
CASPER

Casper (1995)

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In this world, when one dies without proper resolution, with 'unfinished business', they become ghosts. One ghost, Casper, is desperate for a friend, receiving little other than abuse from his uncles, Stinkie, Stretch, and Fatso: The Ghostly Trio. Should events proceed as normal, Casper's haunt, Whipstaff Manor, will fall under the ownership of one Carrigan Crittenden. Believing the manor to house a secret treasure, Carrigan will set in motion a course of events that may yet lead Casper to finding a true friend.

You arrive in this world about an hour before Nicky and Andreas, two young boys, break into Whipstaff Manor on a dare. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a ghost. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human, often referred to as fleshies or bonebags by mean-spirited ghosts like the Ghostly Trio.

[600cp] Ghost

You are a spirit without proper resolution, with 'unfinished business'. You are somewhat transparent, with either a pale white or blue 'skin' colour. Instead of legs, your body ends in a ghostly tail.

As a ghost, you have access to various ghostly powers. You can fly, go through walls, become invisible, and more. If your body is completely destroyed, somehow, it will count as death for the purposes of chain failure.

During this jump, if you state that you have no unfinished business, or something else to that effect, you will ‘cross over’, which will count as death for purposes of chain failure. This occurs whether or not you mean it. Post-jump, this weakness will be removed.

See the notes section for a more detailed explanation of ghosts, their strengths, and their weaknesses.

-Background-

You must choose one of the two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Friendly

All you want is a friend! Whether you are constantly moving away from people, or people are constantly moving away from you, now might finally be the time for you to find one.

Mean

When someone thinks of ‘mean-spirited’, yours is the face that comes to mind. Whether you prefer to exploit others for your own personal gain, or simply for your own amusement, you certainly are a mean one.

-Location-

You may choose to begin anywhere within Friendship, Maine, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Friendly Perks

[100cp, Free for Friendly] Good Idea, Don't Be Afraid

You are noticeably more courageous than the average person. Whilst this does not prevent you from experiencing fear, it does allow you a far easier time acting in spite of it. With this perk, one who fled at the mere sight of a ghost would be able to muster up the courage to face them properly, only a few minutes later.

[100cp, Free for Friendly] Cute As A Button

You're adorable, Jumper! You have large, expressive eyes that give you an impression of both cuteness and innocence.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature.

[200cp, Discounted for Friendly] Therapist To The Dead

You have been trained as a fully licensed therapist. Whether it's for the depressed, the anxious, the lonely, or those who just need someone to talk to, you have a good sense of how to approach their problems, and are a great listener. Of course, therapy is far from an exact science, and getting results out of those who don't want to be helped is another story entirely.

[200cp, Discounted for Friendly] You're So Cold!

When people are faced with the unknown, they are quick to hate or to fear. Not so with you. After the initial shock of discovering a strange form or power you possess, people around you will quickly come to accept it, and not judge you poorly simply for being a bit different. However, this perk will fail to work on a person if the form or powers in question are something that that person would genuinely find objectionable, beyond merely being an oddity.

[400cp, Discounted for Friendly] Can I Keep You?

There's something about you that is inherently likeable to ghosts and similar creatures. Even those ghosts that have some kind of inherent prejudice against you or your kind will warm up to you, if you can put up with them over a period of a few weeks. However, this perk will not apply to specific ghosts (or similar creatures) that you directly act against.

[400cp, Discounted for Friendly] I Remember!

Memory loss seems to be a serious problem around these parts. Not for you, though! Upon purchase of this perk, you receive a perfect, eidetic memory, along with the required mental capacity to handle it. You won't be forgetting that which is most important to you.

[600cp, Discounted for Friendly] A Holy Mess

Once every thirty days, you can use one of the following abilities:

- By filling out an impressive amount of paperwork, you may arrange for a deceased being to meet you, and stick around for a period of six hours. You will be able to retrieve them from most systems of afterlife, including non-existence. You will not be able to retrieve them in the event they have already been reincarnated. Beings without a form will be granted a temporary one during their brief stay, but beings with an existing 'post-life' form (such as ghosts or angels) will remain unchanged. This temporary retrieval will be considered legitimate to all involved parties, though if you attempt to exploit it to bring the deceased being back more permanently, you may draw the ire of those responsible for the afterlife of the world you are currently in. Retrieved beings are no more inclined to help you than they otherwise would be.
- You may temporarily return a ghost, or similar creature, to a living state and physical body. This lasts for a period of six hours. Ghosts restored to life will generally appear as they did back when they were alive. They will retain any supernatural powers they possessed, except those which were dependant on their form (for example Casper style ghosts could still fly, but would no longer be able to possess others, or fly through walls). At the end of the six-hour period, they will return to their prior state, and regain any supernatural abilities they had lost.

