equivalent of a nuclear reactor detonating in your face with only some injuries and your suit being torn, and even haunting all of Ghostopolis itself to create a body from the buildings

Finally, you possess one last advantage, one last source of power: **hate**. Your hate and anger gives you power, further amplifying your already powerful magical abilities. You have only one flaw: much like Vaugner, you've hit your limit. With only this, you cannot grow any stronger, your power cannot grow beyond this point. This means you will never be able to rival Joe's, and even your impressive might would be no match for someone like Garth Hale and Frank Gallows working together. Still, you are one of the most powerful beings in the Afterlife...maybe powerful enough to challenge Vaugner for his throne.

Items

You know, there are some interesting trinkets and gadgets in these worlds, Jumper. Everything from plasma cuffs that banish ghosts back to the Afterlife to gigantic skull castles. I can't give you all of it, but I can give you quite a bit. All items are discounted for their respective origins, and the **100cp** items are free for their respective backgrounds.

Bystander

Toy Airplane(100cp): Not much to say about this particular item. It's a simple toy plane, much like the one young Garth Hale has. There are hundreds of thousands like it throughout the world, so really, it normally wouldn't be worth making an item. So I'll add a little something to it, and make it something that inspires you. Even if you're dealing with something as serious as an incurable illness, this toy will help you dream of a future where you can fly planes like it, giving you hope when dealing with a bad situation. If you'd like, it could be some other toy vehicle instead, like a boat or a car ,or a train, or whatever.

Suburban Home(200cp): In a world filled with spooks and ghosts, this is a nice, normal retreat. Two bedrooms, one guest room, a decent-sized kitchen, a comfortable living room, not to mention a pleasant lawn and all the luxuries of a modern middle class home. There's also something about it that just makes it feel homey, something comforting and familiar about the place. There are no special gadgets or gizmos here, but staying here helps you feel relaxed and safe, like any good home should. It's nothing special, just a simple home, but it's YOUR home. And doesn't that make it special by itself?

Nightmare(400cp): I...how on Earth did you get this? This is one of the undead mounts of the Bone Kingdom, renowned for their speed and ability! And that's not at all, much like Garth's Nightmare, Skinny, this is an exemplary member of the species. Remarkably intelligent, fast, and for most, stubborn, this creature has decided to give you its loyalty. So long as you do not mistreat it, it shall follow you. Aside from being blistering fast, Nightmares are also strong enough that a kick could easily shatter an undead velociraptor's skull. Finally, on the note on how intelligent this creature is, a Nightmare like it was able to trick two undead velociraptors into throwing themselves off a cliff by coming to a sudden stop, could tell that Vaugner was evil and that the Bone King was in his service (though not that the Bone King was faking it), and refused to bow for it. Truly, you'll find no finer mount in either world!

Joe's Spikes(600cp): ...oh. Oh. This is something truly special, Jumper, something totally unique in both worlds. These are Joe's spikes, the spikes he used to break the impenetrable walls of the Afterlife to somewhere else, somewhere very heavily implied to be Heaven itself. Nothing else in either world can do what these spikes do. Even Garth, who demonstrates the ability to open portals between Earth and the Afterlife, can't do what these spikes do. And now, you have copies of these spikes in your possession. Using these, you can open up cracks in reality that will allow you entrance to the higher dimensions, such as Heaven or its various equivalents. Perhaps you might figure out ways to use these to gain access to other planes of existence, if you are so inclined, though you may not use them to go to other settings during the course of your chain. Post-Chain, however, the option is open.

Agent

Uniform(100cp): Clothes make the agent, Jumper! Here you have a uniform much like Frank Gallows, resembling an outfit like that of a detective in Noir stories. This outfit, aside from looking stylish, makes you seem much more official to those who see you, making you seem more professional. Even a lazy, sloppy slacker would seem like a professional agent instead of the tired bum he really is.

Agent Gadgets(200cp): This is a case with a few devices in it, designed to locate and deport ghosts who have snuck back to Earth through cracks in the Afterlife. One of the devices is a projector-like device tied to a sensor. The sensor is used to guide you towards the general location of a ghost, like a room in a house, while the projector illuminates a hiding spot, showing you what's hiding underneath a bed or in a closet. The other and most important device in this case are the plasma cuffs. These handy devices can't be escaped by the dead, no matter what form they take. Even a Nightmare couldn't break free. Once you have both cuffs attached to the ghost, just hit the send button and send them straight to the Afterlife! You'll need a nuclear power plant's worth of energy to recharge them, however.

