

# Corpse Bride

Well, what do we have here? Are you still alive? Or are Ya Dead? Maybe you're just some kind of Blackguard fiend? Well, I guess it doesn't matter, either way you're now in a delightfully creepy, odd and all around slightly nasty world of Tim Burton's creation, with undead brides, living grooms and one rather major villain and some minor familial ones too! Have **+1000CP** to get you started and maybe live a little?

## Age, Gender And Start

Pick whatever you want as long as it makes sense. I don't care, I'm not gonna tell you what you can and can't do or be in those regards. As for starting time, you start about a year before the movie happens in the same town.

## Origins

**Dashing Groom:** Well, maybe not a groom, maybe a bride? Anyways, you have a family looking to use you to better their own power, standing, what have you. You probably haven't even met your Husband or Bride to be, um, you can choose if your spouse is gonna be a male or female freely, despite what laws or beliefs might have been at the time, again I'm not big on messing with people's choices like that.

**Underworld Resident:** Well, you can be a jazzy skeleton, or maybe a half rotted groom? Maybe a Head? Any which way you're dead and in the afterlife, have fun. (You can toggle this as a Drop In, being a "Recent Dead" just waking up as it were in the underworld)

**Black-Hearted Fiend:** You're a real sack of shit you know that? The kind of asshole to seduce a bride and offer to run away with her only to murder her and steal her money, in fact, such actions are natural to you.

## Perks

100CP Perks under their origin are free, all others are 50% off.

## General

**Haunting Tunes(Free/100CP):** Well this wouldn't be a Tim Burton Movie without some music and you're pretty good at all kinds of music. Whether you're playing a Piano, Singing, Picking up some random bones to make a Xylophone it's always good. You get this and can keep this for free.

If you choose to pay 100CP this perk has two Effects added to it, the First being that you can use music to make it easier to channel or use any magic you know, Soul and Necromantic powers receiving a boost of about 1.5X when used with this method. The Second boost is anything that specifies a "Certain Kind of Art" or even "A Certain Instrument" it can be applied to "Music" in general.

**Burton Born(Free):** Well if you want all your future worlds to look like Tim Burton's Style now you can, this won't affect the actual abilities of anyone but it simply changes how you see things, have fun. You may Also look like a Tim Burton-esque stop motion/claymation Figure, letting you move, and even act like you're from one such movie, giving a sort of "Joyful Creepiness" to your actions

## Dashing Groom

**Genuine Connection(100CP):** So, for all that talk about forced marriages and everyone using their kids like a bunch of monsters. You, surprisingly, can form a true connection with someone, it's not a Mental effect or even "Boosted Charisma" or anything else, it's just you, and someone else, opening up to each other.

**True Love(200CP):** So, this perk, this special little power gives you something pretty unique, the ability to always feel true love, if you'll only open yourself to it. No matter what you do or who you become you can open your heart and truly love someone, feeling the same from them in return, even if it takes some work on your part, this can even become something like a "Harem" perk if you open yourself up to truly love multiple people they can in turn, fall in love with each other as well, this love will never become lesser it's true.

**Beloved by The Undead(400CP):** So, it seems you're loved by all kinds of Undead, even the most aggressive, violent and mindless of them will be neutral not attacking or harming you unless you do so to them or others nearby, the smarter they are the more friendly they get, maxing out at High Genius level intelligence. Which would have the Undead falling in love at first sight, though this could still be broken with aggressive moves on your part.

**Everything's Alright In The End(600CP):** This might be seen as a luck perk, but it's not one for "Making Money" or "Winning at Slots" or something. It's a simple fact that this world, and others you enter into, will want a Happy Ending. This is by far no guarantee, no "For Sure" power, but no matter how bleak, evil or wrong the world you will always have a possible happy ending, you just have to chase it.

## Underworld Resident

**Singing Swinging Dead(100CP):** Pick a Type of Musical instrument, I don't care what, from an Electric Guitar to a Hurdy Gurdy, you can now play it like a master and slapdash one together from corpses.

Hell with the upgraded "**Haunting Toons**" perk you can even "Play" your own body if it makes sense, slap your belly to make drum sounds, pluck at your neck for Guitar by "Plucking" at your vocal cords, anything that can make some weird form of sense is fine. Using your own body for an instrument actually increases the "Necromantic" magics boost to about 4X what it was before. This upgraded form works best if you're undead.

