



A Jump by Alera\_Anon:

Welcome to the Eighth Underworld, the Land of the Dead! Never mind Underworlds 1-7, they're not important. This is where souls begin their journey after departing the Land of the Living with the hope of reaching the Ninth Underworld, the Land of Eternal Rest. Some souls need to work off the sins they committed in the past, many of which work as Travel Agents for the Department of Death. Essentially working as Grim Reapers except with trying to sell better travel packages to the recently deceased in exchange for the money they were buried with (provided they qualify by living a better life beforehand).

Origins:

The Dead

- Newly Departed (aka Drop-In) (free): Well. That was unfortunate. Sorry to tell you this, but you're dead! But you're not alone! Everybody here is just as dead as you! That's why we call it the Land of the Dead. Are you ready for your big journey?
- Travel Agent (100 cp): Maybe you owe a debt, maybe you just like helping people. Either way, it's your duty to help start off every new soul's Journey with the best travel package (they can afford/qualify for). Be warned, something sketchy is going on about who qualifies for what.
- Gangster (100 cp): Even the Underworld has an underworld and that's where you make your "living" (heh). Folks like to distract themselves from their miserable afterlives, playing at the casinos and betting on the cat races. It's only fitting you help lighten their pockets.
- Lost Souls Alliance (100 cp): Having joined the underground revolutionary movement dedicated to revealing the truth about the Department of Death's corruption and getting souls the proper travel packages they deserve (like tickets to the Number Nine), you are proud to work under Salvador Limones to strike against the unjust system. Viva la Revolución!

Great Demon (200 cp): Unlike the rest of the Origins, your roots do not lie in any Earthly nation's soil. You were an elemental spirit summoned up from the Land of the Dead itself and given one purpose, one skill, one desire (the Great Demon freebie). You won't be moving on to the Land of Eternal Rest, but that's okay. This is your home and as long as you can work on your one purpose, you're happy here. If you're NOT working with your one purpose, driving, or at the very least doing something related, like working as mechanic, you will get sick and eventually die. Good thing you have a car to work on, right?

## Perks:

**You're Dead! (free for The Dead):** The limitations of the Living are something you've moved past. You don't need to breathe, eating and drinking are something for pleasure (don't ask me how it works when you're just a skeleton), and being reduced to an arm and your head might just save your "life"! Now, that's not to say you're immortal or indestructible. Your bones can still be shattered, ground up, or otherwise destroyed, you still *feel* hunger and thirst, and flowers are exceptionally lethal to you (see notes for details). This is an alternate form.

**Spirit of the Land (free for Great Demon):** As a Great Demon of the Land of the Dead, you're a tough sort. These Elemental Spirits are typically formed into tall, strong, monstrous beings no matter their job, even the Elevator Operators are hulking brutes. More notable is how durable they are. You could stay at the bottom of the ocean for as long as one of the Dead, even if you're technically drowning the entire time. You could even reach into your own chest, pull out your heart, and throw it into the woods! Don't do that though, you'll last a couple of seconds at best before collapsing into an unconscious pile of agonized pain (no matter what, unless you have back-up hearts in you or can grow a replacement) until somebody finds it and jams it back in. HEART IS GOOD. BE GOOD TO HEART. DON'T TEAR OUT HEART. STRONG BEATING GOOD HEART. This is an alternate form.

**Día de Muertos (free here, 100 cp upgrade):** Ah, the Day of the Dead! During this day (technically a three-day celebration), the souls of the dead are able to visit their living friends and family. With this perk, you actually **can** visit the living that remember you (provided you are dead)! For a mere 100 choice points you can keep this perk and continue to have one point a year where the dead can visit the living, although it doesn't do much good beyond letting the deceased get to check up on their loved ones and the living get a sense of reassurance from the presence of those they remember unless the living person in question is actually able to perceive the souls of the dead somehow. However for you (and any with this perk), you will be able to calmly communicate with the living that remember you if you are dead or be able to perceive visiting souls of the dead when you are the one alive. This is mostly just good for catching up with each other, but you could still get information passed along like what Nana's combination for the safe was. Be sure to get some offerings ready if you want that, though. A good *ofrendas* is traditional.