The final device here is something you hopefully won't have to use. Just in case a situation turns violent, members of S.I.T.F. have access to these ray-gun like devices that fire orange beams of energy capable of harming the dead. These are effective weapons, but be warned that against the likes of Vaugner, they're little more than pea-shooters. You will receive the blueprints for all of these devices so that you might build your own versions later.

Plasmapod(400cp): Now this is some advanced technology, Jumper.

These pod-like vehicles are designed for transport between Earth and the Afterlife, able to take the agents of S.I.T.F. to the Afterworld if they need to. There are two versions of this machine, the official design used by the agency, that of a pod capable of containing eight people, but not being able to move by itself aside from moving to the other realm, and the design made by Claire Voyant, which is a smaller model only able to hold two people, but can move like a car at about the same speeds as a Nightmare. You can choose which one you'd like, or purchase this item again for both. You'll get the blueprints for whichever model you purchased.

Supernatural Jumper Task Force(600cp): Well well well, what have we here? It would appear that you've picked up your own version of the S.I.T.F., the professional ghost hunting organisation that keeps the dead away from the living and the living out of the world of the dead. With all the agents, scientists, mediums, mechanics, commanders, and more here, as well as all the gadgets they bring with them, you could keep up that same task in future worlds as well. The members of this task force are loyal to you, and if you'd like to change some rules to be more lenient towards the dead, or even more strict, they won't have any complaints, unless you're actively letting the dead stomp all over the living. In future jumps, the agency will follow you, and if you'd like you may take the members of the agency as followers, or have them replaced with new figures from the new worlds you go to. Quick note, while the agency does come with the previous items, you'll have to share with your agency, and you won't get the blueprints or Claire's Plasmapod.

Afterworlder

Dead 'Delicacies'(100cp): Now, look, I'm not one to judge someone for their taste in food...but this stuff is nasty. Hissing Cockroaches? Tarantula on a Stick? And I'm not even going to comment on what the mummies like. No wonder you have so many ghosts fleeing back to Earth, even ignoring all the thuggish Bugs and rising crime in Ghostopolis...but still, the dead seem to like this stuff. Maybe it's just an acquired taste, or maybe being dead makes your tastes different, who knows? You get a replenishing supply of these and various other snacks for your dead guests and friends to enjoy, though don't be too insulted if a mortal says the Tarantula on a Stick tastes like chicken covered in burnt hair. And please don't show anyone the mummy food unless you want to tell them to eat elephant shit. Literally. Eugh.

Uncle Wolf's Tea House(200cp): Werewolves enjoy tea, who knew? What you have here is a fine establishment that sells some really good tea, owned by an old werewolf. This werewolf is also your uncle, somehow, even if you are not a werewolf yourself. No, I'm not sure how that works either. He's a pretty great uncle though, looking out for you and being happy to help his beloved nephew/niece out when you need it. Just...make sure you warn your friends and allies to not mention coffee and just drink his tea, even if they don't like it. More importantly than his temper or fondness, however, is his sense of smell. He can smell a flea breaking wind in the northern kingdom, track the exact location of a mortal boy, or even figure out the reason why a man would leave his fiancée. Great for both tracking and advice! This property will follow you post-Jump, all under the watchful eye and nose of Uncle Wolf.

Nightmare-Drawn Carriage(400cp): You can't say the Bone King and Queen don't travel in style. This is a fine carriage, being both stylish and functional, drawn by Nightmares who, while not quite at Skinny's level, are still incredibly fast. The carriage is big enough to fit two people

inside with two drivers, and durable enough for the drivers to go over potholes at full speed without any damage...well, to the carriage, at least.

Afterworld Castle(600cp): Oh my, would you look at this! You have your own palace all for yourself, a massive fortress that has stood for centuries. This palace is one fit for a kingdom of the Afterlife, so expect something more like the Bone King's mammoth skull castle or some sort of great pyramid as fitting for the Mummies than the type you'd see humans having. Your palace is filled with guards from any one Afterlife race, from ghosts to zombies to spectres, and so on, all elite fighters that are loyal to you unto second death. Any guards lost will be replaced within a day or so. The palace itself is both luxurious and heavily fortified, so you can expect to both live in comfort as well as be safe even from a great siege. All in all, this is a place worthy of a great king or queen of one of the Afterlife's kingdoms. Take pride in it, for it is yours and yours alone.

