Dead Like Me

Jump by 9anon

Welcome to a world that's much like the one you're likely familiar with, though with a lot more going on in the background, so to speak. Sprinkled amidst the normal crowds of mortals exist those who reap the souls of the soon-to-be dead. These reapers are "chosen" from the ranks of the recently dead, reincarnated to guide their peers to the afterlife. Each reaper has an unknown quota of souls that, once fulfilled, allows them to finally move on - with their last reap taking their place.

The story starts on June 27, 2003 when the Georgia 'George' Lass is struck by a toilet seat that came off of a de-orbiting space station while she's on the lunch break of her first day at work. Being the last reap of her reaper, she became a reaper instead of moving on like normal. The series follows her as she adapts to her new unlife and comes to terms with the death that now surrounds her..

You arrive about a week before George becomes known as 'Toilet Seat Girl' and joins the ranks of the working undead. Here's **+1000cp** to help you acclimate to your life here.

Location

The events of the show take place in and around **Seattle, Washington**, though you can choose to appear elsewhere if you want.

Origin

You are free to choose your age, sex, and even customize your new form within the range of human possibility.
Also, you may choose to have a history or to drop-in.

State of Being

What you are in the eyes of this world. Only important if you want to play along.

Mortal: Your regular, everyday human. In spite of whatever perks you drag in with you or pick up in the next section, you aren't tied in with the weird bureaucracy of death that defines this setting.
Requirements: None.

Reaper: Those who died, but who haven't yet moved on, saddled with the responsibility of shepherding souls to the great beyond and a complete lack of institutional support.
Requirements: Supernatural Sight, Doppelganger, Popping Souls, Undead Constitution

Graveling: Ugly little gremlins responsible for mishaps and accidents, but invisible to most…whether their role is assigned or simply accounted for is unclear.
Requirements: Supernatural Sight, Graveling Traversal, 400cp version of On the Periphery, Goldberg Sense, Undead Constitution, Gremlin

Perks

You receive 2 discounts for each price tier, with discounted 100cp perks being free.
You may apply higher tier discounts to lower tier perks.
The final price of a perk determines which tier of discount applies.

[Free] **Boom Boom Ba**: One of the best aspects of the series is its soundtrack, a mix of bespoke tracks and songs from the era that give the series an appropriate air of hopeful sorrow that blends nicely with the often absurd events that occur. If you want, you may have your life accompanied by a similar soundtrack. While eclectic in style and instrumentation, it properly adapts to your circumstances to provide an appropriate mood to your adventures.
You can toggle this soundtrack at will, as well as allow others to hear it if you desire.

[-100cp] **Cat-Like Movement**: You have excellent reflexes and dexterity, enough to catch a glass thrown at your head from across the room.

[-100cp] **Floating Glasses**: You can selectively exclude others from your vision at will, with the exception of notable accessories - so someone who wears glasses will appear as a pair of floating glasses. You still know they are there, you just don't need to see them unless you want to.

[-100cp] **Hobby**: Or professional skills. You've followed the classic advice and gotten into something. Could be something like scrapbooking, cooking, lock picking, bowling, taxidermy, or any number of activities. You have a significant level of familiarity and skill with your chosen activity.
You may purchase this perk multiple times.

[-100cp] **Non-Threatening Good Looks**: Not only are you quite the looker, in a manner of your choice, but your looks are rather disarming. Others tend to underestimate you or give you the benefit of the doubt on account of your looks.

[-100cp] **Stop and Smell the Roses**: Whether you are alive or (un)dead, it is easy to just get caught up in the whirlwind of events as they play out. Thankfully, that isn't a problem for you. You have an appreciation for all the little things in life, and you never lose it, making it very hard for you to lose your center.

[-100cp] **Supernatural Sight**: In this world, there are things that normal people are unable to perceive. With this perk, you can perceive such things as plainly as any mundane thing. Gravelings are clear to your senses instead of blurs at the edge of your vision, you can see the true forms of reapers, disembodied spirits are more than a light breeze, and the lights and sounds of their passing are yours to enjoy witnessing.

