Jump made by Aleph_Aeon

Introduction

Once you arrive in this world, you find yourself lost in a foggy forest, surrounded by glowing pale orbs that constantly pledge to you to stay as well as a few other monstrous beings hidden among the shadows, like hunters stalking their next prey.
After a few minutes of walking, you reach in front of the gates of an old building located on the top of a cliff.
In front of you lies the Nevermore Academy, the school of the dead.
Welcome to the realm of Nevermore, the waypoint between the Land of the Living and the Land of the Dead, where the souls of the recently dead are sent to, but, sometimes, a batch of a few souls are involuntarily enrolled at the mysterious Nevermore Academy, where a single lucky student that manages to survive all of their exams gets a chance at a new life.
But not everything is perfect, as the rest of the students are sent directly to the Land of the Dead, forever and ever, if they manage to survive of course, as a second death in this plane has serious consequences.
This is the world where you’re arriving and where you’ll stay for the next ten years (or possibly less if you choose a certain drawback below).
You’ll arrive here at the same time the first student of the current class arrives in Nevermore.
Good luck.

+1000 CP

Origins

Your gender is the same from your last jump and your age varies with your origin.
Alternatively, for 50 CP you can choose both yourself.
Any origin can be taken as Drop In.

Student (Free): You died. Well, not necessarily, but this is usually the main reason someone ends up in this realm and in front of this gate. Regardless of your background, you're now a student that was involuntarily enrolled at the Nevermore Academy that will be forced to go through the exams. Unlike other students, you won't be sent to the Land of the Dead if you fail as you haven't actually died, but the Deans will still expel you and forbid your entrance. Lastly, be sure to reach in time for class, you won't want to begin the semester already receiving demerits. Just ignore the bad omen you'll feel once you enter the Academy. Your age is 18.

Perks

Each perk is discounted to their respective Origin.

General Perks:

Fan of the Macabre (50 CP): Considering how this setting is loosely inspired by the various works of the Master of the Macabre and the Father of the Modern Detective Story, Edgar Allan Poe, it would be a shame if you didn't know his works. By taking this perk, you receive the knowledge related to every one of his works, poems and stories, from "Metzengerstein" until the unfinished "The Light-House". This also includes the poems that are the inspirations of the characters in this world, thus this knowledge will also help you to better understand them.

Flair For the Dramatic (100 CP): Much like the Deans responsible for overseeing the academy and its students, you're a true specialist when it comes to the best forms of acting in a dramatic way, which can be used to impress/annoy people or even as a form to make them of making them overestimate you or something else, like acting as if you're were way more powerful than you actually are or putting a set of several false chains around a door to discourage someone from trying to open it.

Desperate and Starving… (200 CP): …but neither good nor evil. This is the nature of every entity native to Nevermore, as they live by devouring the souls that cross their way, without caring about mundane concepts like good or evil. As an entity yourself, you might actually have an alignment instead of being true neutral like this plane's beasts, but, at will, you can set yourself to count as karmically neutral at will, allowing you to avoid abilities that would affect only those of your actual alignment, like a magic that specifically attack the evil within their target or an spiritual attack that specifically corrupt good people for example. This is specially useful if you possess a Spectre of the Malevolent alignment and you're facing another one that is specialized in countering such evil spirits.

Spiritual Sensibility (300 CP): Either as a result of your exposition to the supernatural phenomena of this world or as merely a part of your inhuman nature, you've develop a sixth sense of sorts, one that gives you the ability to sense spiritual beings, mainly spirits and ghosts, allowing you to detect manifested Spectres and nearby Entities. Your sensory range matches that of your best sense, be it your vision, hearing or any other you might have.

Reduced Form (300 CP): Exactly like a certain Raven, you're able to enter in a lesser form where your abilities are greatly weakened, but that also protects you from the effects of any of your innate weaknesses. To give you a few examples, in this reduced form, a demon would be able to swim in a pool filled with holy water without problem, a Spectre would be able to cross running water, an Entity would be able to enter the Nevermore Academy despite its barrier and a vampire would be able to stay in the Sun without burning. While you'll be able to revert to your normal

form at will, remember that your weaknesses will start to affect you again, so, if you're a vampire, avoid returning to your normal form while under the Sun.

Shadow Walker (400 CP): I hope the Deans don't get angry when they discover you copied them. As a result of your supernatural nature, you've developed the ability to travel through the shadows, allowing you to transform any shadow a few meters close to you into a portal that you can use to teleport yourself or others. This can also be used to travel through inter-connected shadows, greatly increasing this ability's range. You can slightly increase the size and shape of shadows that are affected by this power, but there is no limit to how big the shadow portals can be as long as you have enough access to enough darkness, but, obviously, the bigger a portal, the more concentration and energy it'll requires to open and to maintain it active.

