

My House Of Horrors



Welcome to the world of the House Of Horrors, a world where Specters, Spirits and all sorts of Ghosts & Ghoulies exist. You arrive the day that Chen Ge finds the black phone sent to him by his Kindness. The phone that will begin his journey to discovering the truth of not just the world and of his parents location but also the truth of his forgotten past. In this verse, there exist 2 dimensions; the one we are used to and the world of the Red City where nightmares are born and salvation can be found. Whatever path you choose to walk in this world and whatever part you play in the coming story know only one thing. In this world, there is no black or white only boundless shades of gray.

You Gain 1000 CP

Location

You start out in **Western Jiujiang's New Century Park**. Your age and gender are up to you.

Path

Evil & Shadow: You always have been a special kid, where others were kicking footballs with their friends, you were kicking the heads of mannequins, where they were messing about in mud you were doing the same with fake blood. As a result, you developed an interest in horror and fear, both experiencing it and allowing others to do so. You are a strange person Jumper, strange indeed.

Sacrifice & Black-Hearted: You were once a normal person, a 9-5 worker who lived an ordinary life and had an ordinary family but all that changed; either you changed or your family did but something happened, your life was permanently altered and you awoke to the Red City and the paranormal your life never the same. You gained a new goal, a new purpose in your new life and will go to the ends of the Earth to see it done. God save you Jumper, God save you.

Order & Peace: As far back as you can remember, you strived to uphold law and order, to protect and serve those who could not do so themselves. To be a good person in a world without good people. You strived and worked and toiled for it until you finally achieved your dream, and became law and order itself, no matter where you are you will ensure that if something can be done it will be.

Mortal, Crimson, God

Don't Have To Change Races Or Gain Another Alt-Form Can Simply Choose To Merge Alt-Forms Or Just Gain The Abilities.

Mortal (Free): There is not much to say of humanity, beside their ability to survive like roaches they are nothing special; well, most of them are nothing special some however astoundingly can see the souls of the departed, the specters that still remain tethered to this world, if not obvious you are now one of them.

Red Specter (200/400/600): Red Specters are those surrounded by despair and resentment that has morphed their bodies into soluble blood that makes up their bodies. As you are paying CP, you also do not require an item to possess. For **200 CP**, you start out as an ordinary Red Specter far stronger than any Baleful Specter but nothing really special among Red Specters, for **400 CP**, you are a Top Red Specter able to wander through the Red City alone and even survive with only some issues.

As a Red Specter **you start out with 3 different abilities** of your choice fanwank responsibly however some examples are linking 2 different peoples hearts together, cursing another person via their possessions or body parts, controlling other Red Specters through your voice, rerouting others calls and mimicking voices flawlessly through a phone, to drawing and bringing forth even other Red Specters (though it would be for only a second), manipulating your hair, stopping time for a full minute, growing stronger the more pain you experience, controlling your blood to cut akin to a knife, even granting wishes from is not beyond a specters power though it would come with a crippling limitation that being the Specter would lose their memories and powers with every wish.

Yes you can also choose Zhang Ya's power absorption ability (by eating others she gets their abilities it will take one spot of your 3 abilities). Red Specters also come with enhanced strength and the ability to merge into the shadows of others. Also, normally for Red Specters that specialise in curses their real name is a weakness but you won't possess that if you purchase curses.

For 600 CP, you can choose to be a Demon God, a being beyond even the most powerful Red Specter. to even call you a Red Specter is to call an ant Goliath. As a result of your new found strength, your Red Specter abilities have been enhanced e.g. a Specter able to curse

others via their possessions can now plant curses via just their words. Also, the weakness of a Demon God is it's heart but a Demon God can hide its heart away from its body.

General Perks

Cured (Free): In this universe, mental conditions are dime a dozen and for many, their minds teeter between rationality and sanity and with one bad day they fall into the depths of madness and can never find their way out. Of course, there are other mental conditions that don't lead to insanity or anything as extreme e.g. anxiety, OCD, depression etc. Regardless, for free any and all mental conditions you possess are completely and utterly cured as if you spent an entire lifetime with the very best psychologist in the entire omniverse. For once, your mind is your own; enjoy.

The Red World (Free/100 CP): If the Black Fog is humanity's despair then the Red City is the last spark of hope humanity clings to deep in that despair. It is home to nightmares and specters, spirits bound by baggage and resentment unable to leave this world; it is a world that mirrors reality and is home to all of humanity's nightmares. When a human is brought to the very brink, when they have lost all hope they have a chance to open a door to the Red City and form their own world, a sort of subspace connected to another larger space with every door that is formed, the city grows ever larger and becomes home to greater and greater nightmares. Now, you can take this world with you in every jump you go to the Red City will continue to exist in the background, birthing monsters and nightmares born from humanity. (Yes this means if you have the black phone it will send you to scenes to do with specters, doors and the like just as it did with Chen age, give you scenarios as scary as the canon one but it will make settings as dangerous as this one).

Time (50 CP): Time is a construct of humanity so why are they so beholden to it, why are they so impatient and so in a rush at every moment. A minute goes by without them doing something and they grow so bored and listful. I have never understood why, why if all of humanity is like this, why therefore am you not, why can you watch decades pass by without batting an eye, doing nothing for centuries with no issue. Can you answer my question Jumper or is the answer obvious. (An internal clock is added-on with this unique skill of yours).

Multitalented (50 CP): Everyone has different talents and skills that's just the way of the world, some are talented in acting, others in music, painting etc. The world is full of talents and talented individuals and if you wish, you can join this bunch. For every purchase you gain is mastery in any one skill from sports, to languages, to music, to painting. You name a

skill and with a purchase you become a master of it. (Also, for languages you can only pick one but you get the standard speaking, reading and writing and for music you get one instrument per purchase but it comes with mastery over every variation of the instrument and comes with the ability to compose music as well). (P.S., this doesn't work for things like being a doctor or engineer as those are jobs not talents). Obviously, the perk can be purchased multiple times.

Physical (100 CP): As much as a healthy mind is useful, sometimes there arises situations where a healthy body is required and in some special cases a combination. Now, I cannot do much for the mental aspect of your being of course but I can at the very minimum upgrade your body to the level of this world's athletes nothing superhuman but enough to at the very give you a fighting chance e.g. you could run full power for 15 minutes straight minimum with no issue or evidence of exertion and hold your breath underwater easily for at least one minute. Your body shape has also been remade into a muscular format for your aesthetic appeal and your appearance improved to rival Zhang Ya herself.

None For The Wicked (100 CP/Free For Red Specter & Demon God): Sleep is both a weakness of humanity and its strength. With sleep one can rest and relax allowing them to take in everything and give them a chance to just breathe. However, during sleep they are at their most vulnerable not just physically but mentally; their minds are laid bare and unprotected allowing those with the skill and strength to infiltrate those minds and memories. However, those who have transcended their mortality have laid aside their need for rest and no longer require or choose to sleep at all. While this ability is free for Specters and the like mortals are still bound by the need to rest unless you choose to take this ability; what it does is simple it removes the need for rest you can remain awake for the rest of your life without needing sleep and without a single drawback or neurological side-effect.