[-200cp] **Deadman's Bluff**: A reaper often needs to lie and manipulate to reach their assigned reaps and generally live their lives on the periphery of mortal society. You have a talent for it, easily bluffing your way through problems and misleading people when needed.

[-200cp] **Deadside Manner**: An important skill for a reaper is parlaying with the recently deceased, particularly when they aren't easily moving on. You have this skill in spades, whether you're convincing a stubborn bastard to let go or helping a distraught soul come to terms with their death. You're also quite good at the 'nicer' side of social interaction, allowing you to be effortlessly kind and polite while almost never putting your foot in your mouth - giving sage advice in a digestible way is easy for you, if you've got advice to give.

[-200cp] **Doppelganger**: When they reincarnate, reapers gain a sort of passive guise. They and other reapers still see their real appearance, but mortals see a different appearance. This other appearance matches the reaper's general description, but it is different enough that those that knew them in life aren't able to recognize them. The only way for a reaper to see their 'doppelganger' is through indirect means like video cameras.
You have this ability, though you can toggle it at will. This alternate appearance is static, and those with a supernatural nature or power can see straight through it.

[-200cp] **Eye for Misfortune**: One of the challenges of the day-to-day duties of a reaper is figuring out who they have to reap. All they get is a first initial, last name, location, and estimated time of death, and they've got to figure out the rest on their own. Good for you that you have a sense for when someone is about to have a bad time, a sixth sense for if something horrible is going to happen to someone soon. You won't know *what* will happen, only that something is going to happen.

[-200cp] **Graveling Traversal**: Much like the mischievous little gravelings, you are capable of effortlessly scaling walls and ceilings and selectively passing through inanimate matter.

[-200cp] **Keep It Clean**: Being a reaper means dealing with death on a regular basis. Like, daily. Normally, this can take quite the mental toll on people, but that isn't the case for you…even if you aren't a reaper. You possess a high resilience to mental and emotional strain, such that you'll not lose yourself even when death is a constant fact of life.

[-200cp] **On the Periphery**: When desired, you can reduce your presence and become harder to notice. This makes it incredibly easy to blend into the background as just another bystander so long as you aren't doing anything too outlandish. Convenient for reaching the soul you're looking to pop and conversing with invisible stragglers without anyone batting an eye.

For an extra 200cp, this effect becomes much more potent. Like a graveling, you become nigh-imperceptible to others. Not completely though, as animals have a decent chance of noticing you, those close to death are likely to spot you out of the corner of their eye, and a few rare individuals can see you plainly.

[-400cp] **Day Off**: Once every year, events conspire to give you a day off. For 24 hours, you don't face any notable misfortune, any ongoing conflicts are on hold, and you can properly relax for a little bit. Or catch up on all the clerical and menial work you've been putting off.

[-400cp] **Goldberg Sense**: Cause and effect. The world is ruled by it, and this world in particular seems to be ruled by Rube Goldberg considering some of the more absurd deaths that occur. Or maybe that's just a matter of the series following a group of reapers responsible for overseeing deaths by external influence. Either way, you have a preternatural sense for cause and effect that allows you to see the likely outcomes of events that you witness. You've also got a knack for setting off absurdly complicated chains of events that somehow end up playing out as you intend.

[-400cp] **Popping Souls**: The core ability of a reaper is to loosen the tethers between a person's soul and their body with a touch. The importance of this, in the world of Dead Like Me, is that a person remains conscious after death...and if their soul remains tethered to their body, they'll experience everything that happens to their body.
You can also physically interact with spiritual entities when desired. This includes pulling someone's soul from their body and putting it back in, though the latter only works as long as they are still alive.

[-400cp] **Undead Constitution**: For as much trouble as reapers face in their new unlife, there are a number of benefits to being undead. They cannot physically die - short of complete bodily destruction, can heal from most injuries within a day, don't age, have a high resistance to poison and disease, and they don't need to put any effort into maintaining their bodies. By taking this perk, you also get to enjoy these benefits.

[-400cp] **Light Shows**: If you want, you can drag the local system of death and moving on into future settings. This includes reapers, gravelings, disembodied souls, and those souls getting their Lights.

