Casper The Friendly Ghost Jumpchain

Welcome to the Worlds of Casper the Friendly Ghost... Alive or dead you'll be spending the next ten years dwelling here. The Worlds of Casper have one common theme, ghosts should be scary; those that won't be mean, will be disciplined. Here, Have 1000 Casper Points to get you started.

Location

To start off roll 1d8 to determine your location or pay 50cp to choose

1. 1950's Animated Casper – Noveltoons/HarveyToons. - This is the world of the original Casper cartoons, Casper 'lives' with his three 'Uncles' the Terrible Trio; Fatso, Fusso, and Lazo pressure poor Casper into being mean when he just want's to make friends. You may be able to make friends with the family of Richie Rich while you are here.
2. 1960's New Casper Cartoon Show – Casper and his friends, the ghost horse Nightmare, and Wendy the Good Little Witch, are all somewhat ostracized by their peers as they just want to be nice. This world features many elements from classic fantasy, enchanted forests, A Toyland, even Alien visitors.
3. 1970's Casper TV Specials by Hanna-Barbera - Casper Celebrated Both Halloween and Christmas with the Hanna-Barbera Gang. Yogi Bear, Snagglepuss, Huckleberry Hound et cetra. Why not visit Jellystone park while you're here?
4. 1990's Casper Film/The Spooktacular New Adventures of Casper series - This is the only version of Casper to have a Human Life to be remembered. C. McFadden is the son of a mysterious inventor and owner of Whipstaff Manor. His Uncles, are re-named Stretch, Fatso, and Stinky in this iteration.
5. 1990's Casper A Spirited Beginning/Casper Meets Wendy - Though visually similar to the other Casper from the 90's This Casper 'lives' in an entirely different town and is a truant from Haunting School. The Manor in this berg is named Applegate Mansion. The Terrible Trio remain the same, but are no longer Casper's Uncles. One year later Casper meets Wendy.
6. 2006's Casper's Scare School - The King of the Underworld has Casper enrolled into a Scare School; It's a Middle School for Teenage Monsters... have a nice ten years.
7. 2179's Casper and the Angels - Casper the Friendly Ghost is a guardian angel to two female motorcycle space officers named Mini, and Maxi in the year 2179. They are joined by a rambunctious ghost named Hairy Scare.
8. Free Choice

Age and Gender

You may keep the same age and gender you were at the end of your last Jump. To change your age, if you wish, you may roll 1d6+6 for Ghost or Witch or 1d12 + 20 for Fleshie. If you choose Witch as your background you will be female for the duration of this jump regardless of your previous gender.

Background

Choose from three backgrounds, Ghost, Witch, or Fleshie.

Ghosts are the stars of the Casper Universe. And now you are one of them. Upon arriving in the Casper Jump, you discover that you are quite dead... but not gone! Spend the next ten years 'living' as a ghost, or see if you can be brought to life somehow. Most ghosts spend their time scaring Humans. Many of them hate humans and call them a variety of epithets, such as Bone Bag, Meat Sack, and of

course Fleshie. Ghosts have the ability to move themselves by will alone, and only interact with the physical environment when exerting their will. This gives them the appearance of Flight. They are intangible unless they make themselves more solid to pick up objects. For the most part they can only interact with inanimate matter. Older ghosts can use their ability to exert their will upon the world to cause area of effect telekinesis, even going so far as to affect the weather. Shape shifting, Illusions, making yourself visible or invisible to fleshies, eventually even learning to possess the living, it may take more than ten years to get a handle on these powers. Some ghosts don't learn it all for centuries!

Witches, whether young or old are female. If you want to be a Warlock or Wizard, this isn't the Jump for you. You have trained for years to use the power within you and are ready to strike out on your own. Young witches are indistinguishable from little girls (unless they are flying around on their broomsticks) Witches dislike normal humans and dislike Ghosts as well. Like ghosts they spend an inordinate time plotting and planning to do mischief to normal humans. Not to kill, but to scare or ward off from areas like the Enchanted Forest. Witches, in most iterations of Casper, have a terrible time sleeping as they age, and insomnia causes their skin to turn green. Witches, regardless of age, have a large assortment of spells and brews available to them.

Fleshie Don't want to be a part of Casper's Magical World? Well drop in as you are I suppose. You appear near the action, in either your base form, or the form you were in at the end of your last jump. But whatever form you are in, you start off human. If your base body-mod has you set to Furrie, and you choose 1970's you can of course be an anthropomorphic animal in the Zoo or Jellystone park instead of human to start.

