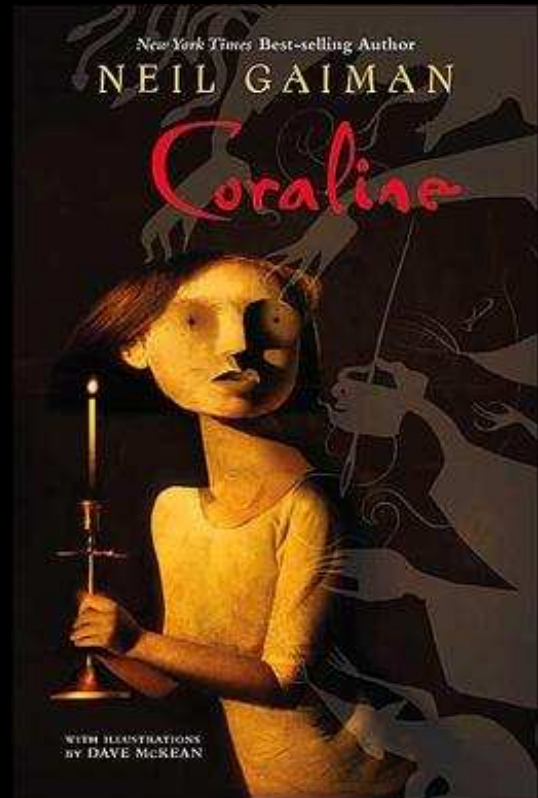




Coraline

FROM THE DIRECTOR OF
THE NIGHTMARE BEFORE CHRISTMAS
EXPERIENCE IT IN FORM 3D IN SELECT THEATRES



Coraline

Coraline Jones is a girl with loving but busy parents. She's just moved to a boring new life with strange neighbours. And a peculiar door in her room.

Waiting for her on the other side of that door, is her **Other Mother**. Who loves her. And spoils her. And **never**.

Ever.

Wants her to **leave**.

You show up near her home on the day she moves in. Here's 1000 Coraline Points.

Origins

Child: You're a bright young lad or lass roughly around Coraline's age. You're a relative of one of her neighbours, or someone who happens to live near enough in the neighbourhood. It's boring. Maybe you could make a new friend?

Parent: You're a responsible adult roughly around the age of Coraline's parents. You've either got no time for tomfoolery, or too much time on your hands. Watch out. Things go bump, in this place's night.

Other (200 CP): You're a snarling smudge of a person, or a creepy-crawly thing with a human visage. Did someone make you, or did you come here looking for food? You can look like someone from the human world, but you're unmistakeably **Other**.

Perks

Perks are discounted for the background under the relevant background header. Discounted 100 CP perks are free.

Child

Inquisitive Inquisitor (100 CP): What do you spy with your little eye, in a town so dreary and a room so dry? You're good at looking for things. Really good. You've got energy and a keen eye. Not to mention a good sense for how to keep them out of reach once you've gotten them.

Courage (200 CP): It's all on you, you know. Parents don't *want* to know about the worst of what goes on in their new home. When encountering the supernatural, a burst of courage helps you keep a cool head and fast hands, letting you do what you have to quickly but sensibly.

Riddle me This (400 CP): Others like games. Whether because they want something to love, or love something to eat. Or because they were *made* to play them. Not only are you good with games, but there's something about you that makes even the inhuman and the predatory want to play along with them. They might cheat, they might set rules of their own, but if you can make it sound fun they won't eat you up all at once.

Parent

The Grey Cold World (100 CP): It's hard to make a living sometimes. That's why you're grateful to have steady employment of some kind, and the qualifications for it. It's not glamorous, but it'll let you easily afford a place like the one Coraline's parents are living at. It's not necessarily fun, but it's steady work.

Mysticism (200 CP): You know things. Tricks gleaned from those in tune with the stranger parts of the world. Half-

remembered fanciful tales that mean so much more. You can do minor occult tricks like read the future in tea leaves, or know what kind of rock can see through glamours. Little of this will change your life in the real world, but it could make the difference between life and death in a different one.