Minion of Vaugner

Spectral Dish(100cp): This is one of Vaugner's little inventions, though not one used too often. You see, this device has only one purpose: detecting the plasma levels of the living. In other words, it's a way to test just how powerful the living person's magic is. This usually comes in the form of causing their specular array to appear. Just turn the safety off, flip the switch, aim at the person or a magical projection on them, and their specular array will be revealed. A quick warning, those with high levels of power or potential, such as Joe or someone with the potential to rival him, can overload the device, and cause it to explode.

Bee-Copter(200cp): Now this is a strange item right here. It's a small, two-person, car-like vehicle that can be carried and lifted into the air by giant bees! These giant bees are surprisingly strong, able to not only carry the vehicle, as well as two huge, heavy insects that are bigger than most human adults, but a child and an adult human male as well with surprising ease. Their antennas are fragile, however, and if even one is broken it will destabilise the whole flight. The actual vehicle itself

is capable of movement on its own, and should you lose the bees, they will be replaced within a few days.

Jumper Tower(400cp): Now what would Vaagner think if he found out you had a tower like he did? I doubt he would be pleased. This massive tower either has the first letter of whatever name you've taken on or simply the letter J for Jumper inscribed on it, and it's quite the impressive sight, towering over cities like Ghostopolis so that you might overlook your domain. Near the top is a landing pad for Bee-Copters or similar vehicles, and within is everything from a meeting room to a private retreat containing a pool of green liquid, from which you may call up images of any who you know of and who have found themselves in your domain. These images can be used for testing with the spectral dish, if you'd like. On a side note, this tower is crawling with Bug guards, who while not the best fighters make up for their lack of skill with numbers. Welcome to your wicked fortress, Jumper.

Firefly Power Plant(600cp): The source of both Ghostopolis' power and the heart of Vaagner's, this massive power plant contains a massive firefly conjured up from the darkest depths of the Underworld, a horrific and sinister looking creature, this Bug provides enough power to rival nuclear reactors, and when properly plugged in and set up can power even a city as grand as Ghostopolis. Do urge your minions to be careful, however, as the energy is more than enough to disintegrate any careless fools messing around with the wiring. The creature, while not really intelligent, is yours, and will follow your commands loyally, staying put as it is used for your goals. The creature can be killed however, if hit by a sufficiently powerful burst of energy, and if so it will explode with enough force to reduce the plant to rubble. Don't fret, as both the Firefly and the Plant will be restored shortly if this happens. You'll have to plug it back in, though.

Companions

No one stands totally alone, Jumper, not even the likes of Dean Vaagner. So, why not make some new friends, or bring in some old ones? Who

knows, maybe you'll meet those who might not have been born otherwise...

Companion Import Option(50cp-400cp): So, you want to bring your companions into this world, do you? Well, the more the merrier! You may bring in one companion to this world for 50cp and each companion after that costs the same, up to importing eight companions for 400cp. They may take any background, and are granted 400cp each to spend on perks for this jump.

Deathly Child(200cp, discounted for **Bystanders**): Well, this certainly is unusual. It seems that a mortal child with an odd connection to the dead has come into your care, and they certainly are a character. Somehow or another, they have been touched by death, whether it was narrowly avoiding dying in an accident, surviving a supposedly fatal disease, or some similar brush with the Grim Reaper, and it shows. They are wise beyond their years, though still a child at heart, having adapted to their circumstances and grown beyond it. As if recognising how close this child came to joining them, the dead have a strange fondness for them. Even a Nightmare might be tamed by this one. Depending on your age, they might see you as a friend, a sibling, or a parent, and that shows in their loyalty and care for you. They possess all the perks of the **Bystander** perk tree save the capstone, lacking Garth's gift in magic.

