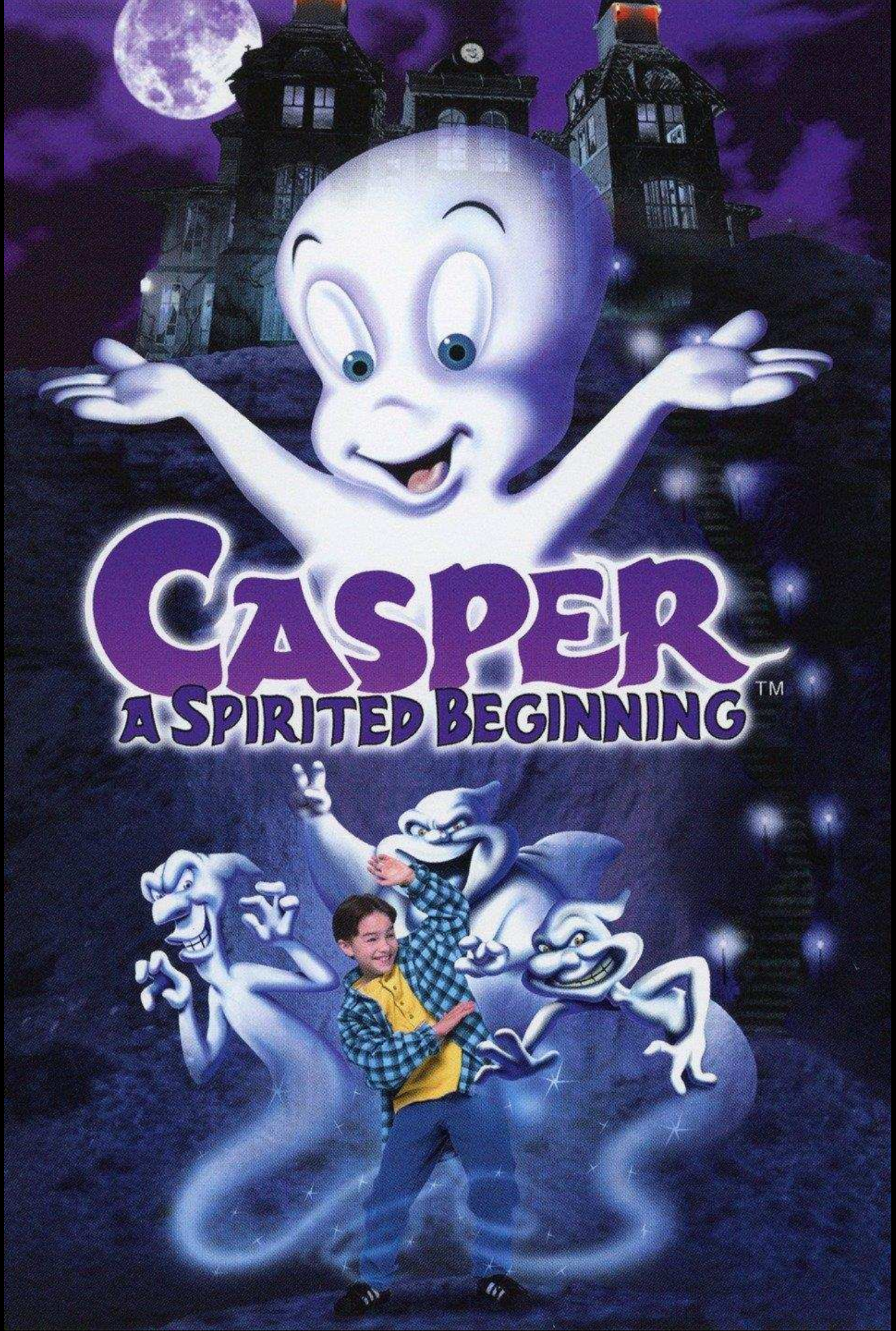

CASPER
A SPIRITED BEGINNING™

Casper (Fox Films)

Casper: A Spirited Beginning & Casper Meets Wendy

A Jumpchain CYOA by WoL_Anon

Ver. 1.3

In this world, both ghosts and witches exist. The year is 1997, and the titular Casper has only just become a ghost. Should events proceed as normal, over the next few days he will make his very first friend, form a family with the Ghostly Trio, and dub himself 'The Friendly Ghost'. About a year later, Casper will go on vacation with the Ghostly Trio. It is then that he will meet Wendy, a witch, and form a friendship with her as well.

You arrive in this world as Casper comes to on a train bound for Ghost Central Station. 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.

-Background and Species-

You must choose one of the following options, which will serve both as an Origin, as well as a species choice. 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. 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.

[400cp/600cp] Ghost

Like Casper and The Ghostly Trio, you are a ghost, and can no longer be counted among the living. 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.

For an additional 200cp (600cp total), then like Kibosh, you are a step above the ordinary ghost. Your ghost form is twice as tall as it would be otherwise, your 'skin' colour is green, and you possess red eyes with black sclera. You will also gain access to powers otherwise used exclusively by Kibosh.

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

[400cp/600cp] Witch/Warlock

Described by the Ghostly Trio as 'fleshies with power', you are either a witch or a warlock. You have magic at your fingertips, literally.

Witches and warlocks have an amount of 'magical power' which starts small, and builds over time until hitting a fixed amount when they reach adulthood. Those with smaller amounts of magical power are unable to harm those with higher amounts with their magic. The base level of this species option will grant you an amount of magical power around the level of Gert, Gabby, or Fanny. Purchasing this species will ensure you receive your maximum amount of magical power right away, regardless of your chosen age.

For an additional 200cp (600cp total), you will instead have a level of magical power comparable to Desmond Spellman, the highest amount known to exist, other than a hypothetical future Wendy.

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

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Deedstown – Welcome Sign

A welcome sign located on the border of a small American town. A lot of things will be happening in this town very soon, and should events proceed as normal, it won't be long before Casper passes by this very sign.

Those with the Human Origin may choose to begin here for free.

[2] Deedstown – Applegate Mansion

This mansion is a historical landmark, however the current mayor of Deedstown plans to knock it down in order to construct a new mini-mall, to the outrage of a number of townfolk. Recently, the Ghostly Trio has moved in to this mansion, and taken up residence.

[3] Deedstown – Baseball Stadium

A baseball stadium. It's empty right now, but should events proceed as normal, the Ghostly Trio will have one last scare here before they decide to take a vacation.

[4] Ghost Central Station

When ghosts appear, they do so on a train bound for this station. It is from here that Kibosh, King of Ghosts, rules over all ghosts. Ghosts that arrive at this station are instructed on how to use their powers, as well as taught how to properly behave. Truants are eventually hunted down by Kibosh. If you aren't a ghost, you might be in for some trouble.

Instead of beginning at the station proper, you may choose to begin on a train bound for it – the same one that Casper is on.

Those with the Ghost Origin may choose to begin here for free.

[5] Spellman Residence

A surprisingly modern home, considering this large estate is home to Desmond Spellman, a powerful warlock. If you don't have a good reason to be here, it might be wise to flee.

[6] Wendy's House

Located somewhere out in the country, this building is much more what you would expect a witch's lair to look like. Wendy and her three aunts currently live here. Should events proceed as normal, they will be forced to flee from this place in about a years' time.

[7] Sunny Brite Resort

A resort located in the Catskills. Should events proceed as normal, in about a year's time both Casper and Wendy will end up meeting here, and will form a strong friendship.

Those with the Witch/Warlock Origin may choose to begin here for free.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

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

Human Perks

[100cp, Free for Humans] Danger Sense

Maybe it's not such a smart idea to insult that group of robed ladies over there? With this perk, you will gain a sixth sense for when you are interacting with a person significantly more powerful than you. This could be physical power, magical power, even political power. You won't know which; only that they are the sort of person it would be bad to make an enemy of.

