By TheGallantRobot

Welcome to the town of Brighton! A quaint little town nestled in the middle of nowhere, known for its colorful inhabitants and home of the turnip.

It's here that **Molly McGee**, an optimistic young preteen, and her family have decided to make their forever home. But little does she know, her new residence comes with an unexpected inhabitant: **Scratch**, a grumpy ghost who has been haunting the town for years. Despite their differences, this titular duo are ready to change the world and be changed by their very actions in ways they would never have thought. Molly and Scratch form an unlikely partnership that will change the course of their lives forever. As they embark on a journey of self-discovery and adventure, they'll encounter a colorful cast of characters, each with their own unique quirks.

Whether you're a member of the local Geode Club, serving up hot drinks and sweet treats at the coffee shop, a human just discovering their own latent supernatural abilities with their beloved pet goat, or a ghost haunting a nearby town, there's never a dull moment in Brighton.

You start with **1000+ CP** to embark on adventures in the borders of Brighton and even beyond the Living Realm.

Origin:

Age and gender can be chosen freely.

Human: You are Human and a regular inhabitant of the Living Realm. As a human, you are a member of the dominant species on the planet, and you live in the world of the living. You have a physical body, and you are subject to the laws of physics and biology.

Ghost: Spooky, scary, and made out of ectoplasm. You are a Ghost, a supernatural being aiming to haunt the realm of the Living. You do not have a physical body but can move through objects and have unique abilities, such as possessing living beings or moving objects with your mind.

Capstone Perk:

Loved by Lady Luck [600/800]: Life and Death dance a never-ending tango to the tune of Fate's capricious hand. Yet you, my dear, possess an extraordinary gift - Luck. It's the kind of Luck that can transform the mundane into the sublime, and make every day a symphony of unique experiences. With every flip of a coin, you call heads or tails with unfailing accuracy. Sweepstakes are your playground, where you always win, and the world of opportunity opens its doors to you, inviting you to climb the ladder of success with ease. The universe conspires in your favor, placing you in the right place at the right time for life-changing encounters that leave a lasting impact. Embrace your gift and savor every moment, for your life is a tapestry woven with golden threads of chance, woven by the hand of destiny, and illuminated by your Luck.

- **Luck Vampire:** Before the universe conspired to leave you with the best days of your life. Now you have been given the gift to manipulate Luck itself, this allows you to steal luck from others, share your own reserved good fortune with others, and even bend the laws of probability to your will. You have become a Luck Vampire, feeding on the luck of others to enhance your own. You can sense the flow of Luck around you, and with a touch, you can drain the good fortune from your unwitting victims.

Human Perks:

Discounts for Humans are 50% off, with the [100] perk being free.

Destined for Death [100]: Life is a series of twists and turns, where thousands of moments can line up in serendipitous ways. So while we have no fear of the ending, we might as well find as many ways to extend our story to its fullest. For every decade or jump, whichever is soonest, you can cheat Death of your life - from having one of your friends have a discerning, lucky eye and freeing you from a last-second escape from a wood chipper to having your phone take a bullet for you.

Carpe diem, nam mori potes.

Popular Kid [200]: Navigating social circles with the grace of a trained dancer. You have the social skills and irresistible charm that draws others to you, making you a beloved figure in your social circles. It wouldn't be a surprise for you to be considered to be picked first from a crowd. Even being nominated for President or becoming a beloved, popular Video Maker is within your grasp. With luck on your side, nobody would be surprised if you become one of the most famous of them.

For Ghost, this allows you to have been a renowned historical figure with a background fitting your abilities and skills. Being a famous Viking Warrior, a Genius who had invented a cure for cancer, etc

Root Beer Factoid [200]: Everyone, everyone has something special about them. Whether that is being able to tie a cherry knot with their tongue, walk on their hands, or guessing what someone was going to say next. Well, you have a quirky talent that has risen to the point of the strange and unusual. From having a good sense for names to just 'knowing' someone's name from the get-go with perfect pronunciation and their preferred way of being called. Or always being someplace when you are being spoken about, to knowing whenever someone speaks your name and talks about you. You could even have it be a homemade root beer with a rather unique and talk-worthy taste.

This can be bought multiple times.