Mean Perks

[100cp, Free for Mean] Evil Cackle

What fun at others' expense is complete without a nice cackle to go along with it? And now, you are capable of performing a truly wicked cackle of your own. It can even get surprisingly loud if you wanted, though you will not be able to raise the volume to a level where it would harm an ordinary human.

[100cp, Free for Mean] Ta-Da!

You have a great sense of timing, especially when it comes to popping out of nowhere and surprising or scaring someone. A perfect tool for the aspiring prankster.

[200cp, Discounted for Mean] And To The Save The Dolphins Foundation…

You have been trained as a lawyer, and have a natural aptitude for the profession. Your specialty lies in estate planning. You most certainly know your way around a will. Someone like you can surely put this to good use.

[200cp, Discounted for Mean] Fear Overload

With this perk, when you properly scare someone, you can (at your discretion) guarantee that their reaction is to faint. Perhaps you will use this to minimise the negative effects of a botched first impression? Or, you can always use this pause in the action to set up for your next scare…

[400cp, Discounted for Mean] Manipulator

You have a great talent for social manipulation. With it, you could easily set yourself up as a queen bee of a high school you are attending. You could also use it to weasel your way into the will of a dying man, even if he knew what you were up to.

[400cp, Discounted for Mean] Tolerance

Whenever you harass or bully someone, and they fail to challenge and/or resist you, they will slowly build up a tolerance for your poor behaviour. One or two times would have no effect, but weeks of constant harassment would build up to the full effect. This would not make the target like the harassment, but they will usually ignore it, put up with it, or make excuses for it. It would also make the target ignore the poor behaviour when it came to forming their opinion of you; if they otherwise liked you, they might even end up considering you a great friend (who just happens to bully them sometimes). Being left alone for a few days, or a consistent period of challenging or resisting the behaviour will reset their developing tolerance of your behaviour. Once you have produced the full effect however, the tolerance is pretty much 'locked in', barring factors such as mind control or supernatural levels of persuasion.

[600cp, Discounted for Mean] The Bitch Is Back!

Once per jump, you can use one of the following abilities:

- When someone in your immediate vicinity dies, including yourself, you may activate this power. The deceased individual will revive immediately, in the same form they were in prior to death. However, the individual will be restored to perfect health if they were less than that. Being revived in this manner will prevent the usual chain-failure that occurs due to death from happening.
- When someone in your immediate vicinity dies, including yourself, you may activate this power. The deceased individual will reappear in a few moments, having become a Casper (1995) style ghost. Being revived in this manner will prevent the usual chain-failure that occurs due to death from happening. As with the Ghost option offered in this document, they are at risk of crossing over, during this jump only. While the individual will gain ghostly powers, these are limited to their time in this form. The individual will be stuck in their new

ghost form. There are two ways to leave this form. Firstly, for jumper and their companions only, they will automatically revert to their prior form at the end of the jump in which they received this ghost form. This method will disappear post-chain, but will automatically occur during the chain, whether or not it is desired. Being reverted back in this manner will completely remove the ghost form, as well as the associated powers gained along with the form. Secondly, they must be restored to life. Whether they retain the ghost form and associated powers will depend on the manner in which they are restored to life.

Post chain, this perk operates on a cooldown of ten years.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Film and TV Series

A copy of the 1995 Casper film, as well as the The Spooktacular New Adventures of Casper television series, on your preferred form of physical media. Maybe you're after some spoilers, or ideas for the use of any ghostly powers you possess?

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Casper Memorabilia

A collection of toys and other collectibles relating to the 1995 Casper film, as well as the The Spooktacular New Adventures of Casper television series. Ideal for entertaining small children.

Should any of the memorabilia be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Casper Cartoon Collection

A complete collection of every official Casper cartoon released prior to 1995, on your preferred form of physical media. Strangely, these cartoons seem to exist in this world, but are ignored by this world's version of the characters.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Frankenstein

A copy of the novel Frankenstein, by Mary Shelley. Perhaps it will serve as a warning on the dangers of playing God? If you prefer, your copy may be hollowed out, allowing valuables to be hidden inside. Or, it may be hollowed out with a portion of the back cover removed, allowing it to be used to hide switches and the like.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Starting Funds

Whether you need it to bankroll a wicked scheme, or you just want to cover the basics, each purchase of this item will give you a flat, one-time payment of $5,000 USD.

[100cp] Etched Bed

A large bed, in a design of your preference, that is extremely comfortable to both ghosts and humans alike. Etched into the headboard is your name, though it can instead be something else if you prefer.

The bedding is immune to stains and tears, is self-cleaning, and the bed will be made whenever you come back to it. If you are the spooky type, the bed can automatically decorate itself with cobwebs. With a thought, you can change the bed between this 'spooky' state and a normal state. Everything really is taken care of for you!