Disgruntled Detective(200cp, discounted for **Agents**): What is it about the S.I.T.F. and producing agents who have come to resent their job but can bear to lose it? First Frank Gallows, and now this one! Whatever their story, this detective has lost faith in their agency, lost interest in their job, but clings on to both. They're lazy, cynical, and also shockingly good at their job despite their lack of interest in it. At their best, they could rival Agent Gallows in his prime for their skill at hunting and deporting the dead, and though they've become rusty over the years that talent is still there. And though their heart has rusted over as well, there is gold shining underneath there as well, the heart of someone who once loved helping people, who once believed and loved and most importantly, lived. Since they regard you as a friend, perhaps you can

help them get that spark back, Jumper? They possess all the perks of the **Agent** background, save the capstone. Agent Gallows is one of a kind.

Afterlife Engineer(200cp, discounted for **Afterworlders**): It wasn't all that long ago that war waged between the kingdoms of the Afterworld.

Skeletons against mummies, spectres against wisps, eventually everyone was at each other's throats. When Vaugner arranged for peace between the kingdoms, do you think all the soldiers just retired or went away?

No, and this one is proof of it, a survivor of the war, a veteran who fought for one of the seven kingdoms. It doesn't matter which kingdom, really, because in the end they all lost, all living under the heel of

Vaugner. Leaving the service of whatever kingdom they once served, this veteran has somehow drifted into your service. And you'll be glad they did. They have a brilliant mind with mechanics, and can work some real wonders, especially if given access to enough resources.

They're a dangerous fighter as well, aided by their experience in combat. In you, they see a chance for something new, something worth fighting for...here's hoping you can live up to those expectations. They

possess all the perks of the **Afterworlder** background save the capstone.

They were a follower, not a leader, and certainly not royalty.

Rotten Insect(200cp, discounted for **Minions of Vaugner**): Eugh, what a piece of work this is! This foul creature is one of the Bugs that crawled out of the Underworld, a vicious, cruel, scheming creature that is

absolutely loyal to their master...you? Wait, what? Yes, it appears this Bug has decided to serve you instead of Vaugner, for whatever reason.

Perhaps you were the one to summon it? Whatever the case, they are truly loyal to you, and wish only to advance your goals and ambitions.

Unlike others of their kind, they possess a keen intellect besides their brute strength and gift for intimidation, a mind for scheming and

manipulating that just might rival Vaugner's. They're a master of treachery, happy to stab those foolish enough to trust them in the back so that your foes will be forced to bow to you or die. Your allies are

their allies, of course, so feel no fear for your other (loyal) companions.

They possess every perk in the **Minion of Vaugner** background save the capstone. Loyal and brilliant as they are, they're no Vaugner.

Canon Companions(200cp-400cp): Perhaps you wish to take someone from this world with you in future jumps? That's understandable, there are quite a few unique characters in this world who would make great companions in your journey across the many worlds. And thus, I'll offer up this option, for a chance to take these characters with you. Canon Companions without the capstone for their origin can be taken for 200cp while those with the capstone (Garth, Frank Gallows, Bone King, and Dean Vaugner) are 400cp. Joe cannot be taken with this.

Drawbacks

There's a lot on offer in these words, believe me I know. I understand. 1000cp just might not be enough to get everything you want. Well, I can't promise you everything, but I can give you up to 600cp in exchange for making your time here a bit more challenging. If you take **Meet the New Boss...**, the limit will be 800cp. Hope it's worth it.

Ghostopolis My Metropolis(0cp): Now, the sad thing is, most of the story for this setting takes place not on Earth, but in the Afterlife. Not only that, but the only place you can use and develop the powers of magic are in the Afterlife, at least for this jump. So, what are you supposed to do if you're on Earth and have no way to get involved with the story? For that, there's this. With this, you will be invariably dragged into the story of Ghostopolis, no matter what your background. Bystanders might be sent to the Afterlife along with Garth Hale somehow, or be transported in in a similar accident. Agents might get an offer (read: all but begged) to help Frank Gallows save Garth (and his job). Afterworlders might wind up in Ghostopolis right in time to stumble upon the merry band and offer help. And Minions of Vaugner might be assigned to track down Garth and the others. No matter who you are, you will have the chance to get involved with the story and the Afterlife...and the dangers there-in.

It's In My Nature!(100cp): JERK! You have the same problem as one Benedict Arnold: you can't stop betraying people, and for no good reason either! Seriously, there's absolutely no reason to do what you do. It's not malice or cowardice, as much like Benedict Arnold you might risk yourself to help someone, betraying the authorities and helping them escape...and then sell them out later, when you weren't even in trouble. You got let off scot free, and you just waltzed in to betray those people you just helped only some time ago! It's just some compulsion in you to betray others, to sell them out, to tattle on them like a child running to their parents. Don't be surprised when no one trusts or likes you, and don't expect to make any friends anytime soon. Traitor.