Well-Connected [400]: Society is a stratified cake of many communities with unique people, pathways, items, and properties. A concept you are uniquely suited for analyzing and manipulating with extreme precision. For you could find a way in a single day to take a penny and through a series of transactions obtain a rare albino and heterochromatic-eyed tiger. It would take just time and a phone for you to be able to obtain anything that society has in its possession.

Inner Polarity [400]: Amidst the pitch darkness of the night, the piercing stars shine brighter. Their radiance stands out against the chaotic silence, their polar opposite. When they disappear, the world is left in both awe and fear. You, too, possess the trait of being able to embrace your opposite in rare moments. In doing so, you become even more effective than you would otherwise be. Let your voice be heard, Quiet One! Scream out loud and shake the town. As the Messiah, obliterate your foes and reduce them to mere fragments. And as the Tyrant with Hands of Iron, extend a gentle touch and show compassion to those in need.

Living Prodigy [600]: The corpses of giants are littered throughout the humanities collective subconscious and the records of history. Now you are one of these legendary figures of skill and learning, a mythical prodigal giant with a body, soul, and mind that is highly effective in learning and solving problems within your chosen field. A Chess Prodigy that can grow swiftly into a Grandmaster, a Ghost-hunting Tech Whiz that could be marked into the history books as a Pioneer in Ghost-hunting technology, an Ice Skater that could go to reach global recognition for masterful feats of skating prowess, and so much more.

This can be taken multiple times for more fields.

> **Once in a Generation [♀]:** As a Titan of Innovation, you are a true miracle worker within your field, that even prodigies would wonder in amazement. Having a genius that has all of its being finely honed to extract maximum impact from your area of expertise. A digital intellect for a coding trailblazer, a chess savant who could run thousands of games in a mental landscape, and more. You are able to subconsciously work on revolutionary ideas at a rate that could change the way the world works in the course of an afternoon. It would not be a surprise for many that you could be called the Father or Mother of your entire domain.

Beacon of Emotion [600]: Every moment can change the course of humanity. An ephemeral emotion of anger could lead to someone leading a life of violence, a fickle gesture of goodwill can have that gift changing the world for the better. You are supernaturally attuned to one of your emotions, capable of effortlessly charting a course in incorporating it into yourself and your environment. Even magnifying its effect. A natural path to happiness through civic duty, donations, and helping around your community. If a single emotion can change the course of the world, you are a lighthouse of your chosen emotion.

> **The Human [♀]:** Many could call you the Spirit of Humanity, for you embody the very meaning of life itself. Having an understanding of the undercurrents that run emotions is enough to understand how to shepherd a path towards them or a confluence of them. This inner light shines through every action you take and magnifies its effect a hundredfold. Getting entire regions to rally to a cause, the world to strive for being better, or even getting someone to believe in themselves with a simple smile. Your influence has a lasting power that allows others to pick up where you left off, continuing the positive momentum you've set in motion.

Ghost Perks

Discounts for Ghosts are 50% off, with the [100] perk being free.

Ectoplasmic Entity [100]: Either once having lived as a creature of life or having been formed from the ooze of the After. You are a Ghost, capable of supernatural beyond the mortal ken. Such as going through walls, telekinesis, possession, creating portals, and temporarily distorting reality. Over time your ghostly capabilities will grow, getting new abilities and enriching your ghostly powers, allowing you to one day disintegrate entire ecosystems and cities with a wave of your hand.

Choose the Color of your Ghostly Form!

Phenomenon of Psyche [200]: After a good look around your headspace, your introspections have allowed you to figure out how to impart your states of mind which you have a great understanding of. A studious person could get a slacker of a student to understand the need to study, a malicious never-do-well with this could get a do-gooder to steal candy from a baby, etc. This only gets stronger the more comprehension you have over the states of mind and its polar opposite. Honesty and Dishonesty, for example.

Scaring is Caring [200]: *Thump. Thump. Thump.* The coursing of life-giving fluid through the veins of your victims, the quickened breath, and the dilation of pupils. It is fantastic! You are a natural in the art of giving people the fright of their lives and afterlives. Knowing the ins and outs of what makes a good scare. From the setting of the scene to the subtle nuances in body language and timing. It wouldn't take much for you to be able to figure out a way to get even the bravest to start running for the nearest exit.

Weathering the Storm [400]: Storms have always been omens of sudden change, the blizzard that can leave the victims to hungry wolves, the hurricane that can sweep away entire communities, or the thunderstorm that can strike down tall trees with a single bolt of lightning. You have an affinity toward a primal element, such as fire, earth, sand, water and ice. With enough power and skill, you are capable of causing natural catastrophes or becoming a living harbinger of your element. A power that can be the source of both creation and destruction.