Perks

Discounts are 50% of listed price for the matching background, 50cp perks are free to their origin.

Ghost	Witch	Fleshie
Haunting 101 50cp Ghosts have several innate abilities in the Casper Universes. They can become invisible at will. Carry objects in their hands or wear them. Fly. Pass through solid objects, though they cannot phase objects they carry with them. Shape shift to appear more or less defined. With or without legs, as other creatures, etc. All of this requires a bit of practice for the newly deceased, but you start out knowing how to do all this.	**Black Magic Woman 50cp** You have years of experience as a magic user of this world. You can Fly on a Broom with ease, brew a mean witches brew (or a nice one if you prefer) cast spells, hexes, curses and charms for matter transmutation, control of the elements of nature, energy projection etc. You can also detect ghosts even when they are invisible! Of course most ghosts dislike witches even more than they dislike regular mortals.	**Afterlife Therapist 50cp** Exorcism is a bit harsh for ghosts that just want to move on, so why not give them a hand wrapping up their unfinished business? Who knows, you may be able to help them cross over? Of course, many ghosts don't remember what it is they left unfinished and a few wouldn't cross over if you paid them! Still, this perk makes you good at helping people get past traumatic events (Like dying) and move on with their (un)lives with a more positive outlook.
Unfinished Business 100cp Ghosts remain in this realm due to unfinished business, and now so will you. Going forward, in the event of your death you may instead choose to remain as a ghost so long as you have tasks left undone. As a ghost you are not alive, but as you are not quite 'dead and gone' being a ghost does not count as ending your chain. Unless otherwise specified becoming a ghost is not a Jump loss condition. If you remain a ghost at the end of the jump but have otherwise succeeded in the Jump's challenge you will be restored to life by Jump-Chan.	**Improv Magic 100cp** Being a witch is all well and good, but most witches need time and specific tools or ingredients to work their craft. Not you. Your friends are flying about playing baseball in the skies and you stuck without a broom? Never fear, just grab any old floor cleaning device, be it a mop or vacuum cleaner, it'll fly. When performing any 'witchcraft' or magic that calls for specific ingredients, you may easily come up with a viable substitution to modify the spell or recipe on the fly.	**Parapsychologist 100cp** You have the know-how and the skills! You have been trained by the greatest minds in the field... of hack science. Still, in a world where Ghosts are a real observable phenomenon, surely the Psychologists and Parapsychologists aren't just full of hot air? Right? Whether it is using modern Ghost Hunting tech like EMF detectors and IR cameras or just a good old fashioned Seance, you know what you're doing. You have the equivalent training of a Masters in Psychology and Parapsychology from one of the Big Universities, and the Diploma to go with it.