Should your bed be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Party Dress

This set of attire is well-made, and strikes a good balance between being formalwear, but not being unsuitable for more casual events. It is somehow suitable for both formal occasions, and also high school parties. The attire will never stain or tear, and is self-cleaning. Even the passage of decades would not make this attire any less suitable to wear.

Should this set of clothing be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] GIMME MY MEAL!

Okay, okay, it's right in here. This wooden pantry is full of an infinite supply of dessert. Basically, anything that would be considered a dessert food by the standards of 1995 United States of America can be found in here. Simply reach in, with your desired food in mind, and you'll be able to pull out a serving of it. If you don't have a particular food in mind, or what you are imagining is not a valid choice, you will retrieve a random choice of dessert, weighted toward your preferences. Alternatively, if you are a ghost, you can fly in, and come out with what you want moments later. The food in the pantry will be perfectly preserved, so you don't have to worry about it going bad,

and will be kept at an ideal temperature. The pantry will reject any attempt to store additional items inside it, automatically ejecting those items when you try to close it.

Should the pantry be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp] My Treasure!

This heavy wooden chest holds a very special treasure. Inside is a piece of sporting equipment, such as a baseball or a boxing glove, or what have you. This piece of sporting equipment has been signed by any single professional athlete of your choosing, as long as they played at a professional level prior to the year 1995. This combination is something that must make sense, for example if a particular piece of gear was made in 1990, it can't have been signed by someone who passed away in the 80s. The piece of equipment will be well preserved, but will appear aged to the degree necessary to maintain verisimilitude. The signature may be general, or personalised.

Should your treasure be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, it will not be replaced if given away or sold.

[200cp] What the Hell Is That Thing?!

This is a modern vacuum cleaner, by the standards of 1995 United States of America. It must be plugged into an electrical outlet to function properly.

In addition to its normal use as a vacuum cleaner, it is particularly effective against ghosts and similar creatures. When pointed at them, and turned on, it will quickly and easily suck these creatures into the vacuum bag, regardless how much they try to struggle against it. Once inside, they will remain trapped inside the bag. Even intangibility will fail to work. There is no limit to the number of ghosts that can be trapped at once, but with three or more trapped it will become uncomfortably cramped for them. After a period of ten hours, a trapped ghost will finally be able to escape. You may manually release ghosts early, but doing so will allow all trapped ghosts to be freed at the same time.

Should the vacuum cleaner be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] A Nice Car

You have a brand-new 1995 model Land-Rover Range Rover, in your choice of either black or grey. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Sweaty Male Construction Types

Something standing in your way? This purchase gives you access to a crew of twenty or so able-bodied men. They have access to various construction and demolition equipment, including bulldozers and wrecking balls.

After giving them a call, they will arrive the following day, to perform any legal construction or demolition-based work you ask of them. They are well-paid (covered by the purchase of this item), and happy to work for you. However, they are easily scared off by ghosts or similar creatures. Once scared off by these creatures, they will refuse to return to the same worksite, but will still take work from you elsewhere.

In each future world you visit, you will have access to a similar group of men. The equipment they have access to will depend on what is commonly available for that type of work in those worlds.

[600cp] Jumper Manor

A near identical manor to Whipstaff. It is missing the Lazarus (and related materials), as well as the treasure kept hidden in the underground vault of the original, but is otherwise a faithful replica. All bills associated with the manor will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

You may decide whether (unlike the original) the manor has been cleaned and kept in good condition or, if you're the spooky sort, the manor appears to be run down, and is full of dust and cobwebs. With but a thought, you can change the manor between these two states. In either case, the manor takes care of itself, and does not need to be deliberately cleaned or kept dusty to maintain either of these states. Your inactive companions will even be able to stay here, provided they remain inside the building.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the manor be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] The Lazarus

A strange bathysphere-like device, suspended over a pool of water, which is capable of bringing the dead back to life. It can be located on a property you possess, or in a laboratory which is attached to your Warehouse.

In order to use the Lazarus, you must have a being that is a ghost, or ghost-like; that is, they are a being that is capable of thought, but are either technically not 'alive', or lack a physical body. A lifeless corpse would not work. This being must be placed inside the bathysphere. Then, using a nearby console, you lower the bathysphere into the water. After a few minutes, the bathysphere returns to surface, and the being is let out of the bathysphere, revived.

The revival works as follows. The being in question is returned to a living state. If the being lacked a physical body, they are granted a new one. This body is either the same as their old one (if they had one prior to losing it/their death), or it is a human form that is the closest approximation of them as a human (if they never possessed a physical form). In the specific case of Casper style ghosts, not only are they returned to human, but will also retain their ghost form, which will be treated as an alt-form which they can switch to and from at will.

