By YamanKurt

Welcome to a world of monsters and myth! Where spirits become houses, ratmen exist in the LA rivers, alien monsters are out there in Massachusetts, and mushrooms are out to infect you into becoming one of them!

But do not worry, for they are simply too far out there, for example as long as you steer clear of Japan you will have nothing to fear of being infected by the spores of the mushroom people.
It is a good idea to never go near England or its surroundings though, you wouldn't want to meet the tentacle faced possibly eldritch monsters, an Irish version of Lochness Monster that could eat you whole in one bite, or the many other unmentioned monsters there...

On that uplifting note! Here is 1000CP, take whatever you want with them, you may need it.

Origins

Youth(0)

You awaken in your bed, in the room you would've had if you were born to the perfect suburban family life. You have two parents who are awesome and love you, whom you love in turn, the feelings are real but not overwhelming. The room is perfectly decorated and filled with things you would've been interested in as a child.
At an age between 3 to early puberty, you have a lot in front of you. The future is yours to take, but do keep in mind you are still just a child in the eyes of every adult around you so eat your greens and don't forget to brush your teeth but besides that little is expected of you.

Adult(100)

You awaken in bed, you have your spouse next to you and if you focus your ears you can hear your offspring watching TV downstairs. You have to get to work but that is fine because you remember loving it, just as you remember loving your spouse and offspring. These memories and emotions stemming from them are yours but they feel suppressed.
At an age between late teens and 40s you have a stable and comfy life. The American Dream. Whether you keep the dream going or not depends on you from now...

Elderly(200)

You awaken in bed, you are alone with brief memories of a world war(or both), marriage, and having some children. But they aren’t the focus in your memories, it is your troublesome grandchildren. How many do you have? Less than 7 and more than 2.
Don’t worry, you are an old man so any memory loss, odd behavior, rudeness, or inappropriate behavior you display will be taken in stride or dismissed as dementia. And despite how old you look(which isn’t diminishing your appeal that much) you are as fit as ever and never need to worry about health issues.
Besides making your cute grandchildren cry there is nothing stopping you from abruptly leaving for a world tour or an extended holiday at a tropical beach. You are the freest you can be.

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The House Monster(400)

You awaken as the bed. And the room. And the grass outside the house. You are a suburban house Jumper.
At least you aren’t entirely alone. You have someone that loved the in-jump you when they were alive. This person is your caretaker, they are someone you can respect, admire, and more importantly, deeply love. Very easily. Of course just because you love them doesn’t mean they will be serial killers all too willing to kidnap men, women, and children from the street to feed your ever burning hunger for the consumption of life. Unless you are into that kind of person, but even if your type is the hero they won’t ever turn on you, at least not without some convoluted reasoning like them having little time to live and fearing what their death would do to you and hoping that by killing your monstrous body before you commit more sins would mean that the two of you could reunite in heaven… Or something.
Your size is by default a single story building. You can possess a bigger house but your control area won’t exceed that until you age more, have negative feelings generated by you or directed at you, or feed bodies to your flame. Humans and other sapient beings are the most nourishing, in general the smarter and stronger they are the more they give you for eating them or making them feel negative emotions.

Perks
Youth

Big Courage(100)
You are brave and act in dangerous situations without any problems, mostly because you don't understand the danger exactly. It isn't that you don't know the danger, but you can consciously stop thinking of it as something real and remove the negative effects of panic and fear from being a factor to your planning process and actions.

Let's Do It(200)

You won't get in trouble for the wrongs you do if they are for a good cause. Caught stealing drugs from your father's store? No problem if you stole them to drug a sentient murderous house just so that you can get into its mouth and then search around for a fireplace to put out using squirt guns. If caught just tell your father it was to impress the girl, who was just another reason for ever accepting this insane plan.

I Never Worked That Hard In My Life(400)

You can easily get adults or those that see themselves as adults to do things for the little guy, especially for you. You just need to wobble your lower lip a bit, squint, and act like you are about to cry… Of course this only works for things they would want to do for a kid, whether that be buying you a lollipop or beating down criminals depends on their personality. You aren't going to make Vandal Savage commercelize his Lazarus Pits but you may get Joker to kill any group you wish, though you may be considered collateral damage while the chaotic clown deals the pain towards your targets.

Luck Of The Chowder(600)

Your luck is something else. Being eaten by a monster? Your friend will grab the equivalent of uvula that it has and trigger its gag reflex to save you. Fighting an epic battle against a monster house in an excavator and trying to pull them with you over the edge of a cliff? The bucket will break the part you are holding the house by and you will fall, but only for

the treads to let the excavator slide backwards and absorb most of the fall, while the house falls on its face in front of you. Or the excavator being smashed right on top of you and the cracked glass falling on top of you? It will fall in a circle, with you being the only clear area. Or, here is a continuous example, you got arrested? The cops will hear a noise and go to check it out, only to get eaten by the monster. You are still stuck in the back of the police car? The monster will bite the car in half so you can escape from the front. The monster is trying to eat the part of the car you are in? The back window will break and you will be able to climb through to safety, the monster won't be looking at you as you are being eaten to make sure you were eaten, and you will have the chance to escape the monster's mouth dangling in front of you with a golden glow.
You, my friend, are one lucky son of a gun.

Adult

Smooth Adult Voice(100)
You have a voice smooth as butter, it is rumbly and deep and you can easily get a job as a radio host or singer. You also never need to worry about stuttering or voice cracks, or losing your voice. A good voice adds a considerable charisma to a person so even if this does nothing for your appearance, if you aren't an absolute spaz you can get lucky many times.

Puberty! I'm Having Lots Of Puberty(200)
You can lie... And perhaps lie good at that, but this perk has nothing to do with that, instead this perk makes you think of sentences that most people just give up asking any further. This only works one time though so don't point behind them and yell plane twice and expect them to fall for it a second time. They might, but that depends on their stupidity.

Hello!(400)
Monsters are afraid of adults not because they can hurt them but because beings of make believe cannot stand not being believed. So if you act nonchalant, as if you hadn't noticed the monster house had sprouted fangs and tried to eat people then it will quickly return to a non-threatening pose to keep the masquerade going. This does mean you can thwart monster attacks by simply acting like they aren't real or people dressed in costume, but the moment you acknowledge their existence you stop being safe.