Friends on the Other-Side 200cp Worried about your friends? Well never fear, normally when a companion 'dies' in a jump they re-spawn safely in the warehouse. But that is only good for companions. With this perk, your friends will upon death be offered the choice to stay in the mortal realm as a ghost. Who knows, you might even find a way to bring them back?	**It's not easy being green... 200cp** So don't. Witches in the Casper world have it bad, as they age they tend to become meaner and spend even more time scaring and pranking people, So much so that they never get a good nights sleep... All that lost sleep has them looking green. That won't be a problem for you. Much like the famous Dorian Grey, the trials and tribulations of your lifestyle will not be reflected in your visage.	**G-G-G-G-Ghost! 200cp** Not very brave are you? Ah well, fortunately this is a cartoon physics kind of world, and despite your flesh and blood origins, you are susceptible to cartoon physics as well. You can jump into the air and hang briefly while screaming, run across the water, separate into flesh, bone and spirit before merging back together to run away... but only when it's funny. Any sight gag you have seen from classic cartoons can be yours, just remember when you walk off a cliff, don't look down.
The Casper Formula 400cp Bad first impression? No worries, just put in a bit of effort to really help someone you've scared or offended upon first meeting and they will soon come around. Why if you were to save someones life, they might even become your best friend, even if they did run screaming the first time they saw you.	**The Duff Effect 400cp** An Oracle has called you the most powerful witch of the age. Your 'power' is quite literally friendship. Friendship is truly magic, and you've got it in spades. You can befriend the most reticent of people with a little effort. Even those who would be your natural enemies. You also tend to exert peer pressure upon groups you are a member of rather than falling to pressure yourself. Your continued presence causes your associates to become more like yourself in attitude and behavior.	**The Sardouchi Syndrome 400cp** You may have never done an exorcism before, but you read about it and talked to a guy, and are quite sure you can do it. *No Problem*, piece of cake, piece of crumbly cake. Like Father Guido Sardouchi you can, with a little study, become quite good at esoteric skills without practice or experience, just read a bit and ask a few questions of those who know and you too will soon be performing feats that would take others years to master.
Old Soul 600cp Most Ghosts take years to be able to do things like possess the living, ranged telekinesis, and realistic illusions effectively. You on the other hand seem to have a knack for ghostly powers. Your speed, control and range are far in excess of what could be expected for any powers you have based around Flying, Telekinesis, shape-shifting, and crafting Illusions.	**Alignment Shift 600cp** You are good at spells and potions, so good that you can craft a spell or brew a potion that can permanently affect the alignment of your target. You can turn evil doers good and goody two shoes bad. The effect takes a few minutes to kick in, but it is permanent unless reversed. A neutral sadly remains neutral... Their hearts are just too full of neutrality to suborn.	**Inventor 600cp** Rube Goldberg contraptions to wake you up in the morning? Check! Steampunk apparatus to re-embody the deceased? Check! Elusive Elixir's that hold the very essence of the original primordial soup? Could be! You are an inventor that is unmatched in your chosen field. Your style tends toward Victorian and Steampunk, but the effects of the devices you create would baffle Geordie LaForge. It may take years, and they may call you crazy, but you'll show them all!

Items

Items are discounted to their origin. 100Cp items are free to their orign.

Ghost	Witch	Fleshie
Fright School Diploma – 100cp You *have* attended Fright School successfully right? Well, anyway you have received this shiny certificate. Now you won't be forced to be a Student Ghost again! Simply having this hanging in your home or warehouse, or keeping it on your person makes you much more likely to succeed when trying to frighten people away!	**Broomstick – 100cp** This enchanted broomstick is the ultimate in witches comfort. Appearing like a simple kitchen broom, this masterpiece can out-fly just about anything in the sky. It's magic makes it turn on a dime, stop and accelerate unbelievably quickly, and its safety and comfort charms keep you in the seat and feeling fine no matter what g-forces you're pulling or what the weather. It is mostly indestructible, but should it be destroyed will reappear in your warehouse the next day. You may import other brooms or vehicles to get the benefits of this perk, but while they are here, they will be brooms.	**Ghost Hunters Kit – 100cp** Where's the EMF detector when you need one! In your toolkit of course. You have a selection of ghost detecting, and analyzing tools in a handy carrying case. It includes, a Ray Stanz approved PKE meter, an Exorcism kit, including a blessed sliver cross, communion wafers and holy water that refills daily as well as a handy liturgical text. It also includes AV equipment that will allow you to capture ghosts on film, or digital, even in pitch black rooms! Also included is a Signed copy of Dr. James Harvey's guide to helping spirits Cross Over.