Mausoleum in a Graveyard [400]: As varied as the living, the dead as numerously more diverse. Just like Story Sprites with their consumption of knowledge and morphing into story characters, you have a unique ability that allows you to stand out in a crowd. From the weaving of memories to technopathy, branching out one of your ghostly abilities in a unique way such as having your affinity for primal fire transform into an affinity for a living blaze of darkness. Changing those who are burned into their darker counterparts. The possibilities are endless, and you require only half as much power as others to use this ability. Moreover, your ability to learn and grow in this regard is three times faster than the norm.

This can be bought multiple times for unique abilities.

The Curse [600]: The epitome of ghostly haunting, a curse. Just by setting aside some of their ghostly power, ghosts can create spectral workings of manipulating metaphysics and reality. Cursing individuals with bad luck, entire towns with failed harvests, and items to carry their ill-gotten maledictions within their material forms. Unlike many other ghosts, you have honed your ability to quickly and effortlessly create curses tailored to fit the situation, dispensing punishment with precision and purpose. Does someone annoy you with their outrageous and obnoxiously large hairdo? Well, a curse of flat hair should do the trick. A little kid giggles too much? Well, a curse on their favorite doll to turn into a demon that haunts them when they are alone can take the wind out of their sails.

+ **The Anathema [♀]:** Through countless hours of practice and studying, you have come to understand Cursecrafting to a level equal to the Egyptians and ancient Witches of yore. Able to cause Curses to entire lines of people like family, a certain position such as a king of a country, and engrave curses into your own writing. For whoever is unlucky enough to read the eldritch knowledge without your permission. This realm of Cursecrafting has also given you the ability to trade and contract anyone for anything. Their ability to speak, their skills and strengths, their ability to lie, their luck, and even their very soul.

Emotional Reaper [600]: Harvesting fruits of life, you have the relatively rare ability to consume a type of emotion. Growing evermore powerful through every morsel. Feeding on people's sadness like a Sobgoblin until you could be equal to a Sobgoblin King, savoring every bite of someone's fears until they are deadened to feeling anything, etc. Furthermore, just like the Chairman, if you were in a position of power, this would allow you to even feed on your subordinate's victims when they cause that essence of life. It would not take many feasts until you reached power unimaginable by the rest of Ghostkind.

The Ghost [♀]: In long-forgotten annals of history, there have been written feats transcribed upon a Ghost called Grimm. An Emotional Reaper who has risen and gained a mastery of their ability to feed upon the emotions of the living. To the point of being able to reap all from their victims. Sadness to happiness, apathy to mania and even feeding upon their immortal souls. While the Ghost story is now considered a simple myth, you have gained skills equal to this legend in the Reaping. Your expertise even allows you to gain the ghostly abilities of the souls you have in your grasp. With skeletal fingers, grasping life's colored core, let all remember.

Memento Mori

General Items:

Turnip [Free/50]: A root vegetable that has a slightly sweet and nutty taste that is perfect for roasting or mashing. Packed with essential nutrients such as vitamin C, fiber, potassium, and manganese, amongst others.

For every additional 50 CP, you may get a wooden crate of turnips. Refilled every year.

Human Items:

GigPig [100]: For many, the needs for life are food, shelter, and water. All of which can be paid for by money. This handy app allows an intuitive way of tracking and quickly getting errands for spare cash. Even if the Job just didn't only post on a local billboard or you are not online.

You can even post a Job that will propagate to anyone willing to do errands.

If **Well-Connected**, this comes with the **Boar Browser**. With a loving petting on the GigPic Icon, the app switches to its darker counterpart. A way of getting and posting illegal jobs without a worry about getting hacked by unscrupulous individuals or tracked by goody two shoes.

Pet [200]: Humanity's longstanding desire to tame nature has yielded many rewards, and this magnificent creature is one of them. Whether it's a majestic eagle or a powerful bear, or even a more humble creature like a loyal turtle, this pet is a true force of nature, full of love and obedience.

If you are a Ghost, this Pet can also share your spooky nature and your ghostly abilities.
For example, a Ghost with the power to control the infernos of fire could have this pet be able to ignite its body into flames or breathe out a gote of flame.