I Think It Is Time To Call The Police(600)

You have the superpower of adults, the ability to Call The Police! And you will be taken seriously, somewhat. If you tell them there is a monster inside a house they will search the house rather than dismissing you out of hand. Don't worry if they don't find the monster, they will just dismiss it as a joke and you won't be arrested for taking the police's time, but still they will keep an eye on the area so if the monster appears and does anything criminal they will bring the full force of the police force. It would be quite amusing to see vampires, werewolves, and other creepy crawlies getting swatted.

Elderly

Do You Want To Be A Dead Person?!(100)

You are a great actor when you need to be, just yell and no one but the most inquisitive and curious can see past the mask you put on, nor will they question you, but the moment you want to tell them the truth the inconsistencies come to their minds and they feel shock at not figuring it out before.

Big Honest Eyes(200)

You have large expressive eyes that display your emotions perfectly should you want it, these emotions cannot be fake and they are relayed perfectly and those looking into your eyes will know exactly what you feel. This can be a powerful boon should you truly love someone but not have enough time to interact with them more than asking a question. Doesn't mean the one looking into your eyes will feel the same. Canonically these eyes let Horace Nabbercracker kidnap Constance away from the circus with one question only. Optionally you can turn off or give off your emotions partially, depending on what you feel this can be a great tool to intimidate people that know you. Or simply let you keep a surprise from them.

Where Are The Parents?(400)

As long as you are even remotely right about something no one will bother you about your actions. For example you can steal hundreds of toys from children, all worth a hefty amount, but only as long as they land on your legally owned property. This does mean you can kill someone if they step into your private property.

Big Heart(600)

You have a heart big enough to quell the burning rage of a being born from rage. As long as you love someone you can keep them calm and collected and keep them from doing

what comes naturally to them. But only if they ever loved you back. This ability is powerful enough to feed a being that only gains nourishment from human flesh, not need human flesh should that be 'wrong' in your eyes. They won't even feel angrier or hungrier or otherwise for going without what comes naturally to them.

The House Monster

Ever Burning Rage(100)
Your emotions will never dull. Hope? As long as you had it once you will have it forever. Love? It will only grow with more memories. And rage? Oh, with ever moment it will fester and grow to new heights to draw from for just the moment you need to channel it. And your emotions will not be drained for you are an ever flowing fountain of emotions, but strangely enough you seem to be in perfect control over them. You will never lose yourself to your emotions but when you dive into them they will be legendary.

Smokeless Fire(200)
Your weaknesses are hidden and can’t be found by luck or random chance. If you were a kryptonian there won’t be criminals just wearing kryptonite rings or necklaces, and if you were a vampire there won’t be any of your childe getting caught by the sunlight or stumbling into a stake. And as long as you keep your wits and play it cool when you get face to face with something that knows and holds your weakness, you will have the chance to suppress the information. Of course this won’t work if your weakness is widely known, such as by having eaten a devil fruit and being an anchor in the sea, but if you don’t show your devil fruit abilities or try to give an explanation besides devil fruits for them then people will likely believe you and stop trying to drown you. Unless they see you sinking or getting weakened by seastone.

Achilles With Steel Boots(400)
Why wouldn’t invincibility from all damage cover someone’s heels? That is just stupid, and lucky for you you won’t ever suffer from that kind of stupidity. Whether you are a kryptonian and someone uses magic against you, or a dementor and someone sics their patronus on you, no. It won’t work. Fire might still burn, punches still hurt, and rotten food might still make you sick but you will not be more susceptible to them than before regardless of your abilities, race, or powers. This does mean red sunlight won’t be draining you if you are a kryptonian, never getting hacked as a robot, or being unable to breathe air as a mermaid.

Greek Fire(600)

Your rage will not be stopped by water of any kind, in fact they would only fan your flames! You are immune to the weaknesses of your races, alt-forms, powers, items, and even skills. Instead those very same would be weaknesses will become your sources of strength. If you become a Kryptonian then kryptonite will act as the yellow sun to you, if you become Martian then staring into fire will fill you with peace and bravery, and as a zombie destroying your brain would only release the unneeded inhibitors on your strength, though you would be blind.

Items

General

Blueprints(100)
The blueprints to the bodies of all monsters you are near or have gotten near. You can draw on them and simply will them clean after you are done planning. What a monster is exactly I'll leave up to you.

Walkie Talkie(100)
These walkie talkies are special, you will find them each time you get separated from your friends and can use them to talk to each other regardless of the distance.

Can Of Pop(100)
You can summon a carbonated beverage that Heals you of 10% of your health, if taken with Unlimited Beverage Works the benefits extends to all beverages.

Flashbang Camera(100)
Say cheese and close your eyes or you'll be stunned for six seconds, even if they don't have eyes. You can even turn off the flash and use it as a camera. It takes pictures at the perfect moment, and every picture is awe worthy. Its memory storage is infinite and it will never break so don't worry about losing your pictures.

Skeleton Key(200)

This key can open any lock of any kind. From science fiction jumps' identity verification locks to spacebattles account passwords to wooden doors to magical seals.

Slingshot(200)
Buying it means you gain the ability to summon marbles of different sizes and material, you want iron? Done. Want silver? Done. Want kryptonite? Only if you went to a world where it existed. These marbles take energy to summon, the more valuable they are the more energy it takes to summon them, if you don't have the energy to summon a particular marble you get a coal marble.

Freezing Water Grenades(400)
Or water balloons filled with cold holy water that will give the freeze debuff. You can summon them from nothing. Those hit by its water, and do not fit any of the You, Ally, Good, or Mundane parameters will be frozen solid. If they can survive being turned into a popsicle they will break free after 4 seconds.

Hu-Mon-Gulp(400)
You can summon a large cup(scales to your size) of health restoring drink that tastes like berries. One cup is worth 100% of your health, and if you have Can Of Pop you can get the same benefit with a smaller drink.

Danger Zone(400)
You get an unfinished construction zone that is perfect for any fight you might have that could have collateral damage. By buying this the construction zone will be nearby and in general things tend to go your way in fights, from the keys to the excavator being inside the vehicle to things falling just right. Any training you have here won't be found out either, and there will be enough weights and smooth ground for you to train your speed too. It is the perfect fighting and training grounds for a superhero.

