Beetlejuice the Musical



Death is a part of life, and (mostly) for everyone except the Jumper, people experience it permanently at some point-

Ooh, what's this?

Ha! Begging your pardon! Sorry to barge in! Yeah, I don't care for all that bullshit, so, Jumper, do you wanna finally die? I mean if you want to be boring, I guess you could be a breather, but death is a whole lot more fun than that. If you're going to be coming around here for ten years, you should probably take this to make it more interesting!

+1000 CP

Age and Gender

Who cares! I mean honestly, I don't care what you are! Pick any age or gender, hell pick even any sexual orientation or race, and maybe even go crazy choosing a religion. It's your choice pal!

Location and Time

You start at the funeral of one Emily Deetz, with a grieving daughter who feels invisible and a daddy in denial. You may or may not be invited, but hey, who cares! Yes, this means that you can prevent the Maitlands' deaths (who cares about their character development).

Origins

Are you a breather or a cool dude? Any Origin may be a Drop-In.

Weird Adult (Breather)
You're a functioning adult, at least somewhat. You probably don't believe in all that hocus pocus about ghosts, but you might have a guru named Otho. Namaste, you freakin' poser.

Gothy Teen (Breather)
You may or may not have recently lost a parent, but you certainly obsess over death a lot. Jesus, can you be a little less morbid, it's been months! Wear yellow! Show that you think about death only a normal amount!

Newly Dead (Ghost)
You've just died! Congratulations, thanks for being somewhat of a cool kid… wait, you're not middle-class, suburban, and white, are you? Oh god, you're helpless when it comes to this death stuff, aren't you? You're never going to be able to give the living the fright of their lives!

Demon (Ghost)
You've been scaring for a millenia, you're basically a ghost-zombie-Jesus! You're clearly the coolest Jumper in the room if you picked this Origin! It'd basically be the perfect day to die, if you were the guy just passing by!

Perks

All origins get their 100 CP perk free and the others at a discount.

General

Singing! (Free for All Origins)
You're a talented singer, and while that might not be much, you can conjure music from out of nowhere to help you sing like a musical. You can cobble together lyrics quickly and sing them

even faster, not even missing a beat on split-second decisions in song-writing. You also have the ability to do what Alex Brightman does with his voice just for fun, it's actually interesting, and you should look it up. Nobody really questions this musical stuff here, but in other worlds, you might get a couple of looks.

Ghostly Presence (300cp, Free and Mandatory for Ghost Origins this Jump Only)
You're a ghost (or have ghost powers if you're still breathing, you poser) and that means you have access to some pretty cool powers! And unlike other ghosts (unless you took the relevant drawbacks), you retain your clout over the living world even if you didn't die in your own house! You're inexperienced but even without practice you're unaging, invisible, inaudible, without odor, and intangible which you may toggle on and off. You can manage flight if you try it, in one lesson you could manage possession, and maybe with some more experience, you might be able to pull off feats that other ghosts can do like explode and reform. If you're a breather, you're probably some weird ghost-hybrid, weirdo.

Weird Adult

Child of the Universe (100cp, Free for Weird Adults)
You've certainly found your frequency, because you have an insanely in-depth knowledge of various New Age and Wiccan practices. Crystals actually speak to you (*buy more crystals*), you're experienced with meditation, your positive thinking changes the world (the Pacific Islands are still sinking), you're actually able to read tarot cards, correctly choose the right essential oil, and a variety of other practices. Just for funsies, I'll also throw in a Theology degree in all religions, even fake ones like Scientology or Satanism. I bet being able to name all of the Saints and their entire wikipedia pages without looking it up makes you real fun at parties.

Life-Coaching! (200cp, Discounted for Weird Adults)
You actually have some pretty good advice, unlike most bullshit life-coaches. You're extremely knowledgeable and experienced in psychology, sociology, teaching, and counselling, making you able to actually help people through the various phases of their lives. Whether it's helping a driveless teen choose a career, counselling people through their various tragedies, impressing upon sociopaths that they need to understand how other people feel, and more. You also have a clear and sane mind, not pushing your own bullshit onto others unless you intend to.

As My Guru Otho Always Says (400cp, Discounted for Weird Adults)
Your guru might not be that smart, nor were his pieces of advice, but you've managed to cobble together some understanding of the supernatural. Unlike others, even without experience of any supernatural event, your mind begins to grasp at straws that coincidentally fit the description. Your weird voodoo with crystals, tarot cards or whatever bullshit you come up with can actually glean you pertinent information to your fate, supernatural dangers and major events like a radio

tuned to the unknown stars. This only applies to the general parts of these things, so you won't find the winning lottery numbers, that's for sure.

