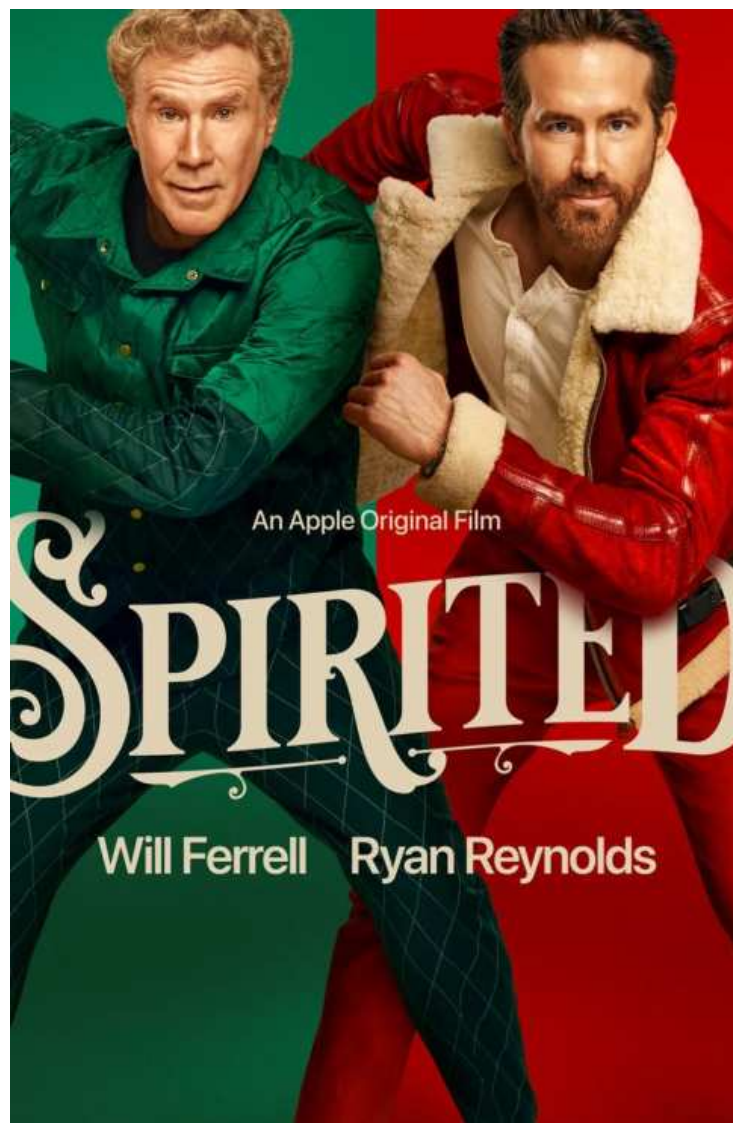




Based on the 2022 film
Jump by dragonjek
Version 1.0

"Do people really change? I mean, real, lasting, positive change. I sure hope so, because we are in the business of change."

Tell me if you've heard this one before. A terrible human being finds themselves visited by the Ghosts of Christmas Past, Christmas Present, and Christmas Yet to Come. Guided through time by these spirits, they come to repent for their evil deeds and strive to become good people, becoming a positive influence on the world.

Sound familiar? It's something that has repeated itself every year for centuries, since long before Ebenezer Scrooge ever met Jacob Marley. But despite only a few spirits taking a starring role, it is far from an accomplishment made by less than a handful of

ghosts! The afterlife, you see, comes in many different portions, a notable section of which is devoted to supporting whoever currently holds the positions of the Ghosts of Christmas.

Every year, they decide on a “perp”—a person who has done awful things, but whom it is still possible to redeem, and who will have a ripple effect on the world that will be able to make it a better place when they change their ways. Then, they spend the entire year researching this individual's history through the supernatural means available to those in the hereafter, carefully recreating scenes from their past, determining scenes that would occur in the present that would have the most influence on them, and divining the future to discover the terrible fates that could be used to sway a perp into changing their life.

The Ghost of Christmas Present has been doing this job for a long time. But lately, he feels like they haven't been having much of an impact—only for him to stumble upon Clint Briggs, a media consultant who manipulates everyone to ruin people's lives in order to give whatever faction paid for his services a victory in the court of public opinion. He's labeled an “Unredeemable”, and the Ghosts' manager, Jacob Marley, initially refuses to target him... but as Present points out, Scrooge himself once held that same position.

But Clint isn't the average sinner, and his peerless insight into other people's nature and ability to manipulate others ends up turning the night's events into a farce of its normal series of events; simultaneously defying the conventions of the traditional Christmas redemption, and proving the truths and values behind everything that the Ghosts do.

Redemption isn't something achieved in a single night. It isn't a one-and-done event that other people can guide you through, but a choice that is made every day. And the line of good and bad is not so clean that people can be neatly categorized on one side or the other.

So, take **+1000 Carol Points** and prepare to spend a decade here. You enter the jump just as the haunting of Karen is wrapping up, right before she is returned to her bed.

Past Life

Where you start this jump is dependent upon what you are in this jump. Any origin may be taken as a drop-in if so desired, and your age and sex may be chosen at your discretion.

Perp Candidate:

If you were young enough to get presents, you'd be on Santa's Naughty List. You're a veritable Scrooge—not necessarily through money-miserly ways, but by being a horrible person who brings suffering to other people. But you aren't so dedicated to cruelty that you are an Unredeemable, and you're in a position in the world where the good you can do will produce ripples that make the world a kinder place. The current year's haunting is almost complete, and next year's perp will be decided soon, but unless you change your ways on your own, you're all but certain to be selected to be visited by the Ghosts of Christmas in a couple of years. Although the film largely takes place in Manhattan, you may start the jump anywhere that you like.

Neither Saint Nor Sinner:

Welcome to being an ordinary human being. You could be a decent person who's made some bad decisions, or simply be someone who stands between good and evil. Maybe you wanted to help people, but ended up in a job where you ruin lives—but are too afraid of the consequences of unemployment to leave. You may begin anywhere that you like, although it should be noted that the events of the next year's haunting will take place in Manhattan.

Christmas Redemption Personnel (-300 CP):

Unfortunately, you are dead. Fortunately, this will not end your chain, and you've landed a sweet job in the afterlife! You are one of the great numbers of ghosts whose hard work contributes to a successful Christmas haunting. It's not the easiest work, but it is very rewarding, and if you work long enough to earn the retirement package, you can even be brought back to life! You start in the headquarters of the Ghosts of Christmas.

Holiday Talents

Perks are discounted by 50% for their associated origin. However, 100 CP perks that are discounted instead become free.

General

“Can she see me?” (Free):

This story is split between the people who reside on the mortal plane and the spirits who reside in the afterlife—and when the ghosts appear on Earth, they are entirely invisible and incorporeal, save to those people who are *meant* to see them. It would be a shame if half the important people in this world are out of your reach, so take this perk.

This does not give you a conventional ability to see that which is invisible; however, when it comes to the dead? They cannot hide from you. You can always identify ghosts and spirits clearly, and they are fully revealed to all of your senses, while always being distinctly identifiable as ghosts. This does not actually allow you to touch them without permission, but the unseen departed are exposed to you. If you do have permission, though, you can make contact with them even if it should be impossible by local metaphysics. If they're in another realm, such as the afterlife, it doesn't allow you to see into it.

“This is our dedicated staff of support ghosts” (Free): [Mandatory, Exclusive to Christmas Redemption Personnel]

As a spirit, you have a number of traits not available to ordinary people due to your status as a resident of the hereafter, which are contained within a ghostly body (which will become an alt-form upon the completion of this jump). Firstly, you are capable of freely traveling between the worlds of the living and the dead without restriction (or punishment from whatever authority figures may oversee such things).

Secondly, while in the realm of the living, you are imperceptible and intangible to everything of the mortal world; although for some reason you don't fall through the floor, people will walk through you without realizing it and you can move through walls as though they weren't there. That said, certain circumstances can lead to individuals still being able to perceive and even touch you; namely, if you truly, genuinely feel a connection to an individual, and on a deep level desire to be seen by them, then you will be as perceptible to their senses as anyone else, and seem to be nothing more than any other human being. Naturally, to other ghosts you are always completely visible

and solid.

