

Dead Girl's Final Gift



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You were browsing a charity shop nearby your home when you found a ragged old stuffed rabbit. It took you a moment... but you recognized it. A Little Girl you had known years ago used to own that before she perished in a car crash. You remember that the old rabbit had never been found after the accident and how sad it had made her family who had been hoping to bury their child with her favorite toy.

After purchasing the doll you found the Grave and rested it against the cool stone, one final present to an old friend taken too soon... when you hear a small childish voice whispering in your ear.

"Thank you..."

And when you go to bed that night you have a very strange dream. You barely remember any of it but apparently someone upstairs was touched by what you did for that little girl and has chosen to reward you on her request.

*The Unknown Voice has granted the little girl... What was her name again? The ability to transfer you between realities but if you're willing to allow her to create **Haunts** you can gain additional benefits.*

Basic Package

The Jumper (Free)

In a one in a million chance a benevolent higher being took notice of your simple act of kindness and granted you Jumper-Hood, while allowing the Little Girl to become your Benefactor by empowering her nature as a Ghost. This allows you to use Jumpdocs under all the Standard Jumpchain rules, 1000 CP, perks, drawbacks and all the bells and whistles.

Haunts

*The Little Girl is a Ghost, she has enough power to allow you to Jump thanks to the Unknown Voice however she can gain **more** power if you take on **Haunts** a haunt is a personal item or memento from the Little Girl's life that helps anchor her soul to the material plane, every **Haunt** you choose to take with you on your chain will increase your **CP Stipend** by **200 Points** every jump BUT if any of these **Haunts** are destroyed you will lose your chain and your benefactor will cry... so maybe be careful.*

The Rabbit

The Rabbit that started it all, taking this doll with you on your chain will give you a direct line to the Little Girl allowing you to communicate with her at all times while you hold the Doll. When you aren't holding it the Rabbit will occasionally float on its own as if unseen hands were playing with it.

The Family Photo

A Picture of the Little Girl and her family, people who look at this photo will find the Little Girl constantly present in the corner of their eye. She won't be able to speak to them and she won't be able to be observed straight on... but she'll always be there... watching.

The Book Of Fairytales

A book containing hundreds of classic fairytales, when someone sees it they'll be overwhelmed with the desire to sit down and read it, not being able to move on until they read through every last one of the stories out loud- the subtle weight of a child ghost resting on their lap to listen until they're through the whole book. Once you read through all the way you become immune to the effects of this Haunt for one month.

The Comfort Blanket

Anyone draped in this pale blue blanket will be overwhelmed with the desire to sleep causing them to fall into unconsciousness until the blanket is removed. The very sleep of death itself upon them.