[**100cp, Free for Humans] Proficient Protestor**

You have a knack for coming up with catchy chants on the fly. When used in crowd of people that generally agree with the sentiment expressed in the chant, you will find the chant taking off and being quickly adopted by the crowd at large.

[200cp, Discounted for Humans] Childlike Wonder

Time can be a harsh thing. It can kill your imagination, cause you to become jaded, and lose interest in that which you once enjoyed. For you, this is a problem no longer.

You will never lose your sense of imagination due to the passage of time. No matter how many times you do something, you will still be able to enjoy it as much as if it was the very first time. Time will not instil a sense of complacency, boredom, or ennui in you, allowing you to remain 'young at heart' throughout your adventures.

This perk will not force you to enjoy things you have come to dislike for other reasons.

[200cp, Discounted for Humans] Making Time

Being a parent is tough; being both parents is tougher. For those in such a situation, this perk is sure to come in handy.

You are now an expert in time management, able to organise yourself effectively to get the most out of the limited amount of time at your disposal. Further, you have a sixth sense for when skipping time with your children is acceptable, and when it will result in a severe deterioration of your relationship with them.

[400cp, Discounted for Humans] Run For Your Lives!

As the old adage goes, sometimes discretion is the better part of valour. You have taken this to heart, and have gained tremendous skill in running away. Your speed and athletic ability will greatly improve, whenever it is solely being used for this purpose.

Additionally, if you are a part of a large crowd of people being indiscriminately attacked or harassed, it has become far less likely that you, and your belongings, will be picked out of the crowd as a target. This does not apply if the attacker or harasser has a particular reason for targeting you over other people.

[400cp, Discounted for Humans] Flip-Flopping Figurehead

For those seeking to gain, and then keep, political power, one strategy is simply to follow the opinion of the crowd, regardless of your own preferences. The problem one might encounter with this is what to do when that opinion changes.

In your case, you will find that people do not judge you on a political level for positions you have held in the past, but have publicly about-faced on. Neither will you develop an impression of being a 'flip-flopper', when that impression would cause you political harm. With this, you will have an easy time changing from one side to the other, in order to maintain your office.

This perk only works on the abstract 'political' level; it does nothing to prevent the deterioration of interpersonal relationships caused by turning your back on those around you. It also means that you will still be judged on your current position, so don't expect to be supported by both sides of an issue at once.

[600cp, Discounted for Humans] A G-G-Ghost!

When you are experiencing great fear, you find your athleticism and general physical ability will dramatically improve. For example, an old lady, using a walker to move about, would suddenly find herself able to cartwheel down the street without any difficulty whilst under the effects of this perk. Those with a higher degree of physical fitness and athleticism will naturally be boosted to an even higher level.

Ghost Perks

[100cp, Free for Ghosts] No, William Shakespook!

You have an uncanny natural talent for puns and wordplay. Such a thing appears to be fairly common for the ghosts around here.

[100cp, Free for Ghosts] (GH)OST

You gain a mental library of all songs featured in both the Casper: A Spirited Beginning, and Casper Meets Wendy films, as well as their associated official soundtracks. You are able to play these songs at will. You can choose whether those around you hear the songs, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human), create playlists, and shuffle songs. You may set music to play under certain conditions, allowing you to have a song for when you are out scaring, or create an internal alarm clock.

In addition, any song acquired via the purchase of the *Jumper Song* item will also be able to be played via this power.

[200cp, Discounted for Ghosts] Scaring Is Caring

Scares are one of the biggest tools at the disposal of ghosts, and sometimes even friendly ghosts must rely on them.

With this perk, you will find any attempts to scare others will be considerably more effective when you are attempting it for 'noble' reasons, such as protecting a friend from coming to harm, or preventing a crime from being committed.

[200cp, Discounted for Ghosts] Crowd Corral

Scaring a crowd can be all kinds of fun, allowing you to try a large variety of tricks out. Unfortunately, the problem with targeting large groups of people with such antics is that it becomes easy for large numbers of them to get away whilst you are dealing with others.

From now on, whenever you genuinely frighten a large group of people, you can activate this perk. Instead of fleeing, those affected will instead find themselves somewhat disorientated as they run around in an area no larger than a baseball stadium, turning around and running back in another direction if they hit the 'edge' of the area. This will continue until you choose to let them go, or you leave this same area yourself, after which they will be free to flee as they like.

[400cp, Discounted for Ghosts] But I'm Supposed To Hate You

It can be hard out there for a ghost to find a friend. Humans fear you, and witches hate you. But you are somewhat of an exception to this now.

After a brief period of getting to know you, other people will no longer judge you harshly due to the form you take. Whether that means a person overcomes that prejudice altogether, or simply considers you an exception to the rule, will depend both on the person, as well as on the nature of your interaction with them.

Further, for individuals you have a particular interest in, the scale will sometimes tip the other way. The individual will find your form interesting or exotic, and will come to desire a friendship from you. Perhaps more, if that also is your preference. Again, whether this applies to you specifically, or those with your form generally, depends on the person and the nature of your interaction with them.

This effect can be toggled off whenever you like, in case you ever felt like overcoming prejudice the old-fashioned way.

[400cp, Discounted for Ghosts] Dem Fleshies Sure Can Run!

The humans of this world seem to be particularly afraid of ghosts. Perhaps unreasonably so, given they are also shown to watch supposed aliens with curiosity, and pretty much just accept witches unless directly affected by them.

By purchasing this perk, you will carry this effect with you into future worlds. It appears to be strongest on those who lack 'narrative importance'. For these people, simply acknowledging that you are nearby is enough to send them running, terrified. For others, going out of your way to spook or scare them should achieve the same effect, unless they happen to be resistant to this sort of

thing, or have a particular interest in whatever you happen to be at the time (ie ghost, witch, human, etc.). For those who have established a personal relationship with you, this perk has no effect at all.

This effect can be toggled off whenever you like. Everyone running from you could get quite lonely, after all.

[600cp, Discounted for Ghosts] King of Ghosts

There's something about your presence that induces fear and/or respect from ghosts, and ghost-like creatures. These sorts of creatures will instinctively refuse to act against you, unless you are directly acting against them or their interests. Even then, many would still choose to accept or tolerate your behaviour, unless doing so would result in their destruction. Ruling over such creatures would be very easy for you.

Witch/Warlock Perks

[100cp, Free for Witches and Warlocks] I Didn't Know Witches Were So… Cute

Perhaps surprisingly, you are somewhat more attractive that you were before. Whether this means you are cuter, more beautiful, or more handsome is up to you. Beauty is in the eye of the beholder, after all.

[100cp, Free for Witches and Warlocks] Gymnast

For someone who can avoid most physical labour with a flick of your finger, you are oddly nimble. Not only do you have a basic level of physical fitness, you also have the agility and skill necessary to pull out a back handspring whenever you need to. Perfect for escaping strong but dumb goons.

[200cp, Discounted for Witches and Warlocks] Normalisation

It seems strange that, despite the abject fear this world's humans experience when confronted with ghosts, that they are largely unfazed by magic occurring around them.

With this perk, you may bring this kind of effect forward into other worlds. From now on, people will be oddly accepting of any strange powers you exhibit.

Of course, whilst they may not find such powers strange, they may still object to your application of them. Turning someone into a goat against their will could still cause them to hate or fear you as much as they would without this perk. This perk will also not prevent someone from deciding to exploit the fact you have these abilities; if it was known you used a wand for example, someone might try to steal it.

The effect of this perk can be toggled off whenever you like, in the event that you are after a more natural reaction.