What Makes A Man (200 CP): There are many answers to the question, some say it's a person's upbringing, others say biology or experiences, my answer is memories. Without memories, a person is not a person without memories, how can they remember their upbringing, all the lessons they learned, all the experiences they went through. You lose your memories and in my opinion you lose yourself. Jumps can take a lot from you, your companions, your powers, your perks but one thing that I won't let them take is who you are. What this does is provide you not just a perfect memory and instant recall but protection from any attempt at robbing you of who you are regardless of the ways tried and the power behind it. Also, this perk will always be with you regardless of what drawbacks or gauntlets say.

A Short (400 CP): Lights, camera, action, I've always loved movies and tv, how they could take me away from my boring life and show me different worlds but to be honest I've never really thought of what went on behind the camera. How much work went into directing and producing a film, how much of one's heart and soul went into the project and how much

enjoyment came from the production of it. Now, I don't know if you Jumpers are interested in this for all I know you might be more bookworms or more outgoing people but just in case you shared my love for the screen I thought why not offer this to you; the skills and talent to make masterful horror films (not just the actual film-making aspect but all the paperwork as well e.g. what permits and license you need, what you need to fill in or pay, how to get project approval etc), horrors films with every shot being nothing short of exquisite, films filled with not with lackluster scares and boring bloodbaths but clues and psychological changes in the characters, rich vivid stories that can elicit various symbolic readings of analogies and metaphors, to conclude, horror films that can explode throughout the world. However, as a side-effect regardless of what genre you decide to create it will somehow always end up as horror.

Absolute Existence (600 CP): You might have heard something similar to this perk before, what this does is allow you to leave behind a copy of yourself in every jump you go to treating it as if you both stayed and moved on this also includes your warehouse and items as well allowing all of your copies to possess all of your possessions. However, if for example you gain an item or perk later on in your chain your copies made before will not possess the new item or ability. But if your copies are killed you are not affected but you will know. Also, you can choose to not leave behind a copy in a jump if you don't want to; it's all up to you.

Evil & Shadow

Horrors Aplenty (100 CP): Fear is both a good and bad emotion, it helps to survive but at the same time debilitates: the ability to fear can lead to one's survival or paralyze and lead to their deaths. In this world, more often than not, it causes the latter. So, it's thankful that you were born as you were with an utter lack of fear; actually that's not really true you do feel fear, it just takes a lot more for you to be affected. You could be attacked and chased by raving lunatics and feel nothing, dig through mountains of dead bodies with ease and not a shred of disgust and scour through rooms built from the deceased with hardly a blink. You are Jumper and you know no fear.

Varied Education (200 CP): I do not mean to offend but I don't really see beyond Haunted Houses what job or area of life this would be useful in, I mean Toy Design really yes it has taught you how to build and maintain machinery and traps used in Haunted Houses as well as the gentle art of needlework but come on really name me one thing beyond Haunted Houses this is useful for.

Extracurricular Activities (400 CP): You know what, I'm not going to even ask why you're so good at this for my piece of mind more than anything else. I really don't want to know why exactly you are so good at following others lunatics, cops and citizens alike without them spotting you, I reaaaaaaaly don't want to know. So please don't tell me. 🙏

To Me Plot, To Me (400 CP): Wow, it seems that the plot of this world likes you, or at the very least cannot bear to have you die to anything less than epic deaths. You are shielded from any undramatic deaths from preventing tripping down the stairs to having all projectiles thrown at you miss, to turning around just in time to stop yourself being killed. Basically, anything short of truly epic e.g. battling a Demon God on the outskirts of the Red City fails to end your life.

Kind & Evil (600 CP): Once, there was a man whose life goal was the exploration of questions related to death but as a result he rarely spent time on the pondering of life. No matter where a person went, he would be heading towards death, therefore, he believed that by studying the length of death, he would eventually get to the bottom of the truth about life. Eventually, the man turned into a monster, curses inhabited every inch of his body, binding around his nerves and swimming in his blood vessels. However, one day that man became a father and when faced with his own child, the heart that was filled with scars started to beat. Whenever he saw his own child, there would be two voices inside his head. One of them would be telling him the child was a present given to him by death but the other voice would be saying, the child was the extension of his life. The man could not convince himself and the sound of argument in his head grew louder and louder. He tried his

best to hide his own symptoms but that only made him turn even more conflicted and divided within himself.

Eventually, the man's actions became stranger and stranger. In the morning, he wore his doctor's coat helping the patients but at night, after he returned home, he would put on the patient's garb and lock himself up in his room to consult his own reflection in the mirror. His symptoms became more serious and slowly his soul was torn into two. Both of these persons were him, but they were the complete opposite of each other. One was evil and the other was kindness; one had committed many unforgivable sins, the other kept punishing himself due to the guilt from the actions that he had done; one was filled with despair, convinced that he was the God of this sickened world, while the other just wanted to be a simple human, desperate for the simple bliss.

The evil within him stopped being held back by shackles of morality, the cursed flowers blossomed in his heart and gave off the mist of black fog. The man had no idea what the black fog represented, it was the first time he had encountered the black fog that was so filled with despair and death in real life.

In his endless trials, the man discovered the existence of the black fog. This black fog was born deep inside the nightmare and it spread using the medium of the human heart. Its basic essence was the memories that human beings are most reluctant to face. He originally thought that this was the unique power given to him by the cursed seed, only he could see the black fog and he was supposed to bridge the black fog into the real world. But in his later experiment, when he placed his own child in the black fog, the life that was as pure as a sheet of white paper started to crumple and pollute under the invasion of the black fog. The man's interest in the black fog continued to grow, he believed this was his place of birth and he the physical manifestation of despair. However, he was no longer satisfied with using his child's consciousness to enter the sea of fog and so he started to use different patients and enter the sea of fog through the bridge in the bottom of their hearts.

About a year later, he ran into a patient named Chen Xiao who was in a deep coma put there after trying to save someone from a car accident. The man tried to enter the black fog through Chen Xiao's heart and while successful he was shocked to find that the patient was standing at the edge of the world of the black fog, one side heavy in fog and despair while the other was a city built from blood and flesh.

After conducting multiple experiments, the man realized only his consciousness could leave the world successfully, he could not bring Chen Xiao with him. The man then shared his own treatment method with Chen Xiao. To split out the opposing spirit, Chen Xiao went through a torment that was beyond the imagination of the human consciousness in the red city and black fog. Ultimately his consciousness was split apart, the side who still had

humanity was called Chen Xiao, the other side who was bound by the red city and filled with negative emotion was named as Chen Xiang.

Several years later, the child of Chen Xiao was born. The child possessed a pair of blood red eyes. It appeared as if he could see right through into people's hearts and he could see many things that a normal adult could not. Other children would be crying but this boy would always be smiling, as if there was nothing in the world who would be able to make him sad. Chen Xiao knew why his child was so different from the others. To escape from the red city, he had paid too hefty a price and it included having the negative emotions shatter his body again and again and experiencing the despair that the human world could never imagine.