**Are You Ready For Your Big Journey (100 cp, discount Newly Departed):** Yes, you have quite the trip ahead of you. Fortunately, you have some good luck when you travel! Mostly things like a tendency to show up in time to catch a ride, finding a short-term job to make some quick cash, or more often just finding those little helpful things you need during your travels

Sales Experience (100 cp, free Travel Agent): Like any good travel agent, you know how to make a sale. Naturally, this means knowing how to handle people. With your skills, you can easily be employee of the month or even make a planned trade while unexpectedly being held at gunpoint.

Got the Follow-Through (100 cp, free Gangster): You're the kind of guy to practice Oxford-regulation boxing and then pull out a blade when it comes down to a fight. If you just adopt the proper attitude, all sorts of success will come your way! Of course, that attitude is pretty cutthroat and the success comes your way because you MADE it. But hey, you've got what it takes to come out on top.

Recruitment (100 cp, free Lost Souls Alliance): You've got a good sense for people, allowing you to determine who would be willing to join your cause right away and who needs something in return. As long as you honor a bargain for the latter, they'll be more likely to do so in return (although someone that intended to be a turncoat will still do so unless you can turn them to your side once you know to put forth the effort). The more you devote yourself to your Cause, the more you are seen as a beacon of nobility that inspires more of the former group, making it much easier to raise an army of revolutionaries when that's not exactly something you can advertise.

To DRIVE! (100 cp, free Great Demon): Or change oil or adjust timing belts if no driving jobs are open, but really your one Purpose was to drive cars. You're still handy enough at general car maintenance, but you could find your way to the site of the newest fatality the Department of Death needs to collect with ease and FAST. That last bit's important, competition for the best clients is fierce.

Los Angelitos (200 cp, discount Newly Departed): Well, that's really unfortunate. After purchasing this perk, you may choose to be at a young age for free. That's because Angelitos are the souls of children, who are given wings to overcome that particular disadvantage while they make their journey. That's the main part of this perk, giving you wings. Your wings can appear or disappear at will with you clothing automatically accommodating them. Initially they will only be able to support a little over your normal weight at the pace of a steady jog, but like any other limbs you can train them up. They are subject to any strength and speed perks you may have, but on their own the speed caps out at a full sprint on level ground is for you when you are flying normally, dives naturally go faster while climbing slows you down, wind and similar hazards may be a boon or detriment to you speed.

It's Got Potential (200 cp, discount Travel Agent): Your time in sales has given you a good eye for potential markets. You can pick out the best clients from a crowd, spot prime pieces of real estate that haven't been tapped yet, and best of all you've recognized some of your own potential. You could go from just starting at a dinky restaurant mopping the floors to turning it into a swinging nightclub that you own in just a year. That's not to say this advancement is just handed to you, you still need to strive for that success, you just find it more quickly when working from the ground on up.

Counterfeiter (200 cp, discount Gangster): Ah, the Number Nine. One ticket to a soul who lived an exceptionally good life, one little ticket that is easily worth a fortune. Sure, you could sell one you swindled out of a poor sap, but isn't it more profitable to make more? You are a true artist when it comes to replicating, you can even fake hidden security measures like how a Number Nine ticket will fly towards its owner when in range. Actually using one of those tickets to board the Double-N would be a terrible idea, neither the train nor the Gate Keeper would be fooled, but you could certainly make some money from those that would try to purchase their destiny.

For The People (200 cp, discount Lost Souls Alliance): You have an uncanny knack for finding the oppressed and downtrodden and aiding them in their plight. Your eyes are open, skilled at uncovering the web of lies dangled from those in power. You can practically sense political corruption.

LIKE EAGLES ON POGO STICKS (200 cp, discount Great Demon): You can build an amazing hot rod, never mind if some think it's a little too showy. What's better is your mechanical expertise is expanded enough to know how to salvage parts from other pieces of equipment to put into your vehicles, like taking a petrified tree pump and turning it into high lift shocks. This sort of inventiveness really perks up whenever you notice parts that could help you get around environmental hazards, whether it's a rubble covered road or a coral reef. You're also a fair hand at maintaining other kinds of machinery, but the closer they are to car's inner workings the better.