Gothy Teen

Nobody Gets Molested By a Gothy Teen (100cp, Free for Gothy Teens)
People weirdly trust you, even if you're giving off weird danger vibes, like being a teenager dressed in all black living in a creepy Victorian house answering the door to a girl scout that has been trained not to come inside homes due to pedophiles, they'll walk in anyway! You're not necessarily likeable or persuasive, it's just that nobody really thinks that you'd hurt them, even with their knowledge and training telling them otherwise, at least until you *really* scare them. You may toggle this on and off, if it would benefit you.

Just a Normal Kid (200cp, Discounted for Gothy Teens)
You're devious at getting adults to underestimate you, with most thinking that you're as ordinary as could be. The living, mundane people of this world frequently ignore you, with the authorities only investigating suspicious things happening with you only when its egregious, like dead bodies being found. This applies to a lesser extent to places you own, organizations you run, people under you, and more, but the larger and more powerful the thing is, the less it applies. People would still unhesitatingly approach your house with a pie from the store to greet you as a neighbor, even after seeing several people run screaming from it over the past couple of hours or days.

I Am Also Strange and Unusual (400cp, Discounted for Gothy Teens)
You're a medium, which essentially means you can physically sense and interact with ghosts, spirits and anything else that is immaterial that lurks nearby. But that would be too boring on its own, so now you can summon beings from other planes of existence into yours by chanting their middle name three times. They aren't bound to do your bidding, so watch out that you don't summon eldritch entities that could destroy reality. They aren't technically living so you can't kill them this way and they are bound to your physical location, only being able to affect that area around you (though they are able to kill you just fine, but that traps them in anyway) so they can't really die unless exorcised, banished or killed in whatever special way is required for them. That is unless you marry them, in which case they become living, unbound and are able to be killed, but that can only happen once every jump, turns out spiritual marriage is forever, except for you.

Newly Dead

Adult Recreational Classes (100cp, Free for Newly Deads)

You attend adult recreational classes, and you're actually good at what happens in them, even if the others just drink wine and watch. You have a very large variety of eclectic skills that are at well-trained levels, ranging from ball-room dancing to glass-blowing, you're pretty good at these things. You're not someone who has been doing them for years, but you're at a level that most would comfortably say is pretty good. Of course this doesn't apply to everything, but if you could attend a class on it at a community college, you likely have a good grasp on it. You also gain a basic fluency in the common languages of the world, ranging from Mandarin to Spanish, enough to ensure at least a bilingual household if you have kids.

100% Ready for The Next Step! (200cp, Discounted for Newly Deads)
Even being dead, you have a talent for raising new life. I'm not talking about necromancy, but actual parenting. You have a large variety of knowledge on ways to raise children or child-like creations, the ability to change diapers, mix formula and a variety of other common tasks needed to deal with a baby (you'd be surprised at how people can be bad at this), the common and uncommon mistakes of parents, an almost-supernatural knowledge and sense of what a child is likely thinking, feeling, experiencing, talking about and not talking about (they can't really lie to you until they're an adult), and a huge boost to patience and willpower when actually dealing with kids (you'll never yell at them or be revolted enough to stop changing your baby's diaper). If you do have children biologically or help someone have children biologically, you don't have to worry about them being stillborn (whether you're midwife, the father or mother), they'll never have genetic issues or diseases even if both parents have high chances of giving them, and in general possess the best characteristics of both parents. You also have an endless supply of bad and good dad jokes.

Jumper 2.0 (400cp, Discounted for Newly Deads)
You have an endless drive for self-improvement in all areas, and that really shows in everything you do. When you put effort into attaining, protecting or doing something, you'll find that your willpower is boosted to levels that can resist the supernatural effects of others, your skills regarding this something begin to increase at a pace that outpaces prodigies, and you have a degree of luck that helps you find opportunities to seek further self-improvement. You also in general retain these improvements such as having a perfect memory which includes both mental and muscle memory. This also comes with plot armor that acts to safeguard your improvements, with the more time, effort and personal investment sunk into it, the better. Buying a large amount of real estate before a natural disasters hit might save most of it, while investing in a single house and living in it would have dangerous events slip right past it, with it being unharmed during a nuclear strike, though you wouldn't survive a nuke just by being in it..