Animal Friends (400 CP): Like Mr. Bobinsky's mice, there's a type of small animal that is very helpful to you in some way. They tell you things adults often miss, like the going-ons of otherworldly beings, and will help you out if you're in a jam-or help you more generally if you do nice things for them too. Different types of animals have different tricks and personalities. Mice are numerous and coordinate well, but not that bright. Cats are cunning, vicious fighters when cornered and can walk between worlds but no sensible person herds cats for a reason. In future worlds, you'll be able to commune and cooperate with animals of the same type.

Other

Making up a song about Coraline! (100 CP): Your singing voice and musical talents are out of this world! You can make up songs about people you've just met, and whip together other types of rousing performance with little effort. You're so good at it, you can even leave **hidden warnings** in your lyrics.

Don't be tardy (200 CP): You're good at getting people to let their guard down. You just KNOW what keeps them coming back, and how to keep them yearning for more. Their base desires, their fleeting hopes and dreams-as long as you're chatting amicably with them, all these things come to the surface and make them want to come back to you as soon as possible.

Feral (400 CP): Your façade crumbles when you're angered, your visage cracks when people won't play along with the script. But that's alright. If they wanted to see the real you, all

they had to do was ask. There is a certain transformation you can undergo when you want to hurt somebody. Perhaps you turn into a vast scuttling swarm of little creatures. Maybe you transform from a friendly father to a roaring, snarling beast the size of a tractor. Whatever it is, very few humans could win a fistfight with you-and fewer still would even want to try.

Other Jumper (600 CP): Most of the things in the Other World were created by the Other Mother. You, though? You're of the same order of being as she is, and your magic is far stronger. You can create glamorous otherworlds like the one she uses to lure Coraline, create fabulous parties or wondrous theatrical events with them, and link them to the real world by some sort of doorway; people that enjoy themselves here can go to sleep and wake up in their original world or be stuck depending on what you want. You could make the sky spell out someone's name, or a garden suddenly bloom in the shape of their face. And you can populate it with copies of someone's friends, family, neighbours or anyone else they care for, though such creatures are something...inhuman behind their cheery facades. You can't really create original things, just copy someone's memories of a building (and the environment, and the sky, but things just kind of fade into brush strokes out far enough and you end up walking in a circle at the far edges) or something of the same scale.

But a world this fanciful takes love and care to keep going. Literally. To sustain it, you must lure in living beings and sew buttons in their eyes. Then you can feed on their love, their joy-everything important really, until they're nothing but a dried husk you can hide in a small object to keep your wonderland going. You don't need too many, really. Just one every few centuries or so. But wouldn't it get lonely without meeting anyone new here?

Who knows what other tricks you might have? You can lure or kidnap humans somehow, and imprison them in objects like

snowglobes in your world. And if one of your limbs is severed, you can see through it, and keep it moving to take revenge on whoever hurt you so. It's quite likely you have other strange and terrifying powers. Just none fast enough to deflect a cat thrown at your face.

Items

There's just a few things here and there, lying on the floor. No discounts, unfortunately.

Rock with a Hole in it (50 CP): This shiny rock lets you see through the glamor of Others, if you look through it with one eye. Otherwise, it's just a cool thing you picked off the ground one day.

Signature Pair (50 CP): These pair of boots, gloves or some other fanciful clothing was really expensive! You got it anyway somehow, and when you wear them you feel just a bit more special and loved.

Tea Set and Candies (100 CP): Jasmine? Oolong? Why choose from one? You've got an assorted set of teas from around the world, as well as some actually tasty candies to go with them. Some more is dropped off in the post every week or so.

Well (100 CP): There's a hole with a bucket, a rope and a heavy lid in it near where you live. The water is lovely, clean, cool and refreshing, letting you think clearer than usual. More importantly, any supernatural being chasing you that's flung into it will be banished-if not dead, then mysteriously warded from ever doing you harm again. It's a fairly small well, though.

Skeleton Key (150 CP): This key is a dead ringer for the one Coraline was given to keep the strange door in her house locked. It works on any door with a lock in it, even supernatural ones, opening them or locking them shut as you desire.

Special Marbles (150 CP): These three marbles shine with the light of several souls. They're not exactly human, but they're worth just as much as any child's. Keep them around, and you'll have a useful power source for certain magics. Set them free, and you'll have some friends who can peacefully move on with their lives-or become followers, if you can get them to agree to come along with you.