“Good afternoon!” (Free):

As shown in the history of the Ghost of Christmas Present, in this version of the 1800s, “good afternoon” was a sick burn. It more or less meant “Fuck you”, but was extremely vulgar, and saying it could easily start a fight. It would be a shame if you accidentally said the wrong thing and insulted someone... or if you didn't know the exact word to say to make a bar erupt into violence. Whenever you travel to a new location, you will immediately understand all the local insults, curse words, and commonly known forms of disrespecting others, including their historical origins, their current usage, and what sort of situations would be most and least impactful to use them.

Also, if you ever encounter a phrase that is insulting in one context, but not insulting in another context, you will immediately recognize when no insult is intended and when taking offense would be inappropriate. Wouldn't want to go to the modern era and start a fight with a cabbie who wished you a good afternoon, would you?

“Why are they singing?” (Free):

This world functions by the rules of musicals, but in two distinct ways. In the living world, musical numbers just... happen at narratively relevant moments. Nobody notices that it occurs *as* a musical—and indeed, even if everyone at a speech was dancing and singing during the conclusion of a song, the moment it ends, they would all be returned to their tables as though they had just watched a particularly persuasive and motivational presentation. Once the afterlife gets involved, however, people are fully aware of musicals as they happen, and often practice beforehand to ensure they play their parts perfectly. People can even call off musical numbers if they object enough to them.

You are a natural in any setting involving musicals. When songs start to fill the air, you will always know what words to sing to fulfill your role in the song, and understand how to sing appropriately to the style of music being performed. Your skill in music is also exceptional, with a beautiful and moving voice with incredible range, and a capacity for conveying emotion that is truly awe-inspiring.

In any future setting, you may apply either of the styles of musical laws that this world follows, making the entire world conform to it. Furthermore, if you are ever caught up in a musical you don't want to participate in, you can force it to end prematurely... unless a drawback is involved, at least.

Also, whenever a musical number starts up, you can always cause “special effects” to kick in to improve the performance; these effects have no lasting effect on the world.

“Maybe see that I won't always be unredeemable?” (Free):

Around you, there is no such thing as an “Unredeemable”. No one is truly, utterly evil, nor so entrenched in their wicked and self-serving ways that no natural degree of persuasiveness could sway them from their path. There is always a small ember of good in people—buried, perhaps, smothered and drowned beneath cruelty and heartlessness, but still present.

This gives you no skill or special ability in fanning this ember, nor helping it grow into a bright light of a soul who has found redemption. Instead, it merely ensures that no one is truly irredeemable.

“Or do you wanna play?” (-100 CP):

It's hard if you're trying to make amends for what you've done, but people don't realize that you've changed. But now, as long as someone you've redeemed is truly trying to be better, other people will be able to realize that they are changed (or are in the process of changing) from who they used to be. Now, this doesn't mean they won't still be upset with them—this doesn't undo what they did—but they will be open to the idea that they're genuinely turning their life around.

This also applies to you, should you ever be in need of redemption.

“This dream belongs to you” (-300 CP):

Your ability to observe others and deduce how they function is absurd in its reach and capacity. By watching someone else use a supernatural ability, you will be able to learn how to reproduce that power yourself. It won't start off with the full strength and versatility of their own power, but if you were to observe how someone else altered a mystical simulation, you could very well start to twist the not-quite-illusion yourself, even if you were otherwise a mundane human.

“Congratulations” (-600 CP):

Perhaps the most impressive ability of the spirits of redemption is shown when Marley stops time when a former perp shows that they have truly changed their ways, to congratulate them on becoming a new person and wishing them well in their future of making amends for their actions.

Now, this power is yours as well. You can stop time for up to 20 minutes per day, and

are able to exclude any people you like from the freezing process. People and things that are frozen are incapable of being affected by those that can move. However, you also gain a strange influence over the immobile, although this is limited to aesthetic changes that disappear once time continues flowing; for instance, you could make the destination sign on a city bus show the lyrics to a musical.

Perp Candidate

“Humbug!” (-100 CP):

Your ability to callously dismiss the opinions and arguments of other people would be awe-inspiring if you weren't such a dick about it. You can cause other people to abandon any attempt to argue with or persuade you of... just about anything. Now, this doesn't mean you won the argument—they're still of the same opinion, they will just recognize that talking to you will accomplish absolutely nothing. It's a wonderful way to be left alone when little brats try to convince you to give their parents their job back.

“I'll feel guilty for a couple of days, but then I'll rationalize it” (-100 CP):

But wouldn't it be easier if you could just skip that stage altogether? Whenever you want, you can just “switch off” any sensation of guilt, remorse, regret, failure, and/or shame. It doesn't matter whose life you're ruining. It doesn't matter if you're teaching your beloved sister's only child to destroy the futures of other children to promote their own success. When you don't want it, those awful emotions just don't happen to you anymore.

“If you wanna win, you gotta study human nature” (-200 CP):

You understand people. You get what motivates them, what pushes them forward. Well, the only immediate knowledge this gives you is generalities, principles behind personality and motivation, and an understanding of social pressures. However, every interaction you have with another person or organization reveals more of their motivations to you, and each stray comment gives you more insight into what drives them. Your first hunch on people's character is usually correct, and after you've had a bit of time to get to know them—even a single night—it becomes infallible. No measure of skill in acting is enough for someone to keep their true nature hidden from you.

“It's not enough for folks to love you” (-200 CP):

They gotta hate your rivals more. And feed that hate, 'cause hate is strong. That is the most important secret to winning the public opinion; yes, you need to appeal to the populace, but casting your opponent in a terrible light will accomplish more than promoting yourself ever will. And you are something more than simply a champion in this skill.

This does nothing to help you find dirt on people, but once you have it—or create it? Your ability to spread the word is unrivaled. Even without the benefit of modern social media, you can ensure that *everybody* who might be at all relevant to your interests finds out about it. And you know exactly what to say to foster outrage, knowing all the buttons to push to prompt people into emotional responses, and are ludicrously

capable in tricking people into not thinking critically about what they hear.

You have amazing talent in spreading rumors of all kinds, but you are truly exceptional when it comes to fostering spite and conflict.

“People will believe anything if they wanna believe it” (-400 CP):

For someone who manipulates the media for a living, is there any lesson more worth its weight in gold? The truth doesn't really matter in people's lives. Even when something directly affects them, who they *believe* is to blame for it matters more to them than who is actually at fault. Who they *believe* has done something terrible matters more than where the guilt actually goes. Honesty is only worth speaking if it earns you something, because a believable lie can accomplish so, so much more.

You always know what lines people aren't willing to cross. You know what they'll believe when told, and what they will refuse to accept—whether as a truth or as a lie. Furthermore, you have an unrealistic talent for coming up with lies. You can lie at the drop of a hat without any sign of hesitancy or any delay in your responses, and can maintain lies of any degree of complexity without forgetting what you've already said or mixing up your stories. You have no tells or give aways when you are being deceptive.

“You know you wanna try it” (-400 CP):

The Ghosts of Christmas may be all about redemption, but just like people can be redeemed, they can be corrupted. And, oh, are you good at corrupting people. When you turn your mind to it, your words are insidious, with a horribly persuasive bent that makes the ideas you speak of linger in people's minds, even if they would normally dismiss them without a thought. You could take a man who hasn't done a single wrong thing for over two hundred years, and reduce him to producing the rudest vulgarity imaginable without regard to the victims of his diatribe. And this is after knowing them for less than an hour, and actively working on them for only a couple of minutes. Given time? You could twist the most stalwart and selfless of saints into a monster.

“They're literally eating out of his hand” (-600 CP):

Your charisma is off the charts, your skill at social manipulation puts the world's greatest con men to shame, and your mastery over presentation makes every other media consultant look like rank amateurs.