Demon

Fright of Their Lives (100cp, Free for Demons)

You're naturally terrifying, even when you're obviously just trying your best come off as non-threatening, people will stare in shock, and if you approach them, they'd scream in terror. The staring when in shock thing is pretty common when you do *your* thing, like they're witnessing a natural disaster that they have no ability to stop. This means that you'll likely have to deal with the effects of your social faux pas only after everyone has processed what you've done. If they are going to do something, it's likely flail and scream in terror, but for better trained people, they might just be a little shaken. You may toggle this on and off, if it would benefit you.

That Beautiful Sound (200cp, Discounted for Demons)
You're actually really creative and a terrific actor, as if you graduated as a valedictorian out of Julliard. Your creativity is mostly aimed at terrifying people, but within that sphere of influence you find your ability to twist your abilities and skills towards scary ends to be quite easy. Being able to manipulate fire would let you shape your flames into terrifying shapes and change its color, even if you couldn't before. You also have a great gift for manipulating people, able to see their desires and weaknesses, and using your abilities to get them to agree to what you want, whether by tempting or intimidating them.

Born-Dead (400cp, Discounted for Demons)
You were born dead, which means you don't have any of the wounds that actually come from being dead. This means that those ghost powers mentioned earlier are boosted to a humongous extent, becoming almost like very low-level reality warping. Ghosts also tend to follow your orders without question, and find you charismatic, even if you are cranky, old, an alcoholic and a chain-smoker that is sending them off to the void for all of eternity. This also applies to any other ghostly or necromantic powers that you might have, boosting them to similar heights or even further depending on their original power.

Items

All origins get their 100 CP item free and the others at a discount.
You may import any of these items into other similar items.

General

Beetlejuice Content (Free for All)
You have professionally recorded video and audio of all Beetlejuice the Musical performances (even the ones that haven't happened yet on Earth), the full album of Beetlejuice the Musical, the original Tim Burton movie, and the cartoon, all on a USB. You also have several posters signed by the various cast members. Obviously some people might find it very weird if they find this.

The Winter Garden (100cp)
You have a Broadway theatre that is one of the largest and most popular theatres around. You may have any performance from your original Earth and any jump you visit or have visited simulated by realistic NPCs, with the stage changing in order to properly fit it though this can't be used for anything but illusory effects, props and sets. You can't talk to the actors, there are no technicians, prop guys or stage managers unless it was a performance where they were on (though nothing goes wrong unless you want it to, and even then, it's only illusionary) during simulations, and if you try to interact with anything on stage beyond curiosity or performance, it will become intangible and reject anything you try to store on it.

There is a very luxurious backstage that has any number of dressing rooms needed for actors as long as you do not abuse this. There is also a storage room that is filled with an unlimited crew of faceless constructs that may perform a variety of jobs needed to ensure a performance goes smoothly like people who help deal with the costumes and wigs, people who give you the right prop to go on stage with, people who remind you to go on stage, and other similar small but necessary jobs. These constructs cannot be used for anything beyond performances, they are restricted to operating in the Winter Garden, and will not function if you attempt to circumvent this.

You may have this place attached to your warehouse, imported to future worlds you visit, or attached to any other property you might have.

Classic Victorian-Style Manor (200cp)
You might have fallen in love with the house that is currently the home of the suburban, middle-class and white Maitlands. So, you have one just like it! This home is roughly three stories high, a classic Victorian-style home, and overall an attractor for ghosts of all types. In future jumps, anybody who dies here, lives on as a ghost, gaining the perk Ghostly Presence. This doesn't work for Jumpers or Companions, rendering them simply dead, or they respawn with the relevant One-Ups.

You may have this place attached to your warehouse, imported to future worlds you visit, or attached to any other property you might have.

Weird Adult

The Cultist's Paradise (100cp, Free for Weird Adults)
This isn't just cult stuff, you have a wide variety of spiritual and religious objects and aids. Ranging from crystals to crosses, Bibles to spell-books, and more, you have a very large collection that any potential cult-goer would be envious of. You also have an invitation to various religious groups without paying their fees, dues or tithes, being welcome at any church, whether it be a Protestant Christian one or one of the most exclusive Scientology retreats.

Otho's Ghost Box (200cp, Discounted for Weird Adults)
Normally this box would never work, but you actually have a working version that can deal with ghosts, spirits or entities. It can trap a large amount of ordinary ghosts before needing to be emptied somehow (it doesn't provide you with anything to do that), but it can only trap a small amount of powerful 'demons' like Beetlejuice or Juno before needing to be dealt with, bigger demons likely won't fit without other alterations. Once a ghost is inside the box, they'll find that the box actually simulates a large illusory mansion which you can visit, inside of which ghosts are stripped of their natural abilities. If you are a ghost or ghost-hybrid, you don't get weakened nor do your other out-of-jump supernatural powers.