In order to use the Lazarus, you must also provide it with fuel. This fuel is a strange red liquid, and to begin with you will receive just one bottle of it, allowing for but a single use. At the start of each new jump, you will receive an additional bottle of fuel. Post-chain, you will receive a new bottle of fuel every ten years.

You also receive an old book, filled with poorly written notes. If you are able to decipher the notes, you will learn the formula for creating more fuel, using ingredients easily found on Earth.

Should the Lazarus be destroyed, a replacement will appear in a location controlled by you after 24 hours. Should the old book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in the 1995 Casper Film (or The Spooktacular New Adventure of Casper television series, if you took the Spooktacular! toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

[100cp] The Ghostly Trio

Should you wish to take Stinkie, Stretch, and Fatso all along with you, here is a special offer. Recruiting the Ghostly Trio through this option will allow you to choose whether each member takes up a separate companion slot, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

[50cp] Ghost Bitch

This ghost lady is selfish, arrogant, and greedy. She became a ghost after an ill-fated attempt to steal a fortune. However, she is quite content to remain a ghost, enjoying her newfound powers and eternal 'life'. She has learnt of your nature as a Jumper, and is eager to join you on your journey. For some reason, whether it is a sense of 'kinship', the promise of even greater rewards down the line, or something else entirely, you can be assured that she will remain loyal to you – but she has no problem betraying everyone else if it is to her benefit.

[100cp] A Trio of Ghosts

A group of three ghosts, who are interested in following you on your journey. They share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

These ghosts enjoy scaring the living above all else. If you are a fellow ghost, they will gladly let you join in on their fun. If you are human, they have a strange fondness for you. Whilst they will still enjoy scaring or pranking you, they have a good sense for what you are comfortable with, and will not go beyond that point.

At your discretion, you may elect for one of the three ghosts to have Stinkie's Halitosis power (see the notes section for details). This decision is made upon purchase of this companion option.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Spooktacular!

By taking this toggle, The Spooktacular New Adventures of Casper television series is made canon to this setting. Should events proceed as normal, Dr. Harvey and Kat will continue to stay at Whipstaff Manor, and various other ghosts will appear.

[**0cp] Who You Gonna Call?**

By taking this toggle, the cameo appearance of Ray Stantz is more than just a cameo; this world also incorporates the Ghostbusters setting. The events of the two films will have occurred more than five years prior to your arrival in this world, but the Ghostbusters team still exists in some form.

[+100cp] You Smell Something?

You stink, Jumper! You have an intensely strong body odour, as well as a foul breath. Nothing can be done to remove either. It will be difficult to make friends like this. Fortunately, you are immune to the effects of this foul smell, as is Stinkie, and anyone else with this drawback. It will simply go unnoticed by you.

If you purchased the Ghost species, taking this drawback will give you access to Stinkie's Halitosis power (see the notes section for details). You will retain this power even after this drawback expires.

Imported and Created Companions may also take this drawback if they like, but receive no points for it.

[+100cp] You Look Like Oprah On Hiatus

You're fat, Jumper! In addition to being morbidly obese, you also have a greatly increased appetite. Although the appetite can be fought against or suppressed, no amount or exercise will cause you to lose weight. Nothing else will either; even those with shapeshifting powers are limited to similarly fat forms.

If you purchased the Ghost species, you will find it much harder to possess the living. Your target would have to be unconscious or willing to let you in, in order for you to wiggle and squirm your way down their throat.

[+200cp] Harmless

During your stay in this world, you will be unable to cause physical harm to others, be it directly (such as by punching them), or indirectly (such as by pushing them off a tall place, or throwing something at them). Hopefully you won't be needing to.

[+200cp] Unpopular

Friendship is not quite the friendly place, after all. By taking this drawback, you will ensure that you will be unable to form true friendships during your stay in this world. At most, expect others to be ambivalent towards you, and to quickly come to dislike you for trivial reasons. Fortunately, this will not affect existing companions' relationships with you.

[+300cp] Forgetful

Like many of the Ghosts in this world, you have serious memory issues. You will regularly forget things unrelated to your immediate concerns. Memories that do not come from this world (including meta-knowledge of this setting, as well as this jump document) are particularly vulnerable. You will also forget having taken this drawback. Hope you don't forget anything truly important!

[+300cp] Ghostly Quartet

The Ghostly Trio *really* likes you. So much so that they have decided that you ought to become a permanent addition to their little group. If you chose to be a Human, the Ghostly Trio will succeed if you die even a single time during the jump. If you chose to be a Ghost, the Ghostly Trio will succeed if at any point during the jump, you make a statement to the effect of 'scaring fleshies is the best' (whether or not you mean it).