You can seduce a ghost who knows all the wrongdoing in your life and who came with the explicit purpose of redeeming you, and convince her to sleep with you and abandon her goals in less than half an hour. You could take a spirit with more than 200 years of

experience in redeeming terrible people, and twist every conversation around until you are having as much—or more!—of an influence on him than he has on you. You could win over a crowd of kind, moral people who hate your guts (and the fact that you charge enough to be there to bankrupt their organization), and completely win them over in the course of a single speech, convincing them to abandon their traditional values to run a hate campaign against their business rivals.

When it comes to social ability, you have no match. Your speeches move hearts and minds in exactly the way you intend them to, your arguments unerringly find every hole in your opponent's logic, and your ability to appeal to emotion can make even those arguments you make that are riddled with logical fallacies seem completely viable.

“That will make me most merry indeed” (-600 CP):

Buying someone's home for a pittance after they fail to make their mortgage (because you fired them (and a thousand other people) from their job) is certainly something that can make a particular sort of person quite happy. Now, you may or may not be an unmitigated miserly bastard, but regardless of your moral standards, your acumen with money cannot be denied. Nor can it be measured, for your capacity to find, exploit, and create opportunities for profit is beyond all reason.

You could take a couple of quarters and, over the course of a year of solid effort, turn it into a modest but profitable business. Give you another year, and you've got a franchise with influence across the nation. Another year, and your company is a player on the world stage. Just one more year, and you'll have branches in every nation in the world.

What's more, you seem to defy the convention that connections are more important than ability for success. It doesn't matter if the person making the opposing bid for a company's labor is the owner's brother; it doesn't matter if you're entering a field dominated by nepotism; it doesn't matter whether or not you have developed a terrible reputation. When it comes to financial and business matters, you will always be judged by your skills and abilities (as long as it is beneficial to you, at least).

Do note, however, that this ludicrous degree of business skill and luck is only in full effect if you're a horrible dick about it. If you aren't ruining people's lives and building your success upon other people's broken hopes and dreams, it won't be nearly as successful. It'll still be amazing, but not to this downright supernatural level.

Neither Sinner Nor Saint

“I’ll just go tell your late sister’s only kid you’re too busy” (-100 CP):

Your ability to guilt others into action is top-notch. You have an easy time finding out what people may feel guilt or shame about, and instinctively understand how to exploit those feelings to provoke the reactions that you desire. This includes both the most effective ways, as well as ways that allow you to continue to sleep at night.

“I’m doing oppo research on a child” (-100 CP):

Well... at least you're good at it? You know how to carry out research in an effective and efficacious manner. Whether this involves tracking someone's public activities, obtaining their financial information, searching through their social media, or even performing standard exploratory, quantitative, qualitative, or correlational research, it doesn't matter—you know the best practices to perform, you know the little tricks that allow you to work quickly without risking incompetence, can keep your focus for long periods of time, and even know how to effectively write reports on the results.

This also comes with a little bit of luck that ensures you complete any research project in which you're involved in only 90% of the normal time (unless the research subject itself requires a specific measure of time to have passed).

“That’s the view from here” (-200 CP):

It would really suck if you got a high-paying and successful job, only for that job to slowly suck out your soul as it requires you to violate your ethics over and over again. Wouldn't it be nice to avoid that scenario in the first place? Before you embark on an endeavor or take on a job that would eventually require you to compromise your morals or face consequences, you will be aware of it. You won't know *how*, but knowing that it's coming at all may cause you to reappraise your decisions—or perhaps simply allow you to prepare for when the time to face the consequences comes.

“It looks like walking away is a little bit harder to do” (-200 CP):

Sometimes you've made decisions that have brought you to somewhere unpleasant in life. Maybe you went from someone who wanted to help others and wound up becoming someone who would destroy the life of a child to help another kid win an election for school president, just because it was your job.

Abandoning your job isn't something anyone can do lightly. For you, though? It's much safer than it is for other people, and much easier to do. When it comes to determining if you should leave a group or organization, you are able to set aside irrational and unfounded concerns, allowing you to only consider the *actual* consequences of

quitting, and letting you weigh the pros and cons of leaving or staying without getting trapped in circular arguments or indecision.

Furthermore, the actual act of quitting is more streamlined than it might otherwise be. Even if you were involved in classified missions or criminal organizations, exiting an organization will never result in retaliation against you. Furthermore, you are never required to do additional work for the group before leaving; once you tell someone you're quitting, you can just walk out and leave. You'll always receive pay for the time you worked (if relevant to the organization you were involved with), and should you have done good work with them, they will provide you with a glowing recommendation, no matter the circumstances by which you quit.

“No, she's lying” (-400 CP):

Tell me, how often has someone close to you lied to your face, for you to know so clearly when someone is being deceptive? You cannot be fooled by any form of lies or trickery. You will always identify when someone is trying to mislead you, whether through outright lies or through clever manipulation of the truth. You can identify any attempt to cheat or deceive on sight, and scams fall apart before you. You might not always discover the truth, but you'll always know the lie for what it is.

However, be warned—this does not work on the lies you tell yourself.

“Can I donate it to the sick kids?” (-400 CP):

How sweet a child do you have to be to get a Christmas present and immediately decide to give it to people who have worse lives than you? This perk doesn't actually make you a good kid, but it does ensure that any gift-giving you engage in will be more effective. People more easily see the positive aspects and potential in the gifts you give them, and are more appreciative of them (even if they'd normally be a greedy, selfish prick). But the bigger effect of this perk comes into play in that the consequences you intend from giving the gift become more pronounced. A toy gifted to a sick child will actually bring them enough joy that they forget about the misery that hospitalized them. Baby clothing gifted to expecting parents will always fit, and the baby will be a little better behaved while wearing it. A skateboard given to a teenager will subtly teach them to improve their balance faster and will reduce the severity of injuries they sustain when they make mistakes. And if you give someone a “gift” intended as a subtle insult, that gift will somehow seem to spite them and interfere in their life until they get rid of it.

“I need to ask you a favor” (-600 CP):

Even the most selfless or most powerful people need help, and it would be terrible if the brother you asked to raise your only child as you lay dying in a hospital bed declined to do so, wouldn't it? Fortunately, that situation is something you're very unlikely to encounter. Once per jump (or once every 10 years, whichever is sooner), you may ask a single individual with whom you are at least friendly acquaintances to do a single favor for you. So long as this favor does not put their life or livelihood at serious risk, they will carry out this favor to the best of their abilities, to the best of their understanding of what you desired.

However, in addition to this, you gain another favor that can only be used if you are dying. In exchange for *guaranteeing* that your death will happen regardless of any attempts to save you, you may basically force a single unlimited favor on absolutely anyone, which they will attempt to fulfill to the best of their ability and to their best understanding of what you intend of them. This does not prevent 1-ups from being used to bring you back to life.

“Trust me, he's hiding something. Everybody is” (-600 CP):

Everyone has secrets—some dangerous, most harmless. But when you're involved, everyone seems to be hiding a doozy. There's some weird retroactivity bullshit involved in this. By virtue of your looking for it, everyone has a secret, with some sort of evidence of it existing somewhere in the world. Now, this secret isn't *true*... yet. But if you discover this secret, and you spread this secret to other people, it *becomes* true. If a politician's secret from this perk is that they drown puppies for fun, then they don't necessarily actually do so—but once you make it known that they do, then it will retroactively become true.

Now, don't think this is some sort of freeform reality warping. Every individual only possesses a single secret, and you have no control over what this secret is. You also need to discover this secret, which may be very well hidden indeed... although someone like an eighth-grader probably doesn't hide their dirty little secrets particularly well.

Christmas Redemption Personnel

“Marley-san, Marley-san!” (-100 CP):

Although this organization presently only deals with the holiday of Christmas, it still gets recruits from people who have died from all over the world. And that requires having people who speak many different languages to accommodate all of their employees (to say nothing of how much they'd have limited themselves if they had restricted themselves to only helping people in English-speaking countries!). You'd do an amazing job of that, because as soon as you encounter a language you do not already know, you will understand it to the same degree as your primary language, in its written, spoken, and signed forms.