**Tears To Shed(200CP):** No matter what you are, no matter how old you are, no matter how many horrible things you see. You never lose what makes you "Human" you never lose your ability to love something, hearing a song for the hundred billionth time would still bring a smile to your face like it was the first, you'll never lose your ability to empathize, to love, to cry, and this humanity in you is easy to see, even as a multidimensional monster of unthinkable size you'd still see the value of a life in the smallest weakest baby, well, as long as you'd value it as a human, this doesn't change you, it only makes it so nothing can change the way your emotions work after all, you can of course, choose to let certain things color your emotions if you like.

**Dead Sexy(400CP):** Well, you leave most people feeling pretty awkward, mostly because of how good looking you are, as in while a rotting corpse a groom would willingly run from their wedding to embrace you and make love to you if you showed them that's what you wanted. You're a 20 out of 10 and all your altforms look like that for their species, and gain a humanoid form of the same level of beauty.

**Elder(600CP):** You're both old and dead, you hear things, learn things, forget things, more than most at all those things. The dead like gossip and you'll have a bunch of random old knowledge about the worlds you end up in, with at least one thing being directly "Plot Relevant" This can act as anything from a "1-Up" to a "Figure out how to defeat/kill this enemy" You can use this at any time in the jump, "Remembering" the fact when you choose. You can "Remember" a new thing once a year has passed or you enter into a new jump, whichever comes first.

## Black-Hearted Fiend

**Suave(100CP):** While you are truly evil you can come across as just a rich noble instead, masking what you truly are or believe beneath a calm facade.

**Liar(200CP):** You're exceptionally good at lying, and in fact, if you can keep your lies believable or be at least 50% true only the truly paranoid will even bother thinking or trying to check the facts, the common people just accepting and believing you.

**Seductive(400CP):** This isn't lying and this isn't beauty, this is a truly silver tongue. You can write poems with but a thought, build palaces with your words, make people fall into lust and love with you, and convince a well to do girl to run into the woods for you with all her family's wealth. Eloquence, flattery, you have both and more now, only the truly distrustful will be able to keep their guard up around you and not be taken in.

**Forgettable(600CP):** People just forget you, to be specific they forget you've done bad, you could steal from a fruit seller's stall every day and he'd never remember you if it was just enough for a meal, the bigger the thing the more time it takes to be forgotten, seducing a rich girl, murdering her and stealing all her money would need about three years or so for you to be forgotten, and that's only if they know she died.

## Items

100CP Items are Free for their origins all others are 50% off for their origin.

## Dashing Groom

**Skeli-Pet(100CP):** You have a pet, it's a skeleton, so yeah it acts pretty much like a normal pet, makes you feel happy and loves you. It defaults to a dog but you can choose any common type of pet to have as your Skeli-Pet, if destroyed it only takes a day to come back.

**Trapped Butterfly(200CP):** A butterfly that never needs food or water inside a glass case that it flies around in, once per jump or every ten years, whichever is shorter you can let this butterfly go free, and when you do something good will happen soon for someone you love or someone you'll grow to love soon, this can be any form of love familial you romantic to whatever and the good thing could be anything honestly from something minor to something as major as what happened for Emily in the movie, it's pretty situation based.

**Peasant's Wealth(400CP):** You'll have a pretty wealthy family in this and future jumps, they won't be true "nobles" or anything but for a modern equivalent they'd own a statewide Business chain.

**Wedding Rings(600CP):** These rings let you bind any one person to you in marriage, even if they're dead, doubly so if they are dead in fact. Reciting wedding vows and placing a ring on their finger will see them counting as married to you by magic, law and anything else, raise them if they were dead, and make them a companion for free, it also let's them import for free, if dead they'll tend to at least have a form of puppy love for you but it wont change who they are as a person. They have all the CP and things a normal Companion would get for importing, if that jump doesn't allow imports they default to 600CP and 1 Origin with them having to pay if that origin costs CP. This item give you one set, 2 rings in total one for yourself and one for your spouse, though you can buy the item multiple times to get multiple sets if you want.

## Underworld Resident

**Insects Love the Dead(100CP):** You got a friendly little group of bugs, they can talk to you and can be bigger than normal, but otherwise they are just loyal followers and normal bugs, maybe some spiders can patch your outfits or if given enough time make you a new one, or maybe a maggot or two is inside you, keeping an eye out for anything you miss? Either way they are helpful if minor.

**Love's Sweet Poison(200CP):** So, this poison has two effects. If unknowingly drunk it kills a person. If knowingly drunk it instead turns the person into an undead and gives them a small general boost to physical stats along with not needing to, but being able to eat, drink, do the deed, the only human thing they can't do with just this is have kids. It starts out pretty strong as far as poison's go but you can upgrade it with poisons you find in future jumps, or use some other poison you have or can make in its place.