Saintly Sympathy (400 cp, discount Newly Departed): The thing about Karma is you have to die to collect on it. Well, you're in the Land of the Dead anyway, so now you get to start making withdrawals! The better of a person you are (showing compassion, helping others, all that good stuff), the more people just want to help you in return. Sure they might want to rationalize those feelings into something that benefits them (you're their ticket out of this place and such), that's free will for you, but at its root that feeling is the desire to aid you for being so good of a person.

For I Am The Grim Reaper (400 cp, discount Travel Agent): Well, you're A Reaper. You're part of the Department of Death and everything. You are now licensed to enter the Land of the Living to collect the souls of the dead and to send them on their way. Even better, you earn a commission for every soul you escort! You can continue to work as a psychopomp in other Jumps, although any without a set world for the dead will default to one that vaguely reflects the local folklore/religion. In a way this could exorcise a ghost haunting somewhere in the living world, but really you're just guiding them to the place of the dead, selling them a travel package, and sending them on their way to the ACTUAL afterlife. You may have your 100% legal commission deposited directly into any bank account you own or simply appear in your Warehouse as the local currency for wherever you collected the soul from. Naturally you are able to see the souls of the dead, in addition you get a conveniently delivered message in a manner of your own preference when you decide to be "on the clock" as a Reaper AND you get a set of sweet ominous robes. Scythe sold separately.

I'm All the Goon I Need (400 cp, discount Gangster): Sometimes, matters are too important to leave up to your subordinates. When you get hands on with your misdeeds (or just deeds) rather than delegate to one of your workers that you have for that kind of job, the odds of your success go up. It's a mixed bag of a little luck, you just getting a little better, and those working against you slip up just a little more. The more important the job is, the greater the effect, however it does require you to perform it alone.

Carried on the Shimmering Wings of Justice (400 cp, discount Lost Souls Alliance): In order for a strong movement to bring about the justice the people require, there is one thing in particular that is needed. COMMUNICATION. You excel at establishing communications networks, reaching as far as your agents spread with a knack for getting your message sent in the nick of time. You could organize an entire revolution with headquarters based the enemy's building using only carrier pigeons!

And I Can Do Whatever I Want to the Engines? (400 cp, discount Great Demon): Your engineering skill has reached new heights! You can turn nearly ANYTHING into an impressive vehicle, whether it's turning a wheelbarrow into a souped up go-cart or rebuilding a cargo ship into the unholy lovechild of hot rod and boat. Not only do your modifications add a badass aesthetic, they also add vast improvements to power, top speed, acceleration, and handling.

Four Year Journey of the Soul (600 cp, discount Newly Departed): Any who come from the Land of the Living to the Land of the Dead must take the Four Year Journey of the Soul to reach the Land of Eternal Rest. Now, some may give up and try to find their own happiness where they may, but you're a Jumper. Unless you choose to stay somewhere, something went wrong, or the location just lasts longer, you'll only be around for ten years. But that is not to say you cannot find your proper rest. From now on, in any Jump you can begin a journey that WILL last four years, no matter how far you travel, that provides great personal growth and absolution for your misdeeds. The more you have to make up for, the more perilous the Journey is, but it will feel worth it in the end. In order to begin this Journey, you do not pick a destination, but instead a selfless goal. It can be something that sounds as simple as making sure someone gets their train ticket safely, but its effects will be far reaching. Naturally, if you don't have anything to make up for then your Journey will only last for four minutes and have far less of an impact.

Point-and-Click Protagonist (600 cp, discount Travel Agent): Huh. Well. That's strange. You have a sense for how things interact, in the way of "Use thing on thing". While certainly useful for determining if you can combine simple objects together to quickly make something useful or even just to tell what items you will have no need for at all, this is more for finding a way to cause VERY specific chains of events. Why did you feel the need to shove an oil-soaked rag into a toaster after you set a mug full of packing foam nearby? Well, the fire extinguisher those guys brought in happened to ignite the foam which inspired them on how to fuel a rocket-car. These strange, seemingly unrelated courses of events may not be clear on the "How" but in the end it somehow always benefits you.