Casper's Treasure – 200cp Casper McFadden had a treasure chest hidden in the vault of Whipstaff Manor. For 200cp, a copy of that chest and it's contents can be yours.	**Wendy's Wand – 200cp** This wand looks like something a stage magician would use, black shaft with a white tip, it is indestructible, always returns to it's owner, and amplifies any spells cast with it considerably. You may, if you choose, import any foci or handheld weapon you already own to merge with this item. It will be a wand for the duration of this jump, but afterwords it will be able to take either form.	**Captain Billy's Treasure – 200cp** Billy's brothers wouldn't let him play pirates... too bad for them, he had a real treasure map! You have a copy of Captain Billy's treasure Map... Once per jump it will direct you to a Sunken treasure in a body of water near you. The value of the treasure will be equivalent to a fully loaded chest of gold from a sunken Spanish galleon. The providence of the treasure will never be questioned. Everyone will always accept it as rightfully yours.
Lazarus Formula – 400cp This handwritten notebook contains the chemical formula and instructions to make single use bottles of Primordial Soup Elixir. When used in conjunction with something akin to the Lazarus machine, it can revive even the long dead. By itself, it can be used as the material components for high level resurrection spells. It takes three years to brew. Though it only occasionally needs to be checked. For an additional 100cp you may, in addition to the notebook, get three bottles of the formula delivered to your warehouse once per jump, then every ten years after spark	**White Spell Book – 400cp** The Problem with being a 'Good Little Witch' is that, for the most part witches in this world only use 'black magic' spells. Wendy however was able to turn many of these on their ear and find good uses for them, even going so far as to make a 'good witch brew'. This spellbook contains her collected notes and ideas for good magic. It will update to include counters and inverted spells for any magic system you know or learn.	**Lazarus Machine – 400cp** After his son's tragic death of pneumonia, the inventor Mr. McFadden became obsessed with inventing a way to bring the ghost of his boy back to life. Years went by, millions were spent in development, all the while he would always take time to play catch with his ghostly son. The fruits of his labor are now yours. An exact duplicate of the original machine in working order will appear in your warehouse. You may instead have it appear in a new basement room of any house you own. You also get the detailed plans on how he did it, and could probably build a second one yourself!
Whipstaff Manor – 600cp This stately manor home is filled with secrets just waiting to be discovered. Built by the eccentric inventor Mr. McFadden it was the location of the events from the 1995 film Casper. For 600cp a copy of this home and it's estate will accompany you on your journey. Ghostly Trio Not Included.	**Little Red Robe – 600cp** This hooded robe is all the rage! It's hem almost drags the ground and it's sleeves swallow up your arms, while it's hood leaves barely any of your face visible... and such a stylish color. The Robe can change to suit any style or form of clothing you want with a thought. From a bracelet to a ninja outfit in any color under the sun. The only limits are your imagination. And it's cloth, so no armor. Though it is heavily enchanted for wear and tear as well as comfort and climate control, it won't stop arrows much less bullets. You may import an article of clothing to gain the properties of the robe.	**Space Cycle – 600cp** Wow! This thing really gets going. This motorcycle style two passenger spaceship can make it to nearly anywhere in the solar system in nothing flat. Exactly like the ones driven by Mini and Maxi, you can have the paint job done up any way you like. Can also appear to be a standard earthbound motorbike when it really needs to. Never needs fuel, and can be as quiet or as loud as any motorbike out there. Can import existing vehicle. Will reappear in the warehouse if lost or stolen...

Undiscounted Items

50cp - **Complete Collected Vintage Harvey Comics -** in Mint Condition, these comics are quite a bit more durable than the original print run. Though the look and feel exactly like the originals, they have been preserved such that they will never fade, tear, or stain from handling. Even creases and folds will flatten out once the issue is set down.

100cp - **Complete Film/Animation of Casper the Friendly Ghost** – Every short film, every TV series, Every feature, collected in your preferred media: VHS, DVD, Blue-ray, or even Laserdisc! Comes with copies in theatrical film with a Projector and Screen as well.

Drawbacks

Drawback limit 800cp. Companions may not take drawbacks

+100cp Roomie. - You are required, by magically reinforced contract to spend the next ten years living with ghosts, witches, or fleshies, whichever you are not. You must spend at least twelve hours a day in the same house with your hated rival, or being haunted/scared/cursed, by your unwelcome room mates.

+100cp The Ghostly Trio. The trio is in town, and they have heard all about you. Someone let them know if they managed to make you miserable enough to get the attention of the king of the underworld, that they would get a reward like no other.

+200 Live and Let Die – Yeah, you won't be bringing anyone back to life in this jump... and don't die either or cross over if you are a ghost. With this drawback, for the duration of the jump, death is not reversible, and should your companions die, they will not re-spawn until the jump is over. If you are a ghost, you will find it much harder to remain on the mortal plane, and if you cross over to the afterlife, willingly or not, your jump ends here.

+200 Gruesome Visage (Ghost and Witch Only) – No matter what form of shape-shifting you attempt, this Drawback mars your form. Whether it is being nearly headless, or sawn in half, eaten by a shark, or just having a chicken bone caught in your throat, your appearance is sure to be horribly upsetting to any living creature if a Ghost. If a Witch, your appearance is such that small children and pets will cry upon seeing your face! You might not frighten away other witches, but no one will want to spend time with someone so unpleasant to look upon (They might just be jealous of your extensive collection of warts!). Good luck making any friends here!

+200 Witches Three The evil versions of Wendy's aunts have heard about you and they didn't like what they heard. For the next ten years they will be doing their best to kill or convert you to their way of thinking. Should you fall under their sway and commit yourself to evil, your chain ends here.