“This perp is a tough nut to crack, isn't she?” (-100 CP):

Doing research on a redemption target is a difficult job. You only have short time to go through every single moment of a perp's life, to examine their feelings and their emotions, and to find the scenes that would have the most positive impact when they are recreated—and you have to do it quickly enough for the other departments to actually build those scenes in the first place.

That requires an incredible ability to go through information quickly and identify any sort of deviance from the norm. And your ability in that regard is supernatural. If you were looking through emotional exposure records to find a Heartstring that could be used as a pivotal point to appeal to a target's morality, you would be able to read through more than 20 years of emotional recordings and pinpoint a single moment when she experienced butterflies in her stomach in such a way that indicated that she had been in love; this level of research would take you less than an hour.

Of course, that's only a small part of the research you'd have to do, you need to look through OTHER people's lives to record the effects the perp has had on other people, and you also need to keep supplying more details to refine the creation of the scenes, so don't think you can just slack off for the rest of the year after a short time. Even the Ghosts of Christmas themselves spend all year getting ready for their next Christmas, so don't think that their support ghosts take it any easier than they do.

This ability only functions at full speed if you're looking through the same type of record. If you're looking at information from many different types of sources, it will still be fast, but not anywhere near this level of speed.

“Like I was really making a difference” (-200 CP):

When you do good deeds or help others change into better people, you can clearly

understand the consequences of your actions. You will understand just how much better you make the world, and how the domino effect of your good deeds improves other people's lives (although this won't *give* them such a degree of influence if they wouldn't have it already). And you also have the guarantee that when you do good, there won't be unexpected negative consequences as a result of it. Your good deeds will truly make a difference in the world and will have a genuinely positive impact.

“We're expanding, Jake” (-200 CP):

Sure, they originated in the holiday of Christmas, but isn't it limiting and exclusionary to not include the other winter holidays in that? The Ghost of Ramadan Past, the Ghost of Hanukkah Yet to Come, the Ghost of Kwanzaa Present... there's plenty of other cultures to be included.

Should you have any powers, abilities, items, perks, or other features that have special effects on a specific holiday, you are able to extend those benefits to apply to other holidays like the original; whether that is similar in timing, or similar in theming, is up to you. These benefits may change in aesthetics or even how the powers work to be appropriate and relevant to the holiday in question.

In addition to this, you are superbly capable of bypassing the prejudices people have against the holidays of different cultures, allowing them to be celebrated to the same extent as the primary holiday without them being looked down upon or sneered at due to cultural or religious biases. All it requires is a bit of work and persuasion on your part, and you will have a lasting impact on how much people accept the celebration of other holidays.

“It had to happen in one night” (-400 CP):

The greatest flaw in the operations of this organization is that it has to do all its persuading and convincing over the course of just one night. That's why they work so hard throughout the rest of the year—any flaws in the presentation and simulations could completely ruin that individual's chance for redemption.

Fortunately, the longer you work on something, the better the result becomes. Spending a year designing a scene will result in not merely a perfect recreation, but something with subtle emphases to highlight the emotions you desire to invoke. Spending a year on research will provide information that leads to accurate conclusions that, logically speaking, that amount of info shouldn't allow you to make. Spending a year practicing your speeches, acting, and behavior, cultivated to evoke specific responses from an individual, will make your persuasiveness soar to heights normally

only found in fiction.

If you have any perks or powers that allow you to accomplish a task quicker than normal, you may disable them or dial them down (and later re-enable if so desired) so as to allow you to have more time to work on something.

But as Clint Briggs and the Ghost of Christmas Present discovered in the movie, redemption isn't a one-and-done deal. It's the result of decisions made every day, making follow-up important if you want your lasting impact to stick (not that it can't on its own, but that's a gamble you don't want to take with people's lives). If you so desire, you can spend more time “refining” something you've already done in order to make it better, and you'll find that doing so will never have a negative effect, even if it logically should; making more attempts to “redeem” someone who has already rediscovered goodness will not alienate them or drive them away, but instead help to keep them from backsliding (or at least reinforce that, if they did backslide, that just means they have to try again). For a more material example, if you're folding the metal of a blade, you'll find that it's impossible to do it “too many times”, as every successful fold will make the resulting sword even better.

“This is just a supernatural simulation” (-400 CP): [requires **“This is our dedicated staff of support ghosts”** perk]

If you're going to make a haunting that can actually move someone to redeem themselves, you can't restrict yourself to the bare minimum powers of a spirit. To begin with, you are capable of creating and “loading” magical simulations of reality. You intuitively understand how to make these simulations indistinguishable from reality to all the senses, with solid objects being fully solid; even the unreal people populating these simulations are more like something resembling a highly advanced AI that perfectly replicates how the person they are based on would react to events. This cannot be dispelled as a mere illusion would be. Over the course of a year, you could single-handedly create a simulation that covers an hour of time across an entire populated city, complete with hundreds of thousands or even millions of simulated individuals. You can also project small-scale, hologram-like illusions, but they are recognizably not real, unlike your simulations.

Secondly, you can render another individual as invisible and incorporeal as a ghost—but without the ability to be seen by someone they want to see them. This is only a temporary effect, which will end by itself when daylight comes or whenever you will them to “wake up”, which sort of “throws” them to the location they would have been in if you had not affected them with this perk, although you can be more gentle if you

desire (although do take note that they can stay in the dream or simulation if they manage to grab hold of a ghost sharing the experience with them. Oh, and you can wake up people who are dreaming, as well). You see, what this perk also allows is for you to pull them into a simulation that you have previously crafted, loading it into being around you. They are entirely incapable of affecting this simulation, only able to observe; however, you can mystically alter the simulation, causing specific things to change to produce the effect you desire, or alternatively to cause the “people” in the simulation to act as though you were actually there, letting you interact with them like they were real.

Oh, and you can teleport to any location you know as long as you are not directly observed. A very useful skill to have if you get a runner who manages to find the only exit out of a simulation – not that your baseline simulations have a method to escape; that would only be the case if you were using the **Holiday Headquarters** item, which would allow you to load *other people's* created simulations, not just those you have made.

You also gain powers suited to a poltergeist. You can change the direction of gravity for an individual, and can manipulate inanimate objects through telekinesis. You can blow out candles without getting near them, cause electronics to fail, lock doors, and blow windows open. However, because your job is redemption, you are completely incapable of inflicting serious harm on other people through the application of these abilities.

Lastly, you are able to change your appearance into anything you have ever looked like, whether in life or death; you can look young even if you died of old age, or appear to be a walking corpse, or even an animated skeleton, if you so desire. Your appearance never interferes with your ability to act, move, speak, or so on.

“Watch the ripples as they spread” (-600 CP):

That's why so many spirits do their job here when they could have gone on to Heaven. It's all for the sake of the ripples. When you do right by others—helping people, doing good deeds, feeding the poor, cleaning the filthy, clothing those who only have rags, redeeming people who have wrought wicked deeds upon the Earth, or any of a thousand other kindly actions—your actions will have an impact beyond what would seem to be natural.

To some, “redeeming” a Karen in an HOA might only make the people in her neighborhood happier. When you do it, however, the ripples from her becoming a kinder person will start to enact positive change upon the lives of everyone even

tangentially connected to her or the people who live in her neighborhood. And that's from someone without any real power or influence in the world! Can you imagine the good that could be brought about by redeeming someone who is a genuine player in the world, who has made or broken the campaign attempts of senators, governors, and even presidents? The ripples of someone like that making amends for the life they've lived would change the world.

“Your past, your present, and your future, ye shall soon behold” (-600 CP):

You aren't merely one of the (very vital and much-appreciated!) support ghosts. You're a full-fledged Ghost of Christmas... candidate. You aren't actually replacing any of the currently active Ghosts of Christmas, but you're a valid option to do so, being well-educated in your field of focus and with the powers appropriate to the actual position. Your job in this jump will be to support them in their endeavors and serve as their substitute in the event that they are unable to complete their duties (note that you might want to skip doing so for the job next year—it was only a very particular set of circumstances that led to Clint Briggs's redemption, although maybe if you could think of a happier way to achieve it...?). If you have **“This is just a supernatural simulation”** then you will be able to create replicated personalities copied from the other people who exist in your observations of the past, present, or future. You must choose a specialization to focus on, but you may purchase this perk multiple times to pick other options.