If the Ghostly Trio succeed, chain failure will be the least of your worries. You will become a ghost, if you weren't one already, and permanently lose all out of jump powers, perks, and items. Your companions (other than the Ghostly Trio, if you purchased them here) will also be permanently lost to you. You will enjoy scaring fleshies above all else, become intensely loyal to the Trio, and will forget anything that would lead you to deviate from either of these positions. You will remain in this world with the Ghostly Trio, now collectively calling yourselves the Ghostly Quartet.

If you purchased the Ghostly Trio as companions, and manage to make it through this jump successfully, the Trio will retain their fondness for you, but will no longer try to force you into their group against your will.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Unfinished Business: You choose to remain in this world. Your chain ends here. Should you be a ghost, you may choose to cross over into the afterlife, or return to this setting's Earth as a ghost whenever you like.

Lucky Enough To Be A Jumper: You choose to continue your chain. Proceed to the next jump.

I Have Everything: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Ghost Information

General Ghost Attributes

Ghosts possess large expressive eyes, their 'skin' is in a tone of either white or blue, and they are somewhat transparent. Instead of legs, their lower body terminates at a single point, giving them a tail-like appendage. Ghosts may or may not possess hair, even if they did possess it when alive. They may or may not possess ghostly clothing resembling what they were wearing when they died. Ghosts are cold to the touch and do not show up in reflections, but can produce a shadow.

Ghost Powers

Ghosts have displayed the following powers:

Flight

Seemingly extremely easy for ghosts and is how they normally move around. Flight speed can be quite quick, probably somewhere between a running human, and a car at most.

Fog Creation

When pretending to bring out Amelia, Fatso was able to generate a thick fog that was initially difficult for Dr. Harvey to see through.

Intangibility

Ghosts can, at will, make all or part of their body intangible. They can use it simply, to pass through walls. A more complex use would be straining the pulp out of orange juice with his hand or storing water inside his body that he could later 'wring out' over Kat. Ghosts can even use this to pass through each other, demonstrated when Stretch put his hand through Casper's head, then reached back around and rubbed the top of Casper's head.

Invisibility

Commented on by Casper as 'an easy one'. Not entirely perfect, as their ghostly body can warp the view through them somewhat.

Noise Generation

Ghosts can make odd sounds appear nearby. For example, Stretch was able to cause a saddle to make horse noises as it moved, he was able to play Casper like an accordion, and Stinkie created loud train noises as he travelled under a carpet.

Possession

By entering a victim's body through their mouth, a ghost can gain control over their actions. This seems to have a very short maximum duration, possibly of a few minutes at most. Movement of the body is possible, as is speech. Victim seems to be aware of their actions when controlled.

During the chain, those using this power to possess another at the end of a jump will be automatically kicked out of the possession. Post-chain, this will no longer occur.

Possessing/Entering Objects

Casper was able to enter power lines to quickly travel along them. He could also enter a television on wheels, causing it to turn on and move around.

Changing Others' Bodies

Potentially requires successful possession first, as this is what occurs the time we directly see it (with Dr. Harvey). Can affect voice as well as appearance. Seems limited to mostly possible human shapes, although The Ghostly Trio was able to temporarily change Dr. Harvey into the Cryptkeeper, and (seemingly) permanently twist Father Guido Sarducci's head backwards without killing him.

Sliming

Covers the victim in an unknown slimy substance. The Ghostly Trio did this to Father Guido Sarducci.

Shape Changing

Ghosts are fairly easily able to change their form into various shapes, though it is still apparent they are a ghost-like entity. For example, Casper was able to turn himself into a 'superhero', and The Ghostly Trio took on a more 'demonic' appearance to scare Dr. Harvey. Ghosts can also transform part or all of themselves into 'mundane' objects, which somehow work even when they shouldn't. Stretch was able to create a microphone out of his hand, which he used to project his voice. Stinkie and Stretch were both able to create 'fingerguns', which they used to shoot at and destroy Dr. Harvey's framed diplomas (at a minimum this was able to smash the glass on the frame). This power can also be used to radically grow or shrink in size. Casper was able to become small enough to dance with a ballerina toy, able to fit in the palm of a normal person's hand. Carrigan was able to grow many times in size.

Super Strength

Ghosts are capable of brief acts of super strength. Fatso was able to use his belly to knock Kat off her feet and backwards and into a nearby closet. Carrigan, as a ghost, was able to send Dibs flying out of a room and through a window with a single punch. This seems to be something that requires effort and/or concentration to pull off, as the majority of the time ghosts are shown to be fairly physically weak and easy to knock around.