I Never Went To School!(100cp): Hmm...well, that could be a problem. It seems that somehow, you missed out on a formal education. It's not that you're an idiot or anything like that, far from it. Vaugner also missed his chance to go to school due to being sent to the Afterlife at an early age, and the man took over the Afterlife in only twenty years. But like him, because you were never formally educated, you don't know a lot of information that would normally be common knowledge, like that Benedict Arnold is a traitor, for example. In worlds where the dead are either popping up all the time or full-on living there, this might be a problem.

Gallows' Luck(100cp): Hope you like slapstick, Jumper, because you're going to be on the receiving end of a lot of it. Getting slapped, punched, bit on the nose, poked in the eye, covered in bugs, made to accidentally swallow a bug, hitting your head on the top of a carriage because the undead monarch and kid driving it are having too much fun hitting pot-holes at full speed...the list goes on. Point is, you're going to be on the receiving end of a lot of minor pains and humiliations, never enough to be serious or lethal, but enough to leave you cursing, groaning, and dazed for the next ten years.

C-C-C-COFFEE?(100cp): YOU SHOULD EAT HIM HERE AND NOW FOR SAYING SUCH A THING! Or something similar. There's something out there in the worlds that most would consider minor, but makes you absolutely furious. Perhaps, like a certain werewolf with shot eyes, the very idea that someone would prefer coffee over your tea drives you into a terrible fury. Or maybe someone calling you ugly makes you violent. Point is, you're quick to lash out when it comes to this issue, and while your temper can just as quickly cool if the person seems to change their tune, that initial rage could cause a problem real quick.

On The Inside!(200cp): Time and age runs differently in the Afterlife. Your physical appearance reflects your mental age, not your actual age, so an old man with a childish mind, or at least one that lacked emotional maturity, would look like a child, and as he matured and owned up to his faults and mistakes, he would grow older physically. Now, this rule applies to you no matter what or where you are, and any change in maturity will change your age and appearance as well. This can potentially be an issue when you tear through clothes as you grow older or grow weaker as you grow younger. Brightside, you won't die from old age, at least!

AAAA! UGLY!(200cp): It's incredible, Jumper. You have something really unique right here, a talent I've seen only in one other person in this world. What talent might that be? Oh, simple: a talent for pissing people off. You'll get your boss mad at you for slacking on the job, you'll get your ex-fiancee and the love of your life mad at you because you broke it off without explaining your reasons, you'll make that spectre you bumped into angry because you called her ugly on instinct, and knowing you, you'll somehow manage to steal the most powerful man around's woman, and he'll be more than a bit irritated by that. These are all just examples, of course, and you might be able to salvage some of your more important relationships, but expect to go through a lot of trouble first.

I Was Wrong About Me Too(200cp): There's something gnawing at you, Jumper. Something about you that's left you with bags under your eyes, looking for answers in bottles, and clinging to a job you hate. Something that's left you feeling more dead than a ghost. Perhaps it's guilt, or a past trauma, or the loss of someone you love. Whatever it is, it's left you in a funk, and left you unable to operate at your best. You could have once been the best ghost hunter around, and you'll be a shadow of your former self. It's not impossible to climb out of this slump, however. It will be a long, painful process, and it will require you to confront your failures and traumas...but perhaps you could prove yourself wrong about who you really are with help from yourself and others.

Your Magic Is A Joke!(200cp): And your tie is ugly! Seriously, Jumper, you're really lacking in the supernatural department. Maybe you have no imagination, maybe you have only a tiny amount of magic, whatever the case you have no mystical ability at all. For mortals, this means you are incapable of anything more than some sloppy flying and supporting the magic of others, like Frank. For the dead and Bugs, this means you have trouble flying and phasing through things, and that you're naturally weaker than you should be. Expect a lot of mockery.