[200cp, Discounted for Witches and Warlocks] Inventor

Like Desmond Spellman, you have a natural talent for incorporating any magic you have at your disposal into technology, in order to invent new magic-based devices. With the magic of this world, and a lot of free time, you could learn to create things such as flying cars, and radars capable of detecting specific magical signatures from somewhat large uses of magic. With other systems of magic, who knows what you could make?

[400cp, Discounted for Witches and Warlocks] Minion Maker

You have learned a special process, by which you can brew fully developed minions. This process involves the use of commonly available earth ingredients, as well as appliances common to 90s era United States of America. The penultimate step requires you to imbue some of your own magic into the mix. Whilst purchasing this perk will allow you to perform this step, even without being a witch, it does mean that teaching this process to others will be practically undoable. For the last stage, you simply need to pour the mixture out, at which point it will form into a fully grown human.

The personality and appearance of your created minions is up to you, provided they are plausible for a human being, and are decided when imbuing your power into the mixture. Should you not bother with this step, the created minions tend to take after characters found in popular movies. All created minions are absolutely loyal to you, and whilst they may not be particularly intelligent for a fully developed human, they are notably strong, enough so that they could easily bend metal bars, like those found in jail cells. Minions created in this manner will be considered followers, and may follow you on your journey as such.

Although witches might learn to create a similar mixture, doing so without purchasing this perk will mean that they have far less control over the result, cannot guarantee loyalty to the same degree, and their creations will not be treated as followers.

[400cp, Discounted for Witches and Warlocks] Weaker Magic Immunity

The witches of this world are immune to harmful magic from those with less magical power. By purchasing this perk, this effect will now apply to all magical systems you come to possess.

As long as the magical system in question has a way of measuring power within it, you are immune to any harmful magical effects from those using a system in which you are more powerful. This does not apply to secondary, non-magical effects. For example, if someone used magic to create an ordinary boulder above your head, this perk would not prevent you from being crushed by that boulder. This perk applies exclusively to you, and does not cause weaker magic from use to fail if it otherwise wouldn't.

[600cp] The Help Of Allies Most Strange

You seem to be a magnet for strange creatures and weird people, Jumper. You will regularly come people who could easily be described as 'strange', whether that be because of the form they possess, or because they hold a weird or unusual outlook on life. The exact specifics of this will vary from world to world. In this world for example, you will likely encounter ghosts fairly often, but in

worlds without ghosts this will naturally be impossible. Expect to encounter such a stranger about once a month, and potentially more often than that if you are deliberately seeking them out.

Further, should you choose to befriend one of these strangers, not only will you find doing so being much easier than you might expect, but also you receive an additional boon. When you are in a time of crisis, there is a high chance one or more of these strange allies will show up at the last moment to assist you. This can be anything from helping you fight off an enemy, to providing some moral support when you are down, depending on the situation. You are all but guaranteed at least one ally will come in to help, and for each additional ally there is a decreasing chance that they will also appear. Should none of the strange allies you have befriended have a way of assisting in your current crisis, then none shall appear.

The effect of this perk can be toggled off whenever you like, should you wish to be alone, or to solve your current crisis under your own power.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

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.

Human Items

[100cp, Free for Humans] It's A Sign

This is a simple sign attached to a wooden board, easily carried around by a single person. With a thought, you can change the content of the sign, making it ideal for just about any protests you care to attend.

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

[200cp, Discounted for Humans] Ectoplasma Britannica

A dusty old book. It contains information on ghosts, namely their powers, their societal structure, and their laws. If you aren't a ghost, they may be surprised to find this in your possession.

In future jumps, this book will automatically update to include the same sort of information on ghosts or ghost-like creatures native to those worlds. The book will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away.

Should the book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. The replacement will always contain full, updated, contents that the prior book held.

[400cp, Discounted for Humans] Explosives Supply

There are very few problems that can't be solved with a suitable application of high explosives. As such, here is a supply of sticks of dynamite, as well as various timers and detonators. You never run out of either, and you always seem to be able to pull them out of nowhere when you need them. All this is entirely legal for you to possess. Try not to go too crazy with this.

[600cp, Discounted for Humans] Jumper Resort

A resort, similar to Sunny Brite. It offers activities such as archery and horse-riding, has a pool, an arcade, and various other amenities.

The resort is self-sustaining, and you will have free use of all its features. If you like however, you may allow guests to attend the resort, which will result in a tidy profit for you. Your inactive companions will even be able to stay here, provided they remain inside the resort.

In future worlds, you may choose for it to be attached to your Warehouse via a special gateway, 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. Attaching it to your Warehouse will prevent you letting guests attend, and generating a profit.

Should the resort 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 via a special gateway.

Ghost Items

[100cp, Free for Ghosts] Toilet Paper Supply

An infinite supply of standard toilet paper, which you always seem to be able to pull out of nowhere whenever you need it. Perfect for some pranking!

[200cp, Discounted for Ghosts] Not The Cage!

A box-like cage, about half the height of an average person, and equivalent in both width and depth. It is made from bone, and designed to imprison truanting ghosts, or ghost-like creatures. Just aim it at one, then open the cage door. It will then quickly and easily suck these creatures into the cage, regardless how much they try to struggle against it. Once inside, they will remain trapped inside, with even intangibility will failing to let them out. 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. There are two ways to free a trapped ghost, either opening the cage door again without it being aimed at another ghost, or breaking the cage open by force. Both methods can only be done from outside the cage, so if you are a ghost try not to get caught in it yourself.

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

[400cp, Discounted for Ghosts] Your Haunt

A large, abandoned building, similar to Applegate Mansion.

It is a piece of public property, and has been designated a historical landmark, ensuring it won't be knocked down to make way for something else. Nothing ever seems to be done with it either, allowing you to easily reside here without issue. If you are importing a property that you own into this option, it remains under your ownership.

This building seems to attract locals to it, providing you with a source of potential scares. This will never include truly important people, just a random assortment of the current world's natives. They will generally be human, unless humans are non-existent or notably rare in the current world the haunt is placed in. You may decide whether this takes the form of one or two individuals breaking in, likely on a dare or some such, or whether it takes the form of a crowd amassing outside to protest one cause or another. You may also decide how frequently the buildings attracts these visitors, anywhere from never, to once a day. With a thought, you can change either of these settings.

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. Attaching it to your Warehouse will prevent it from attracting visitors.

Should the haunt 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, Discounted for Ghosts] Jumper Central Station

An odd combination of train station and school, attached to your Warehouse by a special gateway. It is staffed by a number of ghosts, all of whom are absolutely loyal to you, but cannot leave the station.

Once a year, a spooky-looking train will show up, carrying five new Casper setting-style ghosts. These ghosts will be of a variety of appearances and personalities. There are two constants however: they will all be absolutely loyal to you, and also are complete novices when it comes to using their ghost powers.

This is where the school comes in. The staff will teach the new ghosts how to use their powers, as well as how to properly behave as ghosts. The students will accept what they are taught without complaint. Within a few weeks, the new ghosts will be competent with their new powers, as well as completely indoctrinated into the 'correct' way of behaving.

By default, the ghost staff will teach the prevailing thought amongst ghosts in the Casper setting; that is, that fleshies (humans) are to be scared, not befriended, and that witches are dangerous. However, you are able to change any part of the curriculum you like, and the staff will accept it without complaint. The more you add to the courses, the longer it will take to complete them, and whilst the conditioning side will always be successful, adding things to the training powers side that either the staff or the new ghosts can't perform will simply be adding time to the course but producing no additional results. Any of your ghosts gained through this item, including the staff, can be re-conditioned whenever you like by re-enrolling them in the current course. You must have

some staff left to conduct the lessons, but any ghost that has completed their initial training can fill in as or become full-time staff.

Ghosts that complete their training will join you on your journey as a follower. If you do not wish to keep a particular ghost granted by this purchase, simply put them on the train, and when it leaves the station you will never encounter that particular ghost again. You can do this at any time the train shows up, unless that ghost has been imported as a companion. You can also instruct the staff to screen ghosts on arrival, and send away any that don't meet certain criteria, if you want to leave the running of the station entirely up to them.