The Pop-Up Book of the Paranormal [200]: This is a handy guide for all supernatural beings in the world. Comes with detailed pop-up illustrations of their known abilities and weaknesses. Updates every Jump for the setting's common knowledge of the paranormal.

Forever Home [400]: Welcome to the shelter for your immortal soul, a magnificent building that's tailored to your unique tastes and life experiences. As you continue to grow and evolve, this home will adapt and expand to meet your every need and desire. Whether you seek solace or adventure, comfort or excitement, this sanctuary is your ideal haven - a place where your soul can thrive and flourish in perfect harmony with your evolving self.

For the rich and powerful this could be a castle or mansion, a ghost with their forever home will have it be able to cross over to the other side and take on the aesthetics of the Ghost Realm, or if you were an average Joe. This home would take a suburban house in a lovely neighborhood with a good school down the way.

Ghost Items:

Feast for the Dead [100]: All over the world there is the festival or feeding of the dead. For even if they are dead, they still love the delicacy of life. Every year, you will have the opportunity to feast to the end of the night for free and without any regret. Being given a course of food that centers around your palate. Countless bowls of ramen from China, donuts on a skewer covered with delicious fried crisps, apples from your favorite type, etc.

Lantern [200]: *Guidance towards your end*, well, not your end but a handy sensor nevertheless. This is a neat tool for sensing a metaphysical or ephemeral quality of your choosing. From sensing emotions, seeing influxes of luck, mapping out honesty, etc. This device grows with your ghostly power and fits the style you want it to be. A lantern to a technological device.

Scythe [200]: A tool for Death is a fitting thing for a Ghost to wield. This is a weapon of your choosing that grows with yourself to be worthy of fitting your style and power. An ax for an ancient serial killer ghost, a pitchfork blazing with your ghostly, infernal fires, and a deadly scythe for the silent killer that sings the song of mortality.

The Cloak [400]: It is said that clothes make the man, but in this case, they can also make the ghost. This is a set of clothing that increases your power by an order of magnitude. With a design fitting your most fashionable aesthetic, this Cloak can transform your form into making you a legendary image that sends a message. A dark and ominous cloak that strikes fear into those who feed on fear, a striking and cool two-piece suit that emphasizes the need for secrecy, or even a bright and colorful outfit that exudes confidence and charisma.

Companions:

FSFT. Friends-Stuck-Forever-Together. [50/100/200]: Should you wish, you may import or create 1, 4, or 8 companions respectively. Each companion receives 800 cp to spend on perks and items.

Import Option [Free]: You can also import any amount of companions. However, they do not get any CP that you do not personally pay for.

Canon Companion [100]: Take any canon character. Molly, Scratch, Darryl, Andrea, and even the Chairman.

Ghost Boy [100]: This boy loves the stars and he might get the option to visit them sooner than he thought. With ghost-hunter parents and a loving sister, he will stumble into his family's ghost portal. His molecules rearranged into a half-ghost and half-human hybrid.

Has the Perks: Destined for Death, Inner Polarity, Living Prodigy [Combat], Ectoplasmic Entity, Phenomenon of Psyche

Turnip Farmer [100]: A normal turnip farm boy from Kansas, adopted when he was young. This Boy Scout has a heart of gold and if he had the chance, he would save the world. Maybe, you are the catalyst for him to become a Man of Tomorrow.

Has the Perks: Destined for Death, Loved by Lady Luck, Popular Kid, Once in a Generation [Heroism], The Human, Phenomenon of Psyche

Coffee Girl [100]: With a lock of dyed hair and a knowing smile, this coffee shop girl has a bunch of talents to wow the crowd. A multi-talented individual that loves that, today is today.

Has the Perks: Destined for Death, Popular Kid, Root Bear Factoid x 3 [Knows everyone's names without having to be told it, has a special coffee recipe, and knows how to train raccoons into domesticated pets], Living Prodigy [Wilderscout]

Man of Electricity [100]: Nikola Tesla, the brilliant mind behind groundbreaking discoveries in electricity, now exists only as a ghost of his former self. Despite his incredible achievements, including the invention of wireless power, Tesla passed away before the world could fully benefit from his visionary ideas.

Has the Perks: Ectoplasmic Entity, Living Prodigy [Electricity], Weathering the Storm [Lightning]

King of Two Kingdoms [100]: An ancient ruler of Egypt, this pharaoh is a wise and cultured ruler with a mind for the Afterlife. Of mummification and the duality of the soul. The sun which sets into the underworld then rises back again anew.