Telekinesis

Ghosts have a limited form of telekinesis. Stretch was able to cause a saddle to move 'on its own', one of the Ghostly Trio was able to cause a door to warp outwardly, and they were also able to cause Dr. Harvey's coffee to change direction as he tried to pour it into a cup.

Teleportation (possibly)

When the Ghostly Trio finished possessing Dr. Harvey, they (seemingly) instantly moved positions, with Fatso hiding in a shower in the same room, and another hiding behind a door in an adjacent room. If this was teleportation, it would have to have an extremely short range.

Undeath

As they are no longer living, ghosts cannot be killed in the traditional sense. They do not require food or drink to survive, and do not visibly age.

Halitosis

Limited to Stinkie, and those with the You Smell Something? drawback.

Stinkie can breathe out a disgusting smelling green fog from his mouth. It can cause humans to fall over backwards, and even lose consciousness for a few moments due to the bad smell. Those with this power are immune to their own effects, as well as this same power used by others.

Ghost Weaknesses

Ghost have displayed the following weaknesses or limitations:

Lightweight

Ghosts are seemingly fairly light. They can easily be sucked up by vacuum cleaners. Dr, Harvey was able to catch Stretch's nose with a plunger, which caused him to be stretched out some distance, before firing off in the other direction like a rubber band. Stinkie opening up an umbrella in Fatso's mouth caused him to bounce away. Dr. Harvey hitting Stinkie with a plunger was enough to send him hurtling across the room. Casper was flattened a box of things which Kat (an ordinary human girl) was able to easily carry.

Hunger

Although ghosts do not need to eat to survive, they still feel a desire to, and can get hungry if this desire is not acted on. Consumed food will travel through the body, being churned up into an unrecognizable mess and deposited underneath the ghost in a matter of moments.

Specific anti-ghost abilities or technologies

The presence of Father Guido Sarducci indicates a strong possibility that ghosts are vulnerable to spiritual abilities designed to target ghosts, such as exorcism. The cameo of Ray Stantz indicates the possibly that the ghosts in this setting are vulnerable to technology designed to be used on ghosts from other settings, such as Ghostbuster technology.

Crossing Over

Ghosts remain on Earth due to 'unfinished business'. Should a ghost outwardly state that they have no unfinished business, even if they do not believe it or change their mind afterwards, they will also cross over into the afterlife proper. As this is strictly related to the metaphysics of this world, this weakness will be removed at the end of the jump. While inward acceptance may also potentially set this of, it is never shown in the film, and thus will not be considered to be a problem for the purposes of this jump.

Memory Loss

Ghosts find it difficult to hold on to memories that they possessed as a human. While this usually happens gradually, in some cases it can occur almost immediately. Carrigan for example, had forgotten about how to turn back into a human only moments after becoming a ghost, until she was reminded of it. Dr. Harvey completely forgot about his daughter until she was able to remind him of a promise that he had made to her. This weakness will not apply to those who purchased the Ghost species in this document.

Lack of Mental Aging

As a ghost, you will not mentally develop as a human would. Even though Casper had been a ghost for decades, he had the same amount of maturity as a child. The Ghostly Trio are perfectly content to do nothing but scare the living for eternity. This weakness will not apply to those who purchased the Ghost species in this document.

So, what exactly happens here, anyway?

Two young boys, Nicky and Andreas, break into Whipstaff Manor on a dare. They begin to argue over who should take a picture of them being there, before Casper appears, scaring them off.

We cut to Carrigan Crittenden and her assistant, Dibs, being read the will of her rich father. Carrigan is left only the deed to Whipstaff Manor, with tens of millions of dollars being instead given to

various charities. Carrigan is furious, but there is nothing she can do about it. While complaining to Dibs, she throws the deed into the fireplace. As Dibs retrieves it, he notices an odd message, alleging a treasure is hidden within the manor.

Carrigan and Dibs arrive at the manor. They meet Casper, and their shouting causes the Ghostly Trio to appear, who scare them away. They get Father Guido Sarducci to attempt an exorcism, however the Trio mess with him and he is unsuccessful. Ray Stantz (of the Ghostbusters) is also unable to get rid of the Trio.

Carrigan hires a demolition crew, stating that the ghosts can't haunt rubble. However, once again, the Trio scare off the intruder. Casper tries to get the crew from leaving, but they run from him as well. Dejected, Casper is watching TV when a news segment features Dr. James Harvey, a self-proclaimed ghost therapist, as well as his daughter Kat (who Casper forms a crush on). In order to get Kat to visit him, he visits Carrigan at the hotel where she is staying, and possesses the television so that she sees the news segment, and is tricked into hiring Dr. Harvey.