Witch/Warlock Items

[100cp, Free for Witches and Warlocks] Wand

Whilst experienced witches and warlocks are perfectly capable of casting magic without one, a wand is necessary for those who are still developing their magical power to focus and control it. Basically, this wand will let you perform magic at a moderately higher level than normal, provided you could naturally develop to such a level over time.

For those without magic, the wand is still capable of performing minor light and colour-based tricks, making it a small amusement, but not particularly valuable.

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

[200cp, Discounted for Witches and Warlocks] Broom

A common choice of vehicle amongst witches. Your broom has some degree of intelligence, and is absolutely loyal to you. In addition to flying around, it can bend its body freely, allowing it to point things out to you, or better attack your enemies.

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

[400cp, Discounted for Witches and Warlocks] A Flying Car

A single car, of any model of your choice that could be found in the United States of America, circa 1998. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Most importantly, the vehicle has been enchanted with magic, allowing it to fly through the air as well as travel along the ground.

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

[600cp, Discounted for Witches and Warlocks] Oracle In The Mirror

This sentient mirror is capable of seeing into the future, and providing you with advice. Without prompting, it will keep track of the weather, stock prices, and any organising rankings of magic power that may exist in the world you are currently in (in this world, this is the Witch Rankings). You

may ask it to keep track of other things, with varying degrees of success; the Oracle can be rather vague with other types of information.

The Oracle's future sight appears limited to only a few decades. It can also only see into the future of the current jump you are in, though this restriction will be removed post-chain. Nonetheless, it is likely to be quite the boon for you. It has a tendency to speak in rhyme, though does not have to do so. The Oracle is capable of activating nearby printers or fax machines, and can use them to print out information relevant to you. It can appear on and communicate through nearby monitors, it can hover in place, and you can even summon it to your position with but a thought.

When in use, the mirror general uses a face and voice, defaulting to that of Pauly Shore (circa 1998). If you prefer, you may select another face and voice for it to take after, decided upon purchase of this item. It can also display images or video on itself, which it may use when explaining things.

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

General Items

[50cp] Films

A copy of both Casper: A Spirited Beginning, and Casper Meets Wendy, on your preferred form of physical media. Perhaps they can offer you some insight into what lies ahead?

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

[50cp] Fleshie To Infest

You may not import an item or companion into this option.

This ordinary human seems to wander by whenever you need them. By default, they look very similar to you, or to a living version of you if you purchased the Ghost species/Origin. However, you may elect for them to look like pretty much anything you want, provided it is feasible for a human. This decision is made upon purchase of this item.

The human has no loyalty or allegiance to you. They don't have anything in the way of special powers or talents, either. What they are though, is extremely vulnerable to possession, and similar abilities. They will never be able to stop you from possessing them, and even a novice ghost could control them for a few hours without issue.

Should the human be killed or otherwise render unusable, a similar human will become available to you after 24 hours.

In future worlds, you will encounter a similar person with the same properties. They will generally be human, unless humans are non-existent or notably rare in the current world, in which case they will be the closest equivalent.

[50cp] Jumper Song

Each purchase of this item will create a catchy, upbeat song about you. The song is truthful, child friendly, and generally covers aspects of you that are broadly considered positive. If you prefer, you

may have all or part of the song use lyrics of your design, whether or not they are true, or whether they are suitable for all audiences. The song also comes with a rap remix version, in the style of 90s 'mainstream' rap music.

These songs will come on your preferred form of physical media. Should that media be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Witch's Outfit

An outfit that is inspired by the stereotypical imagery of a witch or a warlock. Whilst it confers no advantages in spellcasting, it will never stain or tear, and is self-cleaning. It also is quite comfortable, making it suitable for both everyday wear and nightwear. Some might question your fashion sense, however.

Should your outfit 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 with 600cp to spend on perks, items, and their species/Origin. 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 600cp to spend on perks, items, and their species/Origin. 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 either Casper: A Spirited Beginning, or Casper Meets Wendy, 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.

[100cp] Gert, Gabby, and Fanny

Should you wish to take Gert, Gabby, and Fanny all along with you, here is a special offer. Recruiting Wendy's aunts 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 Flunky

This ghost is completely devoted to you. Depending on your behaviour towards them, they will either come to fear or respect you, perhaps both. In any case, this ghost is a natural tattletale, who enjoys spying on others and reporting to you any information they think you would be interested in, in the hopes of receiving favourable or preferential treatment. A true sycophant by nature.

[100cp] Doncha See The Resemblance?

A group of three uncles (or aunts if you prefer). They are the same species as you, and if you took a background in this world, they may in fact be your relatives. Otherwise, they simply claim to be your relatives.

While they can be harsh towards you, and generally fall into the conventional lines of thought for their species, they do in fact care greatly for you, and are prepared to risk themselves if you were ever put in great danger. The three of them share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

-Drawbacks-

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

[+100cp] I Stink, Therefore I Am

What's that disgusting smell? Oh it's you, 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 took the Ghost species/Origin, also taking this drawback will give you access to Stinkie's Halitosis and Snot powers (see the notes section for details). You will retain these powers even after this drawback expires.

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

[+100cp] A Weather Front Named Jumper

No bones about, you're fat! 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. Further, you are particularly 'gassy'. Not exactly the sort of person others want to hang around, huh?

If you purchased the Ghost species, you will find it much harder to possess the living. In fact, unless the target is also at least somewhat overweight, possession will be practically impossible. However, taking this drawback will give you access to Fatso's Fart 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.

[+200cp] Student

Requires Human species/Origin.

You are only ten years old (this overrides any age choice made). You will be expected to regularly attend school throughout your stay in this world. Missing a class or two is acceptable, but a period of extended truancy will cause chain failure.

[+200cp] Untrained

Requires Ghost species/Origin.

You have only just become a ghost. You are untrained, limited to only the most basic of ghost powers: invisibility, flight, and limited amounts of intangibility. You will not be able to improve your use of ghost powers during your stay in this world, but will gain the full use of your ghost powers at the end of the jump.

[+200cp] Undeveloped

Requires Witch/Warlock species/Origin.

Instead of receiving your full amount of magical power, you will receive only a small amount of it, as if you were still developing. You will not regain your expected magical power until the end of the jump. Performing complex magic is out of the question, and none of your magic will be effective against any other witches or warlocks.

[+200cp] Stick To The Script!

Taking this drawback will force you to adopt your chosen species' general viewpoints on the other species options, for the duration of the jump.

Humans will refuse to believe in the existence of ghosts and witches, unless they happen to directly encounter one. At this point, their attitude will shift. They will become terrified of ghosts, with merely seeing one enough to send them running. Whilst they won't fear witches to the same degree, they will consider them weirdos, and quickly come to hate them if a witch uses magic to mess with them.

Ghosts will hate both humans (who they usually refer to as either fleshies or bonebags) and witches. With humans, they will greatly enjoy scaring them and messing with them. With witches, they will be terrified of a witches' magic and flee, but if they believed a witch unable to use magic, would quickly turn around and attempt to scare them off.

Witches hate ghosts. When they have magic at their disposal, they will feel comfortable using it to drive a ghost away. However, if they are not able to rely on their magic for whatever reason, they will quickly become terrified of ghosts and flee, just as a human would. While witches don't have a particular hatred or fear of humans, they will have no issues with using their magic to mess with humans for their own amusement.

Should you have any companions, they are also affected by this drawback. If your companions are a different species choice than you, or each other, expect all hell to break loose.

[+300cp] Comically Stupid

For the duration of this jump, you can't help but be an utter moron. Expect to regularly lose battles of wits to ordinary ten-year olds. Nothing you do, or that is done to you will be able to make you any smarter, either.

