

Coraline The Jump v1.0

by Maskedduskrider

Oh we are talking about Coraline! This is a whimsical adventure where a little girl stumbles onto a far more colorful and wonderful world. Where a lonely Other Mother simply wanted to be loved, **forever**. There is just one thing for the poor dear who feels so neglected by her busy parents. Just one little thing for her to stay with Other Mother **forever** to be a family.
Simply sew **Buttons** into her **Eyes**.
Where you end up and how involved in this you are Jumper… That is up to you. Will you be one of Other Mother's many **'children'**? Perhaps one of her creations? A meddlesome Cat wondering where it is not wanted? Maybe you just want to be Loved yourself? Up to you for how this goes.

Take **1000 Choice Points** to fund your adventures.

Starting Location

You start at the Pink Place Apartments in Ashton, Oregon if you are Human or Cat. You will otherwise start in the Other World if you start as either a Beldam or Other.

Age and Gender

Feel free to choose your age if you are a Human. If you are a Cat make sure it is within a Cat's life span. For Others you will be perhaps newly made or possibly decades old from the last time. For the Beldam you are centuries old, just how many is up to you.
Your gender is your prior one. Though for **50 CP** you may change it.

Origins









Human [Free]
You are a normal Human. Perhaps you moved in around the same time as Coraline and her family to the area. Perhaps you are even a child yourself. Be warned Jumper. Not all is as it seems.

Cat [100 CP]
Cats do as Cats will. In this world cats are capable of speech in the Other World at least and can find weak points between dimensions. Allowing the Cat to walk between spaces that no other creature can in this universe.

Other [100 CP]
You are one of the button eyed creations of The Beldam aka Other Mother to create Coraline's Dream World. Or you might be from one of the last times. Where you helped her love 'her' children to death and stayed around in the background to help her for some reasons she likes you enough to keep around.

Beldam [200 CP]
A creepy arachnid based creature which is little known about perhaps you are an ancient and evil witch? Perhaps you are a Fae who simply wants to be loved, though a twisted kind of love.. You weave together a special little world with your fellow Beldam, or you might be a rival trying to take over the Other World and get Coraline.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Gardener [100 CP]
You are great with plants. You know just when to and how to plant your plants to make them grow. It doesn't matter what species they are. You have a green thumb like that.

Mouse Whisper [200 CP]
You have a connection to the Mice. You are capable of speaking to the Mice and they will give you warnings when danger is near as well as give you warnings for others.

A World of Wonder [400 CP]
This is a Capstone Booster
Your world is no longer so bland and dull. Color and wonder always exist even in the most mundane of worlds. Bringing with it light and magic. Just how this magic affects the world may be for good, or ill. Possibly both. You can toggle this on and off at the start of each Jump.

Human

Run [100 CP | Discounted for Human]
You are physically fit and energetic enough to run and keep running. Very useful when something is chasing you. Gives a boost to your endurance.

Intuition [200 CP | Discounted for Human]
You have a sense for when something is off and wrong. You will not let your guard down when bright colors and great food is offered to distract you. You will always have a feeling for when danger is near.



Acrobatics [400 CP | Discounted for Human]
You are a skilled Acrobat. You can perform stunts in a circus of wonder that baffles people that see your build. You could even perform beautiful performances. This boosts your flexibility and dexterity.

Fortune Telling [600 CP | Discounted for Human]
You have a special talent, a kind of magic. Reading Tea Leafs or another medium might help give a clear picture to the future of another. This gives you the ability to create minor trinkets infused with a bit of magic that will help lead them true to their goal. If only they listen.



Capstone: Your Magic is far stronger than just reading the Future. Rather you have the power to change it should you wish. Your visions are far more clear showing multiple possibilities. You can give more clear warnings as well as infuse your magic into an item that will help the person whose future you are reading. Not only that, but you may read into the past as well as the future now. While it may not help with what has come, it will help with what will come.

Cat

Talking Cat [100 CP | Discounted for Cat]
You can always talk. It's if anyone listens to you that is the real question.



Hunter's Senses [200 CP | Discounted for Cat]
You can tell when someone nearby wants you dead, or is spying on you. You can track down spies as well as lost children easily. Even hearing voices humans never could, such as Other Wybie's.

Keep Themselves Together [400 CP | Discounted for Cat]
You do not have another world counterpart. You are capable of existing across multiple worlds at once without overload should you desire. This allows you to survive in dimensions that others cannot.