Gothy Teen

Mourning Outfits (100cp, Free for Gothy Teens)
You have a wide variety of outfits that contrary to your expectation, aren't all black. Okay, a lot of them are black, but that's besides the point. These outfits range from dashingly evil striped suits to gothic dresses in a variety of colors, they auto-adjust for anybody who wants to wear them. You essentially gain the entirety of the Beetlejuice wardrobe, along with the various costumes for the ensemble. You also have an unlimited supply of hair dye that allows your hair to change color according to your mood.

The Abyss (200cp, Discounted for Gothy Teens)
The endless space of the abyss, this is where all ghosts go when they die. Why is a teenager receiving a discount on this? Well it's not really useful for much besides contemplating death, especially those of loved ones. You'll find that anybody who enters this place will begin to understand and get over death, and that of their loved ones. If you killed their loved ones, they won't forgive you, but at least they won't be depressed. It can't really store stuff or people as you'll find that they quickly age and disintegrate if left for too long, but the dead, undead and ghosts can be stored here without trouble. They actually find it ideal, if only because the abyss reassures them that it's fine. It won't trap them however and they will still maintain their power, possibly finding it heightened in this dead space.

Newly Dead

This Is Our Stuff (100cp, Free for Newly Deads)
You have a variety of hobbies and amateur equipment for a variety of things. Whether it's stuff to make homemade kombucha (it won't taste like armpit), how-to guides and self-help books in both paperback and digital editions, spin-your-own-yarn kits, and more. You won't find anything necessarily that high-quality or professional, but you'll often find that you have a generic, amateur or training variant of it.

The Crib (200cp, Discounted for Newly Deads)
Originally thrown out and taken to the dump, you have received the crib that was made perfect by Adam's perfection, that calms children down, letting you get sleep at night. Of course you don't have just that but a variety of other stuff needed to raise a kid, or multiple kids. This includes guides, an infinite supply of diapers and formula, baby clothes, school supplies, and more. You also have a special fund that can only be used for the betterment of children but it has exceptionally deep pockets and includes a book of contacts that updates each month to find the perfect wet nurse, nanny or tutor along with the excellent kindergarten, awesome daycare, prestigious private schools and the ideal Ivy-League college. This fund can pay for all of these things for up to a baker's dozen amount of children, but can support more children at the cost of lowering the quality. Finally this baker's dozen of children may gain a trust fund of 200,000 dollars a year, which you may not take from them or try to manipulate your way.

Demon

The Striped Suit (100cp, Free for Demons)
You have a suit for every occasion, as in this one suit that can transform into any outfit you choose. Of course this is just one outfit that has to be worn by you, so don't think that this makes Mourning Outfits redundant. This suit can also conjure small and somewhat useful simple objects like whistles or megaphones that are made out of ghostly essence, which dissipate if they move too far away from the suit.

Ghost Phone (200cp, Discounted for Demons)
The latest phone for the dead made by a variety of dead tech geniuses in the Netherworld. This smartphone automatically upgrades, never downgrades, is untraceable, has unlimited data, always has an internet connection and reception though this may be of limited use in less-advanced worlds, and you may browse the internet of previous time-stopped worlds with all paywalls unlocked. Now that we've gotten that basic stuff out of the way, this essentially lets you call anybody who is dead in the world you're in, even if they don't have a phone or even have a conception of phones. They're not obligated to speak to you or tell the truth and they cannot be resurrected through the connection of the phone. If the world you're in doesn't have a Netherworld, Underworld, or anything like that, you'll essentially be talking to an upload of the person.

Companions

You may transfer CP to all of your companions at a rate of 1:4, making 50cp turn into 200cp.

Import/Create (50cp)

You may import or create a companion, though created companions cannot drop-in for obvious reasons. If you are creating a companion you may dictate their appearance, personality and general history. You may pay 200cp to import or create eight companions at once. These companions may take any drawbacks they want.

Canon Companion (50cp)
If you can convince them, you may take any of the interesting people from Beetlejuice, whether it be the dashing demon himself, the plucky gothy heroine, or anybody else who appeared in it. For 100cp, you may take the entire main cast, which includes: Beetlejuice, Lydia Deetz, the Maitlands, Charles Deetz, and Delia.