Ghost of Christmas Past:

Your duty is to display a perp's history. For some, this is to remind them of the good that once dwelled in their heart; for others, it is to show them where their life went wrong, and illuminate the choices they have made that brought them to the person they have become today.

You have the powers of retrocognition and empathy. You can look into a target's past to observe their life leading up to the present moment. Your perception of this history proceeds much faster than real life, to the point that you could view 30 years of life over the course of a week or so. Now, this is sort of an “imprecise” version; it isn't wrong, and you'll be able to easily identify important events, but you'll need to re-watch specific scenes at proper speed (probably many times!) in order to catch all the fine details you'll need to do your work. Oh yeah, after you've seen a “scene”, you can immediately replay it without having to go through someone's entire life story.

Furthermore, you are capable of detecting exactly the emotions other people are

feeling, even through mediums such as texts or online posts. You can also pinpoint what they are feeling the emotions *about*, and what emotions they feel regarding specific topics. This also works through your retrocognition, allowing you to identify how people feel about the events in their past.

Strangely, influential, pivotal moments in the pasts of people you use this perk on tend to have occurred on Christmas Eve or Christmas Day. Not all of them, but those that would be relevant to needing to redeem someone will, near-universally, have happened over a Christmas. This is unique to your experiences in this jump, and does not affect your uses in future settings (barring those settings focused on Christmas, where similar thematic rules come into play).

Ghost of Christmas Present:

Your duty is to observe the immediate life of the perp. Although the specifics can vary, this moment is typically to exhibit the hollowness of their current life, show what the rest of the world thinks of them, or to display the suffering they have visited onto others. This serves to show how the person they are today is not a person worth being.

You have the powers of limited precognition and extending your awareness through the social connections—negative or positive—that your target has created. You can look up to a year in the future of a target, which is typically used to view the “present” that would exist for the target on Christmas Eve and Christmas Day.

You can also extend your awareness (both normally and through any perks you may possess) through a target's connections to other people. This ranges from their friends and family to the people who have suffered as a consequence of their actions. However, you can only perceive through one such connection at a time.

Strangely, influential, important conversations or events that happen to be about the target will overwhelmingly tend to occur on the Christmas following the application of this perk on a target. At least some of these events will be something that can be used to contribute to the redemption of the target, if you put some effort into considering how to properly present it. Outside of this jump setting, this curious focus on Christmas will disappear, except during jumps that are also focused on Christmastime.

Ghost of Christmas Yet to Come:

Your duty is to herald a perp's future, but making this future *not* happen is your greatest purpose. You can show the suffering that will come from their decisions, the failures and agonies that will befall them due to their behavior, and the inevitable result of their evil ways—a solitary grave, undecorated and unloved, after they die alone.

You have the powers of ominous precognition and terror. You can view as far as you like into the future of a target, but you cannot see anything that goes right for them. Instead, your visions are of doom and despair, whether caused by the target or befalling them. And of course, you can always see their death—and their grave (or lack thereof).

Strangely, influential, grim events related to them and the consequences of their behavior just so happen to occur on Christmas days in a target's future. This feature does not occur in jumps that do not have an inherent connection to Christmas.

But as influential as your foresight is, your ability to bring fear is truly unmatched. When you will it, you become terrifying, cloaking yourself in the weight of your target's sins—your mere presence can silence even the bravest or most foolhardy individual, and you wrap doom about yourself like a robe. Merely pointing carries a grave and ominous weight, and continuous time spent in your presence makes people more emotionally unbalanced and less able to keep their cool, while always being aware that the fear they feel is ultimately the result of their own actions. There's a good reason that you're the last of the Ghosts to face a perp; by the time you show them their own grave, almost anyone will succumb to the weight of their own sins and try to change who they are.

Christmas Presents

You receive 2 discounts for each price tier of items, which reduces the cost by 50%; the exception is 100 CP items, which are discounted until they're free. If any items are lost, broken, stolen, or used up, they will be replaced within a week. You may import pre-existing items into your purchases, combining their effects.

The Chili of Positive Outcome (-100 CP):

This is a massive pot of the best chili that the greatest chefs who have ever died in the history of humanity have been able to concoct. Whenever the accompanying lid is placed upon this pot, it will refill nearly to the brim.

'Sparky' (-100 CP):

This is a dog's food bowl. There is no dog. If you give this to someone, they will believe that they are also getting a dog in defiance of all logic, even to the point of going outside and searching for the dog on a cold Christmas night until it is clear that it doesn't exist. You could probably fuck up a child pretty bad if you gave them this bowl.

Hall of the Redeemed (-100 CP):

This large room is an attachment to your Warehouse. Every time you help turn someone who could be considered cruel, unkind, amoral, or evil into someone who could at least be considered a decent person, a statue of that individual will appear in a nook in this room, with a plaque depicting their name. This even applies to animals. The room will expand as you redeem more people.

By coming into this room, you can feel again the rush of helping someone become a better person, and reinvigorate flagging motivation.

Christmas Trees (-200 CP):

In a couple weeks' time, the Briggs Media Group is going to start a culture war to promote real trees over fake trees. But why should you choose a side? You get a freshly cut Christmas tree that will remain freshly cut for the rest of time, never aging, decaying, or losing needles. You also get an artificial tree, one that can be easily broken down and easily reconnected, and which always looks surprisingly realistic, and which will never lose its fake needles.

By setting up and decorating the real Christmas tree in your home (or someplace of relevance to you), you will gain an aura that makes you appear more charismatic and likable to people who respect tradition or family values. By setting up the artificial tree,

you gain the same aura, but it affects people who prefer practicality or progress. However, if both trees are decorated at the same time, both auras will fail.

As long as any tree is decorated, you will experience an extra helping of luck that, although it won't save you from death, will make your life smoother. Additionally, every year on the midnight of Christmas Eve, you will receive a present under one of your trees; furthermore, if you put out milk and cookies and have been to a jump where Santa Claus is real (and is not you), you will be able to meet with one of the Santa Clauses from a past jump, although he only has a few minutes to talk. This will not affect a Santa Claus with whom you had an antagonistic relationship.

Heartstring Exposure Reports (-200 CP):

By inserting a picture of someone along with a legal name into this folder, the records within will change to show all the emotions that person has ever felt over their entire life. Reading and interpreting them is a complex matter requiring years of study (or the **"This perp is a tough nut to crack, isn't she?"** perk), but eventually you will become skilled enough that you will be able to identify a single specific time that someone felt romantic butterflies in their stomach, and identify the rough time table in which they felt it. The more accurate information on a target you put into the folder, the more precise the records will be, until eventually you will be able to pinpoint the precise time for any emotion they've ever felt.

Chains Girded of Your Own Free Will (-200 CP):

This is a number of long chains attached to you with shackles; the other ends are loaded with heavy, block-like weights. Normally, the chains are long enough for the weights to rest a few feet away from your body, but you can extend them; the more suffering you have caused to people, the more links you are able to create or retract. The weights are heavy of their own accord, being made of solid iron, but are further weighed down by all the sins you have committed. However, so long as you try to do good deeds and help others, they will weigh as feathers and never get in your way, and you will even be able to telekinetically control them.

The shackles can be removed from your body at a moment's notice, but never by someone else.

Controversy Material (-400 CP):

This isn't a single, discrete item that you possess, but something you obtain. Each year, you can designate a single target; the next time you go looking for it, you are guaranteed to find some manner of harmful, contentious, or incriminating information

about them. This is great for stirring up controversy, ruining people's reputations, or blackmailing others into doing your bidding.

This does require them to have actually done something (or someone close to them to have done something) that is problematic; if someone has a genuinely clean past, this won't have any effect, and you'll waste your use. However, if such a secret does exist, you will always be able to find proof, even if all evidence should have been destroyed.

Retirement Package (-400 CP):

For working long enough for the afterlife in the Christmas redemption business, one becomes eligible for the retirement package: a Sephora gift card, a gold watch, and the opportunity to be returned to life at the same age at which you died. You might or might not have a long history working for this organization, but it seems you've been given the package anyway.