Items

You receive 1 discount per price tier, with discounted 100cp items being free.
You may apply higher tier discounts to lower tier items.
The final price of an item determines which tier of discount applies.
All of the items you purchase here resupply, respawn, return, and repair each week.
You can freely fuse, combine, and attach your existing items with items you purchase here, and vice versa.

[-100cp] **Hobby Supplies**: A cache of tools and replenishing supplies fitting your choice of activity.
You receive a free purchase of this item for each purchase of the Hobby perk, keyed to the same activity.

[-100cp] **Pet**: A companion animal of some sort. Could be a frog, could be a dog, could be a cat, or something else. Surprisingly smart, always loyal, and cannot permanently die.

[-100cp] **Weapon**: A weapon for personal defense, something that an American civilian could reasonably access. Could be something improvised like a baseball bat, or a proper weapon like a knife. As for firearms, you're limited to semi-auto handguns, rifles, and shotguns. You at least get a small supply of ammo for any ranged weapons you pick up with this option - not enough for war, but more than enough for self-defense and some time at the range.

[-200cp] **3rd World Youth Hostel**: Shelter, of the permanent variety. In particular, an apartment that doesn't cost anything to keep, though it isn't in the best of shape. When you move to a new area or enter a new world, you'll quickly find a similar property there.
For an extra 200cp, you instead find yourself owning a decently sized house. It still doesn't cost anything to keep, in addition to having infinite utilities.

[-200cp] **Clothes and Accessories**: A small wardrobe, in the sense of a collection of clothing instead of the piece of furniture, that always has clothing and accessories appropriate for the occasion. Beyond always fitting you perfectly, all of this apparel is completely mundane.

[-200cp] **Der Waffle Haus**: Wherever you go, there's always a convenient 24-hour diner or similar establishment. Decent food for a decent price, and a good meeting spot for any small groups you may be a part of.

[-200cp] **Happy Time**: Employment. The exchange of time and labor for money. Money, which you can exchange for goods and services. You have a job with decent pay and incredibly convenient hours, though it is neither hellish nor fulfilling. When you move to a new area or enter a new world, you'll quickly find similar employment there.

[-200cp] **Personal Vehicle**: A bike, scooter, car, or some other means of personal transportation. It doesn't get stolen, and it doesn't need fuel if it normally would.

[-400cp] **A Fresh Start**: A collection of documents that provide you with an iron-clad false identity, including all the licenses and certificates your skills would qualify you for. These documents update between jumps.

[-400cp] **Names, Dates, and Locations**: An organizer full of information on the soon-to-be deceased, in particular their names as well as the time and location of their upcoming death. However, this only covers deaths that are relatively nearby, with a wide enough range to cover a major metropolitan area and outlying areas.

[-400cp] **Tree of Toilet Seats**: A large tree that's perfect for climbing…and with a load of toilet seats hanging from its branches, for some reason. The little park it comes in is always a calm and surprisingly relaxing place, good for contemplation or getting some reading done.
The real power of this place is that it allows the grieving to make contact with their deceased loved ones in indirect ways. Clippings and mementos appearing and disappearing from boxes overnight, that kind of thing.

Companions

[-100cp] **Create/Import**: Each time you purchase this item, you may create or import up to 8 companions. Each companion gets 600cp to spend on perks and items in addition to the floating discounts listed at the start of each section.

You may also create or import 1 companion for free, getting the listed benefits.

[-100cp] **Club**: A group of 4 people who share a companion slot. You can import existing companions into this group and/or fill it out with new companions. They gain 600cp to spend on perks and items in addition to the floating discounts listed at the start of each section, sharing the benefits.

[Free] **Export**: If you can convince anyone to come along with you, then this option allows you to take them along with you as a follower or companion.

Drawbacks

No drawback limit.

[+100cp] **Adrift**: Fate seems loath to provide you with permanent housing. Sure, you might be able to stay somewhere for a few weeks, but you'll be forced to move on before long. Enjoy a decade of couch surfing and roughing it on the streets.

[+100cp] **Moist**: You gain a hatred for words that could be even vaguely construed as being lewd for the duration of your stay here. Like 'moist'.
Alternatively, you become sensitive about coarse language.