Monster Dummy, Bait-kun(800)

Perhaps due to bathing in one too many monster saliva but this dummy has become animated. It can walk, grunt or groan, and follow any commands you give it to. It has

absorbed the cold medicine you filled it with and now any drop of 'blood' it bleeds is capable of putting any monster that consumes it into a drunken sleep, strangely enough that same blood also smells extremely good to monsters. Perhaps due to being a bait for all its life, no monster can recognize it as anything but a deliciously smelling human.
Also it is as strong and fast as you and is a good training partner for physical attributes if not combat, due to not attacking and being nothing more than a punching bag.

Youth

Unlimited Candy Works(100)
You can summon any candy you may want, whether that be gobstopper or atomic fireballs. They are actually quite healthy and can be used as a supplement for meals, even a Quarian can eat them without fear.

Excavator(200)

The holy excavator, against any opponent larger than itself it is ten times stronger and faster. Anyone not famous that tries to stand against it will find themselves failing due to the legendary acts done with this vehicle being greater than their legends, but if someone has greater legend than this then it is just a normal excavator. If broken it will return to perfect condition in 24 hours, or shorter depending on your need for it. It remembers any modifications done to it by you, which includes the bullets of any weaponry you install to it. You can import any vehicle you own to get this as an alt-form and gain its effects.

Squirt Shotgun(400)
Pumping it regenerates any liquid substances previously placed in it and adds holy attribute to them. The holy attribute keeps the liquid from harming people belonging to the classifications of Mundane, Good, You, or Ally. Keeps the different types of liquids previously placed in from not playing well with each other, meaning both lava and liquid nitrogen can be shot in the same stream without any problems and will not turn each other inert in effectiveness. The holy property will make even water act as very damaging harmful acid towards anyone of Undead, Demonic, or Highly Supernatural classifications, as long as they don't fit the classifications it is forbidden to harm.

You can burn both Voldemort and Dumbledore with this, provided neither is your ally or good, one due to their undead nature and another due to his magical power and lifestyle. You can import any weapon to gain Water Shotgun's effects. If you prefer you may take the Squirt Rifle instead, with the same effects but acting more like a hose in its shooting style.

Awesome Toy(600)

You have the awesome toy. What is it? That entirely depends on you, but it is the best of its kind by far. It is kind of sentient and responds to your thoughts and wants just right, and won't let you fall into a trap by being a bait for you. Whether that be bouncing by itself for a ball or a kite that can fly far past the eye could see or a boomerang that returns to you after hitting every opponent on the street in the back of the head. Even if you are a complete klutz you can actually use this toy to become a memorable supervillain. It has a face drawn on it that changes to show its mood, mostly matching yours, and it will always find its way back to you by fate and its own determination. Also remembers modifications and returns to perfect condition in 24 hours.

Adult

Unlimited Beverage Works(100)
You can summon any beverage you may want, whether that be beer or mountain dew. Anything you sumon is perfectly healthy and gives no addiction or negative effects, even a Quarian can eat them without fear.

Wagon Full Of Mundane Stuff(200)

Whatever you need you can find it on this tiny red wagon, whether that be eggs, shaving cream, toilet paper, beauty products of any kind, or foodstuff. It is all there, and it is all yours. Strangely enough whenever you try to sell these products in a door to door manner you encounter monsters, strange people, and adventures of various kinds.

Water Pistol(400)

You have a never diminishing water pistol that gives you a mental vision of the splash zone of when the water hits where you are aiming. Not only that but the water squirted by this pistol only follows suggestions like gravity as long as they let it hit your target. Meaning even if you aim at the moon, with no gravity you will hit it. The speed will not be impressive when the water first leaves your water pistol but with only the moon's gravity pulling it with an ever increasing speed, it will ramp up. Don't worry about rotation of the planets or the water evoropating through entry into an atmosphere, those kinds of things are simple suggestions that can be ignored, unless you wish to turn the water into ice, because state matter isn't something this water has to hear about. Do note that your target may simply move from the splash zone by the time the water reaches them if you fire from too far.

If taken with Unlimited Beverage Works can be used to disperse the beverage. You can import any weapon to gain Water Pistol's effects.

100% Strength Dynamite(600)

You have the perfect dynamite of utter destruction. This thing logically cannot exist. Its explosion is conceptually capable of blowing anyone to dust no matter their durability if you can get them in the blast range, which is a 200 Meters sphere.
Only you can light them up and they seem to only hurt the enemies you pick while lighting them up and no one else, your allies always seemingly surviving the explosions by hiding behind the flimsiest of covers, such as a picnic table or a literal hole in the ground they chance into. You can conjure three sticks per decade, once conjured the wait counter starts a countdown from 10 years.

Elder

Toys For Days(100)

You can summon any and all toys a child could want into your hands. Just think of the child, the child's wish, and then want it, and it will appear in your hands. This cannot be abused, and can only be utilized when you want to give gifts to children. They don't have to be children in age or looks but have to be children in your eyes.

Cage Of Love(200)

A cage with a heart shaped lock, anyone that feels positive emotions from you and allows you to lock them there will become unable to act in anyway that you wouldn't approve. But only as long as you hold the key physically. This isn't for controlling enemies, this is a cage for those you are fond of and cannot help themselves but hurt those around them. An ultimate gesture of surrender and love.

Shrine To The Dead Love(400)

You know how to make a shrine under a house to summon the ghost of anyone you bury in the shrine to possess the house. As long as you make a small annual ritual of placing roses and chocolate to the shrine the house will be loyal and obedient. And won't be destroyed, but miss a single day and rage will literally start burning inside the house, and the house will hunt the living to feed to the flame and grow stronger. After eating three people the house becomes unsavable, you can do nothing but destroy it completely or by the power of horror villains it will come back, unless you have a perk for calming rage monsters.