Looking at the newborn in his embrace, Chen Xiao gave his own boy a name that carried with it a very unique meaning—**Chen Ge**

Now, you know the very reason, much like Chen Ge you were born from a parent who was split into good and evil and as a result you were imbued with certain abilities one of which was the ability to travel freely; through the black fog, red city and the human world, perhaps because of your bloodline or your parent but your consciousness can never be split or torn apart and you can never be killed. Much like Chen Ge was at the hands of the man in the doctor's coat, every time you are killed; at dawn your consciousness returns to your body. Also, as a by-product of your being sometimes you will go to sleep and wake up at murder scenes; your body accidentally travelling through the black fog until you manage to control yourself while sleeping. Post-Jump, unless you have retained access to the Red City & Black Fog this will not bring you back. (Red city perk gives you this).

Sacrifice & Black-Hearted

Flesh & Blood (100 CP): In this world, there is no good or evil only shades of gray, heroes can be evil spirits and villains victims of their own minds. To survive in this world, you will require more than just intellect and lack of fear, you are going to have to acquire or to be more precise lose your morality you are going to have rip away everything you have learned about good and evil because to gain anything in this world you may have to do things that would otherwise haunt your every waking moment e.g. commit atrocities like sacrificing your own flesh and blood to acquire power and knowledge, experiment on innocent children to fulfill your goals, shape victims into monsters to attain your desire. Now, you may decide to choose to gain nothing to keep who you are; however, me and your Benefactor think that would be a pity so we have given you this, the ability to temporarily shed away your morality and judgment leaving stone-cold reason and later require what you put aside. P.S, once you have reacquired your morality the actions you committed will not affect you as if the memories were dulled with the passage of time.

The Heart (200 CP): Everyone is made of emotions whether it be anger, vengeance, resentment, happiness, everyone has emotions and it's the culmination of all these feelings that make up an individual's personality. And you can see those emotions with just a look you can see in the hearts of others see what they are made of e.g. are they a mix of pity, despair, regret, are they filled with anger, sadness etc you can see what makes a person a person and of course if there emotions were to change you would still be able to see.

Doctor Jao (400 CP): A good psychologist as this world so clearly shows can make or break a person, can uplift them into becoming better or drag them so far into the dark that a true monster is born. Much like a certain red-doored Doctor you made it your personal mission to delve deep into the mystery that is humanity and you returned enlightened, you can now read people like an open book appearing as if you can read their minds, with just a glance you can look into the hearts of others seeing the versions they wish to hide and in your mind lies ideas to either bring the versions to the surface or help others get past what is haunting them. Of course, to be a psychologist one should also possess knowledge of at least one branch of psychology e.g. clinical psychology, cognitive psychology, developmental psychology, evolutionary psychology, health psychology, forensic psychology, industrial-organizational psychology, family psychology, school psychology, etc. There are a lot of different branches of psychology and as you are paying CP, you can choose to be an absolute master of one type of psychology equal to Doctor Gao himself. For 50 CP, you can choose more. For those of you, who haven't read the novel and still don't see why this is worth anything should know that psychologists can help with diagnosis of complex mental conditions, read people like a book (as mentioned previously)

via micro expressions, predicting others future actions and turning even the most innocent of people into madness-driven monsters at least in this world they do.

One last thing, regardless of what branch of psychology you pick, this comes with a free medical degree including knowledge on autopsies, medical high grade mathematics, medical physics, forensic pathology and forensic psychology.

Demon In Human Skin (400 CP): You are flawless, a genius without equal, a demon in the body of a human, one who can spread tragedy and despair in one hand and offer salvation with the other. One who can be made of evil and curses while shrouding themselves in a disguise of rationality and humanity, one who can wear personas as clothes and shed them at a moment's notice and one who can hide him/herself so well that none can tell who you truly are, where the lie ends and the truth begins.

Black Fog, Red City (600 CP): The director of the Cursed Hospital was an abhorrent monster who threw his own child; his own flesh and blood into the black fog when he was done with him, who experimented on a comatose man and tortured him to the point where his very being split into 2 separate aspects and more than likely committed countless other atrocities. However, from the bottom of stomach-churning acts committed the director gained immense knowledge of both the black fog and the red city, knowledge for example on how to split a soul, how to enter the black fog through another's heart, how to change the location one comes out through a red door and no doubt countless other pieces of knowledge not yet shown and all that knowledge is all yours both shown and not is all yours to do with as you please.

Other examples of what the director did are manipulate the black fog to attack the red city, torture Chen Ge's shadow, go into the black fog via his own or another persons heart and bring them out, place curses in other people that activate on pre-set conditions, and thats just from the top of my head.

Order & Peace

I Lie, You Lie, Everyone Lies (100 CP): Honesty is dead and buried, it starved as humanity evolved and in the last century breathed its last and with its death lies and deceit are commonplace. And those who are actually honest I would say are one in a million if that. If you are going to be a good man/woman in this world then you are going to need the ability to discern deceit from truth, to see the lies for what they are and to know when the truth is spoken it is the truth. However, be warned the truth comes in many forms and while the truth may spill from others lips it can be manipulated e.g. a man who murdered his fiancée and hid her body in an apartment complex may lie and act the vengeful and gallant fiancée and tell you that he knows his missing fiancée is somewhere in the apartment complex than he would not be lying would he. (P.S., this will also help you distinguish truths from lies i.e. someone says something some parts are true e.g. their name others are false e.g. their date of birth you can tell which parts are true and which are false).

Eye-Spy (200 CP): Every world is dangerous and unless you keep your eyes peeled chances are you're dead the moment you hit the ground that's why you should always be aware when someone's hiding in the dark watching your every move. A lesson you no doubt took to heart as whenever one is hiding in the dark watching and following; you can feel their eyes on you every second; a feeling at the back of your mind whispering to you just where these eyes are, just waiting for you to strike.

Why Only Do I See (400 CP): Humanity is blind, they walk around looking but never seeing, watching but never observing they don't see the strings around them, the links encompassing everything. Why only do I see the strings: why is that only I can see an old man being held captive from his caretakers foreign curses, see a killer from a family of dolls, a murder from a child's drawing and 3 letters, liars where others see domestic abuse. Why do I see everything around me, my mind documenting everything I see, smell, hear and taste. Why do I find evidence and murder afoot, why does it seem as if reality leads me to the guilty. Why Jumper Why?

Wak A Psycho (400 CP): While fists aren't good against specters and spirits they are more than enough for your average garden variety psycho and the like and if you're going to get yourself mixed up in the story of this world, you are going to need to know how to defend yourself from mortal enemies at least. Pick 3 fighting styles you are now a complete expert in all 3. More for **50 CP** (3 per purchase).

Normality Over Fantasy (600 CP): You and I are the same Jumper, we prefer reality over fantasy. The only difference between us being that while I prefer to live in the former, you have no choice as within your presence fantasy and the like cannot exist. Your mere presence seems to nullify everything to do with the supernatural and the paranormal as if

your very being is anathema to anything not bound to the laws of physics. Ghosts and Specters lose their abilities, curses wash off your skin and Red Doors become ornaments within a 10 meter radius and even long-range abilities seem to fizzle out.