We cut to Dr. Harvey and Kat, in their car on their way to Whipstaff. Kat is unhappy moving around the country, and not getting to form lasting friendships. She doesn't believe in ghosts, and tells her father that he is not going to find their mother, who is deceased. Dr. Harvey disagrees, but offers that if they don't find any ghosts at Whipstaff, he'll give up on searching for ghosts. They make a pinky promise on it.

They meet Carrigan and Dibs outside Whipstaff Manor. When asked how long it would take him to get rid of the ghosts, Dr. Harvey says like all therapy it could perhaps take years. However, he is told he will get weeks at the most. Carrigan and Dibs leave.

Dr. Harvey and Kat begin moving their things in. Meanwhile, Casper watches Kat unseen. Kat goes looking for a room to sleep in. She comes across the Trio's room, commenting on their weird names, which are etched into their beds. Eventually, she finds Casper's room, and decides she will be sleeping here. Casper is overjoyed. Kat calls her father in, and he comes up with her things. Dr. Harvey offers to help unpack, but Kat declines. Dr. Harvey leaves whilst Kat begins to unpack.

Finally, Kat encounters Casper, and she faints at the sight of him. Upon waking, she screams, and her father comes rushing in. When Dr. Harvey finds Casper, he also shouts, grabbing Kat and taking her out of the room.

Dr. Harvey hides Kat in a closet, and goes to find Casper again. Meanwhile, the Ghostly Trio return to the manor after they were out scaring humans at a racetrack. Casper heads them off and tries to keep them out of the house, but the Trio send him flying. The Trio enters the manor, and notice Dr. Harvey. They begin messing with him. During the course of their scaring, they notice Kat and Fatso sends her flying back into the closet when she tries to leave it. Casper lets her out, but she runs away from him. Eventually, Dr. Harvey is able to suck up the Trio with a vacuum cleaner, and he and Kat regroup and go to bed.

The next morning, Kat finds Casper in the kitchen. He convinces her not to scream, as that will attract the Trio. They bond a bit, and Casper prepares breakfast. Dr. Harvey comes in as well, and they are about to start eating when the Trio finally arrive. They complain that they aren't being fed first, and kick him across the room when he starts cleaning after the large mess they leave behind. Kat starts arguing with the Trio over their poor behaviour, but Dr. Harvey sends her off to school before it can escalate too far. Dr. Harvey suggests the Trio begin a session of therapy, but they respond by throwing food waste at him.

At school, Kat meets Vic, another student, but he is ushered away by Amber, a popular girl. In class, the teacher states that the Halloween Party can't be held at the school this year due to planned asbestos removal, so Amber suggests they have the party at her place. Kat introduces herself to the class. When she reveals that she is staying at Whipstaff, the class is freaked out for a moment, before suggesting they have the party there, since it is so spooky. Amber is upset by this, but can't do anything about it.

Meanwhile, the Ghostly Trio are going through Dr. Harvey's things and messing with him, when they come across a photo of Amelia, Dr. Harvey's deceased wife. When Dr. Harvey reveals he is looking for her, the Trio make a deal with him: if he gets Carrigan off their backs, they will bring her to him. He agrees, but this turns out to be another prank, as the Trio mess with him some more.

Later, Vic meets Kat outside her house. Kat says that her father has agreed for the manor to be used for the party. He asks her out, and she accepts. However, unbeknownst to Kat, this is a ploy by Amber, so that Kat would be stood up at the party. Casper tries to convince Kat to go to the party with him instead, but Kat declines. Casper takes her to a nearby lighthouse. Casper reveals that he doesn't remember anything about his life prior to being a ghost. Back at the manor, Kat worries that she'll forget what her mother was like over time, and Casper does his best to reassure her. Casper asks if she would go to the dance with him if he were still alive. She says yes, but is half-asleep at this point.

Kat asks her father for money for nice clothes to wear at the party, but Dr. Harvey says that they are struggling for money until he gets paid by Carrigan. The Trio mock the two in the background, and Kat asks her father to make sure they don't ruin the party.

On the day of the party, Kat is exploring the manor. She stumbles across some of Casper's old toys. She sets them up, then goes to show Casper. At the same time, Dr. Harvey meets the Trio in the library, but is very depressed (likely due to a combination of lack of success with the Trio, low funds, and not finding his wife). He is considering giving up, but the Trio don't want him to go yet, so they grab him and take him off to get drunk. Carrigan and Dibs happened to be watching from outside, so they take the opportunity to break in whilst the Trio is away.

Showing Casper the toys causes him to remember various things. He gives Kat a dress that belonged to his mother. Casper remembers his death, which was an illness cause by overexposure to the cold, as a result of sledding all night. He stayed behind due to his father's sadness over it. His father, an inventor, devoted his life to creating the Lazarus, a means of restoring life to his ghostly son.