You gain a gift card with the equivalent of \$10,000 USD (for Sephora in any world where that corporation exists, or for any business of your choice that deals in personal care or beauty products in other worlds), a gold watch that always tells completely accurate time, and a glowing gold pocket watch.

As long as this pocket watch glows, you gain a 1-up that will automatically activate should you ever die (although if you begin a jump as dead due to race or origin, it will not be triggered automatically unless you “die” again, in which case it returns you to your previous state). You can also give it to a ghost, a resident of the afterlife, or an undead being, which will return them to life (as long as they did not die of old age). When the watch is activated, its light will disappear for 10 years or until your next jump, whichever is sooner.

Luxurious Hotel (-400 CP):

You are now the owner of a large hotel, a high-class establishment that employs a full 400 employees as followers. It is designed to cater to the elite—the rich and famous, organizations able to pay for priority treatment, and the upper crust of society.

Your hotel is curiously important. Even if you're a drop-in, people of significance in the world will end up staying in your hotel or even hosting important events there, allowing you opportunities to forge connections with the movers and shakers of whatever setting you happen to be in.

It also nets you a very nice profit.

Jumper Media Group (-600 CP):

Congratulations, the public opinion is now your well-tamed pet, ready to lick your hand when you want it to and savagely attack others whenever you desire. What this item really is, is a collection of corporations involved in mass media—television, radio, publishing, the news, social media... they've got their fingers in every pie that influences how the public perceives things, and have global reach (in this setting, based on Earth; in a future setting, their influence may grow greater or smaller to cover an equivalent portion of the setting). They somehow always make enough money to remain in the black, and are more interested in catering to your personal desires than making decisions that make sound business sense.

If you wanted to promote a presidential candidate, they would—in both subtle and obvious ways—trumpet their praise to the world, and sway the people to like him. If you wanted a senator to be thrown out of office for voting against a policy that would have benefitted you, they would create outrage against him (using lies if needed), and people's hatred for that politician would soar. If people selling real Christmas trees hired you, you could even engineer a culture war between people who use the noble, family-loving organic tree, and the lazy, plastic, Jesus-hating artificial trees, and the engineered conflict they create would cause the sales of authentic trees to skyrocket.

Holiday Headquarters (-600 CP):

Without the proper equipment and support personnel, the Ghosts of Christmas would be vastly less effective at their jobs. Haunting isn't something done easily or casually, especially one designed to produce a specific result from a specific person who is inherently resistant to that result, over the course of a single night. Therefore, you have this large complex—located in the afterlife in this jump, but able to be placed wherever you like in the future—filled with thousands of support ghosts who have volunteered not to go to Heaven in favor of saving people from lives of evil.

There are a great many forms of advanced machinery, electronics, and even magical devices that allow this place to operate. Using these devices, the support ghosts can target an individual, and find out pretty much any and every detail about their past, present, and future over the course of a year. They can create a multitude of completely realistic mystical simulations from this target's history and life yet to come... although do be warned that these simulations do require the target to actually be IN the simulation room, which does have a (well-hidden) exit that might give a perp access to the rest of the building. These devices can transport a living individual into the afterlife without killing them, allow them to physically interact with ghosts, transport people in

dramatic transitions between locations in the living world or the afterlife, and temporarily turn living people into pseudo-ghosts to prevent them from interfering as they observe the world in their own present.

However, this item may only target a single individual per year, and other than the simulations (which are permanently recorded and can be played at any time), the other features can only be used on Christmas. It can, however, allow for communication between the living world and the afterlife at any time, such as to allow a living person to call a ghostly relative's phone (not that such a thing would ever be allowed in the current state of the organization!).

It may be noted that a number of these abilities are similar to those provided by perks. However, this allows for a large staff of people to assist in the extensive work needed to make a proper haunting. Optionally, this may include up to three Ghosts of Christmas (customized to your liking), to perform the actual act of haunting a perp. Unlike the perk abilities associated with the Ghosts of Christmas, their powers are exclusively limited to a single, shared target each year.

Murder Bus (-600 CP):

This is an improbably lethal bus. Even when traveling at entirely legal speeds on an ordinary road of a metropolis, it could hit someone with enough force to send them flying dozens of feet and utterly destroy any possibility of resuscitation. Once every 10 years (or once per jump), you can declare a single target, and the bus will travel on its own to kill that target, and will absolutely succeed regardless of defenses or the impossibility of reaching the target. Curiously, the destination sign of the bus seems to be self-aware, and is capable of functioning during stopped time and showing whatever messages it likes (although it is exceedingly fond of musicals, and will almost always show the lyrics whenever possible).

Christmas Carolers

Old Friends/New Friends (-100 CP):

No one should spend Christmas alone. How about some bros? If you have any existing companions you'd like to import into the jump, you may bring them along with any origin and 600 CP to spend on perks and items. Alternatively, you can design a new companion to be a native to this world that joins you on your chain, following the same rules. You may take this multiple times for additional companions; if you spend 400 CP, then you can get a full set of 8 companions instead.

Beyond Life and Death (Free):

But maybe you'd like to take an already existing person with you? As long as you can convince them to join you, you can take anyone from this setting along on your chain as a companion. If they're already dead, don't worry! If they become your companion, they are brought back to life for free, gaining their ghostly self as an alt-form. If you have access to the afterlife, you can even make calls to other places in the afterlife to contact individuals who aren't the support ghosts for the Ghosts of Christmas, such as those who exist in Heaven like Carrie.

Vile Dogshit Rat Bastard (Free):

This person is just awful. They're a borderline Unredeemable who "works" as an unfortunately popular influencer on social media. They'll do just about anything to get more engagement and views from the people who watch them. There's no such thing as bad publicity in their eyes, just more people watching their videos. They've never—physically--hurt someone before, but have committed a number of nonviolent crimes, including desecrating a body. They've also set their rabid fans on people who've talked badly about them, and a few cases of cyberbullying have gotten severe enough that people have erased their social media presence. Someone even committed suicide, but because it wasn't someone they knew and because it was their *fans* who went that far, not *them*, they don't feel particularly guilty over it. They adopted a child in a ploy to get more viewers, but have actually come to adore them as the brightest part of their life (and comes along with them in the same companion slot). They don't understand the impact being dragged into the influencer lifestyle can have on such a young kid, though. *Velma* is unironically their favorite TV show.

Conflicted Cop (Free):

Once upon a time, they dreamed of helping people. Of talking jumpers away from the edge of the roof, taking down abusive parents like their mother, of tracking down kidnapped children. But then they actually became a police officer, and reality... didn't

match. Oh, they tried to do their best. They tried to help out where they could, tried to do the right thing. But eventually, the time came when they had to enforce laws that they didn't agree with, or face harsh consequences. So they forced the homeless man off the bench. They arrested the woman who didn't show up to a court hearing about her debts (because her undiagnosed neurodivergence resulted in her panicking and losing reading comprehension when faced with the message demanding she show up). They let a man who they factually knew was guilty of rape walk away from court a free man, just because he could afford a better lawyer than his victim. They even arrested a woman for viciously beating a member of the Westboro Baptist Church, which the bastard totally deserved. Every time, their conscience cried more and more, and guilt ate like acid in their belly. Recently, a fellow cop in their precinct accidentally killed a Mexican-American teen who was resisting arrest after being found taking drugs. And the police department defended his actions because the child was “taking aggressive action”. And the rest of the department is pressuring them to do the same. They don't know if the amount of good they do is actually worth the job anymore. Their favorite book series is *Discworld*.