House Of Dreams(600)

You have built a house with love and caring of a lifetime, if you don’t remember doing that then you did it in a previous life. Either way you built this house and it is imprinted on you. It is a Monster House but of a different kind, this being is benevolent, obedient, and has the single life goal of being the perfect house for you. Due to your connection to it the

house can anticipate your needs and desires and move to make them come true. Mostly by warming the tea before you ask for it, making you a full course breakfast, dealing with your paperwork, and in general making your life at home easier.
Rather than JARVIS think Alfred Pennyworth combined with a telepathic-clairvoyant house elf, who is also mute but can groan and thanks to your connection can send feelings.
Besides its connection to you it also has the ability to rearrange its parts to form whatever you may want, from pipes sucking you to other rooms in a thrilling slide to the grass massaging your feet as you walk bare feet on it.
It can block the outside world for you, from perfectly soundproofing to the point that super sensory abilities cannot pierce through the air in its property to keeping the sunlight from damaging you if you were a vampire, or perhaps blocking the sunlight entirely, to changing the direction gravity pulls you for a different view of life. It can defend you from a nuke as much as a normal house, if all the parts of the property were lined perfectly to protect you from harm.
As a bonus you can summon and banish the house to a pocket dimension, you can also touch any property you own to make HoD assimilate them into itself. Or you can take the slower option of temporarily merging the two properties, this takes far longer but leaves the merged property when you banish HoD.
Like Alfred Pennyworth the house could call your friend should it find you depressed and moping rather than giving you the space you think you need, but it is unfailingly loyal.

Powers

While in the movie there wasn't powers in anyone but Constance there were some things that stood out as far beyond the abilities of mere children. Here is 800CP, you can use it for buying powers.

Playing Without Even Looking(100)(Free Youth)

You are a master video gamer, like no one ever was. You can reach the highest score of any game, even on those you play for the very first time. Doesn't do much else but the skills one gains from playing games, such as reaction speed and finger dexterity stay with you.

Let's Cut The Crap(100)(Discount Adult)

You are a businessman, or woman, either way you are the boss at making a deal that gets both sides winning and grinning. Mostly this ‘power’ lets you see into what is worthwhile and how to make your client and yourself happy at no cost to either side. Perhaps you are selling candies by going from door to door and came across a babysitter where you make a receipt for 30, give her 5 worth of candy, and pocket 15. The babysitter has 10, candy, and is happy. You sold your candy, earned more than you should’ve for the candy you sold, and was complimented for your business skills.

Detective Of The Unusual(100)(Free Adult)

You can detect when something unnatural is going on with certainty. Whether this unnaturality be the supernatural or someone acting rather than being honest. You can just smell it all from a mile away but just like the aforementioned sense it isn't exact, just because you detected something doesn't mean you can point out which part doesn’t

belong, but the more unnatural it is the more distinct the smell. You can also literally smell danger.

Favored of Fate(200)

Fate favors the bold, but it favors you the most. No, it won't give you plot armor, that is another perk, and it isn't Luck so don't think you will be dodging bullets but what it can give you is paths to be whatever you want to be. Detective? You will soon uncover the secrets you would've never thought in a million years. Superhero? Oh you will be finding actual monsters left and right, though you will have the freedom to choose to engage them or not. Or perhaps something more simple, like romance and mischief that is oh so different from your posh and proper lifestyle. You too will get it, but, fate isn't favoring just you, you are simply the one it finds most enjoyment watching so those in your life tends to gain fate's favor as well.
Now imagine this, what happens if six people most relevant to fate's interest, because of their closeness to your life, has different desires that fate hears and pulls its strings to make true?
You just entered puberty and want a detective mystery. Your friend wants to be a superhero, and superheroes save the girl. Your future girlfriend wants excitement and mischief, and what is more naughty than getting a boyfriend by thwarting a bully? Your cranky old neighbor wants to stop the ghost of his late wife from being overwhelmed by rage. Your old neighbor's ghost wife wants to keep children from hurting her. And your babysitter wants her boyfriend to respect her but her current boyfriend wouldn't respect her… The entire movie would happen. And as a bonus, after the credits scene the babysitter's now ex-boyfriend gets his beloved childhood toy, the babysitter tells him that she is breaking up with him because he didn't respect her, and the new boyfriend is someone that you respect greatly and has helped you previously.
This doesn't mean you are fated to survive your encounters but Fate will pave you paths that take you to whatever you wish for, though certain more out there wishes might require extensive effort by Fate, thus may take a long time to give you the path.

Press B To Dodge(200)

You know the deal, whenever a surprise attack comes at you time slows down to a crawl and you get the option to dodge.

Counter(400)
When an enemy attacks you they always leave themselves open to attack in retaliation, no exception. Perhaps they become winded after a big move, or it is just proper etiquette for combat where you can crush your opponent in a few hits but everyone and their grandmother seems to be the same.

Feinting(400)

You are capable of the newest innovation of the decade, the thing no one before you had thought to do before. Feinting. It is pretty simple, you just don't move as people expect you to, and it seems people tend to expect your movements a lot in combat. Whenever you are being attacked the attacker will have an expectation of your movements from 1 to 2 seconds later and attack that instead of the current you, but only if it is convenient for you. This means most sniper shots will miss or be unable to fire at you due to second guessing themselves, your tempo in a fight will be nearly impossible to predict, and the more experienced a fighter the worse this will be for them as they have more simulations to run and being unnerved at their incapability to estimate your movements. Of course they can overcome this by trying to overwhelm you, but you will have a massive advantage in combat of all kinds. Expect to get near misses very often.

Deus Ex Uvula(400)(Discount Youth)

You get a One-Up for when you would be killed otherwise, perhaps by hitting uvula of the monster trying to eat you. This survival will give you a breathing room and a chance to get out of the danger, but only one chance. If you don't intervene the danger will resolve itself, whether by the only person the source of the danger coming to reign them in or by the danger being taken down somehow.

Bullseye(400)(Discount Adult)
You can use a slingshoot to shoot at a pebble sized doorbell with a pebble on the first try. Or throw a lit dynamite from on top of a crane to the child swinging wildly on the wrecking ball... Yeah, you are awesome like that.

Stealth(600)
In some games people hide under cardboard boxes to pass by guards unnoticed, you can do the same and more. You can even walk inside a monster's mouth, punch its gums and still be dismissed as nothing as long as you don't get caught when it checks its mouth. And whenever you get caught you just need to avoid capture and in a minute or two they will forget all about your existence and relax their guard.