Bug Buffet(300cp): Guess who's on the menu tonight, Jumper: you! Something about you has attracted the attention of the Bugs, who are eager to come and devour your flesh. Most Bugs aren't bright creatures, but they're stronger and tougher than most other races, and they excel at swarm tactics, overwhelming their enemies with sheer numbers. Even the elite skeleton knights can't hold a swarm off for long. It will take a lot to keep yourself alive if enough gather together, and with time they'll do just that. Don't think you'll be able to hide on Earth, as they will come out through portals and cracks in reality to get at you...and they'll be much more dangerous when they can all fly and phase through things. The **Rotten Insect**, Bug companions, and any Bugs you might summon are not affected by this compulsion.

No Jumpers Among The Living!(300cp): Somehow, the Supernatural Immigration Task Force has found out about your true nature, Jumper...and they want you gone. You're worse than the dead, because at least the dead originally came from Earth. Even as a human, you're an invader from another plane of reality all-together! And so, they're trying to work on a way to banish you from this realm for good. For the next ten years, you must avoid being captured and 'deported' by the S.I.T.F. or face chain failure. If need be, they'll use the many weapons in their arsenal to end the potential threat you pose. Hiding in the Afterlife is an option, but they can in theory chase you there too.

Enemy of The Kingdom(300cp): You've managed to make some powerful enemies, Jumper. One of the seven kingdoms of the Afterlife has declared you public enemy number one, and will devote all their efforts to see you brought to justice for whatever crime or offence you committed against them. While the war ended some time ago, each kingdom still has substantial military forces to draw from, and they will use these in their hunt for you. Vaagner will not interfere, not wanting to risk his power being threatened by a rogue kingdom. Don't think there will be any negotiating with the kingdom you've angered. Hiding on Earth might work, but they can chase you there as well, though in lesser numbers.

Hate! HATE! HAAAATE!(300cp): Much like Dean Vaagner, your heart is as black as coal, and your mind is so warped by hate, envy, and fear that it simply cannot relate to others anymore. At best, you see them as useful servants, or as your property. Even the person you love would be a victim of your possessiveness and jealousy, and should they leave you for someone else you would gleefully hurt those they love to make them feel your pain. And if that is how you treat your friends, how do you think you treat your enemies? Murder. Torture. You are unspeakably cruel, and relish in their suffering, petty enough to make even their last moments as horrible as possible, to crush any hope they have. Yours is a madness that will make you many enemies, that will ruin any personal relationships you seek to form, and leave you alone.

At best, you will be able to put on a mask of benevolence and sanity, and command your minions through a mix of loyalty and fear. But that mask can prove to be very...fragile.

We Must...Get This...Jumper(600cp): Oh. Oh no. You've messed up big time, Jumper. You've gained the direct, personal attention of Dean Vaugner, and he is not pleased by what he sees. In his paranoid madness, he believes you to be a threat to his rule, and so he will dedicate all his resources to destroying you. For reference, his resources include: his seemingly endless hordes of Bugs, conjured up from the Underworld and wielding strength and durability greater than most races, not to mention a number of them being armed with ray guns; the dead, made to serve him through deceit or force; and Vaugner himself, who wields magic powerful enough to tear Ghostopolis apart, and with decades of experience, knowledge, and skill to back that power up, not to mention his endless hate, which will only grow with time. The only way this will end is if you confront Vaugner on his home turf and stop him, once and for all. It's all up to you, Jumper, no one else can defeat him this time.

Vaugner Victorious(600cp): ...are you sure you want to do this? Are you truly sure? Very well. Your goal here is to ensure Vaugner's complete and total victory over all his enemies. There are several requirements for this: first, you must expose the Bone King's treason, his work to help Joe send spirits off to a better afterlife, and put an end to the traitor monarch. This will require you to fight the Bone King and his skeleton guards, who are some truly elite fighters. Secondly, you must ensure that Claire Voyant is captured, alive and unharmed, and brought to Vaugner. Once that is done, you must confront Garth Hale and Frank Gallows, his greatest enemies, who will work together to prove a force too great for Vaugner alone. You must not only defeat them, but ensure both die painful, horrific deaths, in order to break Claire's spirit so your master might reclaim her. Finally, you must help your master put an end to Joe's operation, killing or banishing him and condemning the souls he would have saved to Vaugner's rule. Then and only then will your task be complete. I hope you're proud of yourself, Jumper.