Student Perks:

Gifts From Your Past Life (100 CP): Even after losing their memories, every student retains most of their knowledge and skills, even if they have no idea how they acquired them. Regardless if you're native from this world or a Drop In, you have acquired three minor knowledge and/or skills related to the kind of life you might have had in the Land of the Living before dying and being sent to Nevermore. These minor skills can't be more useful than how to do first aid, expert skills when leading with keys and locks, basic self-defense techniques, fluency in a specific language, basic marksmanship skills or even a specialty on a non-general field like etymology or even the paranormal.

Until Death Do Us Part (100 CP): Sometimes, the bond between some people is so powerful and special to the point that not even death and/or amnesia are capable of breaking it. In a manner similar to how Lenore instinctively felt attraction towards Annabel and vice-versa, even after losing their memories, you're able to feel the bonds and emotions related to other people even if you lose your memory somehow. One of the main benefits of this is allowing you to feel if someone is trustable or not even if you don't remember them. In addition to this benefit, while this perk doesn't protect you from losing your memories, due to your emotions remaining intact, it can also help you to recover your memories with more ease if possible.

Between Life and Death (200 CP): Are the people that were departed to the plane of Nevermore alive or dead? Actually, they're both, at the same time. If you're a student, you won't be an exception to this fact, making you also to be both alive and dead at the same for the duration of your stay here, which grant you a few benefits that will be better explained later, but, by taking this perk, this will be enhanced ever further, as you'll be able to retain your alive/dead state in future jumps. This allows you to count as dead or alive or even both at once, as long as this state will give you some kind of benefit. For example, a powerful lich capable of slaving the will of the dead won't be able to affect you using their necromancy as you'll count as alive or a biomancer capable of shaping living beings won't be able to warp your flesh because you count as dead matter for their abilities.

Teacher's Pet (200 CP): You're really born to become a true teacher's pet. People that are in a higher hierarchical position than you tend to have a good first opinion of you as well as usually liking you more than they normally should. In the Nevermore Academy, this affects not only the teachers but also the Deans themselves and it's a pretty good thing for them to have a good opinion about you.

Queen of the Games (400 CP): The world is a game, the people are part of it and you, my friend, are a master player of it. In the same way as Annabel herself, you're a master schemer and a gifted manipulator, with your skills and talent on planning schemes, acting, hiding your true colors and intentions, choosing the right words to say at the right time, analyzing people's emotions and potential, manipulating others

and many more being basically innate to you. You're also skilled in discovering what is someone's "currency", that is, the reason/payment why someone does something, be it love, sympathy, guilt, respect, blood or even rarely money itself. The only rival and match to you in this game would be Annabel herself. Unfortunately, with this perk alone, you don't share her skill in chess.

People Magnet (400 CP): In a manner very similar to the siblings Lenore and Theo with their rebellious and gentleman charms respectively, you're blessed with a special form of charm that grants you a similar level of charisma as theirs, capable of attracting several people, especially interesting people like you, to follow you due to your words, actions, style or even a combination of all of them. Additionally, unlike what usually happen with people known for their high level of charisma, your charm may also have a secondary effect of making you appear to be somewhat "annoying" for people that would eventually backstab you in some way or another, but you can turn it off at will if you want to for some reason. As a bonus, people around you will have an easier time understanding themselves and even manifesting their Spectres, which translates for them awakening any hidden ability they might have in future worlds.

Spectral Nature (600 CP): The students of Nevermore are both dead and alive at the same time, meaning that they have the same needs that living people have, like needing sustenance and sleep for example, but, in addition they also have their own ghostly forms, the so-called Spectres, which can be manifested by them through the recollection of the emotions they were feeling the moment they died. Normally, if you're an student and had already experienced death at least once before, it's possible for your to eventually manifest a Spectre by yourself, but its usefulness, nature, abilities and strength would be completely random in addition to not being fiat-backed, but, by taking this perk, you'll already start with a manifested Spectre that is fiat-backed, even if you aren't a student, as well as having the ability to trigger the transformation at will, without needing to experience the same emotions you felt at your death over and over again.
Spectres, in addition to the basic and limited ghost abilities that all are implied to have (levitation and intangibility) and even some of the weaknesses typical of ghosts, like inability to cross fresh water for example, also possess many abilities, with them having three main traits, all based on the type of entity they are. Initially, you'll only be able to maintain your Spectre for a few minutes before exhausting yourself and you'll need a lot of concentration, but, the more you use it, the longer and easier you'll be able to stay in this form.
Lastly, you might also choose which one will be the type of your ghost form in the **Spectres** section. Considering all of them have around the same power and versatility, you'll be free to choose any of them without needing to pay extra points.

Items

Each item is discounted for their respective origins. Every item is fiat-backed.
You receive an extra 300 CP to spend on items only.