Casper takes Kat down to the Lazarus, which is located in a hidden lab under the manor, where it would not fall into the wrong hands. Unbeknownst to them, Carrigan and Dibs follow.

In the lab, Casper opines about playing pirates with his father. Carrigan and Dibs only catch part of it, and think he is talking about actual treasure (the language used is identical, revealing the treasure to be likely fake and part of Mr. McFadden's pretend play with his son). When looking for a way to get the Lazarus to emerge from the water, Kat asks about a nearby metal door. Casper says that is just the vault. The two keep looking, whilst Carrigan and Dibs try unsuccessfully to open the vault.

Kat gets the Lazarus to rise out of the water. They find the fuel, but Casper notes there is only enough for a single use. Kat tries to revive Casper, but Carrigan takes the fuel out of the machine before it could be used, without being noticed, so the revival fails. Casper is a bit out of shape, so Kat starts helping him recover.

Meanwhile, Carrigan and Dibs have escaped the lab with the fuel. Carrigan exclaims that with this, they could become a ghost, retrieve the treasure from the vault, then return to life. Carrigan turns on Dibs, so that he is the one to die instead of her. Ultimately, she ends up falling off a cliff, and becomes a ghost herself.

The Ghostly Trio is still hanging out with Dr. Harvey, who is quite drunk at this point. The Ghostly Trio start to really like him, but note that 'he has his whole miserable life ahead of him', so they plan to kill him and make him part of their group. Dr. Harvey drunkenly praises each of them, and says he won't try to get them to cross over any more, making them decide they can't go through with killing him. Unfortunately, he then steps out of the bar and down an open trench, killing him.

As Kat is tending to Casper, Carrigan returns to the lab as ghost, announcing her presence to both of them. Dibs follows with the fuel. Carrigan retrieves a wooden chest from the vault. Casper takes the fuel from Dibs, gives it to Kat, then takes the two of them out of the lab. Just in time for the doorbell to ring: the class is here for the party.

Kat lets them into the lobby for the party, then returns to the lab. Amber and Vic sneak in through a window. They plan to don a realistic 'scary' costume, and ruin the party with it. Back in the lab, Kat and Casper find Dibs trying the open the chest with a crowbar. They ignore him, and go to revive Casper. Carrigan pops out, surprisingly them. Carrigan demands to be restored to life, but Dibs refuses. He takes the fuel out of the Lazarus, and claims that she can haunt him all she wants, but he'll be rich and she'll still be dead. Carrigan punches him right out a window, snatching back the bottle of fuel.

Casper and Kat trick Carrigan into stating she has no unfinished business, and she proceeds to cross over, as she yells and says she isn't ready yet. She drops both the bottle of fuel and the chest. Kat dives and catches the bottle before it can smash on the ground. The chest pops open, revealing the treasure to be a baseball signed by Duke Snider of the Brooklyn Dodgers.

They go to finally revive Casper, but Dr. Harvey shows up, now a ghost. The Ghostly Trio arrive with him. He has completely forgotten about Kat and openly mocks her, bringing her to tears. She forcefully makes the pinky promise sign with her, which jogs his memory. He is upset, but doesn't know what to do. Casper decides that Dr. Harvey needs to live more than he does, so he puts him in the Lazarus, and expends the one use of fuel on bringing him back. Kat and Dr. Harvey hug, reunited.

Kat goes back to the party to wait for her date. Amber and Vic are fully dressed and ready to crash the party, but the Ghostly Trio pops out and scares them. They run from the manor terrified, whilst the other students think it's part of the party and cheer Kat on for it.

Casper is alone in the toy room when Amelia (Kat's mother) appears as an angel. She thanks Casper for his noble deed. As a reward, she gives him the opportunity to become human again, until 10PM. Kat is waiting alone, when human Casper comes and offers her a dance. Kat quickly realises she is dancing with Casper. Amelia speaks with Dr. Harvey. She reveals that the Ghostly Trio did in fact keep their promise, and she is here because of them. She tells her husband that she was treated so well in her life by him and Kat that she had no unfinished business, and crossed over. She warns him not to let her become his unfinished business. She reassures him that he is doing a good job being a father, then departs, saying she will watch over him until it is his time to join her.

10PM hits, and Kat and Casper kiss, before he turns back into a ghost in front of everyone, causing everyone but Kat to flee from the party. The Ghostly Trio sing and play music whilst Casper, Kat, and Dr. Harvey dance.

-Changelog-

0.1
Created the jump.

1.0
(i) Added jump duration to intro. (ii) Removed ‘inward admission’ part of unfinished business weakness for **Ghosts**, and edited the **note** on this to further clarify. (iii) For **A Holy Mess**, increased usage to once every thirty days. (iv) Small clarification to Possession ghost power in the **notes** section. (v) Minor typo fixes.