[+300cp] Hunted

You are being hunted Jumper, though the hunter will depend on your species/Origin choice.

For Ghosts, Kibosh is after you, believing that you are a deserter who failed to finish their schooling. Whether or not this is true does not matter; you will be unable to reason with him. Should he capture you, and take you back to his office he will succeed. This will result in chain failure.

For Humans and Witches/Warlocks, Desmond Spellman is after you, believing you to be a future threat to him. Again, the truth is irrelevant; he cannot be reasoned with. Should he manage to trap you in the Mystic Abyss, he will succeed. This will result in chain failure.

In either case, don't expect hiding to be easy. Both hunters have a network of informants, and a variety of means to track down their targets.

-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:

The World Is Your Oyster: You choose to remain in this world. Your chain ends here.

The Chain Is Your Playground: You choose to continue your chain. Proceed to the next jump.

Your Love Isn't Here To Stay: 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.

Ghost Powers

Ghosts have displayed the following powers:

Balloon

By blowing on his thumb, Casper was able to fill his body with air, inflating like a balloon. Then, he released, causing him to fly around wildly for a short period of time as the air left his body,

Dismemberment

Ghosts are able to pull themselves apart into many pieces, though the pieces do not seem able to travel very far apart from each other. Coming back together is a simple task of reconnecting the separated pieces. This can be difficult to learn for novices, who can end up merely stretching their body out a bit, instead of properly separating.

Ectoplasmic Sliming (possibly)

While this power is never shown, it is something that Stretch offers to teach Casper during Casper Meets Wendy.

Explosives Mitigation

By swallowing explosives before they can go off, ghosts can prevent the majority of the force of the explosion from occurring. Instead, the internal explosion will cause the ghost to briefly, and rapidly, expand in size. This can break some objects, and knock things over with the force, but serious damage or destruction does not occur. Then, the ghost will rapidly deflate back to their normal size. Casper was able to do this to prevent an explosion capable of levelling a large building.

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. This is not a power ghosts have full control over right away; they must learn how to do it. Novice ghosts sometimes fall if they move too far off of the ground.

Intangibility

Ghosts are capable of making all or parts of their body intangible. This is not a power ghosts have full control over right away; they must learn how to do it. A novice Casper accidentally got some rocks stuck in his head when he was thrown out of a train, and later got stuck in a wall instead of passing through it completely.

Invisibility

Ghosts are capable of becoming invisible. Sometimes, this causes minor warping of the view when looking through them, but not always. This is considered an easy power. It was the first thing the Trio taught Casper, who knew no ghost powers. For novices, it can sometimes be difficult to see where you are going whilst invisible.

Fire Creation

One of the Ghostly Trio was able to cause the wood in a fireplace to start burning, just by flying past it. Fires created with this power can be put out in the same way.

Object Activation

The Ghostly Trio were able to cause ceiling lights and lamps turn on as they flew past them. Possibly a subset of telekinesis.

In their combined UFO form (see Combined Shape Changing), the Trio was able to 'zap' nearby lights to turn them off.

Possession

By entering a victim's body through their mouth, a ghost can gain control over their actions. You can mess this up by 'going in backwards', which will leave you unable to see until you take a moment to correct yourself. The Ghostly Trio, who are purported to be record holders when it comes to length of possession, could only manage to hold on to the possession for a few hours. Movement of the body is possible, as is speech, but the voice remains your normal voice, not the voice of the possessed body. It is not entirely clear whether the victim remembers your actions whilst they were possessed, but it seems more likely that they don't.

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.

Changing Others' Bodies

Requires successful possession first. Extremely limited, primarily to effects such as distorting or warping the face of the possessed body. These changes only last for the length of the possession, and disappear shortly after the possession ends. Examples of this can be seen during the 'bulldozer scene' in Spirited Beginning, and the 'baseball scene' in Meets Wendy.

Scream

Stretch was able to perform a loud scream, that was accompanied by a blast of air. It was enough that it was noticeable, but was no more than an inconvenience, and was no stronger than a hair dryer.

Shape Changing

Ghosts are capable of changing their form into various shapes. These can be realistic, such as the Trio turning into bed sheets that went unnoticed by a maid until they turned back, or obviously ghost-like. Shape changing requires training; at first Casper was unable to do it at all, and later a form he chose specifically to hide was a toy coat rack version of himself (and he had problems with intangibility whilst maintaining it). Massive deviations in size do not seem possible here, though Stretch can elongate his neck quite a bit, and Snivel was able to adjust his body enough to travel into a tap and through pipes without difficulty, moving his body around instead of shrinking it outright.

Combined Shape Changing

By working together, ghosts can merge and shape change, enabling them to create forms far larger than their combined size. For example, the Ghostly Trio was able to take the form of a massive 'UFO', and later a large monster.

Super Strength (possibly)

Casper (in Meets Wendy) was able to drag a trailer packed with supplies through the air behind him, with great difficulty. This is not consistent however, as he also failed to get a locked closet open in A Spirited Beginning, which an adult human using a sign as leverage could do. It may have been a case of lack of experience at that point in time.

Telekinesis

Ghost have a degree of telekinesis. The most impressive showing was the Trio being able to completely control a bulldozer, drive it around, and break things with it, whilst flying around and using other ghost powers.

Teleportation

The Trio were shown to be capable of short-range teleportation (by my estimation probably a maximum distance of 10-20 metres), when they teleported from a ledge of Applegate Mansion to a nearby bulldozer.

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.

Electricity

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh can fire green electricity from his fingertips. He can also fire it through a medium such as a telephone, to shock the person on the other side of a call.

Enhanced Telekinesis

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh is capable of performing telekinesis at great distances, as long as he is able to see what he is doing. An object displaying real-time video is enough.

Fog Creation

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh is able to create a dark purple mist. It does not have any notable effects, and dissipates a few moments after creation.

Size Changing

Limited to Kibosh, and those who purchased the higher tier of the Ghost species.

Kibosh is able to grow in size, up to the maximum of the size of a building.

Halitosis

Limited to Stinkie, and those with the I Stink, Therefore I Am drawback.

Stinkie can breathe out a disgusting smelling green fog from his mouth. It can cause humans to gag with how bad-smelling it is. It can also have weird effects on nearby objects, such as causing an old, worn-down wooden chair to break apart, or making a metal baseball bat lose its rigidity and start

wobbling about. Those with this power are immune to their own effects, as well as this same power used by others.

Snot

Limited to Stinkie, and those with the I Stink, Therefore I Am drawback.

Occasionally, your 'allergies' will play up, and you will have no choice but to eject an absurd amount of snot from your nose with a degree of force. At a minimum, it will be enough to nearly cover a person head to toe but whilst ejecting you can choose for an additional amount, up to a maximum of covering up to ten people (provided they were huddled together). This will happen at least once every few months regardless of your actions, but you can trigger it on top of that if you are overexposed to 'pretty' smelling things like perfumes or colognes, such as by possessing a person using them. It can even be used whilst possessing someone else.

You will have no choice but to use this when you are set off in this jump. Post-jump, you are no longer set off, but can choose to use this power whenever you like.

Fart

Limited to Fatso, and those with the A Weather Front Named Jumper drawback.

By focusing, you are able to let out a powerful fart. This fart takes the form of a noxious green mist. It travels at high speed, and can go as far as a few hundred feet over a couple of seconds before dissipating. In addition to the strong smell, the fart is capable is setting off things such as fireworks that are in its path.

Ghost Weaknesses

Ghost have displayed the following weaknesses or limitations:

Crossing Over

A throwaway line in Casper Meets Wendy indicates that ghosts may be able to pass on to the afterlife. However, the same line also implied it was entirely at the discretion of the ghost in question. Since this is not elaborated on with any degree of detail or specificity, it will not be considered to be a problem for the purposes of this jump.