General Items:

Pack of Wisps (200 CP): In addition to the teacher, the nurse, the Deans and you, there is also another group that is also part of the academy staff, the Wisps. The Wisps are tall humanoid creatures, whose main traits are their ghost-like visage and their shadowy bodies, that are responsible for some more mundane roles, like acting as wardens and watchmen. Somehow, you became the leader of a group of twenty Wisps, each one of them as strong as their appearance implies them to be, despite them being more scary than aggressive, as well as being absolutely loyal to you. They don't talk but they're able to follow complex orders and apparently seem to have human-like intelligence. Lastly, the Wisps count as your followers and their shadowy bodies also count as shadows for the purposes of any of your abilities.

Mystery Manor (300 CP): The first exam at the beginning of the semester, the students will need to go through a magical hedge maze filled with different trials, each one of them transporting the challengers to a pocket dimension based on a different kind of phobia. The Teraphobia trial involved a house haunted by Wisp-like monsters while the Nyctophobia trial probably involved an extremely dark cave or similar place for example. One of these pocket dimensions is special, exactly the one of the Teraphobia trial, also called the Mystery Manor and you, my friend, gained free access to it, making you able to teleport yourself and others to it even in future jumps. This particular pocket dimension, beyond being a simple abandoned manor, also has two special peculiarities that affect anyone that you personally teleported to there. First, it can sustain the usages of spiritual abilities, allowing the students to freely stay in their manifested forms, and, second, if someone were to suffer lethal harm while within this dimension, they'll be whisked out the exact instant before the harm, so there's no risk of death while within the manor. If someone managed to invade your dimension through some other way, they won't be targeted by these effects.

***The Nevermore Academy* (500 CP):** You're now officially the owner of a replica of the original Nevermore Academy, which will have all of its rooms and supplies, including its magical hedge maze that contains several pocket dimensions based on different forms of fears. These pocket dimensions will also expel anyone that suffers fatal damage, but, unless you also purchase the **Mystery Manor**, they won't supply spiritual abilities. Additionally, the academy is also protected by a giant magical barrier around its walls whose function is to prevent any hostile spiritual entity from entering and staying there. It's powerful enough to hold most entities found in Nevermore, with even a very old and powerful entity like the Raven being only able to pass through it by assuming a considerably weaker form. The supplies are self-replenishing and, as an extra bonus due to you paying a special price, your version of the Nevermore Academy is also self-cleaning, unlike the original one.

Student Items:

Your Own Suitcase (100 CP): When you first awakened in Nevermore, in addition to already being dressed in the academy's uniform, your arm was also tied to a suitcase with your name. Inside the suitcase, there are your earthly possessions, like a few clothes, personal objects like jewels, a reserve uniform and possibly even objects related to the three minor knowledge and/or skills you've acquired in life if you purchased the **Gifts From Your Past Life** perk. Both the suitcase and its contents are fiat-backed, so, if they're lost or destroyed, they'll reappear in your Warehouse the next day.

The Last Supper (200 CP): If you were to choose your last meal, what would it be? Regardless of your choice, you can now make it reality. Once a week, you can summon whatever would be your choice of last meal, as well as the last meals of up to twenty other people. These meals will be extremely tasty and high quality, regardless if it's something as a bowl of peaches (mundane peaches of course, not the ones that grant you supernatural Blessings) or something as expensive as beluga caviar. Of course, nothing ensures that these people, or even you, will like whatever would be their choice of last meal, so try to choose something you've already tasted before to not make the same mistake made by Ada, okay?

Supernatural Collection (400 CP): Together with your earthly possessions, you also acquired a collection of artifacts that are commonly used by the living in divination, warding and conjuring rituals, like crystal balls, special candles, divining rods, pendulums, coarse salt, vials of holy water, ouija boards, dirt from a cemetery, among many others. Each one of them actually have the supernatural properties that the living believe them to have, but some are more useful than others, so you'll need some experimentation to discover how each one can be used. You also receive a tome that contains instructions about how each object works and even about how to do some rituals, like the banishment of Spectres. Lastly, your collection will grow to add more traditional artifacts present in each future world you visit, as well as the tome also being updated to add new information about them and about new rituals.

Fragment of the Threshold (600 CP): A long time ago, far before the existence of the academy itself, the spirits of the departed would make the pilgrimage to the Threshold, a pillar of light that is a passage to the Land of the Living and their ticket to a new life. However, the Threshold is off limits, as there is no escape from the academy and, even if some have tried, no one has ever gotten close. Despite this, somehow, you have managed to acquire a small fragment of the Threshold, in the form of a shard made of solid light, still holding a portion of its power.
By using the shard, you'll be able to open portals that will connect the realm of the living with an afterlife of your choice once per month, as well as allowing you to completely revive one person once per year. Lastly, as a student enrolled at the Nevermore Academy, until you're expelled or somehow manage to escape (or until the end of the scenario), you'll be prevented from using this. Well, such power would

be unfair with your classmates and, even if you were allowed to use it, this would definitely put you in danger, as the Deans wouldn't allow you to wield this power.