Green Trigger Finger (600 cp, discount Gangster): Have you ever spent much time here with a florist? In life, they became florists because they love flowers, but here, a flower is a symbol of pain, of death within death. That's the public secret of the way to kill someone in the Land of the Dead. Not only do you know how to make a sprouter and ammunition to Sprout someone, you can even adapt its effects to other weapons. For some strange reason these weapons will effect all Dead the same way, even ones after this world (those reincarnated as a new form of existence, like angels or demons, are not effected like the Dead, but zombies and liches would be). You know the formulas for fast or slow acting Sproutella (plus how to make a round for any flower you've come across). You'll probably want to check the Notes about the effects of being Sprouted.

¡Viva la Revolución! (600 cp, discount Lost Souls Alliance): You are one hell of a charismatic leader, that's for sure! The loyalty you can inspire to you and your cause is incredible. Not only would they be willing to sacrifice themselves for you, they would thank you for saving them and more importantly allowing them to continue to serve the cause after you severely maimed them (for their own good, naturally). On top of that, your own noble loyalty to the people allows you to sacrifice your life for the cause ONCE per Jump through a heroic sacrifice OR by detonating with a cloud of fast-acting Sproutella (typically with a valiant cry heralding the Revolution). Sacrificing yourself this way will Sprout both you and a single close target, living or dead. You will only be able to revive after the agonizing flowers have spread their deadly roots throughout your body, even then you only recover to the state you were prior to your noble sacrifice. The target can attempt to remove the spread in the same ways mentioned in the notes, so it is advised to make your burst count. Obviously larger targets will take longer for it to effect, plant-based life is outright immune while mechanical beings or structures may just need repairs and to have the roots cleaned out.

Speed is the Food of the Great Jumper (600 cp, discount Great Demon): We shoot you now like an arrow into the wind. May you pierce the heart of the wind itself and drink the blood of flight. Speed bring you life! You can heal from near death by moving FAST. But not on foot, no. Moving this fast needs something special. Not just your normal hot rod, you'll need something like a totally sweet ROCKET CAR! Whatever it is, it needs to be above and beyond your usual ride. The faster you go, the quicker you heal, you don't even need to be the driver. Additionally, simply getting your speed demon on can serve as a substitute for food, drink, and sleep. As long as you are moving at the pace of a fast car you will begin to gather sustenance from your speed, naturally the faster you go the more filling it is. This caps out at the effect of a good meal, a peaceful night's sleep, and being healthily hydrated and only begins to decline when you drop down to a more sedate pace.



## Gear:

The Excelsior Line (100 cp, free Newly Departed): This classy, wooden walking stick includes a compass in the handle that is sure to come in handy. Unique to yours however, is how customizable it is. You can adapt the walking stick into a handle for objects that would reasonably have one (a mop or polearm, for example, but not a cane-mounted machine gun) and be able to shift it in form back and forth between cane and whatever modified versions you've made with it. If destroyed, a replacement is shipped to your Warehouse overnight.

Collapsible Scythe (100 cp, free Travel Agent): *"I like to keep it where my heart used to be."* Yes, this sturdy & sharp blade is perfect for freeing souls from their fallen mortal shells. It can also collapse down and be stored safely inside your chest cavity (even if you don't have a skeletal body, don't dwell on it too much). When it unfolds, a funeral bell can be heard, but that sound effect can be turned off.

Pigeon Eggs (100 cp, free Lost Souls Alliance): These three undead eggs hatch into skeletal pigeons capable of perfectly mimicking the voice of the person whose message they deliver as if they were recording it, complete with body language and hand gestures. While small and frail, their bravery will drive them to go to whatever lengths they need to deliver their message. In the event that one has been killed or destroyed, a new egg will appear in their coop which may likewise appear in the Warehouse. Additional eggs may be bred from the initial three, but only going below a minimum of three will cause a new egg to appear on its own.