Go Where I Please [600 CP | Discounted for Cat]
You can go anywhere. You can sense the points between worlds which allows you to take a walk through between worlds. You could use this to stick your head in a log and have it appear elsewhere until you walk through the rest of the way. You just need to be slightly out of sight for this, meaning you go alone.
Capstone: You are more of a Cheshire Cat these days. You don't need to walk around the corner to walk into the weak point. Your body is the living point between worlds capable of fading into nearby dimensions with just a pair of eyes left behind for a moment if you should wish. Not only that but you may take another with you into the passages they cannot see until they enter.

Other



Button Eyes [100 CP | Discounted for Other]
This gives you a new Other Alt Form that can apply to another, though it gives you Buttons Eyes. Your body is fabric full of sand though it behaves like living flesh, but it is not. Your form is very malleable. With the right skills you can alter your body into creative and/or very… disturbing forms. Feel free to change your button eye color at whim.

Lure of Entertainment [200 CP | Discounted for Other]
Choose an activity of your choice. You are a great performer in that field able to get the interest and attention of others, especially children. It may be cooking, playing music, even acrobatics. Whatever it is you put your passion and energy behind it, luring people to return.

I'm Sorry [400 CP | Discounted for Other]
Unlike the others you have a level of control over yourself. You cannot be mind/soul controlled and your body will refuse the orders of even your maker. You will do what you want to do and if that is saving someone you care for. They will have to rip you open and remove your sand to make you stay down.



I'm Not Even That Anymore [600 CP | Discounted for Other]
Your body is… it is no longer based on a human. It is twisted and monstrous. This is a free alt form you can assume at any time. It can be a form twisted and distorted made of taffy, given demonic features, or even a suit full of rats. Whatever nightmarish form you desire, this gives you a bonus to your talents that suit this form when used.
Capstone: Your body is far more malleable and boosts your physical abilities. It is capable of warping itself in ways that are not livable. In your future forms including alt forms so long as you possess a bit of sand inside of your body, even if it is across multiple smaller rat bodies, you will survive. You could even regrow from this state unlike the others.

Beldam

Soul Magic [100 CP | Discounted for Beldam]
You are capable of dealing in souls. You can bind souls of the living to your web long after they pass by sewing buttons in their eyes, though only if they agree. You may even bring to life dolls and Others by using a bit of special soul sand.



Other Form [200 CP | Discounted for Beldam
You may take on the appearance of another. You may base this new form on this other person with buttons in their eyes to use as a new alt form, or not should you want to look just like that person. Though your true Beldam form is that of a spider-like humanoid creature with button eyes and sewing needles for fingers.

Sewing Magic [400 CP | Discounted for Beldam]
You use your sewing to make your magic take form. This boosts the quality as well as rate at which you sew making anything you sew as life-like or not as you should desire. Perfect for creating lures and spies.



Other World Ruler [600 CP | Discounted for Beldam]
You are connected to another reality. You are its ruler and that gives you great power of the dimension you command. This world might not be large, but you can ship it however you desire, altering space itself to best fit what you desire it to have. This in turn makes your magic far stronger in this space.
Capstone: Your powers have expanded to affect all locations you own. Buildings, planets, and even dimensions now bend to your whims should you officially own that as an item of sort. This increases the power of your magic as the location itself will feed your magic giving you a great boost in power.

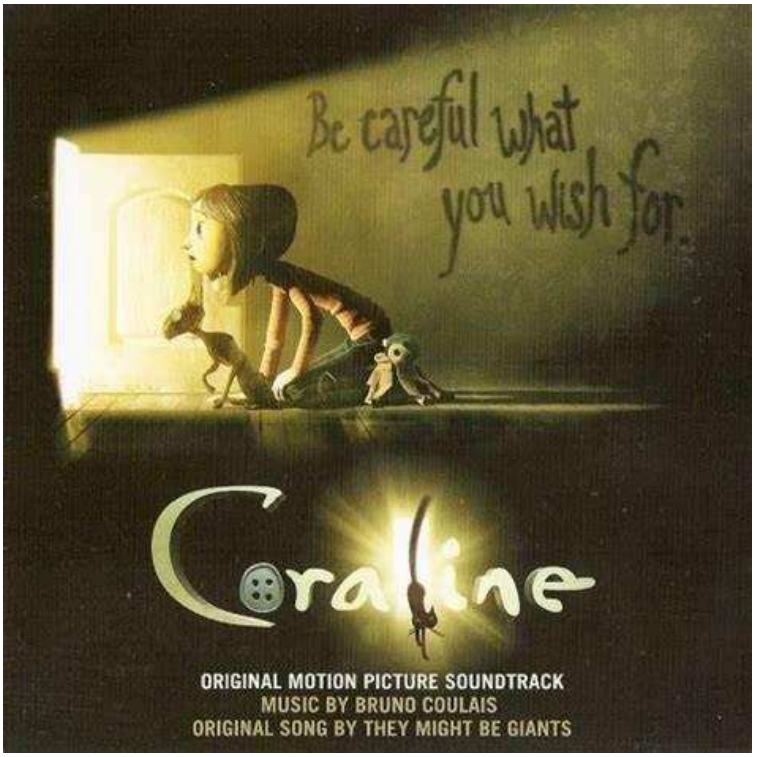
Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.