Has the Perks: Ectoplasmic Entity, Weathering the Storm [Sand], Mausoleum in a Graveyard [Scarab Creation and Control], Loved by Lady Luck, The Anathema

The Hunter [200]: With steely determination and unwavering resolve, he battles for the survival of humanity against the relentless onslaught of the ghostly excursion. His unwavering courage and unyielding spirit are a beacon of hope for those fighting alongside him, inspiring them to never give up in the face of overwhelming odds. It's just unlucky most ghosts are just like humans.

Has the Perks: Loved by Lady Luck, Destined for Death, Well-Connected, Once in a Generation [Ghost-hunting], Mausoleum in a Graveyard [Can capture Ghosts as tattoos on his skin once they are defeated], Phenomenon of Psyche

Has the Items: The Cloak [Trenchcoat], Scythe [Shotgun]

The Grimm [200]: An ancient ghost of unimaginable power, this once legendary and mythical ghost, The Grimm Reaper. Has retired. Yes, he now uses his ghostly abilities to pick up a television remote instead of harvesting the Living Realm of souls. Hanging up his Cloak and leaving the position of leadership to a guy named the Chairman.

Has the Perks: Loved by Lady Luck, Destined for Death, Ectoplasmic Entity, Scaring is Caring, The Ghost, Once in a Generation [Soul Manipulation]

Has the Items: Forever Home, Feast for the Dead, Lantern, Scythe

Drawbacks:

Long-Term Stay [+100]: Ordinarily, you would only have to stay for a decade, but now you will have for ten more years. There is a whole world to explore and experience, so maybe it is not so bad?

This can be taken multiple times.

Not My Name [+100]: It seems that whatever has the coffee person getting your name wrong has infected the rest of the world. People always get your name wrong. No matter how basic or simple it is. Joe becomes Jo-Ah, Simon becomes Sim-Man, and Ann-drea instead of Ahn-drea.

Living Situation [+100]: Your living situation has a couple of issues with it that makes it uncomfortable to live in or feel safe. Maybe, your family is focused too much on their online presence than to give you attention, you are homeless and unable to find a home, etc. This can be fixed but no matter your power and abilities, it will take a lot of effort and elbow grease to get the bare minimum. An abandoned treehouse instead of no home.

Personal Configuration [200]: The doctors have diagnosed you with a life-changing disability. A physical or mental arrangement that causes people to feel awkward talking to you. Whether that is having a wheelchair since you were born with failed legs, scars that *mark* you as different even when you are the same, a short attention span with ADHD, autism, and more.

This can be taken multiple times.

Cleanslate [+300]: Can only take this Drawback, if you have at least taken one Jump. This locks you out of all previous powers, abilities, and items that you have gotten in other worlds. No Ironman Armor to become a Superhero in a mundane-ish world, no Ghostbuster gear to bust some ghosts, and no Reed Richard-level intellect to make the world a Utopia for both Ghosts and the Living.

Amnesia [+300]: It is like you were born in this world of the Dead and Living. You will have no memory of ever having on the Jumpchain and that this world is a story. No preexisting knowledge of a character's personality and the dangers inherent to this realm.

Bad Luck Barry [+400]: Ouch, did you get hit with a paper bag while slipping on a banana peel? You have the worst luck, equivalent to Libby's on a Bad Day, that causes you to experience humiliation and pain. Lots and lots of pain. But not lethal harm.

The Enemy [400]: For some reason, you have gained a powerful enemy that will hunt you to the ends of the Earth and beyond. If you are a Human, this is a powerful Ghost equivalent in strength to the Grimm Companion. If you are a Ghost, this is a powerful Hunter equivalent in strength to the Hunter Companion. Good Luck!

The End

Where will you go next?

Go Home: Though the journey has come to a close, the memories and experiences will live on forever. It's time to return to the familiar comforts of home, but the newfound growth and excitement will remain in your heart.

Stay Here: The warm hospitality of these kind people has made a lasting impression on you. You've found your place among them, and you look forward to building a future here filled with joy and contentment.

Continue On: This may be the end of one adventure, but it's only the beginning of another. Your curiosity and thirst for adventure will lead you to new and exciting destinations, both in this life and beyond. Keep jumping, and see where the next journey takes you!