Yes You Can(600)(Discount Adult)

Is it just you or are you seriously good looking? Because children bend to your most off hand comments like puppies no matter the danger, and adults aren't much better, a word of courage could get them to win over their fears and do insane shit like swinging on a wrecking ball to drop a lit dynamite into the chimney of a murderous monster house... This perk will not inconvenience you so unless you actually want children to grab a knife and mutilate themselves because you admired the scars of a fictional character, they just won't. Nor will you be changed physically by this perk, perhaps a bit of fixing up such as your hair always being perfectly styled and falling just right in the wind or your clothes being dirtied in aesthetically pleasing ways, and simply smelling good.

Magician(800)
You have an inner well of power, perhaps you are drawing from your soul, perhaps your body. Either way you can use The Monster House powers, you may buy any you want.

The House Sized Giant(1000)
Wilson Fisk ain't got nothing on you! For you are a giant! You are, or will be when you grow up, easily over 2 meters tall, your body is wide, and just underneath your thick blubber is rippling muscles! You are as strong as 10 men, take damage that would kill anyone lesser without a bruise, and despite all this mass contained in a human body you will never need to worry about it inversely affecting you. To your insides your body will be in perfect health and size, even if you become as heavy as a skyscraper you will not burst or be crushed under your own weight. This also does boost your ability to stand against your own force, meaning you won't hurt yourself hitting, will feel like you are featherlight, and due to this will hit with immense force.
If you have any other abilities that increase your capabilities such as strength, speed, and much more importantly Size and Mass, then you will find that they are magnified in effectiveness, making you twice as strong and fast, and 10 times as big. Of course being that big is a disadvantage when trying to blend in or trying to do precise work, thus you gain the ability to shrink your body to average member of your race.
As a bonus you are an unmovable object when you want to be, needing enough force to move planets to make you even budge, this doesn't increase your durability. If someone is applying a mountain's worth of pressure on you and you are refusing to move while having lesser durability… Their hands will be covered in blood and flesh.
As a Monster House this will manifest as being larger(with the option of being larger on the inside) and more in control of your form. Being able to spear the piping through your walls, throw heavy furniture with earth shattering throws(which harms you none), and in general survive things that would've turned most houses into rubble.

The Monster House Powers(Discounted for The Monster House)
Minion Creation
Animation(Mandatory for The Monster House and Magician)
By pushing your energy into inanimate objects you can turn them into Animated Object. They are simple golems that only move when you give them an order, and in general they

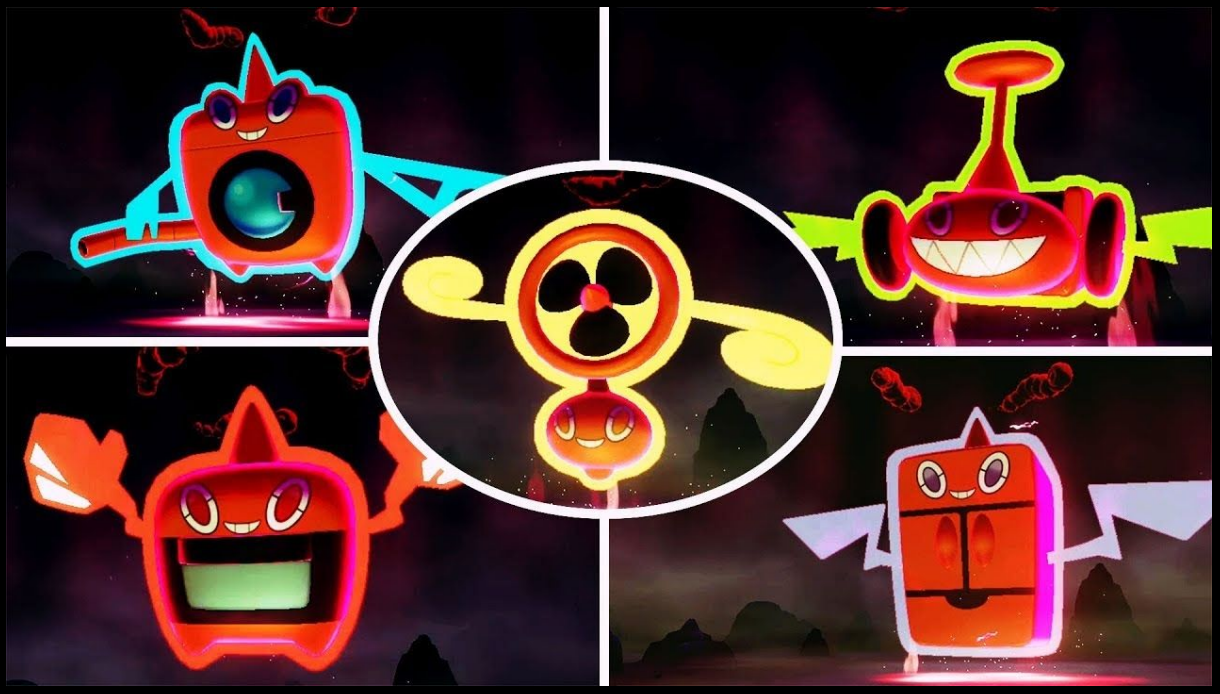
are pretty weak, think rolling barrels and chairs with impossible flexibility hopping to smash themselves into you.
Don't expect them to be any better than a roomba, maybe worse even.

Swarm(200)

Instead of one entity you can split the energy into a large area to create a Swarm Minion. Swam Minions aren't really a minion rank but a branch where all minions of the same type share a consciousness, which increases their intelligence and competency the more of them are together. But just because they share a consciousness doesn't mean a certain body is better than the others.
You can create Swarm Minion from anything with enough similarity to each other. From all grass on a lawn to all action figures to toy soldiers to all barbies to all cars. You can later on split a particular body of the swarm to make it unique but that would be like chopping the Swarm Minion's hand off and cloning them without skin. An unpleasant experience all around. You can also do the opposite and add another similar minion into the swarm but that will temporarily create confusion as the swarm tries to integrate and accept the new minion into it and come up with a more stable mindstate, it would be as if you were given a particularly disruptive set of memories as you start a jump. And a new limb that has a mind of its own that you need to synchronize with before you can walk straight.

Living Mannequin(400)
By pushing your power into things already meant for movement and action, whether physically or conceptually, you can create Lesser Minions. Anything with wheels from cars to moving chairs, from action figures to balls, all of them fit. Dead bodies also fit the bill. These golems are far more lifelike and can think, improvise, and plan, with all the intellectual might of a mentally challenged cat. At least you can direct them, though it will be a bit like herding cats.