General [Undiscounted]

Coraline Album [Free]
Here is a free CD copy of the Album! ...What do you mean you don't use CDs? Oh well, take it in any format you want. Even play it by thinking about it and the music starts.

Water Witch Stick [100 CP]
This stick will help you find water no matter where you are! And it's not poison oak either!

Healing Mud [200 CP]
Mud that is good for the health of yourself. It heals wounds and even stuff like poison oak. Will even help your skin look younger. You can get more each Jump start, but you start with a reusable supply in a bucket to help heal you up.

Human

Tea Supply [100 CP | Discounted for Human]
You have enough tea to last 10 years. This refills each Jump and comes in multiple flavors. This tea will even help you tell the future if you should desire to try. Though without the gift you will get signs mixed up.



The Pink Palace Apartments [200 CP | Discounted for Human]
This apartment is big enough to have multiple people living together. It is a bit of a fixer upper to be honest. There is also a small locked door that can open the way to other worlds. Post Jump this door can connect to a dimension nearby your current one of your choice. This can be imported or made a Warehouse Extension.

The Stone [400 CP | Discounted for Human]
A kind of protective amulet. It will protect against evil magic such as the Beldam. It will also allow you to find that which is lost or hidden. Just have a look through.

The Button Key [600 CP | Discounted for Human]
This key is special. It is able to open as well as lock the small door in the Pink Palace Apartment to another dimension. This can be used on other doors or gates to alternative realities. Unless you unlock it yourself, whatever you lock will stay locked no matter how strong the thing on the other side is.



Cat



Real Food [100 CP | Discounted for Cat]
You have a nice supply of real chicken and other things you can eat for 10 years. You are going to need this if you are spending 10 years as a cat to avoid having to eat mice, or worse rats. Your supply refreshes itself at the start of each Jump.

The Log [200 CP | Discounted for Cat]
You have a nice little Log that can let you travel between the dimensions making use of. It is a good place to hide when you need to avoid HER as she can't follow.

The Well [400 CP | Discounted for Cat]
This Bottomless Well is deep in the woods. Whatever falls in will never find its way back out. If used on a dead body will prevent any resurrections. Import or make a Warehouse Extension post Jump.



Index of Worlds [600 CP | Discounted for Cat]
This Book contains within it secret information. A list of possible worlds around your current location along with maps to various key locations and weak points between the worlds. Even without the ability to see them yourself, you could use them to travel.

Other

Cotton Candy [100 CP | Discounted for Other]
The Other Bobinsky would have wanted you to have a 10 year supply of cotton candy. Refills at the start of each new Jump.



Playing Piano [200 CP | Discounted for Other]
This Piano plays you. It will help you make beautiful music. Even better, it will not turn on you and make you do things you do not want to do.



The Fantastic Garden[400 CP | Discounted for Other]
A fantasy garden that needs no tending. You can shape and manipulate things in the garden to look like someone's face should you wish it. The plants are all playful and friendly….At least until you don't want them to be.
It will be Imported or made a Warehouse Extension.

Other Domain [600 CP | Discounted for Other]
A personal home within the Other World. It is something even the Beldam cannot touch or corrupt. Though you could twist it if you want to. Pick a place to be your room and you have full control over just how large it is, up to the size of a theater. As well as how it appears. Bright and colorful or twisted and nightmarish.



Beldam



Cocoabeetles [100 CP | Discounted for Beldam]
You are given a 10 year supply of these squirming little Cocoabeetles to eat. It refills at the start of each Jump.

The Doll [200 CP | Discounted for Beldam]
A little doll you magic up and dress like your victims. It will spy on them for you, you can see through its eyes and hear through its ears. It is easy to remake into new appearances. Filled with soul sand it will draw the child to them and have them keep it near.