Nightmare Rewards

Morticians Makeup (200CP): The first skill gained from Nightmares.

Unlike beauty make up, a mortician only deals with the make-up of the dead. Your hands breathe life into death visages, bringing them everlasting beauty. Within your mind now sits a plethora of knowledge not just about colour-matching (which is apparently a high level make-up skill) and other make-up skills but also human anatomy, physiology, bone structure, and the study of death. Once activated, your 'subject' becomes a corpse in your mind and you can bring out their true beauty; but be warned, your skill was made to bring out the beauty of the dead it is not made for the living using this on a living being while it will change their appearance based on what you want and the make-up available it will make them look as if they were dead but remember a good make-up artist must come up with different styles based on the shape of their clients faces. Your ability is also the upgraded version born later on, allowing you to now disguise yourself or others as withering ghosts.

Yin Yang Vision (200 CP): An ability born from the second Nightmare, this allows you to see through the line that blurs between the two worlds allowing you to use the Yang body to observe the Yin presence and to see the colour of dreams. As a side-benefit, your vision has also been improved allowing you to not just see farther but also better at night and in darkness.

Dollmaker's Talent (200 CP): Created from the third nightmare. Utilizing real humans as your model, you can carve, cut, join and shine each bone, paint the skin, sew up the wounds and pair it with a flawless face. Provide it with a homeless spirit and you can create a living doll and living dolls allow you to create the shell for a homeless spirit.

Ghost Ear (200 CP): From the fourth nightmare sprang forth the voices of the other world. The ghost ear allows you to hear those voices both from the other world and those from memories.

Spirit Sniff (200 CP): Letting you smell the scent of emotions

Lips Of Tragedy (200 CP): The exact function of this ability is unknown but as the saying goes tragedy comes from the lips.

***If You Purchase Them All, You Can
Produce The Version Of Yourself That You Want.***

Items

Black Phone (Free): By purchasing this, you gain access to the black phone that started this all and your very own Haunted House. This phone possesses many different functions which will all be explained below. This purchase while free is not compulsory meaning if you don't want it, you don't have to have it. By taking this you can also choose for you to either replace Chen Ge or insert as his sibling younger, older or twin is your choice (again not compulsory just an offer). However, if you don't want to gain the phone or house during this jump your benefactor will instead give it to you the next jump instead.

Money (50 CP): 63,675,000 RMB equal to 10 million dollars.

Cleaver (50 CP): An indestructible butcher's cleaver formerly belonging to a cursed family. This blade has tasted blood throughout its entire life and as a result the blade has turned a dark red and the handle has begun akin to blood veins with lingering red lines. This blade also comes with a curse, any who take this blade from you are cursed with bad luck until it is returned this luck will not kill them but will instead destroy their life e.g. a man could lose his business, his money, his wife and his pride within a few weeks of attaining this blade.

Detective Jumper (100 CP/Free With Order & Peace): Not much to say, you are a detective in Western Jiujiang police station working in the same department as Lee Sanbao.

Minghun's Dress & Music (100 CP): The perfect accompaniment to Minghun, this dress and music increase the scream factor of the Minghun Scenario from 0.5 Star to 1 Star. Be warned though, the music titled Black Friday is banned in many countries and according to rumors, it has the uncanny ability to instil suicidal tendencies in its listeners.

Livestream Equipment (100 CP): The very best live-streaming equipment that one can find, namely, the very best carry-on-waterproof camera able to be used for even extreme sports e.g. air-gliding or deep-water diving. An anti-slip chest bracket camera, an arm camera & wireless earphones connected to a benefactor paid phone letting you talk to whoever you want to with ease as well as your live stream regardless of location; the same applies for the cameras as well, I mean you could be on another side of a Red Door and you're audience could still see everything.

Surveillance Devices (200 CP): As the title says, these are surveillance devices, completely indestructible and full-proof meaning that nothing can get past these devices, no magic, no ESP, nothing can hide a person from these devices and as they are indestructible they cannot be damaged whatsoever. The exact appearance of these and their sizes are up to you. You also get access to a computer that these devices are linked to letting you see what they see.

Self-Perception (200 CP): Mental patients are often lacking in the power of self-perception. They are unable to tell their current mental health condition, causing them to think they are fine, thus refusing treatment. When similar symptoms appear in you, this key can help you once.

Blood Of The Mad Doc (200 CP): Once a Red Specter consumes too much, they will fall into a slumber and increase in strength. However, the more powerful a specter becomes the more they need to consume; eventually reaching a level where not even an entire normal Red Specter is enough. Thankfully, there is this, the blood of Doctor Gao himself containing such immense hatred that a few droplets contain more hatred than a normal Red Specter.

Kissed By The Dead (200 CP): The phone number kissed by the dead, by calling this number you will be put into contact with an immensely powerful Red Specter, one who will charge you with a list of different tasks; which when completed will allow you to recruit the Specter as an employee.

Inscribed Pair of Wedding Rings (200 CP): Not long after their marriage, the husband often returned late from work. On a stormy night, the husband left and was never seen again. The police searched for three days and three nights, but no trace of the husband could be found. The wife cried herself to sleep every night. The case eventually became an open case. No one knew where the husband had gone, and the wife slowly spiraled into insanity. She could often be seen whispering to the pair of wedding rings on her fingers on her own.

Warning! As long as both parties are wearing the wedding rings, no matter how great the distance between them, they will be able to sense each other's general location! But wearing the rings for too long will have a negative impact on the wearers' bodies.

Red Door (300 CP): When a person is at the lowest point of their life, when they fall into the abyss and cannot walk out, they open the door into the Red World. The door leads directly into the door pusher's heart, it becomes a space that represents the trauma and negative memories of the door pusher. Once the door is opened, a mirror copy of the building that the door is located in appears in the Red World.

The inside of the door varies from one pusher to the other as the world within the door is a representation of the pusher's heart. A Red Door usually contains spirits and ghosts belonging solely to that door created by the Pusher's heart, if the pusher is strong enough they can rule the world behind their door and raise armies of ghosts. The pusher can also decide whether the ghosts live or die and can enforce rules that all within the door must abide by.

As the door is technically a living entity, any who enter the door, living or otherwise, begin to be assimilated by the door and unless they leave within a certain time limit they will be unable to leave however, if they are able to follow the rules set by the door pusher, they can gain the favor of the world behind the door and reduce the assimilation process.

Finally, if the door pusher is ever to die in real life they are resurrected as a Red Specter within the world of the door with twice the amount of power they possessed in life and can grow in strength via collecting resentment. However, your door is different Jumper, when you die it resurrects you not as a Red Specter but as you are nor with an increase in power as well but only once. (P.S., your door is infinite in size and unlike in canon, there is no possible way for it to be invaded by denizens of the Red City).

Suppression (300 CP): The blood of a Demon God, this liquid can weaken all supernatural beings from Red Specters to lingering spirits. All you have to do is coat items with it and it will passively influence and weaken nearby supernaturals. Post-Jumps, this will weaken all types of Ghosts and Ghoulies however the stronger they are the less weaker they will become.