Tsukumogami Creation(600)



By pushing more energy into your created animated being you can uplift them into a type of Poltergeists tied to their items. Tsukumogami is a japanese spirit that comes to being by an item being in existence for a century, how the Tsukumogami acts after coming to life depends on how the items they were previously were handled. Luckily you can bypass that boring time limitation!
Your Tsukumogami are children who look up to you as their only parent, and with unfailing loyalty. They will follow your commands to the best of their ability, which with their dog-like intelligence is pretty high. They have special abilities depending on the item they are, with a stove being able to throw fireballs, lamps being capable of flashing blindingly, TVs throwing shocking bolts of lightning, pipes enlarging to suck people in one end to throw them out of the other, freezers freezing, and couches sinking people into them, either for trapping them or for comfort. The possibilities are endless really, and with time these beings will only grow in power.
If you use your alt-form to change forms from your house form then they will be sucked into your mindscape, and you can pull them out or suck them in from your body. They will grow more powerful and intelligent with time as all monsters do but at the start don’t expect them to be more capable of suggesting anything but utilizing their basic powers, they will expand from there as you encourage them and learn how to prank, troll, and otherwise interact with people.

Monsterification(800)

By pushing your energy into living beings you can corrupt them to be more your minions slowly. They will feed you or act in ways that nourish you, whether that be by ellicting negative feelings or being violent criminals depends on their moral fiber but after a long enough time all normal people will come to your way of thinking.
The more energy you push into them the faster the shift. And as they are filled with your energy they will grow in strength and power, if they die after being your minion for some time they will raise again, this time without the need for injecting energy into them to make them loyal to you or to manipulate them. You can direct them easily.

Minion Powers

Age Is Power(Mandatory The Monster House and Magician)
The more your minions spend time alive the stronger and smarter they become, but aging isn't done just through time, experiences play a large part in it too. The combat and actions taken by your minions will provide growth to them. The more they do, the more they accomplish, from simply taking out the trash to winning a battle against a wild animal to managing to assassinate a political figure to scaring kids at halloween, all of these things will increase their power.

Best Attribute(200)
Your minions have a special trait that they are all uniformly good at. This can intelligence, letting your minions all be a rank smarter than they would be otherwise, and having a higher learning speed. This can be strength where each toy soldier is as strong as a rhinoceros beetle. This can be speed where they are like rats in darkness, nearly impossible to see when moving. This can be stealth, where they are like John Cena and Predator combined. This can even be intimidation to be scarier, so you can gain more nourishment. You can pick anything, even things not listed here, and you can also buy this power multiple times.

Patchwork Chimera(400)

What happens when your precious minions lose limbs, get hurt badly, or otherwise incapacitated? Why, they just grab the nearest replaceable part and move on! When a car minion loses a tire they can rip the tire of any car nearby to rejoin the fight as good as before. If perhaps with a lesser control at high speeds should the tire be bigger than their own, but in time the new tire will shift to match the others, or the opposite will happen to upgrade the car minion if the new tire is better. If you don’t wish them to then their patchwork look will melt away to fit a more uniform look, and vice versa.

Monstrous Teamwork(600)

Think World War Z zombies, now imagine that happening with your minions, because that is what will happen when someone messes with you and your minions. Optionally you can set your minions to have leaders, being the culmination of all their kind. The Chair Leader holding all the ideals and aspirations of the Chair Minions, the Stove Leader having the hottest flames and shiniest metal, and Toy Soldier Leader being taller. The leaders are far more intelligent and human-like in personality so you can use them as generals when you need strategizing.

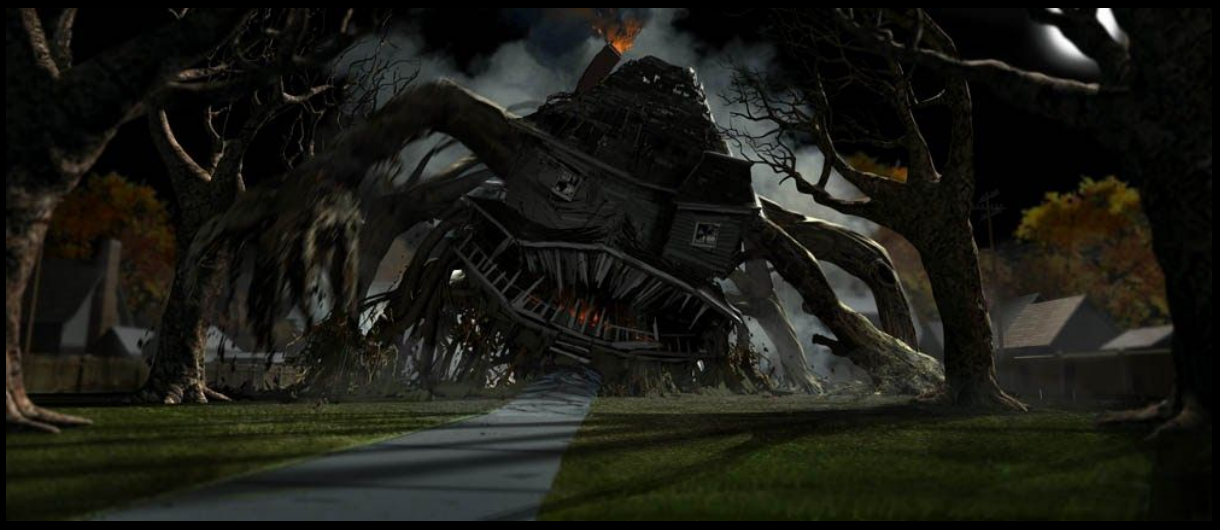
Regenerating Minions(800)
Your minions are immortal now, they will regenerate to full fighting capacity in time. Even if a minion was lost in another dimension you can simply regenerate them inside you, this will cause the minion in another dimension to turn to inanimate as they are born anew.