Meet The New Boss...(800cp): ...same as the old boss. Vaugner's prediction came true, and much like what happened to him, Garth's power eventually corrupted him, and turned him into a monster just like his former enemy. Rising up with immense magical power, Garth seized control of the Afterlife, taking command of the Bugs that once served Vaugner and forcing the seven kingdoms of the Afterlife to bow before him. Claire Voyant and Frank Gallows are gone, and Joe has disappeared. There is no one who can stand in the corrupted hero's way...no one but you, Jumper. And he knows this. With power that rivals that of Joe's, and a paranoia and hatred that rivals that of Vaugner's, Garth seeks your complete and utter destruction, and he'll tear apart the Afterworld to do it. In order to stop him, you must convince the seven kingdoms to rise against their new tyrant, you must convince him to set their armies against his Bug hordes. And you must confront him, at the very height of his power. A being comparable to a god.

If, somehow, you succeed in this wild task, you will have saved the Afterlife from the rule of its' second mortal tyrant. In gratitude, you will be made the new Lord of the Afterlife, ruler of Ghostopolis, and the one who commands the rulers of the seven kingdoms. The monarchs have grown weary of the Lord type, however, so they'd greatly prefer if you weren't an egomaniacal tyrant like Vaugner and Garth, thank you very much. The Afterlife will follow you to future jumps, and you may allow souls to flow into it and populate it, where they will become either ghosts or one of the other various races. Congratulations, your majesty.

Ending

Your time in these worlds is finally at an end, Jumper. Who were you here? A hero? A villain? Another face in the crowd? Whoever you were, it's time to make a decision on what you will do next. As always, you have three choices:

Go Home?: Perhaps, Much like Garth, you simply wish to go home at this point. I would not blame you, it can be hard not to feel homesick, especially as the mortal world resembles your own...well, except for the ghosts, of course. You will be returned to your original homeworld, with all your companions, items, and perks. Welcome home, Jumper.

Stay Here?: Then again, there is something interesting about these worlds, isn't there? Especially if Vaugner is gone, as that means Ghostopolis and the Afterlife can finally recover and become beautiful again. If you choose to stay here, time will no longer be frozen on your original world. You will be declared a missing person, and after a long search and a period of mourning, your family and loved ones will eventually move on and find peace.

Move On?: Of course, there's always other worlds to explore as well, aren't there, Jumper? Worlds filled with new adventures and magic and friends. How could you pass all that up? In any case, I'll be seeing you soon, Jumper. Onwards, to a new world!

Notes

- **Ghostopolis** is a graphic novel by Doug TenNapel. It's not a masterpiece, but it's something I enjoyed, and I thought it might be a fun setting to jump.
- **On Joe's Power:** We don't know exactly how strong Joe is. Most of the information we have is from other people, and comes in the form of myths and legends and speculations. But here's the general image I got from the story: Joe is the single most powerful being in -setting. Garth, who has the potential to match Joe and an incredible talent with magic, was able to put up a decent fight against Vaughner in only three days, even if the elder magic user had a clear advantage and would have most certainly won without Frank intervening.

Joe, who has more experience than even Vaughner, would have almost certainly been able to defeat him alone. However, Vaughner believed it was possible for him to shut down Joe's operation, and while this might have just been bad guy boasting, the fact that Joe and the Bone King had to hide their operation makes me think Vaughner was correct, that he could have shut down the operation. The most likely reason for this is that while Joe could have defeated Vaughner by himself, he would also have to both fight Vaughner's Bugs as well as his master, and also protect the many innocents he was trying to help, which might have overwhelmed him. So Joe is powerful, but even he has limits.

- **Hints At Joe's Real Name:** There is a slight complication to the above. There are a few hints, scattered throughout the story, that Joe might in fact be none other than Jesus Christ in the form of a Tuskegee Airman. During the scene where he is first discussed, there is a shot of his hands showing a clear hole in it, as if a nail had been driven through it. Later, when Garth's specular array takes the form of Joe, there are nails shown piercing Joe's hands. When Garth meets Joe, there are holes in both of his hands, and the 'spikes' he used to open a crack to Heaven look like large nails. There are three of them. It's not outright said, though, so fanwank.

- **What Can Magic Do?:** An excellent question. Magic in Ghostopolis can do a whole heck of a lot, and no clear limits are given. So I'll try to list which magical techniques the different characters used as examples. Before that, I'll note that both Garth and the medium at S.I.T.F. could sense and locate ghosts, so that it can be done on Earth at least.