+**400 Phasmophobia** The overwhelming fear of Ghosts... you sure you want to do that to yourself? Take this and you definitely won't be friends with our neighborhood Friendly Ghost, you won't be able to keep it together in the same room with him. Hope you aren't a ghost yourself, then you'd really need those anti-anxiety pills that ghosts can't take.

+400 Mean Pills Casper and Wendy have been dosed with 'mean pills' these pills made Casper into a little hellion so bad the Trio couldn't stand him, and Wendy, well, lets just say that the witches three didn't like their little cook and housekeeper turning the tables on them. These angry, uncaring and vindictive versions of the two nicest characters in the Harvey Universe are around to stay, for the next ten years. They are immune to Alignment Shift and the 'mean pills' formula is not included in Wendy's book of White Magic.

Companions

A friend in deed – 50cp You import one of your companions! They receive a background of their choice and 600cp for Perks and Items.

The Gangs all Here! - 200cp You may import up to eight companions. Each of them gets 600cp and their choice of background.

Ferdie The Fox – 50cp Ferdie was one of Casper's earliest friends. Sadly the young fox kit suffered a bad end. But all is not lost for Ferdie came back as a ghost as so many do in this world. For 50cp Ferdie's ghost will be curious and inclined to get to know you, you may be able to convince him to go along with you when you leave!

James Harvey – 50cp *Will only join you if Kat has agreed to become a companion.* James is both a Parapsychologist and an Afterlife Therapist. He has devoted his life to understanding the supernatural and would jump at the chance to join the chain as long as his daughter is along for the ride.

Kat Harvey – 100cp Discounted if also recruiting James Harvey. Kat is aware of the supernatural.

She used to be a skeptic, but recent events have left her wanting to know more. She could be persuaded to join you on your journey, especially if you have a way to restore her friend Casper to Life.
Nightmare the Ghost Horse – 100cp This friendly Pooka with the puffy mane could perhaps be persuaded to join you. But don't expect to treat them like a simple steed, Nightmare has amazing abilities and a fierce intelligence compared to a normal fleshie horse, and they know it.
Wendy the Good Little Witch – 100cp For 100cp Wendy could be persuaded to leave her three guardians. Depending on which witch is which they may be more or less harmless or quite evil. Wendy however is consistently a shining soul brightening the lives of those she touches. She has all of the Witch perks and items..
Casper the Friendly Ghost – 200 Discounted if you have taken Wendy *or* Kat. Will not join you with the Trio. Casper is as friendly as his name and would be happy to join you in exploring the multiverse. But, he will only go with you if you aren't taking his 'guardians' the trio. You may also recruit Casper for free if you both recruit Wendy *or* Kat, and return him to life before the end of the Jump.
The Ghostly Trio – 300cp Really? The Trio? For 300cp they will gladly join you to get the chance to explore the chain. I hope you don't like planning strategies for dealing with your opponents, because they will bumble their way through everything... Even after being given new bodies, they prefer to remain ghosts (except when eating) and will spend all of their time causing chaos both for your enemies and your allies. They have all the usual Ghostly powers and are Old Souls.

The End?

Crossing Over – Your journey ends here. You choose to return home to your original world keeping all the powers and abilities you have acquired.
Unfinished Business – You have Unfinished Business! The next Jump is calling your name and you are going to answer!
A Haunt of your own – A friendly world, with cartoon-ish characters, many of which have become friends of yours. Why not stay with us they asked? Why not indeed. Your jump ends here, you settle down in this world, keeping all your powers and abilities.

Notes

- Ghosts may, once this jump is complete, consider the Ghost Form as an Alt form and may 'go ghost' at will. If you are forced to 'go ghost' due to physical trauma or injury you will not be able to become 'alive' again without first using resurrection magic or the Lazarus machine.
- Ghostly powers of flight, telekinesis, and shape-shifting are available regardless of current form. Phasing through objects and possessing the living require you to be either in a ghost form or in a form that is intangible.
- The Lazarus machine will only restore to life spirits that have manifested as ghosts. Each use of the machine consumes one bottle of the Primordial Elixir.
- Ghosts restored to 'Fleshie' status may retain some of their powers if they had the chance to master them. Old Souls like Casper and the Trio are much more likely to retain the basic powers barring things requiring them to be intangible. The recently deceased, having not mastered their powers will find themselves strictly human.