House Abilities

Searchlight(100)

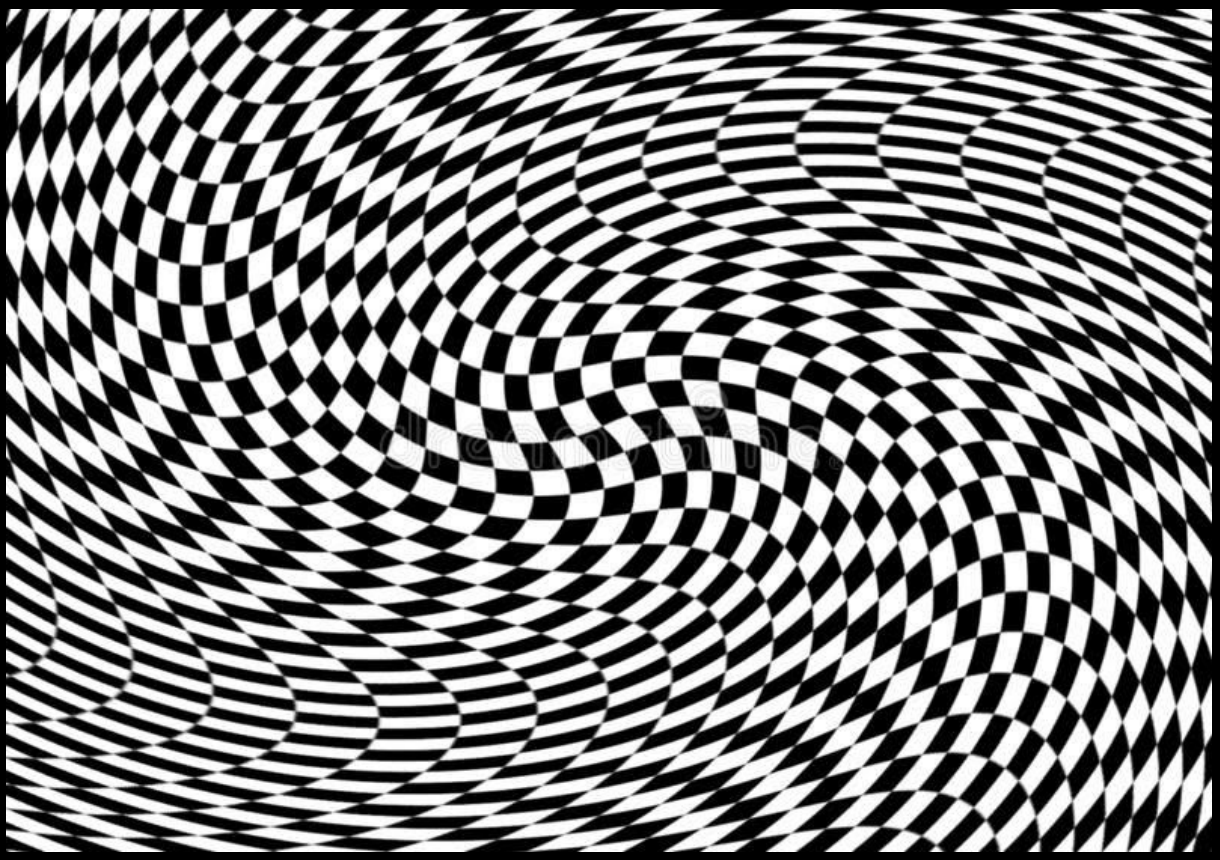
The Monster Houses were previously humans and thus cannot see into their body but can feel when things happen. Now you can look into your own body by turning your focus inwards, this happens by shining a spotlight from your eyes(windows) to your insides. You can also focus your gaze outwards and use the spotlight like shine to show you people's insides or a very distant spot.

Mobile Home(200)



You aren't rooted to one place. Perhaps your body has wheels, or maybe the entire plot of land is just moving according to your desires, or perhaps you can pull your body out of the ground and walk away. Either way you aren't rooted in place.

Illusions And Dreams(400)



You can pick a target and show them things that aren't there. Perhaps that is a silhouette looking through your window to make them know they are being watched, or maybe it is a vision of you, as a house, having a growing shadow that turns into a hand and crushes them. Or maybe you want to point away from yourself, doesn't matter, you have the capacity and due to buying it with CP you have the knowledge of how to use it.

Symbiote Minions(600)
You breathed life into your minions, they are a part of you and as parts of you they understand your desires, needs, and wants. Both in their minds and hearts. And as they want to make your every whim come true, thus they will do whatever you may wish of them before you give them a command. This greatly increases the effectiveness of your minions, especially the Animated Object minions. This won't make Monsterification more obvious to those undergoing it without their knowledge.

Immortal Flame(800)

As long as the spark of lives inside of you, you will not die. It doesn't matter if you were torn into pieces or beaten into a literal pulp, as long as you weren't struck down with the final blow your body will float together to reassemble itself into a combat ready form that is resistant to what brought you so low.
You may have your body parts sticking out to act as spikes to anyone trying to punch you or having a larger volume for piercing attacks to deal less damage, and while not having the structural support you were so used to moving with might make you stumble a bit you will be either faster or stronger to compensate for that.
Either way you will survive and in time will reshape your body to a more normal and less monstrous shape.
-

Companion

Companion Import(100)
You can import all your companions, they get 1000CP but cannot gain any companions.

Companion Export(0)
You can export any character from this world as companions provided they agree.

Parents(200- Discount for Youth)
If your in-jump parents survive you can companion them for free but if not you can revive them after this jump by paying this price. They become semi companion semi followers, gaining a discount on every perk you bought, and always importing into your future jumps automatically with some relation to you. They remember previous jumps but unless imported those memories feel like very vivid dreams, even if they still have the abilities from those jumps.
If you don't import them then they will look like they are cosplaying but the things they gain from the jump will seem distractingly fake.

Family(200- Discount for Adult)
If your in-jump family survives you can companion them for free but if not you can revive them after this jump by paying this price. They become semi companion semi followers, gaining a discount on every perk you bought, and always importing into your future jumps automatically with some relation to you. They remember previous jumps but unless imported those memories feel like very vivid dreams, even if they still have the abilities from those jumps.
If you don't import them then they will look like they are cosplaying but the things they gain from the jump will seem distractingly fake.

Grandchildren(200- Discount for Elderly)

If your in-jump grandchildren survive you can companion them for free but if not you can revive them after this jump by paying this price. They become semi companion semi followers, gaining a discount on every perk you bought, and always importing into your future jumps automatically with some relation to you. They remember previous jumps but unless imported those memories feel like very vivid dreams, even if they still have the abilities from those jumps.
If you don't import them then they will look like they are cosplaying but the things they gain from the jump will seem distractingly fake.