Red Specters Secret (300 CP): The secret behind the door, this blood is said to be the most precious thing found behind the door within the Red City. It is this very blood that the Ghost Stories Society uses to control Red Specters.

Ghost Stories (400 CP): The personal handiwork of Doctor Gao, these journals are filled with ghost story after ghost story created and manipulated by the aforementioned Doctor. Each page filled with information of different patients, the treatments they were prescribed & the actions they took e.g. there was a patient lets call her Patient 41. Patient 41 was tormented by her step father when she was younger, her face was pressed into water multiple times leaving behind Claustro and Aquaphobia Doctor Gao recommended that to resolve her issues she should do the same thing to her father. Another patient, let's call her 107, suffered from depression and anorexia the reason being that she was mocked by her best friend since she was young; the solution prescribed to her was to make a special appetizer of that friend as a result, her anorexia was treated and her depression began to recover. However the patient then began to suffer from another illness and that was cooking all of her favorite things. That is what these journal pages are filled with pictures and all. On the bright side, if you have a haunted house you can use these to improve their quality. Every jump, the number of journals grows filled with the ghost stories of every jump universe and all.

Yes/No (400 CP): A statue with a very simple purpose, this statue can verify the validity of any statement. If the statement is true, it will shed tears of blood, but if it's fake nothing will occur. The look of the statue is up to you, same if it contains a spirit or not. If you do choose to have a spirit you can allow the spirit to choose what the statue looks like.

Midnight Ticket Counter (400 CP): This ticket counter has a one in hundred chance of attracting special visitors. These visitors are different from others and can lead to new missions and scenarios being unlocked though be warned, different choices can lead to different results and scenarios being unlocked. You are also notified when these visitors

arrive so you don't have to worry about missing them. Also, these missions will only last 24 hours so you only have that time to accept them before they disappear. Yours is one in a hundred as unlike the canon version yours isn't broken.

Ghost's Changing Room (400 CP): The police who wandered into a haunted tower, students abandoned at school, reporters that visited the hospital at night, patients who lost their memories, here, visitors can relive the experience of the characters themselves. The Ghost's Changing Room provides costumes to the visitors, and changing into the costumes will greatly increase immersion! However, be warned the Ghost's Changing Room has a one percent chance of triggering the extreme experience! It can make the visitor enter a memory that doesn't belong to them to experience terror that cannot be replicated!

Uncle SanBao (400 CP/Discount To Detective): It seems that Chen Ge isn't the only one who has a family friend in the police department that he can call upon both for help and information, on cases present and old. A friend who if you desire can help you get information on suspects, victims and the like, you can call if you ever need help and everything else that Chen Ge was able to ask. If you are a detective or other law enforcement rank this perk changes to instead give you contacts in other departments from your own.

New Century Park (400 CP): An entire theme park of your very own just waiting for you to open it up. The exact rides as well as the layout and decorations are up to you. But the park is run by a host of companions bound to the park. They will keep up to date with the maintenance, the financial aspects and everything else, meaning you can just step back and it will run itself. Fanwank. As for its size I'm just going to say you jumpers can input whatever type of energy you possess into the park and it will expand in size. All the legal aspects will be handled by your Benefactor.

Blood Pool (600 CP): A pool formed from despair and resentment, this pool was formed from power accumulated over years by the Red City enough to completely repair a broken soul to welcome a new life. Any being that bathes inside this pool is completely healed of all injuries no matter physical, mental or spiritual and if the deceased e.g. a Red Specter were to bathe within this pool will be given life once more and become human again. Now, the canon version of the pool possesses two limitations; one is the fact that the stronger the being e.g. a Demon God the lower the success rate of rebirth and the second is that if a specter or broken soul were to be reborn and healed they would require a body to be constructed for them to inhabit. As you are paying CP, the limitations are waived no matter how strong the entity bathing the success rate will always be 100%. The aesthetics of the pool is up to you.

Hotel Employee Costumes

Skull Cracker (100 CP/Discount If You Purchased The Faceless Nurse):

- There once was a doctor named Clark who worked at a mental hospital for 20 years; as a result of constant exposure to his patients over time his entire view of life slowly began to change and distort. Until one day, he decides to end everything once and for all he believed that the source of all madness had seeped into his patients heads so the only solution presented to him was to remove the source directly via cracking open their skulls. This is the uniform he used to exact that treatment.
- A robe covered with iron chains (carved with human faces in torment) sewn into the fabric itself and mask made from skin and multiple human faces. As soon as you put on the full uniform you will be filled with a sense of cruelty, madness, and wickedness. This also comes with the Doctor's very own hammer about 40cm long and shaped to look like a human spine, at the end of the hammer is a hook connected to a chain inside the hammer and on the sides of the hammerhead there are needles used for bloodletting. However, the hammer is hollow so I wouldn't use it for actual combat if I were you.

Faceless Nurse (100 CP/Discounted If You Purchased Skull Cracker):

- Jennie was the wife of the Skull Cracker Clark, one night she saw her husband entering a sickroom with an iron mallet. She has no idea what her husband was up to and it was not until the hammer came right at her face that she realized what was happening. This is the uniform she once wore.

Clown Of Misfortune (100 CP):

- Clown of Misfortune: They always laugh seeing me cry. They believe my sadness is their source of joy.
- Warning! The whole costume for the clown of misfortune consists of the clown's mask, a bloody make-up bag, and a human skin jester costume. After putting on the whole costume set, it will create an unknown effect.

The Food Connoisseur (100 CP):

- The Food Connoisseur: I am the pickiest eater in the world. I have tasted the meat of almost every animal in the world. Lately, I have been obsessed with an optimal prime cut of meat. Would you like to follow me to the kitchen to take a peek at it?
- Warning! The whole costume for the Food Connoisseur consists of the night-colored western suit and the good night briefcase. The suit can increase the wearer's personal charm. A friendly warning, do not open the connoisseur's briefcase when there is a crowd around you.

The Stranger (100 CP):

- **The Stranger:** A homicide with a random target is the hardest case to solve. There is no motive and no rules. The unrelated victim and the foolproof murder method, do be careful of that stranger that brushes past your shoulder when you walk alone at night.
- **Warning!** The costume of the Stranger only consists of a casual outfit. The outfit can help lower your presence to the lowest. Even if the witnesses have seen your face, their memory of you will soon be forgotten.

Black Phone

Okay, where to start. This phone possesses many different abilities some of which have only ever been shown once.

Any spirits you get here, through purchasing the scenarios or in future jumps, you can decide for them to retain their personality or for it to be erased and they become akin to automatons.

The Basics

Status

Good Reputation: it tracks your relationship and determines whether it's positive or negative.

Daily Visitor Number: It tracks both increases and decreases in visitor numbers.

Monthly Visitor Number:

Team of Ghosts and Ghouls: The phone lets you employ ghosts and once employed allows you access to specific pages (though only Red Specters have them). Also, any ghost that comes into contact with the black phone either becomes an employee of the phone holder or it refuses to let the dead have its peace and curses them.