Messenger (100 cp, free Gangster): This large, human skull-headed vulture serves as an ominous messenger. While it typically just carries letters, it can mimic someone's voice in order to deliver a threat or an unnerving message. While it can mimic another's voice, it doesn't need to record theirs in order to make a message. However there is no way the mimicry would actually pass for the real deal since the message always ends in an inhuman tone. The Messenger is big and tough enough to make sure your message gets sent, it can even fight off a person hard enough to steal evidence. As its head is the only skeletal part on it, a Sprouter only spreads that far which is enough to still blind it. If this happens or it should otherwise die, a replacement will appear on a perch in the Warehouse.

Company Car (100 cp, free Great Demon): This beautiful black hearse will get you where you need to go, if not fast than at least in style. If destroyed it will reappear parked in your Warehouse with any modifications you've made beforehand intact, although the previous one's wreckage will vanish. With a little work you might be able to turn it into a hot rod.

Big Bands, Bebop, and Bones (100 cp): At any moment, you can add a jazzy soundtrack to the world around you that fits seamlessly to the surroundings, heard by yourself, broadcasted through any nearby speakers, or simply heard by all you choose. This soundtrack can switch between completely original music somehow made by those behind the soundtrack of Grim Fandango, or the original soundtrack itself! Naturally you may turn it off at will, control its volume (which can never become painfully loud), and it is never distracting.

Mass Death (50 cp per Companion, max 8 Companions): You may purchase or important Companions with a free background each. Each purchase provides choice points for Companions to spend at a 1:2 ratio, 1 Companion/purchase has 100 cp, 8 Companions have 800 cp each.

Canon Companion (100 cp): Want to take pictures with Lola? Work on cars with Glotis? Run a crime syndicate with Hector LeMans? Now you can! Even if they met their demise during the course of your stay, they will appear whole and... Well, still Dead, but they'll also be given an alternate form of their living self so they aren't walking around as a skeleton all the time.

The Records (200 cp, discount Travel Agent): This fancy computer system contains the karmic record of every living (and formerly living) soul. Thankfully it glosses over the less important points, only noting the parts that really effected whether they lived a good life or not. Like if they used coasters. Their Record just shows how good someone was based on what travel package they would qualify for, a proper saint would be on the Number Nine (the best possible package) while a scumbag might get a shipping crate. You'll need to actually be aware of the person to access their records provided they are alive (finding a name at minimum from somewhere outside the Records), actually having them in front of you allows you to instantly bring up their file. You can access the Records through any computer you own, its main center resides in the Warehouse.

Heart of the Revolution (200 cp, discount Lost Souls Alliance): A secret underground base to call your own, fully stocked with uniforms and tools to organize the Revolution! Maps and charts update to better keep track of information your network has gathered, as your Revolution grows over time so to does it develop a sprawling tunnel network to allow your movement to... Well, move freely. Its main entrance appears as an elevator coming up from the ground near an identification scanner (about the size of a bottle-cap) that you can plant into any wall engraving, or statue, after which it blends into surrounding decorations to only be noticed by those that believe in your cause. Moving the headquarters requires everyone to be out of the base or tunnel network when you remove the scanner.

Garden Hill (200 cp, discount Gangster): This one-mile plot of land is nestled in some scenic rolling hills, full of beautiful grassland. However, nestled on top of the center-most hill lies a greenhouse that marks its sinister nature. For every person you have killed, a flowerbed fills a space in this land. There is a sprinkler system set up to water the flowers outside and in, although the greenhouse is filled with whatever plants you choose to tend on your own. You may also choose for notable kills to be moved into marked gardens inside the greenhouse, complete with engraved plaques, to better remember your victories. You may also at any time chose for it instead to appear as an individual flower per person, if your hill seems a little overrun. No matter what, the driveway up the hill will not have flowers growing over it. Serves as a nice hideaway, either attaches to the Warehouse or appears in each world after.

Drawbacks:

I Died. (100 cp): What happened to you to cause you to become so cynical, to lose your hope? You died. Ever since you've been dryly pessimistic, never looking on the bright side. Even a preexisting romance might be tough for you, love is for the living. For you, the moral of every story is the same:

*We may have years, we may have hours,  
But sooner or later, we push up flowers.*

They're All After the Same Thing, Except You! (100 cp): Some folks just have poor taste in men (and/or women). You'll never have trouble with that. Anyone interested in you might though, seeing as how you're more interested in getting your hands on their metal detector than their body. Your priorities are more of a niche fetish, constantly focusing on getting the type of items you'd find in a point-and-click adventure rather than getting laid. If you have any loved ones, hopefully they're understanding.