**Big Library of Spells(400CP):** You have spellbooks from all over the world, in a massive disorganized library. Necromancy seems to be the focus but you might find a few other things in there too, it updates gaining a lot of necromancy books in future jumps and some minor other magics and sciences.

**Underworld(600CP):** So congratulations, you got your own mini afterlife, able to grow to the size of a large city. It's always a pretty happy place, jazz, bars and fun for all. You're seen kinda like the "mayor" of the place and all the residents know you, you can put little different areas in, all have to be fun based but it can be anything from a "Little Mexico" to a theme park you add. You're guaranteed to get the souls of anyone you consider friend, or comrade and they can follow you around to future jumps, they don't get any CP or the option to be a companion but you can bring them into the new world if you know some necromancy.

## Black-Hearted Fiend

**A Sword(100CP):** Well, maybe not a sword, but some form of melee weapon, and it's always by your side, even if you didn't bring it somewhere you'd find it, or a good enough replacement when needed, if you import something into it or import it in future jumps all found "replacements"

will have the same power as the original but the original will have disappeared until you leave the replacement behind...In other words no item copying here, one only.

**Dapper Suit(200CP):** You look pretty snazzy, most people will believe you belong at any high class function, such as an aristocratic wedding rehearsal even if no one knows who the hell you are. Just assuming you belong there. The outfit can change its form, it just has to be “high class”.

**Aristocrat(400CP):** While this option doesn't come with any cash it does come with respect, lot's of it in fact. You're thought of as someone to be respected, even by those above you in power, this level of respect comes with an actual title of Baron that will follow you into future worlds, alongside an upscale townhouse that keeps any upgrades.

**Marriage Certificate(600CP):** A document that if you can get someone else to sign will make them married to you in the eyes of the law and also make you the only person to inherit anything they might own, be that wealth, land or even powers or magic, and after the last person who signed it dies you get a new one within a week. Though they have to sign it willingly, no mind control, or any “super charisma” shenanigans, regular human charisma, charms, lying or just being really damn sexy are fine though, everything in this Document counts as “regular human” levels for the purpose of this item.

## Companions

**Import/Create(50CP):** For every 50CP spent you can import or create a new companion with a free origin and 800CP to spend

**Character(100CP):** Grab someone from the movie anyone but the bride, she's...Special and in the next option.

**Corpse Bride(600CP):** You get the Corpse Bride, Emily, gorgeous and only slightly smelly this undead lady in white is guaranteed to not only love and adore you, but can sense when you need her, acting as a 1UP in any jump she's alive/undead in, She's Automatically imported for free into all future Jumps(Though you can choose not to bring her into a Jump if you don't want to). And lastly, anything that gives “Cursed”, “Dead/Death”, “Undead/Undeath” or “Necromancy” based powers, she gets a Discount/Freebie on as if she was the origin to get it, even if she's not that origin, even if the origin she normally is would prevent her from getting it at all, she still gets a discount and still can grab it. She also has her own automatic 1Up for herself, resulting in her Becoming an Undead, but still beautiful form of whatever she was in the jump she died(again) in. She doesn't get CP unless you pay to Import her. But she does get any one Origin Free, even if an origin normally costs CP she can get it for Free.

# Drawbacks

**Dead Smell(+100):** So something is a bit of a problem, you always smell like “Old Death” and you can never get rid of the smell, or cover it, or get used to it, it’s stuck to you like glue.

**Con-Men(+100):** It seems like almost thirty percent of people you meet just want to use you, from stealing your money to treating you like an idiot or a sucker, it’s annoying.

**Shabbily Dressed(+100):** No matter what you do, your suits and dresses or any other clothes always look like you took a tumble, it’s not that bad but you’ll get some looks from people.

**Destitute(+200):** You can’t keep money, you always seem to lose your money, all of it, one way or another. The only way you can ever get nice things is if someone else buys them for you, or you give your spouse complete control of family finances.

**Poison Punch(+200):** It seems like damn near everything is poisoned, be it on purpose or accident, you’ll need to be extra careful not to drink it and die, If you’re immune to poison this instead is horrible stomach cramps and rather embarrassing cases of the runs if you drink it.

**Plot Bound(+300):** You can’t change the plot of the Movie, all that happens in it will happen, this specifically makes the “Corpse Bride” companion impossible to get alongside Victor Van Dort and Victoria Everglot unless you buy both together.