Garth: Flight (flies fast enough to dodge or block some of Vaugner's attacks),

Energy Blasts (capable of blasting a ghost away and hurting Vaugner),

Shockwave (emits a burst of magic from himself to knock others away, sends grown men and even a Bug like Lockjaw flying),

Energy Shields (capable of protecting Garth, Claire, and Frank from the firefly's explosive death),

Super Strength (capable of blocking giant Vaugner's attacks and knocking him into a building),

Durability (gets slammed into a building and gets right back to fighting),

Vanishing (mix of teleportation and invisibility, I believe),

Haunting (able to possess a bunch of buildings to form a metal body and fight Vaugner),

Psychic Abilities (sort of, was able to move the city Vaugner threw at him with Frank's help).

Portals (was able to open a portal leading from the Afterlife to Earth, allowing him to return home)

Vaugner: Durability (survived the equivalent of a nuclear reactor blowing up in his face with only a few injuries and some damage to his suit, shrugged off most of Garth's attacks),

Shapeshifting (turned his arms into tendrils capable of grabbing Garth, as well as splitting apart to hit the Plasmapod's send button while still grabbing Garth. Also formed tentacles from his suit/body, and was able to stretch to avoid attacks or become larger)

Beam Parting (used his hands to split Garth's beam attack apart when the younger magic user tried to blast him in the face.)

Haunting (haunted all of Ghostopolis and formed a far larger and stronger metal body compared to Garth's)

Strength (slammed Garth into a building in his stronger form, and was able to pull Garth towards him even with Frank and Claire trying to pull Garth away from him, through Lieutenant Brock across the city),

Vanishing (claims to be able to do this, though apparently Garth learned it faster than he did),

Psychic Powers (lifted some rock from the ground to pull Brock towards him, after haunting Ghostopolis ripped the city into metal waves to attack Garth and break him slowly and painfully)

Summoning (summoned legions of bugs from the Underworld to serve him),

Probably much more (Vaugner has had twenty years to learn. The man probably had many more secrets he just couldn't show off).

Frank: Flight (Very clumsy, slow flight, fell more than a few times. Might be because of his fear of heights?),

Strength (Was able to hold the heavy-weight Lieutenant Brock),

Energy Balls (Pathetic balls of energy that turned into puffs of smoke),

Support Magic (Amplified Garth's magic to overpower Vaugner's attack, turn it against him, and make it even bigger. Even as Garth ran out of magic, the support from Frank caused the attack to compress instead of fall apart, and upon actually hitting Vaugner, exploded with such magical force that Vaugner was incinerated, along with Frank),

Joe: Built the Afterlife. Opened a crack into Heaven. Could most likely defeat Vaagner by himself but not Vaagner and his bugs while also protecting people. Might be Jesus. That's all we know.

- **If Joe is Jesus, and the Spikes are the Nails, does that mean...:** Yes, assuming Joe really is Jesus, that the spikes are the nails, and you buy Joe's Spikes, you are buying the Nails used during Christ's crucifixion.
- **What Does Rotten Insect Mean When It Mentions Loyal Companions?:** To put it simply, the Bug is loyal to you, not your companions or waifus. If they're allied to you, loyal to you, et cetera, it will happily help or serve them, because they're on your side. But if one of your companions is plotting against you for some reason, or doing something that would go against your interests, they won't hesitate to betray them and tell you what's going on, exposing the plot. Because you are their master, and they serve you. So, let's put it like this: "Waifu A wants me to help her with something? Sure, she's Master Jumper's wife, I'm happy to help. Wait, Companion B is planning to interfere with Master Jumper's strategy? I must tell the master, or stop their plot myself if I have to!" There's really no reason to mention this, since that's what most companions are like, but I figured it was worth stating given how treacherous this companion is with others.
- **Why is Jumper Tower Cheaper Than Afterworld Castle?:** Good question! There are a few reasons for this. The first is size. Vaagner's tower might be taller, but the Castle is bigger overall. The second reason is defences, as a castle defended by elite guards would be a lot harder to siege or invade than a tower with lots of bug guards, who might have numbers but lack in skill. Third reason is that the capstone item for **Minions of Vaagner** is just plain better than the tower. I mean, a bug capable of producing enough energy to power a city and rival a nuclear power plant? That's pretty impressive, or at least I think so.