Perp Scout (Free):

This spirit is one of the support ghosts for the Ghosts of Christmas, but they aren't directly involved in the process of redemption. No, they have the difficult job of finding and evaluating prospecting perps. They are incredibly skilled at reading people and getting an evaluation of their personality, and can do limited examinations of a subject's past and personality to determine if they actually have the potential to be redeemed. With time, they are skilled at ferreting out details of someone's history to make a preliminary report to determine who would be an ideal perp for the year's haunting, who would then be fully investigated in a more thorough manner by other support ghosts. As for themselves, they were a native of the Wadai Sultanate (which later became part of the nation of Chad) and died resisting the French occupation of Abéché in 1909. They feel great compassion for other people, and although they always believe that it is possible to change for the better, they also know that sometimes redemption takes longer than the Ghosts of Christmas have the authority to act. They should know—they were a bandit for half a decade before a chance encounter with the stubborn and kind woman who would become their wife slowly turned them into a better person. They are of the firm opinion that no movie created since the invention of colored television is worth the time it takes to watch it, and adores *The Maltese Falcon*.

Maker of Amends (Free):

Life after getting redeemed isn't a cakewalk. Being a good person can be hard; being a good person after building your entire life around being a bad one can be frustratingly

difficult. They owned an insurance company, and cold-heartedly exploited the rules and laws to avoid covering their clients whenever it was at all possible, no matter the consequences to the client. But last Christmas, everything changed. Their perspective of the world was turned on its head. They tried to be a better person. They changed the policies of the company to actually try to help its clients rather than fleece them of money. But they fear that it's too late. All of their employees hate them and word got out about the business's former policies, tanking the reputation of the business. They have no friends that aren't leeches trying to get money off of them and they alienated their family years ago. They feel lost and trapped, and they don't understand what they're supposed to do to try to make amends for all the people they hurt... and a growing part of themselves is wondering if it's even worth it to try to do it at all, if this is how people behave even when they're trying their best. Back when they were younger, they liked tabletop roleplaying games, but hadn't been close enough with anyone to play with for years, especially not a game as obscure as their favorite, *Noumenon*.

Ghost of Yule Past (-100 CP):

No, not the modern usage of Yule as a synonym for Christmas; they're the spirit of the older holiday that predates the intrusion of the Abrahamic faiths into the Germanic nations. They, themselves, however, aren't particularly old, having died in a particularly embarrassing manner after celebrating that the Y2k Bug had been averted before the turn of the millennium, thanks to the hard work of programmers across the world. Technically, this position shouldn't exist yet, since they're only going to start expanding into new midwinter holidays in the next few years, but they seem to have been partially temporally dislocated. They're still (somehow) getting assistance from their support ghosts to do their job, but can't actually return to their proper time other than waiting the long way. They had a lot of experience with computer programs, but buck the stereotype of the “nerd” by being quite active, both socially and physically. They were thrilled to discover the growth of indie game development in the 2000s, and their favorite is without a doubt *Cave Story*.

Ghost of Mōdraniht Present (-100 CP):

No, nobody celebrates this holiday anymore. That doesn't mean its ghost can't go around helping people, damn it! They're in the same boat as Yule Past, in that they're disconnected from their time in the future. They're honestly a bit bummed about their job. Even if some of the other holidays of midwinter are either niche or only celebrated in certain places of the planet, at least some people *know* about them. Mōdraniht is an all-but-forgotten religion that even scholars can only guess what it was about. Of course, access to the afterlife means that *they* know, but they can't exactly tell a

historian about it, now can they? They're from Suriname, but died from a traffic accident in Uruguay shortly before the United States initiated Operation Desert Storm in 1991. They're a bit mopey, but after spending decades working on building simulations, they were finally promoted to Ghost... even if it was of a holiday nobody knew about. They're fond of board games, and were overjoyed when the board game renaissance started to produce games with more complex and engaging gameplay; their current favorite is *Star Realms*, but honestly, it changes just about every month.

Ghost of Dongzhi Yet to Come (-100 CP):

Surprisingly, there's another ghost who's been tossed back in time, but is still receiving support. Honestly, they're pretty thrilled about their holiday. Yeah, they're from Japan, not China, but the symbolism of light overcoming darkness is something they quite appreciate. Of course, to reach that light, one must first endure the darkest night of the year, and they try to embody that darkness to provide the kick of fear and consequences that can help push a perp into making amends for their wrongdoing. They're one of the oldest ghosts still actively involved in the world, having known Emperor Jimmu personally, and died in 650 BC. In their personal time, they are a quiet and introspective individual, but they can get quite excited when talking about their hobbies. They were quite the general once, and have been fond of war games for a long time; the modern games have entranced them, and their favorite since its creation has been *Warhammer Fantasy*, although they are hesitant to change to playing *Age of Sigmar*.

Scroogery

If the starting Carol Points weren't enough for you, then you can take drawbacks for some additional points.

“Even though that tree house is a flagrant violation...” (+100 CP):

Unfortunately, no matter where you live, there will be a local Home Owner's Association, and you will be part of it. They will hold everyone to strict standards to “maintain the value of the neighborhood”. These standards will gradually become more absurdly strict over time, and you are compelled to follow all of them, no matter how much time or money you have to spend keeping your home up to their impossible standards. This will affect you even if you don't live in a house, as they will have rules altered to be appropriate for any sort of dwelling you have. Stay in any location longer than a week, and you will be forced to apply the standards of the HOA to that domicile, as well.

“Oh, my god. They're shit-whispering me.” (+100 CP):

It doesn't matter if people like you or not. The moment your back is turned? They're talking some pretty filthy shit about you. Maybe in whispers, if you're dangerous enough, but they'll say it nonetheless. Your reputation among people who work with you or around you will plummet, although you might be able to salvage some.

“We don't want her calling the police” (+100 CP):

People seem to be on a hair trigger when it comes to you. Even just walking across someone's yard to grab a ball that fell in it could get the cops called on you, and bumping into someone is sure to get the police sicced on you. The cops themselves aren't affected by this drawback, other than to ensure that they always show up. So you're highly unlikely to get into legal trouble due to this drawback, but the inconvenience will be extreme.

“Like the Dickens book and the Bill Murray movie and every other adaptation nobody asked for.” (+100 CP):

The tale of the Jumper—of you—is not unknown to these people. Indeed, it's a very well-known book series, with a host of adaptations across multiple media... although they don't know the story of your life accurately. If you show off enough Jumper powers and people might realize who you are, and depending on what you've done in your chain so far, that might make you a hero or make the entire planet try to kill you immediately.

“People are 1: Lazy; we only care about ourselves” (+100 CP):

You're pretty slothful, too. You almost never exert more than the bare minimum to succeed, and you'd never willingly help someone if it didn't benefit you in some material way. There's a chance that this drawback might be removed, but only if the Ghosts of Christmas successfully redeem you.

“When your parents make you eat Christmas dinner with homeless people. Gross” (+100 CP):

You've got something unpleasant in your history. Even as a drop in, there's some entirely, legally verifiable evidence of you having said or done something deeply controversial, that would generate a lot of hate if news of it got out. Maybe as a younger child, you made an awful post on social media that you now regret, maybe you got drunk and said something racist. It doesn't matter what it is. What matters is that there is evidence out there of what you've done. And if anyone ever tries to do serious opposition research on you, they're going to find and use it against you—and if they do, people will believe it.

“Can she see you right now?” (+100 CP): [Requires “This is our dedicated staff of support ghosts” perk, or another form of invisibility]

You are no longer capable of going unseen. You can use ordinary stealth skills all you like, but you have no capacity to go invisible, mute your presence, muffle your sounds, or otherwise make yourself go unnoticed by supernatural means. As a ghost, this is particularly troublesome, as you may still have things you need to visit the living world from time to time.

“We have a deal with them” (+100 CP):

Sephora has a deal with the afterlife that gets their stores inserted into every perp's simulations, even if only as some store in the background. It seems some company has made a similar deal with you, because you are contractually, spiritually, and physically forced to insert advertisements of a company of your choice into just about anything you do where an advert could be feasibly introduced. These can be as subtle or as blatant as you wish, so long as they are noticeable to a viewer with a sharp eye.

“I don't get to know anything about my accusers?” (+100 CP):

Just like GC Present acquiesced to answering Clint, you must answer questions put to you. Everyone who speaks to you gets three questions; you absolutely must answer those questions honestly, to the best of your ability (within a reasonable timeframe). Now, people don't necessarily *know* that they get these questions, and people might waste their questions on stupid things, but if anyone ever makes the connection that

you answer the first three questions someone asks you honestly, things might get... inconvenient.