Apartment (200 CP): You've paid your dues, and bought yourself a proper living space. You're a landlord now, owning the best room among a series of others. You could rent them out, or enjoy all this lovely space yourself. It's quite drab for now, but with a little installation you can set up a thriving community here.

Companions

Who's There? (50 CP): Want to show a friend how cool this place is? For 50 CP you may import someone into a background which they get for free, including Other. Or you can create a new person with this option following the same rules. They get 300 CP to spend on anything they want.

There You Are! (Free): In a world so boring, it's only natural to escape. You're free to take along anyone willing to come with you on your journey, making them a companion.

Cat (50 CP): A snarky, droll cat has started following you around. It's as intelligent as a human though...well, cat-like in outlook, and can walk between worlds. In strange places like the Other Mother's domain, it can even talk to you. All cats can do these things apparently, they're just sensible enough not to. It's not the friendliest creature, but it'll stick with you through thick and thin.

Drawbacks

Laika's Debut (+0 CP): Some details differ in the animated stop-motion adaption of Neil Gaiman's novel. Others aren't present at all. You may choose whether you enter the movie or the book/comic's setting.

Malicious Yearning (+100 CP): There's a craving in you that can't be filled. The vivid taste and lustre of childhood. You yearn for children, you covet them, want to own them. And you're filled with fury and spite when they disobey you.

Disobedient (+100 CP): Don't go anywhere I wouldn't, she said. Hmph. You'll show her. You're sorely lacking in common sense and have a surplus of boredom, prone to wandering off and getting yourself in trouble. Not a wise attitude to have among otherworldly forces.

The Other Jumper (+100 CP): Something from...elsewhere has taken an interest in you. There's a doorway somewhere near where you live, where you can go through to experience all sorts of wonder and whimsy! If you've read this far, you can probably tell why that's such a bad idea. All you have to do to stay safe, is to keep that door locked with the key entrusted to you. But...isn't it terribly boring, in this world?

Sewn Shut (+200 CP): It looks like you disobeyed the Other Mother at some point. Your lips have been sewn together into a horrifying smile. Nobody else will notice. They just think you go through life mute and grimacing. You can stretch the stitches wide enough to just barely eat and drink, but that's about it.

Parental Abduction (+200 CP): Someone important to you is trapped in the Other Mother's domain, an important companion or someone from this world. Either way they can't escape without your assistance, and you'll have to make the journey in there to take whatever they're stuck in out-whereupon they'll be magically freed in some vague, symbolic manner. If you free

someone from this world, they automatically become a companion.

The Rats in the Walls (+200 CP): Mr. Bobinsky's mice are polite and well-trained, but they've started warning you about **other** creatures. Vicious, large rats that have started making the journey between worlds. They steal things when you're not looking, try to set up simple traps or nibble your ankles. That is all, for now, but as they get braver they'll start to do worse things to you.

Perhaps you should start by finding out why they hate you so much.

Worm's Hole (+300 CP): Something has changed about the doorway to the Other Mother's world. It was always...*alive*, something older and vaster than her, that she had no power over but merely used for her own purpose. It's taken an interest in you now. It's not as fast or clever as her, but like a hungry animal it doesn't need to be. Over time it'll start replacing important doors in your life, creating long and ominous hallways between where you need to go. Creating objects to slow you down or make you want to stop long enough within it while slowly, slowly, it gets narrower and narrower. At least it can't make living things-it IS one, vast and terrible, and it's churning walls will try to herd you to stay in it over time. Don't dawdle, and hurry to find some way of defeating it. Suffocation is a horrible way to die.

Ghostly Presence (+300 CP): Something terrible happened to you, and you're nothing more than a lingering wraith now. It takes great effort and concentration to affect the physical world as anything more than a light breeze, and certain supernatural beings can bind you in place. You can't die for...obvious reasons, but is this any way to live, just drifting through the world?

Just By Myself (+300 CP): You forfeit your powers, your items, your companions-everything that makes you YOU except for your Bodymod build. You'll be just another person here, trying to get by one way or another. Stay safe, and don't go opening any strange doors.

Go Home

Stay

Move On