Spectres

Guardian, "Daughter of Raphael": Suggested to be the spectral form of those that have died trying to help or protect somebody, your Spectre is truly a guardian spirit in the form of an angelic being, complete with a plethora of armored accessories, such as shoulder guards, gloves and knee-high boots, as well as plated angel wings and a golden halo that wraps around your body. As the first Spectre of the Benevolent alignment, your first trait is the **"Divine Light"**, which is represented by your ability to emit a light that temporarily blinds the people in your vicinity. Your second trait is **"Convalescence"**, allowing you to completely heal the injuries of the people around them by merely touching them.

Lastly, your third and final trait is your **"Sword & Shield'"**, which gives you the ability to magically summon a glowing sword and a shield made of golden light. All of your abilities combined allow you to be great at the act of defense in battle, as the guardian spirit you are.

Chimera, "Baku": Like a Guardian Spirit, however, your Spectre isn't exactly that of a fighter, but still a protector regardless of it. When manifested, you acquire a set of japanese clothes, such a white kimono and a large hood that extends to a cape, as well as having magenta stripes that resemble a tiger's around your body. You also lose your legs while transformed, but this isn't a problem considering that you can float. As a benevolent dream spirit, your first trait is **"Dream Weaving"**, the ability to utilize a purple cloudy substance to construct shapes out of dreams. Despite being useful as a distraction, there aren't many usages for these constructs.

Your second trait, however, is **"Dream Eating"**, which allows you to temporarily neutralize the powers of another Spectre by basically eating their energy and exhausting them. In theory, you could also consume other forms of spirit energy in future jumps. Your final trait is **"Dispeller of Evil Spirits"**, the ability to revert other Malevolent Spectres back to their human forms, as well as also serving to dispel other kinds of evil spirits that aren't Spectres.

Cryptid, “Black Cat”: You’re truly a walking contradiction. The Cryptids are spirits who died with a deep-seated desire to escape the binds of society, to go beyond what humanity deems admissible, and, thus, take the form of wild predators, like boars, wolves or even spiders. However, a Cryptid taking the form of a domesticated predator, this is possible but far much rarer. Your Spectre is an example of this rare case, taking the form of a humanoid black cat, being the first revealed Spectre of the Neutral alignment. Your first trait is **“Blink”**, which is your ability to move at incredibly fast speeds, to the point that you’ll be so quick that while using this ability, your movements will appear a blur. Your second trait is **“Unlucky”**, representing misfortune for your opponents. With this ability, by holding an object of another person, it can give that person bad luck to some extent, as the limits of this ability are unclear. Your last trait is **“Evil Eye”**, whose effects are still unknown.

Doppelgänger, “Mannequin”: The perfect Spectre for a natural born imposter or maybe someone who lacks their own will. Your Spectre is a large creature with the appearance of a mannequin/puppet/wooden doll, with your limbs surrounded by black ribbons and having six masks of different expressions orbiting your faceless head. As a true Neutral Spectre, the main star of your repertoire is your first trait, **“Mimicry”**, that is, your ability to mimic others’ appearances. Whilst in a form, you can modify the appearance of the person whenever they want. However, some details may be wrong, so, if you want to perfectly mimic someone, you must memorize the person you wish to mimic. Your second main trait is **“Duplication”**, which allows you to make copies of yourself made of a wax-like substance. As you might have already guessed, by combining these two abilities, you can essentially make clones with the appearance of other people. Your last trait is **“Entanglement”**, which is perhaps your most convenient ability to actually use in combat, as this allows you to control your black ribbons telekinetically, often to capture and immobilize your victims.

Poltergeist, "Harlequin": Were you a magician while you were alive, my friend? Regardless if you were one or not, your Spectre takes the form of a majestic jester, full of tricks on your sleeves. Your first trait (or trick to be used on your spectacles) is **"Levitation"**, allowing you to actually fly instead of merely levitate like other Spectres, as well as being able to make other objects float and even move them around as if you were using telekinesis.
Another trick available for you is **"Invisibility"**, which, as you might have guessed, allows you to turn invisible, however it's unclear if you can go invisible together with someone or something else.
The last trick on your sleeves is **"Hypnosis"**, the power to hypnotize others to do anything you want, however, this isn't mind control, so you'll need to manipulate them first for this ability to have some effect over them.