Item Storage: You can store items within the phone akin to an inventory. This tab also has a search function preventing unnecessary scrolling.

Unlocked Achievements:

Wheel Of Misfortune: This expends fright points generated by visitors of the Haunted House to spin the Wheel. However, don't get too excited. The only things the wheel contains are specters, objects related to specters and items left behind by the dead in the Red City. (What classifies as a scream is if it is over 70 decibels: after collecting 100 screams, they can be traded for a chance to spin the wheel). Any Red Specters won via this wheel, you will have to find and recruit yourself as employees.

Affection Status

Normally, you would unlock this after completing 3 consecutive missions with 95% completion rate but you get this bit free. This unlocks a new feature— **My Friends from the Other Side [Affection Status]**: This will show the affection status of all the ghosts and specters you know. (The actual different ranks I don't know so fanwank). To increase affection status, you can expose them to the screams of visitors that are wealthy with negative emotions, gift them presents that contain malice points or complete their Bloody Heart mission.

When the affection level reaches a certain point, they will selectively listen to your orders; however be warned only specters with deep malice and a dark history will be able to provide you with a Bloody Heart mission. Completing the mission will greatly increase the affection level and will give you the power to get them to help complete something that isn't against their will.

Bloody Heart Missions are missions given by the ghosts if you complete them their affection status will increase, these missions do not have a time limit and as the level of affection increases, the relative difficulty of the mission will decrease.

Prop Control

This lets you manipulate the props inside the scenario freely using the interface on the phone. Scenarios can also be removed from the House by the phone. You start off with this add-on perk.

Daily Missions

You are given three different types of missions every 24 hours and will refresh everyday at midnight. You can only apply for one mission each day. Completing Daily Missions provided by the Haunted House will help to unlock more scary scenarios. The rewards correspond to the difficulty of the mission.

Easy Missions

Normal Missions

Nightmare Missions

The Nightmare Missions are often ridiculous and dangerous and Easy and Normal Missions normally will point out the weaknesses of the Haunted House directly, and completing them would improve the establishment.

Trial Missions

At some points, you may come across trial missions which when completed will unlock a scenario. However, Trial Missions are only available for 24 hours. If they are not accepted within these 24 hours, the scenario will never be unlocked.

Haunted House

Gain 800 CP For This Section Alone

Scenarios

How Scary It Is

To put it into perspective, a two -star scenario is enough for someone who hasn't experienced a one-star scenario and has a high tolerance to fear to be driven terrified to the point where even a month or so later they are still having nightmares and some can even be driven made to the point where they have to be taken to hospital and placed in the psych unit.

You start out with only these 2 scenarios

- *Night of the Living Dead* – Horrible prop, untrained actors, the plot has no readable storyline or logic. **Scream Factor: 0 Star.**
- *Minghun [Nether World Marriage]* – A couple torn apart in the living world, bound together forever in the nether world; sharing the same grave, pursuing happiness in death. **Scream Factor: 0.5 Stars.**

But you can pay CP to unlock more scenarios with everything else they contain. Also, all scenarios are totally safe and will have no security risks. Also, your house does not undergo any expansions to accommodate these scenarios.

- **One Star cost 50 CP**
- **Two Stars Cost 100 CP**
- **Three Stars cost 150 CP** (Li Wan will cost this price).
- **Four Stars cost 200 CP**

Murder By Midnight

- An apartment complex scenario. You also gain the goodwill of the victims lingering spirits and they will help you and clean up all the trash every day to keep the Murder By Midnight scenario at its peak. **One Star**

Room Of Three

- A scenario made up of three rooms. **One Star.**

Left Oculus

- Two-star scenario called The Dead's Theater and you will gain equipment related to movie-making.
- You will also gain a rare Red Specter. **Qiumei (Red Specter)**: She turned into a Red Specter due to a unique reason and doesn't possess much resentment. She possesses a Red Specter's power only in the movies. After leaving the movies, her power drastically decreases, and she cannot activate her special power. However, her special power is unknown.

Twin Water Ghost

- Two-star mission
- You have **The Shirt of the Drowned (Malice Points: 17)**: There are things underwater that crawled into my clothes, and they pulled me deep into the water.
- This is an underwater scenario, at the point where you desire the location of the scenario you will find a small path large enough for only two people to go through at once and it will lead deeper underground at the end of the tunnel is a lake of water and a small boat floating on the surface of the water made of dark wood and big enough to fit two passengers. The boat however does not have a paddle meaning the visitors have to use their hands as paddles for the boat to move.
- You also get a ghost with it, this ghost can possess any body of water no matter how large and control the water and move through it no matter what.
- The scenario also has an underwater aspect, at the bottom of the lake and at the top are items belonging to victims that were drowned. As you go further and further down, one will come across a graveyard of coffins stacked in a complicated manner, turning the geography of the underwater lake into a maze.
- However, you do not get the necessary equipment to explore the underwater scenario. But you can easily buy the equipment needed with money.

Mu Yang High School

- Two-star scenario
- This is an entire school campus
- This comes with 24 spirits all students. However, you are going to have to make bodies for them yourself. You also possess the spirit of their former headmaster to keep them in control (don't worry he is an incredibly kind spirit). You can also give them simple instructions through the phone! However, once the lingering spirits leave the scenario, they will go berserk! Please be careful!
- You also gain access to the Pen spirit who is able to answer any question you right down; however, be warned there are some questions that concern powerful entities that could damage or even kill the Pen Spirit if asked but the spirit will warn you if the question you ask will lead to harm or death to them.

The Hearse

- Two-star scenario

- Now, this scenario is a tad bit different, you can decide either to keep the bus inside the house however doing this will mean the hearse is unable to leave the house.
- Or, you can keep the hearse on the road and you can send it out on the road on the morning after a rainy night when you pass a bus stop there is a chance to attract special passengers. Comes with a free bus driver ghost.

Third Sick Hall

- Gain access to the third sick hall.
- **Third Sick Hall's Patient List (100 Malice Point):** The spirits of the ten patients of the third sick hall each and every one of them monsters in society.
- All these spirits unlike in canon are completely loyal to you as if you somehow got access to the Chairperson's letter of the appointment.
- 3 star scenario

Coffin Village

- An entire village, perfectly remodeled after Coffin Village, a tomb where joyful occasions are shunned and funerals welcome. 3- star scenario
- You also gain the Seamstress Wedding Dress
- **Seamstress' Wedding Dress:** My bone as the needle, my blood as the thread, my skin as the cloth—hopefully, you won't mind my blood red wedding dress.
- You also obtain a special-type baleful specter which is the Seamstress's lingering spirit— a hatred-filled spirit and if one leans close enough, one might even hear the weeping of a woman.

End Of The Tunnel

- Three-star
- The exact appearance of the scenario has not been shown but it's a 3-star so it's bound to be terrifying.