[+100cp] **Paperwork**: It seems like your karmic destiny to have to do paperwork. Even if you sit around doing nothing for the whole decade, you'll somehow end up being roped into managing paperwork far too often for your liking.

[+100cp] **Pathological Fear**: You become afflicted with a pathological fear for the duration of your stay here. Like balloons.

[+100cp] **Slurpee**: You've got a little red on you…or a lot. Your clothing can't go a day without getting stained by some substance or another, most often by stuff that's red-colored.

[+100cp] **Young**: For the duration of your stay here, you're stuck in an obviously underaged form, 15 years old at most. This will be inconvenient for obvious reasons.

[+200cp] **Amnesia**: For the duration of your stay, you won't be able to recall the previous events of your chain. If you have a local history, it's like you've lived here your whole life. If you dropped-in, you're going to be a very confused amnesiac.

[+200cp] **"I excel at not giving a shit"**: You've got some flavor of attitude problem that causes issues for you. Might be a habit of criminal behavior or lying, an ornery or loner attitude, that kind of thing.

[+200cp] **Doer/TV Watcher**: You're either a 'doer' or a 'TV watcher'.
In the former case, you're possessed by a need to be busy all the time. You won't slack on chores any more, but you won't get much time to rest.
In the latter case, you'll be chronically lazy and have trouble getting things done even during work hours.

[+200cp] **Gremlin**: For the duration of your stay here, you'll be stuck in the form of a graveling. Think along the lines of an ugly, gray, monkey-looking gremlin with thin spines along its back. Hopefully you've got some way of avoiding notice.
When this jump ends, you may keep this graveling form as an alt-form.

[+200cp] **Murphy's Law**: You are just plain unlucky, guaranteed a bad day at least every week.

[+200]: Rather than simply being unlucky, it seems like gravelings have it out for you. They won't kill you, but you'll be spending a decade getting harassed by creatures made for causing mischief.

[+200cp] **She doesn't like you.**: In short, romance isn't something you'll experience during your time here. Worse yet, you'll have a bad habit of developing crushes on any person you'd find attractive that's nice to you.

[+200cp] **Society's Law**: It seems like any interaction that you have with local law enforcement and judicial systems is negative. Cops actually bother to enforce the law in the way most inconvenient to you, the courts hardly ever make decisions in your favor, and any government bureaucracy you have to deal with is somehow ten times as painful as normal.

[+200cp] **Whisponaughts**: Any time you do anything obviously supernatural that's witnessed by mortals, you're almost guaranteed to inspire some cult-like behavior. And their interpretation of things will always be very inconvenient for you, in addition to their behavior attracting attention.

[+300cp] **Disembodied**: For the duration of your stay here, you're stuck as a disembodied soul. Your appearance doesn't really change, but you're imperceptible to mortals and your ability to influence the physical world is limited to a stiff breeze. Have fun in Spectator Mode.

[+300cp] **Power Loss**: For the duration of your stay, you lose access to any perks, items, or companions that you didn't purchase here or pay to import, with the exception of your body mod. You'll get an opportunity to combine items at the end of your time here.

[+300cp]**Status Quo**: The status quo of this universe is a particularly stubborn and vicious beast, at least when it comes to you. Any attempts you make to alter the way things are during your time here will be foiled by fate itself, and you'll be punished for your efforts in a way that's thematic and proportional to the changes you attempted to inflict.

[+300cp] **The Frog**: You find yourself afflicted with poor impulse control and even worse impulses. If you found yourself allowed to hold a jar containing everything bad in existence, you'd likely play around with it until it broke and release all that bad stuff.

Ending

Return: You may return to your original world, taking with you everything you've acquired up to this point.

Stay: You may stick around in this world, gaining an extra +500cp as a farewell gift.

Continue: You may continue on with your grand interdimensional tourist trip.

And whatever your choice, any drawbacks you took are revoked.

Notes

Death and Moving on: In this world, you don't simply disappear as soon as your vital functions cease, instead sticking around. And by default, this means being stuck in your body and experiencing everything that happens to it as though you were still alive while being unable to do anything. This is where reapers come in.