Energy/Electricity

While they possess more protection than humans in this regard, Snivel was shown to be seriously hurt when electrocuted by Kibosh.

Flashing Lights

The Ghostly Trio were momentarily stunned and disorientated by the flash of a camera.

Lightweight

Ghosts are seemingly fairly light. Kibosh was easily able to suck up the Trio with a special cage, and Stretch was able to wring out Fatso's body without trouble. Stretch was able to flush Casper down a toilet.

Magic

Ghosts do not have any additional resistance to magic. Further, some magic seems to have increased restrictions on them. A ghost coated in plaster via magic is unable to go intangible or shape change to get out of it, and would have to chip and scrub the plaster off before they can act freely.

Pain

While being knocked around with blunt force may not actually harm ghosts, they still are capable of experiencing pain.

Sunburns

Even though they lack proper skin, ghosts are, somehow, able to get sunburned. This causes the affected part of the ghost's body to become red. It doesn't seem to last nearly as long as sunburns typically do for humans.

Witch/Warlock Information

General Witch/Warlock Attributes

Witches are capable of performing magic spells. The list below covers all demonstrated magic spells, but there is no reason why a witch couldn't learn additional ones, provided they are within the scope of what is demonstrated. The downside to this of course, is that witches have to learn each of the spells themselves, instead of having most of their powers be innate traits like ghosts. Where a ghost could learn most of their powers in a few weeks, it could conceivably take years for a witch to master the list of spells below.

Witch/Warlock Powers

Witches and warlocks have displayed the following powers:

Animate Object Spell

Wendy cast a small spell that made a nearby cut-out Santa come to life and start dancing.

Blast Spell

Desmond created a magical blast to send his minions flying backwards across the room.

Electricity Spell

Desmond Spellman was able to fire out purple electricity from his fingertips. It was capable of travelling through a phone to shock someone on the other side of the call. He was also capable of calling purple lightning down from the sky, but this seemed to require more effort.

Groucho Glasses Spell

Wendy caused a pair of Groucho glasses to appear on her aunts' faces.

Jail Bars Spell

Wendy was able to create a set of jail bars to prevent Desmond's minions from pursuing her.

Mind/Body Control Spell

Wendy's aunts cast a spell that caused Desmond's minions to step backwards, perform 'I'm A Little Teapot' quickly, and then collapse. It seems likely that complex control, and not just silly effects like this, is impossible.

Mystic Abyss Spell

Desmond was able to open up a portal to the Mystic Abyss. The Mystic Abyss is a swirling orange void that pulls things further and further inside it, endlessly. It took several minutes to both open and close the portal. Although the Mystic Abyss did not pull Desmond in whilst he was outside the portal, after falling through it he was pulled in as normal.

Object Activation Spell

With a small shot of magic, Desmond could turn lights on.

Plaster Spell

This spell coated the Ghostly Trio with plaster. This prevented them shape shifting, going intangible, and moving (aside from minor facial movements and hovering to get around), until they could chip and scrub the plaster off themselves. It is apparently a high-level spell.

Polymorph Spell

Gert turned a lady into a goat. The goat retained their former intelligence and was capable of speech.

Desmond was also able to employ this spell in various ways, including causing the target to change gender, changing the target into any appearance feasibly held by a human, and even adding non-

human features onto a human body in place of the normal features (including bunny ears and a bunny nose).

Polymorph Object Spell

Wendy was able to turn a pair of sci-fi blasters into mere water pistols. At a high level, this spell can even be used to renovate and redecorate the interior of a house in no time at all.

Telekinesis Spell

With a small shot of magic, Desmond could cause drawers to open by themselves. Wendy used this to redirect newspapers attacking a paperboy back at her aunt. The highest demonstrated showing was Desmond using this to slowly pick up Wendy and move her around.

Teleportation Spell

Desmond was able to teleport using magic, limited to the range of a large room, and also seemingly sight-based.

Vanish Object Spell

Gert was able to cause a fence to disappear with her magic.

Wardrobe Change Spell

With this spell, witches can change the outfit they are currently wearing.

Web Spell

Gert was able to create a large spider web.

Potions and Brews

These effects require the creation of a potion or brew in order to be used, necessitating time and ingredients. Assume that they can be made with general ingredients found on Earth, Earth appliances, and some output of magic.

- **Minion Maker Potion**
  See the Minion Maker perk for more information.
- **Telekinesis Goo**
  Wendy's aunts created a ball of green slime, that when fired at a local paperboy, caused the newspapers he was carrying to fly into the air and begin attacking him.

Other

- Gabby claimed that Gert was responsible for the creation and spread of Mildew, Morning Breath, and Foot Fungus. How this occurred, how long it took, and how difficult it was are all unknown.
- Gert mentioned that the aunts can cause rashes with a spell, but this is not demonstrated, so it is unknown exactly how it works. It seems to be a low power spell.

Cannot Be Harmed By Weaker Witches

Witches seem to be innately immune to harm from magical effects from those with less magical power than them. This means if you are the stronger witch, there is little the weaker witch can do with their magic against you.

Long-Lived

There are heavy implications that witches possess a particularly long lifespan, if not outright agelessness once they reach maturity. Gabby said the dance was the most fun she had in centuries (before winding it back to weeks). She also claimed Gert was responsible for the creation of mildew, something that has etymological origins dating back to Old English (roughly between 500 and 1000AD), and probably existed before then.

Witch/Warlock Weaknesses

Witches and warlocks have displayed the following weaknesses or limitations:

Cannot Harm Stronger Witches

Witches seem to be innately immune to harm from magical effects from those with less magical power than them. This means if you aren't the stronger witch, you will have a hard time doing anything meaningful with your magic against them.

Mortal

Unlike ghosts, witches are living creatures, and can thus be killed in most of the ways that a human could.

Unique Magical Signature

Each witch or warlock's magic is slightly different in nature. This allows for devices that can scan for large uses of a particular witch or warlock's magic.

On Weaker Magical Immunity:

For those wondering what is meant by more magical power for the purposes of the perk, it simply refers to which party is capable of casting the more powerful spell at the current point in time. Current point in time being key here. For example, though Wendy will naturally grow more powerful than Desmond Spellman eventually, her magic was unable to work on him during the events of Casper Meets Wendy, as she had not yet reached that point. If such a judgement cannot be made, then it is possible the magic system does not have a method of measuring power within it, which would mean the perk does not activate.

Gert, Gerti, or Gerty?

The witch is referred to as Gert in the credits of Casper Meets Wendy, but is called both Gerti and Gerty on the wiki. I could not find anywhere during the film where they actually used her name. For the purposes of this document, it is kept as Gert, but you may choose to use any of the three options, if it suits you.

Stinky or Stinkie?

The ghost is referred to as Stinky in the credits of Casper: A Spirited Beginning, but Stinkie in the credits of Casper Meets Wendy. Unlike Casper (1995), there is no point in either film where his name is directly shown. For the purposes of this document, it is kept as Stinkie, but you may choose for either to be the correct spelling.

So, what exactly happens here, anyway?

We begin on a spooky train bound for Ghost Central Station. Casper is here, presumably only just having become a ghost, and in disbelief as to what is occurring. He asks the other ghosts on the train what is happening, until one of them throws him out of the train. He shouts after the train, until he sees it pass through a rock wall. Shocked, he leaves.

He somehow ends up in Deedstown, a small American town. He accidentally spooks some of the locals, before finally realising that he is in fact a ghost. He flies away in shock and despair.

We cut to Chris Carson, a young human boy living in Deedstown with his father. He is getting ready to leave for school. During breakfast with his father Tim, he is shown his father's plans to tear down the old Applegate Mansion, to Chris' disappointment. Tim leaves for work.