Drawbacks

You may take any number of drawbacks.

Obligatory Other Media Toggle (+0cp)
You may choose any other piece of Beetlejuice media to enter, though be warned, your perks and items will not change.

More Time Spent (+100cp)
You may increase the amount of time you spend in this world by ten years, though this is subjective time if you're a ghost.

Dead Mom (+100cp)
An important family member of yours has died, and regardless of how you would usually feel about that, it devastates you. For Drop-Ins, you believe for the duration of the jump that you lost a long-time, cherished companion, though obviously these are false memories. If you don't Drop-In, this may have effects on the rest of your family, but not as much if you didn't take Daddy is In Denial. You may take this as many times as you have cherished family members, though it does increase the pain significantly for all of these each time.

Daddy is In Denial (+100cp)
Your family, group of Companions or random people you like have gone through a tough transition, maybe a family member died (you may or may not be devastated), maybe you're in financial trouble, or some other thing. Regardless, your 'family' isn't in a good state, and will remain that way without a couple of musical numbers dedicated to honesty and growth. Hope you're ready to sing your heart out Jumper.

Obsessed With Death (+100cp)
You are obsessed with death, trying to find something out, whether it be a way to find your dead mom, achieve immortality or just scientifically analyze how death works. You will do whatever it

takes to find a way, even going into an abyss of death if it means finding your mom. Of course it won't work out, but you don't know that. You'll forget that last part when you take this drawback.

Like a Teenager (+200cp)
You have the mind of a teenager regardless of your age and not just any average teenager, but the worst kind of teenager. You're rebellious for little reason, rude to people who legitimately care about you (and you probably care about them, even if you don't realize it), and in general act like a little shit. You also take a sharp dive in long-term planning skills, as you might think about committing suicide to make your family or companions sorry. This doesn't give you suicidal tendencies, but if you have them…

Suicidal Tendencies (+200cp)
You're legitimately depressed and suicidal, regardless of the circumstances. You're in general down on the best of days, and on the worst of days, you might try to commit suicide. The reason this isn't worth more is because you're frequently interrupted, whether it's by family, companions, random bystanders or even fate itself. You feel like shit and you'll probably hurt yourself, but you won't die unless you really put in the effort.

Move Forward (+200cp)
You believe that you're strong, that you can get through anything. You frequently push aside the feelings and concerns of those you love in order to 'move forward'. If there are things that make you feel vulnerable, you'll refuse to deal with them, and let it fester. If you don't have any loved ones, you'll find that you become abrasive and dismissive of people in general. Regardless of whether you actually care about other people's feelings, you'll be making a lot of people feel unheard and breed resentment towards you.

Ready, Set, Not Yet (+300cp)
You and any companions of yours will die on entry into this world, but luckily you don't go home, and thus you get the Ghostly Presence perk for free for this jump only! Of course since you died normally, you gain all of the drawbacks of being dead. You're attracted to the Netherworld like a moth to the flame, you have almost no influence over the living world, and have great regret for your death. You'll likely spend the jump unnoticed, invisible and powerless, like a gay republican. But you have a way out, because if you can get someone to say your name three times, you will materialize.

Of course, if you don't materialize and stay materialized by the jump's end, you'll be sent home as if you died normally. Better find someone that can see the dead or a dead person that can influence the living to say your name. This is considerably more difficult than you think because you and your friends act almost exactly like Beetlejuice, except maybe in different horrid ways. Yeah, don't expect to get any favors.

Powerless (+300cp)

You have none of your powers and perks from previous worlds. You retain your Bodymod as per normal.

Penniless (+300cp)
You have none of your items from previous worlds, and you lose access to your Warehouse.

Ending

Go Home
What? You're that much of a crybaby? I suppose home is a big point in Beetlejuice.

Stay Here
Oh wow! You're actually staying here? You'll have quite a bit to explore, and I guarantee that you'll find out about Beetlejuice's dad. Sequel!

Continue Jumping
Never change Jumper. And if you did, fuck you.

Notes

On Born-Dead
The low-level reality warping in Born-Dead essentially means that it turns back to normal after a while, will turn back almost instantly after you leave the general vicinity, and cannot directly affect people. You could, for example, alter the layout and design of a house if you lived in it, possibly turning it to rubble, but if you left it for a second, it would revert back to normal in an instant. You can also create powerless clones of yourself, create NPCs like cheerleaders that do what you want them to, and more. You can't give yourself more power either, so be warned about that.