Assuming your soul has been popped prior to death, your death will instead be painless and you'll find yourself as a disembodied spirit.

Most people pass on shortly after death, but those with final business can stick around for a while.

When a soul is ready to move on, something will appear nearby…what that something is depends on the soul, but it always glows brightly and is a destination the soul desires. Upon entering their 'lights', the soul and the lights themselves disappear in a flash of light, transforming into a few balls of light that then ascend upwards out of sight.

Reapers, and potentially others, can enter the Lights of others, but there's no clue of what happens to them afterwards. This also causes a much larger reaction, creating a boom being heard by non-mortals within the range of a large city and a much larger flash of light than normal.

If a reaper alters events to save some, that person's soul (apparently) festers inside them. Beyond saying that it isn't a pretty sight, there's no elucidation on what exactly happens.

For reference: Entering anyone's Lights, even your own, means a chain end.

Gravelings: The mischievous and often ornery gremlins responsible for causing most deaths by external circumstances, though usually just giving the final push to get events rolling. They also just tend to be around when something is about to go wrong, whether or not they're involved. They tend to live around graveyards when they aren't doing their 'job', and they seem to take an active role in punishing reapers who try to defy fate.

Beyond that, there isn't a lot that's clear about them. It isn't clear if the system that governs the reapers simply accounts for the actions of gravelings or they also have assignments, though how events are depicted tends to suggest the former.

It isn't clear where they come from, either. One does emerge from a man that was killed by a reaper out of schedule, but this graveling also acts much more aggressively than usual. So there's a chance that gravelings are simply the souls of those who died out of schedule, with most of the ones shown being older gravelings that have had some time to mellow out…comparatively.

Reapers: Those that have died but not passed on, chosen to shepherd the dead to the afterlife. Think Jury Duty, but it lasts for decades at least and you're legally dead.

Reapers are a part of a vague bureaucracy that handles death, which includes transfers between divisions, the occasional performance review, and a bizarre records system for reaped souls that includes their last thought.

Reapers organize in small groups, each responsible for a particular region and kind of death. For example, the main cast is responsible for deaths by External Influence in Seattle and the surrounding area. At the head of each group is a reaper who receives the list of the

soon-to-be-dead from a figure that's only over shown as a shadow cast from off-screen. Beyond handing out targets, this head reaper is also largely responsible for keeping their peers in check. If a reaper alters events to save someone, there's a period of time after where gravelings harass them, often in violent ways.
While most reapers deal with humans, there's also reapers for pets, though only one is shown - a kid that was killed by a drunk driver. It might be an assignment for those who become reapers at a young age, or it's just where Charlie ended up for any number of reasons.
Reapers' doppelganger guises drop on Halloween, allowing mortals to see their true appearance.

Reaper Divisions: External Influence, Circulatory Diseases, Plagues, Natural Causes, Pets

Living bodies with removed souls remain alive, though in a daze.

Undead Constitution: Just because you can't die doesn't mean you can't suffer. For example, you still need to eat, drink, and so on, at least to stave off the unpleasant effects of going without.
At least drugs are more fun. You need more to get high, but you can overdose with dying…doesn't mean you won't feel like shit after that fact.
Also, note that this perk only prevents physical death - spiritual and mental damage remain concerns.

Change Log

2025/09/23: Adjusted formatting, consolidated the power loss drawbacks into the Power Loss drawback, added Amnesia drawback, reduced number of perk discounts per price tier by 1 to 2, reduced number of item discounts per price tier by 1 to 1.
v1r4 - Added detail to Undead Constitution perk to make clear that is prevents physical death
v1r3 - Added State of Being section to make things a bit clearer regarding what you need to technically be certain things.
v1r2 - Remembered to add chain end clause for entering anyone's Lights.
v1r1 - Expanded Notes, remembered to add link to live version.
v1r0 - Initial Release

=Live Version=
https://docs.google.com/document/d/1OC5dSZEtAsJ1iNCq8XtyxzTRlJFe2TiFH_--X96X9-s/edit?usp=drivesdk

=My Stuff=
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link