The Right Way (200 cp): Tank Controls. How it was meant to be played. Your movement will be limited to forwards, backwards, and rotating left or right. In EVERY form of movement you have available.

Community Service, Eh? (200 cp): You've done a lot of bad things in your life, huh? You don't even qualify to walk your Journey. You owe a karmic debt that requires you to work at the Department of Death, no matter your origin, until you make good on it. Once you earned enough to pay off your debts (through what you earned here) you will be free to leave, otherwise you will be bound to the city of El Marrow. It's a pity all the good commissions seem to go over to Domino. Oh, and if you get fired? Good luck trying to pay off your debts with just a suit and a smile. Even worse if you're a Great Demon, not being able to fulfill your Purpose will slowly kill you.

Up to Your Ass in Azaleas (300 cp): Well shit. You got Sprouted. Luckily someone was quick-thinking enough to save your afterlife, all it cost you was most of your body. You've still got your head, a shoulder, an arm, and about a third of your rib cage. Unfortunately you can't regrow beyond those parts even with Perks or magic or whatever, even if you built yourself some kind of replacement you'll pop off for little to no reason. At least you're no less strong for it, but you'll need to work on your leverage to make up for the loss in size. Better get hopping.

Travel Guide (300 cp): The Department of Death is full of corruption, having stolen hundreds of tickets to the Number Nine from their rightful, righteous owners. Those that were not taken along a lesser travel package and then dumped at sea to be contained in a hidden mine/slave camp were sent off into the world to fend for themselves and make the Journey alone. Now it's up to you to make sure each and every ticket finds its rightful owner and for that person to be escorted safely. You may need to be careful with any that were lost between the Petrified Forest and Rubacava, they *may* have ended up as part of a damn built by demon beavers. That's right. Beavers covered in fire that build damns in boiling tar out of the bones of the dead. Who may or may not still be conscious the entire time.

Notes:

Sprouter - There's nothing more horrible than the bite of the sprouter. Its deadly stinger spreads a green disease through every calcified pore on your body, leaving you veined with roots and flocked with grass steadily growing thicker and thicker until you crash and bloom out in a horrifying bouquet of pain and fragrant suffering, screaming until your mouth fills with petals and your nostrils shoot out thorny stems and the bulbs sprout in your eyes; leaving you nothing but a patch of wildflowers on the ground, swarming with butterflies.

You can walk through a field of flowers, even touch them just fine, but any injury from one (like thorns) will still hurt. Having one grow in you is how a sprouter works, but it's not the only way you might end up in a flowerbed. Still, it might be possible to survive being Sprouted if one acts quickly enough. Severing the affected area before the spread goes too far is the most effective way, although freezing the located area immediately (as in liquid nitrogen before it begins spreading) works. If you can kill the flowers quickly enough, the sprouted person will make it. Since Jumpers can vary greatly, you might be able to survive a Sprouter by simply being too cold, hot, radioactive, poisonous, full of nanomachines, and/or what-have-you for plants to survive in.

Being Dead - As noted in the free perk You're Dead!, while you're a skeleton you won't need the same things a living person would. You're not technically any more durable, since a punch will hurt just as much in either form, it's just that you won't have any soft tissues or organs to worry about getting harmed. Of course, you also don't have any to cushion your bones (unless you pull something really fucked up). You can survive being decapitated quite easily, unfortunately you'll need someone's help jamming your skull back on your body since you'll be **dead** from the neck down! But seriously, unless you're attached to a part of your skeleton it won't respond, just like how human bodies normally work (not including Perks, if you have one that allows you to pop off a hand and scuttle it around, you can). You can also survive walking around on the ocean floor for an indeterminate length of time, just be sure that you don't end somewhere the water pressure immobilizes you or that you don't get lost. Skeletons don't swim or float that well, so it could be a VERY long walk back to shore. As mentioned, you will have a vulnerability to flowers and the like, but only in your Dead form.