“Micro Michael? Super-small Steve.” (+100 CP):

It was Tiny Tim! You killed Tiny Tim, okay?! Maybe Present could be forgiven for forgetting—200 years is a long time to remember the name of someone you scarcely knew—but you won't have that excuse. If someone tells you their name, then as soon as that conversation ends, you will completely forget. If you learn a name through other means, it will disappear from your memory in a single minute.

“Judgmental elitist hipster” (+200 CP):

You probably own a real Christmas tree, you prick. You are quick to judge people for their decisions and tend to make the worst assumptions. You feel like older things are better than newer things, and look down on people who don't get the “best” purchases like you do.

“Enemy of Santa Claus, Jesus, and Mariah Carey” (+200 CP):

You probably own an artificial Christmas tree, you prick. You hate tradition, Christmas, charity, and happy people. You loathe religions of all stripes and everyone who believes in them. You also despise all forms of music with a vitriolic passion.

“Nobody tells you how much can get lost” (+200 CP):

You have a history of making bad decisions, a history that seems determined to repeat itself. You'll choose the stability of your job over quitting every single time, even if your job involves ruining the life of a child or destroying other people's careers. Your financial success is worth any sacrifices your ethics and morality have to make.

“Dude, I can't dance like this” (+200 CP):

Know what would be truly miserable? Going to the world of a musical and being unable to sing or dance. Talking is fine, but as soon as you try to do it lyrically, your voice turns raspy, gravely, warbly, and falsetto all at once. When you try to dance, you get two left feet with two right ankles, and lose all sense of rhythm. Participating in a musical number will ruin it for everyone involved, and even when people aren't consciously involved, they can't help but subconsciously resent you for doing so. And to make it worse? You can't escape from songs anymore.

“Out of all the people on the planet” (+200 CP):

Murderers, rapists, people who do gender reveal parties... and the Ghosts want to go after the guy who manipulates the media? Of course, it isn't quite that simple; they

only have a single night to try to change someone's life, after all, and no matter how talented the ghost, some people simply can't be convinced to change over such a short period of time.

And now, you find yourself limited in a similar way. If you cannot persuade someone of something over the course of 24 hours without using any of your perks from other jumps, then you cannot persuade them at all.

“Outrage is a drug” (+200 CP):

If outrage is a drug, then you must have an addictive personality, because you can't get enough of it. Attempts to convince you to dislike or outright hate something are ridiculously easy to succeed at. But you aren't passive about your hatreds. You'll be active and vocal about it, and participate in arguments or “discourse” about the controversial topic. You'll probably be insulting and mean to your opposition. Each individual bout of outrage won't last long—just as long as the fad of being angry about the subject is a big thing in the public image—but eventually something else will come up to make you upset about it.

“I do charge comically enormous fees” (+200 CP):

And now, so does everyone else. But only for you. If you were already low-income, you will now no longer be able to afford even the cheapest food. If you were medium-income, you are now in the depths of poverty. If you were filthy rich, you could maybe afford a normal house in a cheap neighborhood, barely. Even if you had infinite money, places would somehow charge so much that you could only afford to eat out a couple of times a week without needing to worry about paying for utilities or paying for food.

For some reason, nobody will ever buy things for you, beyond a single gift each at Christmas and on your birthday.

“Your sacrifice would have no meaning if it had no consequence” (+200 CP):

And unfortunately, it seems that many Jumpers can sacrifice themselves a great many times *without* facing any sort of consequences. So... that has to change. For the rest of the jump, any 1-ups you possess are disabled.

“Every year during the haunt, you try to talk and nothing comes out.” (+200 CP):

Like the Ghost of Christmas Yet to Come, when it comes to important matters, you turn mute. You can have casual conversations with a co-worker, but as soon as you need to give a presentation? The words just stop. You can't even sign properly. And unlike that ghost, no situation will ever push you to break through this block.

“Felt like I was really making a difference” (+300 CP):

'Was' making a difference. But you're not anymore? Regardless of what GC Present feels, you *do* feel like nothing you do matters anymore. You're always chasing that sense of fulfillment, like a druggie desperate for his next high, but you'll never reach it. Nothing you do feels worth it. No degree of accomplishment feels like it's enough to have real value. And unlike Present, you won't be able to find happiness by looking elsewhere in life; this is a malaise that will last you throughout your entire jump.

“Many wrongs have ye to right, dark deeds ye must redeem” (+300 CP):

An onus has been laid upon you, Jumper. No longer are you a free man, but one bound in chains to this world, chains forged link by link with each soul you made to suffer. Metaphorical chains, that is. You are incapable of leaving this jump until you have made up for all the suffering you have ever caused to another sapient being across your entire existence (including your life pre-chain). Save lives. Redeem people. Help old ladies across the road. Feed the hungry. Cure the sick. Bring endangered species back from the brink of extinction. Perform any deed you desire, so long as it helps other people.

You are now immortal. You will remain here until the net good you have wrought in this jump outweighs all the evil of your entire sequence of lives.

“He's like the perfect combination of Mussolini and Seacrest” (+300 CP):

Unfortunately, you are ludicrously vulnerable to charismatic people. If you listened to a speech from someone like Clint Briggs, you'd be willing to do damn near anything he wanted. As a side note, you are also extremely weak to hypnotists.

“That's good for him, but for you, I prefer C's” (+300 CP):

Wren's grades only tanked because she listened to her uncle's advice to try to cast herself as a “woman of the people” compared to the “snot-nosed elite” Josh Hubbins (which would, unfortunately, work). But you? If you were in school, you'd do average to badly just because you suck when it comes to intellectual matters. Your memory is subpar, you constantly misread letters and numbers (despite having neither dyslexia nor dyscalculia), and you tend to avoid critical thinking. You'd only get good grades if you really busted your ass working hard. Good thing you probably aren't in school, right?

“I mean, he's a kid” (+300 CP):

Whoops. Seems like there was an error sending you to this world, and instead of being oriented around the interactions of the Ghost of Christmas Present and Clint Briggs,

you're now involved in the 8th grader drama between competing student council presidents-to-be, Wren and Josh. To make this more appropriate, you've been youthened down to the ordinary age for an 8th grader, and have had your knowledge of all formal education beyond what an 8th grader would know temporarily stripped away from you. Enjoy your middle school experience, and have fun with your newly problematic hormones!

“I was just avoiding you” (+300 CP):

People just don't like talking to you. It's not even that they don't like you, it's just that the mere act of communicating with you is outright unpleasant. Others can force themselves to do it when necessary, but otherwise you will be avoided like the plague. Expect to be very lonely during your time here.

“Can we see that?” “No. Come on” (+300 CP):

Unfortunately, it seems like you can't participate in anything important in your time here. You won't get any critical jobs, you won't experience anything exciting, you won't know passionate loves, you won't stumble upon drama, and you will absolutely never interact with any “main character” types in any way. Your time here will be boring and mediocre, a background character's life if there ever was one.

“This is a matter of life and death here” (+300 CP):

Is this not one of the principal consequences shown in the futures yet to come of any *A Christmas Carol* adaptation? That an innocent soul should die due to your own selfish greed? You find that you are stricken by a terrible curse. Any selfish action you take has a chance of resulting in the miserable death of an innocent person who would otherwise have lived a happy, fulfilling life. This innocent person is often a child.

“You've been Christmas Caroled, bitch!” (+300 CP):

The Ghosts of Christmas hate you, and the support ghosts hate you, too. They've decided to set aside redemption hauntings, and from now until the moment you leave, will make haunts designed to turn people against you—and at prodigious speed, managing one a month. What's more, this malevolent haunting is always successful, and can target anyone they think might be effective to stop or hurt you; they might haunt your family to turn them against you, a friend to make them backstab you, or the president of a nation to declare you as Public Enemy #1. They can't haunt you directly, however, so you don't have to worry about being turned against yourself.

Notes

What did Dolly Parton, Colonel Sanders, and a dog do that was bad enough to warrant haunting?

Changelog:

- Version 1.0
 - Spelling and grammar corrections
- Version 0.5
 - Created jump