Lady in White, "Ghost Bride": You died suddenly before you were to be wed. As a result, your Spectre became the kind of entity known as a "Lady in White", a bride-looking spirit dressed as a classical bride (or as a groom if you prefer). One of the main features of your Spectre is that others will feel a desperate feeling of loneliness as a side effect of sighting you.
As the first Spectre of the malevolent alignment, your first trait is **"Withered Peonies"**, which is your ability to summon and control petals of, well, withered peonies. Despite its nature, this can be used as a method of offense, as it is powerful enough to push an enemy away.
Your second trait is **"Rigor Mortis"**, representing your freezing body, whose cold temperature was described by Lenore as "colder than ice" and "stings like death", to the point that you can depletes any heat source by merely coming in contact with them for enough time This also allow you to secrete a white fog from you body and control it to your will, which is a mainstay in your repertoire. The fog slows down the victim's movement and causes them to grow cold.
Lastly, your third trait is the **"Kiss of Death"**, your ability to literally suck off people's lifeforce in order to kill them by kissing them. It's actually unclear if it must be an actual kiss, since Annabel simply opened her mouth and activated this ability without

touching lips with Lenore, however, it's clear that an actual kiss would have more effect.

Shadow Man, "Plague Doctor": You possibly died in consequence of some gruesome disease, as the very feeling associated with your Spectre can be described as if something was crawling under your skin. Your Spectre takes the form of a large, unsettling figure, greatly resembling a classic plague doctor from the 17th century, wielding a small staff with a lantern on its top and a pocket watch. As a Malevolent Spectre, mainly due to how horrible your death was, you also have specially terrible abilities. Your first trait is your very personal, small army, your **"Spectral Rats"**, which allow you to summon and control rats made of shadows. These rats are vicious and obedient, being ready to devour your victims. Your second trait is **"Vortex Manipulation"**, which, despite its name, is actually your ability to force delusions and symptoms of illness onto your target, causing them to become sick and feel disoriented. Your last trait is **"Paralysis"**. You can use this last ability to paralyze the victim, not by freezing them like how a Lady in White could do but by draining their energy.
Unfortunately, despite your overwhelmingly efficient set of abilities, your Spectre apparently has a limitation, as you need to use your pocket watch in order to activate your abilities.

Dybbuk, "Son of Belial": Looking at your Spectre, it's sure you weren't a good person in life. Your Spectre takes the form of a malevolent demonic spirit, complete with blood red skin, pointed teeth, black curled horns, glowing golden eyes with minus-shaped pupils and even hoofed feet, as well as golden chains around your body. Your first trait is **"Possession"**, which, despite its name, is actually the ability to enter the minds of others to see their memories, leaving them incredibly drained for a few minutes after you get out of their mind.
Your second trait is **"Fire & Brimstone"**, which, through this ability, you can produce flames from your body. They're hot and powerful enough to also be capable of breaking the ground beneath them and turning it into lava.
Your last trait is only known as **"Oppression"**, but its ability wasn't revealed yet.

Strigoi, "Vamp": A Malevolent Spectre born from a bloody death, your spirit takes the form of a vampiric being, with several sharp-tooth mouths scattered all across your body, as well as having two large bat-like wings attached to your arms and sharp claws growing out of your ankles. Your very first trait is simply **"Teeth"**, as your numerous extremely sharp, and equally deadly, teeth are considered an ability by themselves. Like any vampire, you can also bite your victims, intoxicating them with your teeth, seemingly making them basically drunk, with this being your second trait, **"Intoxication"**. In a manner similar to other Spectres, your third and final trait, **"Bloodlust"**, is still unknown for now, but it's possibly related to the feral behavior that usually accompanies this Spectre.

Banshee, "Hag": Born out of the hate and anger from a gruesome romantic deception, your Spectre is another evil spirit, being almost hate given form, taking the appearance of a mix of a skeletal being with a decomposed corpse. Like the evil spirit that gives name to your Spectre, your first and most notable trait is **"Earsplitting Scream"**, as you can emit a loud scream that is capable of flinging people away and even breaking matter.
However, while you can attack your enemies' bodies with your scream, you can also attack their minds with your second trait, **"Fear Itself"**, the ability to make someone see their worst fears, affecting the victim heavily, though you can only use it on one person at a time. It's unknown if you can also see the hallucination you provoke. Your third trait is the **"Mark of the Grave"**, but its ability is still unknown.

Your Own Spectre (You must have died at least once before): Lastly, what if none of the known Spectres fit the tastes, needs and traits of an interesting individual such as you? Then, this option is for you. You can acquire your own Spectre, as long as you have met its basic requirement, that is having experienced death at least once before, even if you've found a way to come back to life right after it.

You'll have the freedom to customize the nature, alignment and traits of your Spectre, as long as it's within the same tier of utility, versatility and power of the other Spectres in this section and follow the same rules, but it must be related in some way to your personality or to one of your deaths, like how Berenice, whose death was caused by her wandering drunkenly into the street and being struck by a police car, gained a vampire-like Spectre with the ability to intoxicate others and how Montresor, who in addition to being a bad person in life also had a religious trauma involving the abusive treatment that he received from his mother that always repeated he was possessed by the devil since he was a child, ended up manifesting a Spectre that is basically a demon.