Tim arrives at Applegate Mansion. A crew is there to knock it down, but a crowd of protestors (led by Sheila Fistergraff, who happens to be Chris' teacher) are preventing it from occurring. Tim goes to call the Sheriff. While he is doing so, the Ghostly Trio scare both the crowd and the crew away.

Meanwhile Chris is on his way to elementary school when is stopped by a group of bullies: Brock Lee (the leader), Danny, Leon, and Jennifer. They have a back and forth, but before Chris is beaten up a crowd fleeing interrupts them and scares the bullies off. Chris, who has a strong interest in ghosts, recognises this as the work of the Ghostly Trio, and so heads towards Applegate to see them.

Tim calls the crew, who state that they don't do ghosts. Tim refuses to believe in ghosts, but they hang up on him.

At Applegate Mansion, Chris approaches the Trio. Apparently, they have run into him before, and consider him a pest. He asks to hang out with them, but they refuse and leave. Chris realises he is late for school, and quickly leaves as well.

At Ghost Central Station, Snivel (the lackey of Kibosh, King of Ghosts) welcomes the new arrivals. He soon notices that Casper is missing. Hearing a ghost is missing, Kibosh is angered. He sends Snivel to go find Casper, and also offhandedly mentions that the Trio are also deserters.

Chris almost encounters Casper on his way to school, but just misses him. Tim and Mayor Hunt discuss the failure to knock down the mansion. The mayor says that ghost reports have been hitting his office for the past month (including from his own wife), and Tim is not to mention them due to the negative effect it would have on the town. He gives Tim a day to knock it down, or else he will fire him.

At school, Brock apologises to Chris for being mean to him, but it ends up being a set up to dropping a water balloon filled with slime on him. Chris dodges it at the last moment, but it hits the principal instead. When the principal asks who is responsible, Jennifer briefly tries to defend Chris, but Brock blames Chris immediately. However, Sheila Fistergraff bails Chris out by telling the principal she already needs to punish him for being tardy. The bullies are taken by the principal separately.

Sheila tells Chris she knows that he has been bullied for a while. While talking in the teacher's office, a news report comes on with the mayor and Tim. Tim blames the mansion's continued presence on 'militant' reactionaries. This angers Sheila who promises another rally. Chris ducks out while she is going off, leaving school.

Finally, Casper and Chris meet. Casper is surprised that Chris doesn't run from him, instead being excited. They bond over shared loneliness. Chris quickly learns Casper knows nothing of being a ghost, and so takes him to the Applegate Mansion to meet the Trio. The Trio start teaching him, since he is a blank slate, and teaching him well will prove that their methods are good and Kibosh is wrong about them. After Casper learns invisibility, Chris leaves.

Desperate, Tim calls Bill Case, an explosives expert (and a nut job), to help bring down the mansion. They schedule a meeting for the next day.

The Trio struggle to teach Casper anything. Snivel finds out that Casper is with the Trio and reports to Kibosh. Kibosh orders Snivel to keep him updated on the situation.

Chris has an Open House at school, which Tim forgets to attend. Jennifer talks with Chris a bit, but is called away by the other bullies.

The Trio explain the problem is that Casper has poor motivation, since he doesn't want to scare humans. They kick him out.

The next morning Tim apologises for missing the Open House, after Chris reminds him of it. Chris says that he scheduled a parent teacher conference in the afternoon to make up for it. Tim eventually promises to be there. He also promises to go to the batting cage with Chris that night. After Tim leaves, Casper shows up, dejected. Chris says that he will teach Casper instead, which makes Casper happy.

They practice various things at school, which at one point causes Casper to scare the principal in the bathroom. Whilst in the library, the bullies confront Chris. Jennifer stays out of it. Casper comes to Chris' defence, scaring the bullies and driving them away with a fire extinguisher. Poor timing leads the bullies (sans Jennifer) to get in trouble with the principal, as he is caught up with the fire extinguisher. Snivel sees both that Casper is helping and being taught by a human.

Tim has a meeting with Bill Case, in which they agreed that a bomb will be planted inside the mansion overnight, and then it will be blown up in the morning.

Using what Chris has taught him, Casper tries out his powers, unintentionally preventing an armed robbery from occurring. The shopkeeper thanks Casper, and Casper decides he likes helping people.

Chris is waiting for Tim to show up to the meeting with Sheila, but Tim learns that Chris' teacher is responsible for the rallies, and so refuses to attend, upsetting Chris.

Back at home, Casper reassures Chris. Sheila shows up to give Chris a book he left at school, and Casper struggles to hide. Sheila is impressed by Tim's taste in art, and then leaves without incident. Chris and Casper then prepare a large dinner together for the two of them and Chris' father to share when he gets home. Snivel sees this, then decides to go report to Kibosh.

Tim meets the mayor, and the mayor agrees to the bomb plan. Bill Case manages to sneak a bomb into the mansion without running into the Trio at all.

Kibosh is disgusted by what Snivel reports to him, and decides to head there himself. Meanwhile, the Trio read a paper reporting on Casper saving the store owner, and are also disgusted. They go after Casper.

Tim gets home. Chris has Casper hide before Chris can introduce his father to him. Chris forgives his father for the missed meeting when his father reminds him about the batting cage. Chris says that his father never listens to him. As he tries to respond, Tim gets a call from the mayor, calling him in. Chris hangs up the call, saying that his dad promised to go to the batting cage. Chris then says to at least meet his friend first.

Whilst Casper is waiting outside, the Trio find and kidnap him. When Chris goes to show Casper to his father, no-one is there. When Chris says Casper might be at the Applegate Mansion, Tim attacks Chris for having an overactive imagination and gets angry with him, tearing down some of his posters before heading off to see the mayor. Chris is upset, packing a bag and running away.

Casper tricks the Trio, and escapes from the mansion. The Trio go after him.

Chris runs into the bullies. Jennifer tries to defend him from the others, but they starting pushing her, which causes Chris to try and protect her. Jennifer is pushed aside, and the bullies take Chris to the Applegate mansion, locking him in a closet and throwing away the key.

Morning comes. The Trio still haven't found Casper. They lament their situation when Snivel and Kibosh show up. Kibosh traps the Trio in a cage, and then they go looking for Casper.

Tim is woken up by a call from Bill, and tells him if he doesn't talk to him before 6:30AM, to go ahead and blow up the building. After the call, Bill accidentally drops his phone, leaving him unable to be contacted by it. Tim goes to see Chris, finalising realising he has run away. Casper shows up looking for Chris, and finds Tim. Casper convinces Tim that he is Chris' friend, and when he learns Chris has gone missing, he suggests that he might have gone to Applegate. Tim is horrified, explaining to Casper that there is a bomb in the building, set to go off in 15 minutes.

Casper flies off to warn Chris, whilst Tim tries to stop the detonation. The call doesn't go through, so he runs out to get to Bill. Sheila drives past and picks him up. On the way to the mansion, Tim works out who she is, and the two argue, eventually realising that they each are motivated to create a better town. Casper gets to Chris, but can't get Chris out of the locker. Snivel sees Casper, and goes to tell Kibosh where he is.

Arriving at the mansion, Tim explains that there is a bomb and they need to stop it. They split up to look for Bill. Tim finds Bill, but Bill (being a nut job) thinks Tim is some imposter in disguise, and refuses to stop the detonation. Bill throws a frying pan at Tim.

Casper decides to try to disarm the bomb. Sheila drives her car into the tree Bill is set up in, knocking him out of it and stopping manual detonation. However, Bill reveals he has installed a backup timer. Tim runs into the mansion to save Chris. He gets him out of the closet, and the two flee the mansion.

Desperate, Casper decides to try eating the bomb. Kibosh shows up to capture Casper, but the explosion goes off inside Casper. It causes him to briefly inflate in size. No harm comes to the mansion, but Kibosh is scared and the cage holding the trio is broken.