Western jiujiang Private Academy

- Now, in canon, Chen Ge was given 2 options the first is, that he gains a **three-star scenario** made up of seven **mini-scenarios** but Zhang Ya would be confined to the scenario or option 2 where the scenario is downgraded and all the mini-scenarios related to Zhang Ya are removed leaving **only 2 scenario's** and a **two-star scenario** but Zhang Ya's movements are free.
- You gain the three-star scenario options containing the seven mini scenarios: White Valentines, Red Dancing Shoes, Cursed Love Letter, Female Dormitory, Crying Chairs, the Hanging Man, and the Stink! You can either choose to gain Zhang Ya, a complete copy or another specter entirely with the scenarios altered slightly to fit in with the new specter.

Li Wan City

- **Li Wan City (3.5-star Scenario):** This scenario comprises Li Wan Residential Area, Li Wan Private Hospital, the junction, Smiling Dog, The Elevator Going to the Second Floor Basement, Midnight Hotel, and so on.
- You have also acquired **Jack the Ripper Apparel**.
- **Jack the Ripper Apparel—Coat of Fog:** This coat can shield your face, your body shape, and all the crimes that you have committed.
- **Jack the Ripper Apparel—Black Envelope:** Jack once stored his victims' organs in an envelope and mailed it to the local paper's office.
- **Jack the Ripper Apparel—Lucky Scissors:** These bloodied scissors have nothing to do with good fortune, but that is simply how they are named.
- **Jack the Ripper Apparel Special Effect—Surgical Transplant:** On the night of heavy fog, the apparel's set effect will be activated. Perfect transplant requires deep experience in surgery, but if you're successful, you'll inherit the transplanted talent.

School Of The Afterlife

- Four-star scenario.
- You unlock the complete School of the Afterlife scenario. You will also gain access to uniforms from Mu Yang High School, Western Jiujiang Private Academy, Jiujiang Medical University, and the School of the Afterlife will be added to the Specters' Changing Room!
- **School of the Afterlife (four-star scenario):** This scenario consists of twelve sub scenarios! There are three different campuses—west, east, and deep red! It comes with 4 warnings. **Warning 1:** Doors and mirrors are special items in this scenario! You can control part of them through the phone! **Warning 2:** This scenario can support ten visitors at once. Please be careful of their safety! **Warning 3:** Random surprises can be found hidden in the deep red campus. **Warning 4:** After unlocking a four-star scenario, the chance of special visitors will double. The probability of a special visitor appearing will double again should the theme park operate at night.
- To enter this campus, you have to go through a hidden tunnel. There were three known paths—the water well near the western campus' field, the movable mirror inside the eastern campus' library, and the last cubicle inside the toilet of the eastern campus.
- You will also unlock the special building; **Red Specter's Painting Room (Inverted World)**.
- **Unlocked the special building Red Specter's Painting Room (Inverted World)!** Thirteen hells left behind by thirteen Red Specters. This is hidden in a secret passage.
- **Red Specter's Painting Room (Inverted World):** Once you enter the room, you will see the Red Specters' past. If you can face the terror, the Red Specters will consume part of your misfortune, but if you can't, fainting is not a bad option. It can help the visitors improve their luck? Be warned, a normal person will have a hard time suffering a Red Specter's past.

- You also obtain **The Red Specters' Art Room**. The art room contains thirteen different paintings left behind by thirteen Red Specters.
- **If you have purchased the Left Oculus mission** you will also gain the spirit of **Chang Wemyu**, a Top Red Specter.
- You will also gain 2 spirits **Yin Hong & Yin Bai** with the first one being a Red Specter & the second being a Linger Spirit.
- You will also gain the **Badge of the lifeless** though what it can do is unknown, **Lin Sisi's phone** which can capture specters on its camera, **Zhang Ya's bedtime story** which is said to be more scary and terrifying than any literature possible & a **Graduation Certificate from the School of the Afterlife**.
- **Finally**, you also gain the random unique building— the Ghost Story Classroom
- **The Ghost Story Classroom (Unique Building)**: Will randomly appear inside the School Of The Afterlife. Every night, it will produce a ghost story related to a haunted school. Warning: This ghost story will not cause harm to anyone and will not exhaust the screams collected at the Haunted House. The higher the screams normally gathered at the Haunted House, the scarier the ghost story would be.

Ghost Fetus

- Four-Star scenario
- This scenario is made up of nine normal scenarios and one hidden scenario! You also gain Jiu Hong Apartments, the largest infrastructure in terms of size barring the cursed hospital.
- Jiu Hong Apartments is a reconstruction of the ghost fetus' past. It has been watching every single soul that enters the residential area. The interior of this apartment resembles the world of the black fog.
- You also gain the extra reward. The Handbook to Jiujiang's Psychopaths! **The Handbook to Jiujiang's Psychopaths (Unique Item)**: All the psychopaths, madmen, and murderers that you will encounter will be recorded inside this! How scary this handbook will be is dependent fully on your own life experience.
- **You also unlock the scenarios**, The Soundless Home, The Spire of Darkness, Haunted Avenue, Death Apartment & White Orphanage, House Of Strange Odors & The Room Of My Heart.
- You also gain a costume called the skin tailors costume and the scenario the Voiceless Small Town. **Skin Tailor's Costume**: At midnight, you will encounter such a person in the Voiceless Small Town. His whole body is covered in thick fabric. His clothes are sewn together by different fabrics, and they are stuck to his body like his second skin.
- The Ghost Fetus scenario also comes with a rag doll formerly belonging to The Shadow the doll is split into nine pieces but when fully collected the whole scenario is changed and within the black fog hidden area, crying children will appear from within the black fog, haunted spirits will flicker in and out of the darkness and

various curses will climb over the buildings of Jiu Hong. Basically this turns the scenario into the location closest to hell for any unsuspecting visitors.

Cursed Hospital

- Four-star scenario
- You have unlocked the 19 floors of the Cursed Hospital
- *The Underground 19 floors of the cursed hospital (special infrastructure): Curse, specters, nightmare, the deeper you venture, the more dangerous it will be. When you turn back to look, you will realize the way back has already disappeared.*

Expansions

At certain times once specific conditions are met the Haunted House can expand and upgrade allowing it to hold more scenarios, to be precise 3 new scenarios per expansion. After every expansion, the House will be awarded with a mysterious reward. Also, the expansions occur in an instant with no wait time whatsoever.

The First Expansion

Haunted House Expansion Conditions: Monthly Visitor Numbers over 100. Good Reputation over 60 percent.

The Second Expansion

The conditions for second expansion is more than a thousand monthly visitors and over seventy % positive reputation.

Three Expansions

After three expansions, the Haunted House will be upgraded the first upgrade is to a Shivering Maze the next is a Maze Of Terror and gain a special effect:

- ***Maze of Terror's Special Effect:*** Lowering of sense of direction (The rest of the special effect will unlock after the fourth expansion; it will be a process of the body and the soul being lost).

However, for an expansion to occur the owner must have access to a suitable location but once acquired, the user can choose where to place the expansion and in what direction the expansion occurs and can select the location of the entrance. New paths can also be opened up via the phone when the owner desires. Also, unlike the canon version your house does not possess a limit on the number of expansions it can undergo.

Titles

Titles are permanent, and their effects are constant.