Companions

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing, still needing to pay the price for it, and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP For Each One): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Drawbacks

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Gauntlet Mode (-1000 CP): You're an interesting one, aren't you? By taking this toggle, you'll turn this Jump into an actual Gauntlet, meaning that you'll lose all of your starting points as well as anything you might have brought together with you from other worlds (meaning you must take the **Lost in the Limbo** drawback, however without receiving the CP for it). Additionally, to the Gauntlet's rules, failing in this jump won't count as failing in your Chain, however, you'll still lose everything you might have acquired here. Of course, due to you willingly accepting this challenge, there are also possible rewards if you complete the scenario below.
Good luck, you'll need it.

Twice the Danger (+100 CP): Apparently, the Land of the Living was pretty dangerous this year. During this scholar year, the new batch of students will now be twice its original quantity, meaning the double of students and possibly competitors to the grand prize of the academy, a second chance in life. Every one of these extra students will be as interesting and potentially as powerful as the original ones, meaning they'll all have unique Spectres with unique abilities you haven't heard about. Things are going to get wilder now.

Malevolent Soul (+100 CP): Montresor wasn't a good person in life, to the point of his Spectre essentially being a demon, but you, my friend, apparently were even more evil than him, so evil it tainted your very soul. Regardless of what nature your Spectre has, it now counts as being of the Malevolent alignment, to the point that even your human form counts as an "evil spirit" yourself. This isn't actually much of a problem, however, knowing that there is at least one Spectre fully specialized on taking down evil spirits like you and there might exist more, I hope you're prepared to face such opponents, as their abilities will work even when you aren't transformed into a Spectre.

Wounded by Life (+100 CP/Can be taken up to four times): Apparently, it's pretty random the situation of the recently dead when they arrive here. Most of them like Lenore arrive here in perfect health, to the point of even her old injury having been healed, while others still retain a few wounds, like Pluto that still doesn't have one of his eyes. You're now one of the latter. Either as a consequence of your death or not, you now possess some form of impairment that you acquired while you were still alive, like lacking one of your eyes, having an injury in your legs that hinder your movements, having some serious atrophy on your hand or even actually missing one of your limbs. This drawback can be taken multiple times in order to acquire multiple impairments, rewarding you with a maximum of +400 CP if you're willing to pay such a price.

Destined Lovers (+100 CP/+200 CP): You're madly in love with someone, to the point of thinking of them as your enchanted prince/princess, as if you were looking at them through rose-tinted glasses, and that you two are destined to stay together. However, exactly like Ada's romantic life, this isn't the case.

For +100 CP, you might be in love with them, however, they're actually doing a lot of effort just to bear your presence. For them, you're a walking source of headache that will eventually become unbearable for them. The other problem is that you're so deluded that, unless they go straight to the point and tell how much they hate you with every word, you'll still think you two are destined lovers.

For +200 CP instead, the target of your deluded love actually is reciprocal to your affection, however, for them, you're just a thing to be used, either as their toy, maid, servants, weapon, trophy or whatever. Exactly like the other option, you'll be deluded to the point of not even noticing how this relationship is toxic and thinking this is true love. Fortunately, there is still hope for you, as someone else managing to force them to show you how they only see as a thing might help you to give up your obsessive love.

Unprecedented Crime (+200 CP): You've made a mistake, a serious mistake, something that only an interesting person like you or Lenore would have the boldness or foolishness to do. You attempted to assault one of the Deans, even if you don't remember doing this. Of course, you failed but the attempt is what matters. As a result, you gained hundreds of demerits, more precisely around 700 demerits, which will make your life here way harder by a huge margin, as usually the students with better positions in the merits scoreboard gain more advantages in the test and disruptive students lose their privileges like being able to participate the classes.

I hope this doesn't make your victory here impossible. At least, look at the bright side, even with all of your demerits, you're at least above Lenore in the scoreboard. She also attempted to assault the Deans.

Worst of the Class (+200 CP): Well, you learned a few things with Lenore, as you managed to become the target of the animosity of the Deans, Merry and Mourn. They're the old Entities in control over Nevermore Academy itself and presumably the ones that will decide who is going to get a new life. Well, despite them definitely disliking you, how they'll act depends on who you are. As a Student, expect to be treated just like Lenore, even if you're completely obedient to their rules, receiving several demerits without even attempting and being given unfair conditions in their tests. If you combine this with the **Unprecedented Crime** drawback, you'll definitely be their least favorite student, they'll even prefer to lead with Lenore over you.