The crowd cheer as the explosion does not damage the mansion. The mayor changes tune and decides to preserve historic landmarks, claiming that was always his position.

Kibosh asks Casper how he performed that trick (presumably not knowing about the bomb). Casper lies, and credits the Trio. This causes Kibosh to let them off the hook, as they are clearly competent scarers. He stills plans to bring Casper back with him, but then the Trio decide to lie as well, claiming to be Casper's uncles. The rules mean that Casper gets to stay with them, but that they will always have to stay together. Kibosh leaves.

Tim and Chris make up, and Tim and Sheila become friends as well. Casper and the Trio plan to leave since the mansion is going to be knocked down. However, Tim and Sheila suggest the mansion remain up, becoming a tourist attraction, with a gimmick of being haunted. This allows Casper and the Trio to stay. Jennifer quits being friends with the other bullies.

The Trio promise Chris a favour, so he tells them about the bullies that locked him in the mansion. The Trio go out to scare them, giving them wedgies and hanging them off a tree via their underwear. Jennifer comes into the mansion, where Chris introduces her to Casper.

Casper decides to call himself 'The Friendly Ghost'.

This wraps up the events of Casper: A Spirited Beginning. About a year later, the events of Casper Meets Wendy occur.

The Ghostly Trio scare a crowd at the Deedstown Baseball Stadium, as Casper tries (unsuccessfully) to calm them down. The Trio decide that they have earned a vacation, and allow Casper to come along, but make him carry their luggage.

We cut to the home of powerful warlock Desmond Spellman. He is informed by the Oracle (who serves the most powerful witch), that he will be surpassed by Wendy, the good little witch. Desmond asks how to deal with her, so the Oracle shows him the Mystic Abyss, which can trap mortal and non-mortal alike. Desmond creates two minions, and sends them to the home of Wendy to capture her.

At Wendy's house, she is preparing for the arrival of the paperboy, who she seems to have a crush on. Unfortunately, when he arrives Wendy's aunts (also witches) mess with him and scare him away.

The goons show up shortly afterwards. They reveal they are working for Desmond Spellman. Wendy and her aunts manage to escape.

The ghosts and the witches all end up at Sunny Brite Resort. The ghosts are on vacation, and get a cabin by scaring away its occupants (to Casper's annoyance). The witches are there in hiding, and get a room by turning someone into a goat. The Trio coincidentally reveal their fear of witches to Casper, and warn him not to get involved with them.

Wendy encounters a boy called Josh as she is moving in, and appears to be interested in him.

The goons arrive back at Desmond's place empty-handed. Falling back on 'Plan B', Desmond reveals that he has made a radar that will detect any high-level magic from Wendy or her aunts, and pinpoint their location.

Casper and Stinkie collect some food. Meanwhile, Wendy and her aunts begin to use magic to redecorate their living quarters. This starts to alert the radar, but Wendy's aunt realise that they should stop, and they manage to do so before the radar locks onto them. They decide that they will have to go without high level spells for the time being. The aunts go out, but make Wendy remain in the house.

When Casper's back is turned, the Trio eat all the food he and Stinkie collected, leaving Casper with nothing. Upset due to their continued poor treatment of him, Casper leaves to go sulk. At the same time, Wendy decides to sneak out, upset at her treatment also. Wendy goes to find Josh to talk to him about her problems, but quickly realises that he is a bully and an all-around jerk.

Casper and Wendy finally meet in a barn. They are suspicious of each other at first, but quickly become good friends. They realise that it will be difficult for them to be friends since their relatives despise the other species. In order to combat this, they come up with a plan to make them friends. Wendy tells her aunts about an upcoming dance. Appealing to their man-hungry ways, the witches are quickly convinced to attend, but insist that Wendy can't go (which Wendy doesn't mind, since she will ignore that part anyway). Casper tricks his uncles into believing their record for longest possession has been broken, and that the upcoming dance is a perfect opportunity to reclaim it. During this period Josh asks Wendy out, but she refuses, saying she has a date.

The dance occurs. The Trio possess some humans, so it is unknown that they are ghosts. Likewise, Wendy's aunts are hiding the fact they are witches, so they are thought to be human. The Trio and Wendy's aunts hit it off. Casper and Wendy dance privately. Josh finds them, but since Casper was invisible, he assumes that Wendy preferred to date no one over him, and he storms off angrily.

Unfortunately, the Trio's possession comes to an end, which causes both the Trio and Wendy's aunts to reveal their true nature. Casper and Wendy try to calm the situation down, but neither side will listen to them. Wendy's aunts scare off the Trio by bluffing to cast a spell on them. After criticising Wendy for her behaviour, they too leave.

Wendy explains the Desmond situation to Casper, including that she and her aunts can't use magic right now. Both Wendy and Casper go back to their families, to try to calm them down. When Casper is being yelled at by the Trio, he accidentally reveals that the witches can't use magic. The Trio decides to scare the witches away, and flushes Casper down a toilet so he can't interfere.

Wendy's aunts are pacing back and forth, angry with Wendy, when the Trio show up. The Trio explain that they know about the lack of magic. They start scaring the witches. Eventually, Wendy uses a spell to coat them in plaster and make them leave. This alerts Desmond to her location.

Whilst Wendy celebrates with her aunts, Josh sneaks up and steals her wand by reaching through the window. Wendy realises that she and her aunts will have to leave now, since Desmond knows where they are.

Casper returns and tries to warn Wendy about the Trio, but it is already too late. He apologises, but she doesn't forgive him, and sends him away. Casper notices Josh and a friend with her wand, but mistakenly believes Wendy had given them permission to use it. Casper goes back to the Trio. The Trio try to blame Casper because they ended up getting hit by magic, but he tells them off, saying that he won't ever let them forget that they had genuine feelings for the witches during the dance.

Wendy and her aunts try to leave, but are eventually caught by Desmond and his goons. Casper shows up, but is easily bested by Desmond, retreating to find Wendy's wand. Desmond opens a portal to the Mystic Abyss.

Casper scares Josh and his friend in order to reclaim the wand, which causes them to drop it and accidentally turn themselves into horses. Casper takes the wand back to Wendy. Casper is defeated by Desmond again, but manages to get the wand back to Wendy. Wendy tries magic on Desmond, but it fails, and he responds by using magic to move her into the portal. Casper goes in after her with a string of velvet rope.

Desmond starts the closure of the portal, which will trap both Casper and Wendy in the abyss. Wendy's aunts manage to defeat Desmond's goons, but are easily bested by Desmond himself. Desmond goes to finish them off, but suddenly a giant monster appears in front of him. This scares him, and causes him to trip and fall into the abyss himself. The monster is revealed to be the Ghostly Trio. The anchor point for the velvet rope comes undone, but the combined efforts of Wendy's aunts and the Trio manage to pull both Casper and Wendy back through the portal before it can finally close. Desmond's goons don't seem to mind that Desmond is gone, and end up getting jobs at the resort. The Trio and Wendy's aunt make up. The Oracle In The Mirror announces that Wendy will someday be queen amongst witches.

The witches and ghosts decide to head back to their respective homes. Casper comes to say goodbye to Wendy first. She uses some magic to make the Trio carry the luggage back instead of Casper, then gives Casper a kiss. Both groups head home.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a note: **On Weaker Magic Immunity**.

1.1
(i) Fixed version number.

1.2
(i) Lowered cost of **Weaker Magic Immunity** to 400cp, increased cost of **The Mystic Abyss** to 600cp, and switched their placement in the jump to account for the new pricing.

1.3
(i) Removed **The Mystic Abyss** perk. (ii) Added a new Witch/Warlock perk: **The Help Of Allies Most Strange**. (iii) The **notes** section has been updated with information on the Mystic Abyss spell.