For **100 CP**, you gain the title: **The Specters' Favored.**

The Specters' Favored: When you equip this title, there's a chance you might receive help from the specters.

For **200 CP**, your title can be **Red Specter's Favored.**

Red Specter's Favored: Misfortune, bad luck, pressure, pain, and the embrace of a Red Specter equals to a shadow that you cannot shake for life. You will gain the truth and lose everything at the same time.

If you draw 10 specters from the wheel of misfortune the title will be upgraded.

Special Title (Can attach to the other title)

Votive Master (Real salvation is not victory after a massacre but being able to offer peace in the heart and the energy of life within the torrents of despair): When one has this title, completing a Specter's or spirit's wishes will tremendously increase their affection toward you. At that same time, it will shear away part of their resentment.

Companions

OC (400 CP): Gain 1000 CP and can choose one Perkline with discounts. Can import other companions into this.

Canon Companion (50/100/200/400/600 CP): Can recruit any canon companion, 50 for a normal human, 100 for a baleful spectre and lingering sprite, 200 for weak Red Specters, 400 for a Top Red Specter and 600 for a Demon God. Also, even though it says companion, you can choose (for whatever reason) to leave them behind and the companions summoned don't have to be alive to summon them e.g. if you decide to summon a little boy whose Red Spectre mother is still searching for him. Also, by paying a higher price can summon them at higher levels of power e.g. Xu Yin at the beginning of this story is a lingering spirit and you can choose him as a companion but if you want him at e.g. a Demon God level of power you can choose to pay 600 CP.

Drawbacks

Alternative Date (Free): Do you want to start when Chen Ge was born, before that? Do you want to start before the Hospital Director was born okay sure. Basically, you can start when you want, your choice.

Extended Stay (100 CP): With every purchase you gain 100 CP. Max 1000. Extra 10 years per purchase.

Li Wan City (200 CP): Okay, good news first you are alive, bad news you are in Li Wan City a location that is now home to specters, spirits, ghosts and Chen Ge's Shadow, a monster who harbors immense hatred for his former self (for lack of a better term). Somewhere in this city there is a Red Door that is out of control and the Door-Pusher has been weakened and driven off, the longer the door is open the more ghosts and other monsters are stepping out into this world. If I were you Jumper, I would run and get out NOW. **Can't be taken with Black Fog.**

Phantom Limb Syndrome (200 CP): I'm sorry to tell you this, but while you were traveling through the void between multiverses you were injured with a limb (of your choice) being taken from you and due to the nature of the injury it will take until the end of the jump to heal, and if that wasn't bad enough you still feel pain and temperature through it. So I hope you like the taste of pain meds.

Body Dysmorphic Syndrome (300 CP): A rare disease that causes the sufferer to exaggerate the imperfections of their body, preventing them from accepting even the slightest flaw it can get so bad that the sufferer will even try to chop off their own fingers if the nails are even a tad asymmetrical and forcing them to undergo surgery after surgery in an attempt to become perfect. If not obvious you now suffer from this condition and if you don't already have a shapeshifting perk you should get one.

The Quiet Game (300/400 CP): Well, it seems that you have spent some time in the Third Sick Hall and did not walk away alone if you catch me drift. You see, upon your shoulders sits a monster that wants to play a game with you, the game is called the quiet game. The rules are simple; the first to speak loses, if the monster loses he'll jump off your shoulders and if it's you, then the monster eats you. Simple isn't it, all you have to do is keep quiet until the jump ends or find a way to somehow kill the monster. For a **100 CP**, you can't get rid of them, and must now get used to them for the rest of this jump but don't worry regardless of what price you get the monster will keep its word and after this jump will leave you so long as you haven't spoken a word.

Hemineglect (400 CP): A type of condition where the patient is not aware of one side of space when asked to draw the pictures of a person they will miss out the half of the arms and legs. Now, this alone is not worth 400 CP but it is when paired with the belief that the form they see is the real perfect form and they will do whatever it takes to 'fix' others.

Shadow (400/600 CP): It seems something happened, while you were travelling into this verse, your shadow gained its own sentience. Now, that alone is not worth CP but what is, is that the process by which it gained sentience also made it mad. It is now after you and will stop at nothing from turning you into its shadow and if it does that, then you will be forever trapped as its shadow and the shadow will gain your status as a Jumper and all your abilities and items. However, the good thing is that your Shadow is just that, a shadow that has not yet unlocked all the abilities or grown as powerful as Chen Ge's shadow as it has had a decade or so to grow.

For **200 CP**, your shadow was also transported into the past a decade or so to be precise so good luck it has spent years waiting for your arrival.

No Thank You (400/600 CP): The classic no outside abilities drawback and for an extra 200 CP no outside items either.

The Shadow's Curse (+600 CP): Well, well, well, it seems that somebody spent time in Li Wan City and as a result was cursed by Chen Ge's Shadow. This curse has now manifested within you causing you endless agonizing pain with no reprieve. At least no reprieve for the next ten years after that well, we'll see. Good Luck, Jumper.

Black Fog (800 CP): Sorry to tell you this, but something went wrong when you entered this jump and you somehow managed to end up in the black fog, the amalgamation of humanities despair. Now bad news, within this fog lies the hospital director a complete and utter monster who if he gets hold of you will perform monstrous and unholy experiments and good news you are only a short distance away from the Red City however even that place is dangerous filled with Red Specters, Monsters, Nightmares and who knows what else however if you manage to get to the Haunted House in the middle of the city you MIGHT be able to awaken the kindness of Chen Ge and get his help. **Can't be taken with Li Wan City.**

Notes

Okay basically, the story of the book is that there is another world so to speak that exists alongside the physical world. This is the world of the Black Fog & the Red City. When someone is at their lowest they have a chance of opening a door into that city when the door is opened a copy of the building in which that door is located in will appear in the Red City and will be populated by monsters formed from the doors pushers' thoughts and subconscious. This also means that by going through a door a person can travel through the Red city and exit via another door if they can survive the city.

Now, spirits are classified into four types. Lingered spirits, baleful specters, Red Specters and Demon Gods.

The MC Chen Ge when he was a child had to split himself into two; one which was his kindness merged with the Red City to save it and the MC we know is all the evil left behind by the Kindness. At the beginning of the story, the MC's parents are missing and are kept prisoner by the Cursed Hospitals director in the black fog (the kind and evil perk is basically the director's story) and the Haunted House owned by his parents is not earning anything because it's terrible. He then finds the black phone and starts completing missions and trying to find his parents and trying to find out his past.

Also, one last thing even though the kindness of Chen ge is the Red city basically he isn't awake all the time when the original Chen Ge split into 2 and the kindness merged with the city; parts of his body and organs were taken by the director who curses them so currently he is sometimes awake and sometimes asleep but if you do get to the Haunted House you MIGHT be able to get him awake but don't try to go through the Red door in the house without his help as the last time that happened was with Chen Ge's shadow which tried to go through the Red Door and as the Kindness wasn't awake the hospital director was able to change where the Door ended up (temporarily) and tortured the shadow and I think made him believe it was Chen Ge doing so and that caused the Shadow to go mad.