The Fear Itself (+200 CP): Your life wasn't the best one, was it? Or maybe your death was particularly horrible. Regardless of the exact reason, you've developed some deep-rooted trauma within you, which will be triggered every time you see something related to it, in addition to also serving as a possible vulnerability that might be utilized by your opponents against you. It's up to you to choose what this

trauma is, but you can't choose something that doesn't exist in this world and the more specific your trauma is, the stronger its effect and influence over you will be. If you're killed by a knife that ends up being the source of your trauma would make you pretty anxious when close to blades of any nature, while a trauma related to specific religious imagery due to some abuse you suffered in life will make you pass out the first time you see them again. Fortunately, it's possible for you to eventually overcome your trauma, but it'll require a lot of time and effort on your part.

All Madwomen Die Twice (+300 CP): Are you out of your mind, Jumper? Have you lost your sanity across your Chain? Have they finally noticed you're a mad(wo)man too? Well, not necessarily, but almost every person that you meet will always insist you're mad and that you need treatment, even if you give them the most clear proof of your sanity. It's almost as if the entire world have lost their minds while you remain the last sane one, to the point that only a few unique individuals that are used to being treated as mad, even if they don't remember it, such as Lenore and maybe Annabel Lee, might be the only ones that you can convince that you're actually sane at the end of the day.

In the Flesh (+300 CP): Something went wrong during your arrival in this world. Unlike other students, you've arrived in Nevermore in life yet, without ever experiencing death. This wouldn't be such a problem, but, as you count as completely alive instead of simultaneously dead and alive, you'll be restricted from any potential spectral ability you could have access to here, even if you have taken the **Spectral Nature** perk.

Lost in the Mist (+300 CP): With your arrival in Nevermore, you've lost your memories, maybe as a consequence of your possible death or some abnormality during your entrance into this universe. To make things worse, this not only includes your memories related to your background in this world (if you aren't a Drop In), but also all of your memories from before this jump. Consequently, you don't remember being a Jumper, thus thinking that you just lived in this universe during all of your life. Fortunately, there is still hope for you, as seeing familiar things and the support of your Companions and followers will help you to recover each piece of your lost memory over time, but this process may even take a few years to be completed. You'll still retain your perks and items from other settings, but, at the start, you won't remember how to use most of them and probably won't even remember their existence at all. This will also make it considerably harder for you to manifest your Spectre if you're a student and don't have the **Spectral Nature** perk. It's guaranteed that you'll completely recover your memories before the end of your stay here, but until then, good luck.

Lost in the Limbo (+300 CP/Mandatory for no points if you activate Gauntlet Mode): Something went wrong during your entrance into this universe. You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

The Light of the Soul (+300 CP): Among everyone that was posthumously departed to Nevermore, you receive a certain emphasis, not only due to your true nature as a Jumper, but because you seem to possess a particularly bright and appetizing soul, at least for the entities that here inhabit, even if you're an entity yourself, as cannibalism isn't outside their options. Consequently, your presence attracts such entities (and any other soul-eating creatures that might exist in this world) as they're able to somehow sense you by following the light emitted by your soul, which can't be hidden by any out-of-jump ability or item you might have. Their range of detection is proportional to how hungry they are, with a well-fed entity being unable to sense you while another one that has basically already gone mad due to their hunger being able to detect in a range of several kilometers. Unless you have the means to protect yourself, I advise you to seek shelter in a place like the academy as soon as possible.

Quoth the Raven *"Nevermore"* (+300 CP): Every time a new batch of students arrives in the Nevermore Academy, the Raven picks its favorites and sees how they fare in that grisly game. Even if you aren't a student yourself, you're special enough to attract its attention. You've become one of the Raven's favorites, but not in a good sense. While this might be seen as a good thing at the beginning, as it even might allow you to be called your friend, the Raven, in reality, is a powerful Entity, old enough to consider the Deans as newcomers. As any Entity, once you get out the barrier and the walls that surround the academy, it'll be doing anything to be the first to reach you, in order to devour you before others have the chance to. While you stay inside the walls, it'll be unable to do anything against, however, once you get out, good luck. You'll need it.

A Terrible Fate (+500 CP/Incompatible with Gauntlet Mode): If you ever experience a second death in Nevermore, you'll be reduced to an insentient orb with just a few mere sparks of rational thoughts, a bodiless soul doomed to wander this realm forever. Under normal conditions, such a terrible fate will count as a death, but, by taking this drawback, you'll immediately be reduced to this state in a random place of Nevermore, forced to stay like this until the end of your stay here. As a defenseless soul, you'll need protection from someone else if you want to survive here, so I hope your Companions manage to find you before some Entity manage to devour you, but it'll be basically akin to searching a needle in a haystack as there are uncountable other souls like you around this realm. I wish you luck, don't try to discover what happens if you experience a third death here.