Beldam's Workshop [400 CP | Discounted for Beldam]
A personal workshop which you can use to make various dolls and items using your Sewing Magics. It comes fully stocked and will restore at the start of each new Jump including a supply of Soul Sand which can be used to bring your projects to life.

The Other World [600 CP | Discounted for Beldam]
Perhaps this world is your home, perhaps not. Eitherway you now have a world that is like a web you weave. You can change it into something fantastic or nightmarish should you wish. It can be a great private home, or a lure for more innocent souls. It is a rather small world at first though you could grow it if you make the effort. Might take some more souls. Post Jump this can be Imported attached to a door to the real world like this one, or a Warehouse Attachment.



Companions

Companions can purchase more companions. Discounts at 100 CP are Free if you want them.

Companion Import [50-200]
Well import or create a single companion into any origin for 50cp each or eight for 200cp. You have 600 CP to use and the Origin you chose if free.

Any Canon Companion [100]
So you want to take any other existing character from this world. Well then this option is for you. This can be used for any one character in this story if you are not interested in grabbing two for one like some offers below.

Coraline Jones and Wybie [100 CP] (Discount: Human)
You have been able to befriend the title character of this story and her new friend. You gained the duo's trust and they decided to follow you to another world. Because thats what friends do. They can share a slot or be split, up to you.



Other Wybie and The Cat [100 CP] (Discount: Cat)
You are able to listen to his story and his fears and worries. As well as his heart and desire to protect. Along the way you befriended The Cat. Take this boy with you to live, to actually live and not die. The Cat will share a companion slot with him to help you take him somewhere else.

Other Father and Prey Mantis [100 CP] (Discount: Other)
This person hinted as much as he could for Coraline to run. Tried to be by her side and in the end gave his life to help her. He deserves a chance to live and not as a pumpkin. Other Father was even able to convince the Prey Mantis to come with as a friend sharing a slot.

Beldam [100 CP] (Discount: Beldam)
You were able to work out something with this evil Fae. Perhaps likes actually do stay together. Either way you will both travel to other worlds now and be able to gather more souls and love. The Beldam will come with her own Other World for her own use that she controls.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh? Well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
Do you want to go somewhere else? You can choose which world you go to. The Game, the Movie, or even the Novel that was made first. Or you could twist it into a fan's tale.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.



Forced Smile [+100]
Your mouth is forced into a smile this whole Jump. Little wires in your face will keep you from frowning at all.

Unheard [+100]
You cannot speak, at least not to Coraline. Your voice will never be heard and you cannot warn her until it is too late when she discovers the truth for herself.

Busy, Busy [+100]
You are Super Busy and need to work almost 24/7 to try to keep up with things. Especially after the car accident which put you behind work even more. For this Jump you will need to work at least ten hours every day to not be homeless.

The Other What? [+200]
You have no idea the Other World existed at all. Even if you know people disappeared in this Jump you have no idea of the plot, and unless you live in the Other World will not know it is a thing unless someone takes you there directly.



Toxic Love [+200]
Beldam believes she loves you, and due to Stockholm Syndrome you love her as well. All she wants is your love. Just give her your love, oh and sew buttons into your eyes. This lowers your will to resist.

Trapped in Other World [+200]
You fell into the Other World, and there is no way out. Even if you are a Cat you can't find a way out. Better stay hidden and on the move to avoid the Beldam.

Starving for Souls [+300] (Requires: Beldam)
You NEED to feed! You don't have long before your body gives out. You must feed as soon as possible and that hunger will drive you wild and desperate.

Buttons Eyes [+300] (Incompatible with Beldam and Other)
The Beldam got you. She has sewn buttons into your eyes and eaten your life force. Your soul is trapped in the Other World and will never reach the afterlife or the next Jump unless you have Coraline find your eyes and free you. if she does not this is a chain fail.



Sand Body [+300] (Requires: Other)
You are trapped in the Other World for this Jump. Due to your nature your body cannot exist outside of the Other World. If you try to help Coraline the Beldam will spend the rest of this Jump hunting for you to torture and warp as part of your punishment.

The Other Jumper [+500]
The Beldam had a vision about you Jumper. You are quite a threat to her plan. Don't worry though. She has a plan for her own version of you. It will just take a few… improvements first before she sends it to hunt for you. Be warned, by the time you get to Other World it will already be stalking your trail.

Other World Lockdown [+600]
Due to the magic of this world keeping you from full power. You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Jump Creation.