Scenario

Requires **Gauntlet Mode**

A Second Chance on Life

You died and arrived here on Nevermore, as a soon to be student that will be involuntarily enrolled at the Nevermore Academy and forced to go through the exams.

The Nevermore Academy has as its goal to help the recently dead, their students, on their spiritual journey, however, as each semester ends with a final exam, only the worthy will pass and continue in the academy, with those who don't will be sent to the Land of the Dead for all eternity. But, the one lucky student that manages to survive all of these exams will get a chance at a new life.

Normally, you would be able to follow your own path without necessarily needing to join the competition between the students to see which one of them return to the Land of the Living, but now your goal will be to join the competition yourself, pass every single test and win it, becoming the one to return to life.

Alternatively, there is another approach for this scenario. To return to the Land of the Living, one must cross the Threshold, a pillar of light located on the other side of the island. Furthermore, if you manage to reach the Threshold by yourself, you won't need to join the Deans' games. However, keep in mind that since the Academy was created, no one managed to escape from its walls before.

So, if you want to follow this alternative path, there are two options for you. While nothing actually prevents you from choosing the first obvious option, that is, staying in the academy for some time before at least attempting to escape, considering that you'll first arrive in this world in front of the Nevermore Academy's gate, your second option is to simply not even enter there and just go straight to the Threshold.

But, again, this journey is extremely dangerous due to the starving Entities that live in this realm, you'll have no extra knowledge about how this place works and you'll be basically alone if you don't bring any Companions, so, maybe staying in the academy for some time to gain experience and find new allies might be worth it.

Regardless of which path you choose, this scenario counts as finished the instant you return to life and your stay here will reach its end, with no time limit of how much time it might take.

Lastly, if you decide to actually join the Academy, you'll be sent to the Land of the Dead if you fail one of the exams and don't manage to escape.

-Reward: As you finally achieve your new chance at life, first and foremost, regardless of the path you chose to follow, your first reward will exactly be your **Second Chance On Life**. This works as every common 1-up bonus, bringing you back from death once per jump or once per decade, whichever comes sooner, reviving you in a safe place, like one of your properties. However, what makes this reward special is the fact that this isn't a perk, but it actually becomes part of your BodyMod forever, meaning that even if you lose access to every out-of-jump perks and items, you'll still have access to it.

If you have chosen to continue in the academy and manage to become the one lucky student to win the great prize, it's more than fair that you bring it together with you. You receive the **Mystery Manor** and **The Nevermore Academy** items for free. Additionally, the wisps that work there will also accompany you, however, they, unlike the ones of the **Pack of Wisps** item, are technically part of the academy, thus they can't exit it and will just keep doing their regular tasks. You'll also have the chance to convince the **Deans** to become your Companions for free, but it'll be up to you if you have the skill needed to convince them to follow you along your Chain.

Alternatively, if you have chosen to go to the Threshold without needing to win the Nevermore Academy's competition, regardless if you went straight to it or needed to escape from the academy at some point, your first reward is the unique perk, **Legions of Spectres**. From now on, every single death you experience, regardless if you come back to life or not, you'll acquire a new Spectre form with new unique abilities representing it, working exactly like how the default Spectre granted by the **Spectral Nature** perk works, with no upper limit to how many different Spectres you might eventually acquire during your journey. As an extra ability, if you have some way to revive others, you can also give them access to a new Spectre form representing them and/or how they had died. Lastly, if you brought any new allies together with you to the Threshold, you can now bring them along your Chain as your **Companions**, with each one of them acquiring their own versions of the **Spectral Nature** perk for their own Spectres if they're students, even if they haven't awakened them before.

Ending

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Nevermore, ending your chain.

Move On: Go to the next jump and continue your adventure.

Notes

1. Theoretically, the **Until Death Do Us Part** perk doesn't conflict with drawback-induced amnesia as it doesn't prevent you from losing your memories, just allows you to retain your feelings toward people, so, unless specifically stated, this perk isn't overridden by default;
2. A Spectre's morality is apparently defined by a mix of how the user's personality is and how they died, so a good person might still have a malevolent Spectre if they died in a horrible way for example;
3. The **In the Flesh** drawback also overrides the effects of the **Between Life and Death** perk;
4. The **In the Flesh** drawback doesn't affect the spectral abilities unrelated to the Spectres, like the ones granted by the **Spiritual Sensibility** and the **Shadow Walker** perks;
5. I usually prefer to put the Scenarios section before the drawbacks, but this time I switched their positions due to the only scenario in this jump requiring you to take the **Gauntlet Mode** drawback;
6. Being sent to the Land of the Dead counts as death, however, you going there by yourself for some reason won't count as long as you get out there before the end of your stay here;
7. **Drawbacks** are removed after the end of your jump;
8. The series is still ongoing, so I probably will update this jump/gauntlet to add new content at some point.

History

V 1.0: Released