Caretaker(200- Discount for Monster)
If your in-jump caretaker survive you can companion them for free but if not you can revive them after this jump by paying this price. They become semi companion semi followers, gaining a discount on every perk you bought, and always importing into your future jumps automatically with some relation to you. They remember previous jumps but unless imported those memories feel like very vivid dreams, even if they still have the abilities from those jumps.
If you don't import them then they will look like they are cosplaying but the things they gain from the jump will seem distractingly fake.

Dog Follower(50)
A family isn't complete without the dog. Now you may be wondering, what about a cat? Cats are fine too, right? No. You get a dog. Everyone gets a dog. And you get to care for

the immortal, always young, smart, loyal and friendly soft furred four pawed obedient and all around awesome animal. Not cats.
Actually, ferrets are fine too. And guinea pig. And hamster.
Okay you may take a rabbit too…. You know what? Pay 100 and you get all of them. Except for cats.

Toy Follower(50)
You get a talking, walking, sapient and obedient toy. They may be anything, from toy soldiers to cars to flying paper planes to... Beyblades. But strangely enough if you pick it to be a beyblade the toy doesn't seem to move or talk or do anything by itself… Until you go to the beyblade jump(yes it has a jump, I can't believe it either), then it will gain the power to absorb the souls and beys of others and grow in power. Once it absorbs the bey spirits of the main characters' from the show it begins to transform into moon sized Black Apocalypse Dragon, obedient to you but filled with disgust and rage at the world it was born from, destroying it will earn you an eternally loyal dragon of destruction, not even drawbacks can change its loyalty though your benefactor might seal her in response.

Drawbacks

Supplement(0)
Instead of going to this family friendly and calm jump you can simply take the things it offers in another jump. Perhaps you wish to be the Number 4 of Privet Drive in Harry Potter, and torment the Dursleys as they try to harm Harry. Perhaps the fanfiction trope of 'Runaway Harry Gets Captured And Placed Back With His Tormentors' works both ways… Or maybe you wish to avoid working be older in a particular jump so you become an Elderly in Naruto so you don't need to do missions and leave the safety of the village. Or any other number of things, like being a child in the jump to avoid notice, such as being a 3 years old in Pokemon to be raised by wild pokemon…

Fill In The Blanks(0)

This world isn't fully defined, there are other monsters out there but we know nothing about them, we know whether the continent is a pangea or not, we know nothing. Yet that doesn’t mean we can’t fill the blanks ourselves. And by taking this you did. You want supervillains? You got them. You want wizards and witches? You got them.

Welcome To CG Animation(100)
Your standart 'the world looks like the medium it had on the original world' drawback. Meaning welcome weird facial proportions, colors, and in general lumpy pastel doll like bodies(don't expect to run your hand through anyone's hair in this world). But at least you get your form as an alt form post jump, and it is a bit stronger than your flesh and blood body due to being made of plastic and denser.

Thou Art Disgusting(100)

You are disgusting. What makes you disgusting depends on you but you can buy this repeatedly for 6 times. Possible options include bad hygiene, odor problems, flatulence, palatal taste(think throwing up into a tin foil and eating it), disgusting habits(wearing diaper for gaming longer without breaks), and being a mouth breather.

Thou Art Ugly(100)

You are ugly. What makes you ugly depends on you but you can buy this repeatedly for 6 times. Possible options include acne, bad teeth, early baldness, bad posture, being fat, and scars/tattoos.

The Bundler(200)

Let's admit, you're not the hero of this story. Or any story even, not with your bundling, always knocking over things, falling into obvious traps, being the comic relief, and in general being a sidekick at best.

I'm a tall bearded burly man, and I ugly-cried about it into a pillow last night.(200)

You are the moderator of the Monster House movie, perhaps you are in the normal world, or perhaps DJ, Chowder, and Jenny made their adventure into a movie, either way you have to manage to keep being the moderator for the wikia page or you will ugly cry every night from sadness. The moderator business is a job with high competitiveness, prepare to meet many other fans of the movie, games, and comics all wanting to take your passion from you.

Monster Hunt First, Adventuring Second(200)
You aren't free from the plot, you have to either wait for the children to destroy Constance or for the time of the movie to end, until then you cannot leave that small town. It is just 3 day 2 days. The day Horace had a heart attack, the halloween morning where DJ and Chowder saved Jenny from Constance, and halloween night where after blowing Constance up the previously eaten people and one dog dug themselves out of the piles of toys.

Evil Never Dies(400)

The Monster House didn't die, it just let Constance's spirit go, but the furnace of hatred in the basement was still smoking, just waiting for a new spirit to move onto, and as luck would have it Horace Nebbercracker was there. His body already weakened from age, heart attack and the intense excitement he went through to destroy his own home… You can intervene of course, throw holy water into the embers of the furnace and prevent countless people's deaths.

Hello, tricycle. I missed you so much. Thank you, cunt!(400)

Yep. The Wikia page for Monster House is filled with insanity. The girl said ‘Thank you, Mister!’ there. Anyway, back to the drawback. You keep mishearing people, from a little blonde flower child saying ‘Cunt’ to other things. And the worst part is this seems to pop up more the more shocking it would be. A sweet and innocent looking child will seem like a sailor, while a biker gang trying to mob you at gunpoint might seem to have the squeakiest voice, at least their expressions don’t change so you can still guess what they mean. The recurrence of this drawback’s effects scale with how often you get surprised or mistake people’s words. More confusion it causes the less you’ll mishear, but the more control you have of the daily conversations the more your ears will try to mislead you. Perhaps you will hear a thief that isn’t there, or sirens for evacuation, or your loved ones having sexual intercourse.

The Neighbourhood And The Whole World Belongs To Us, And We Have To Take Care Of Every Part Of It.(400)(The Monster House only)

It seems destroying one monster house just gave them an appetite for future house hunting. Prepare to be watched, poked, prodded, and if you ever make a single aggressive move, put down by three young teens. They have plot armor, weapons that can hurt you, and heavy research into your abilities on their side. Will you be able to win against them? Or will these three meddling kids be your doom?

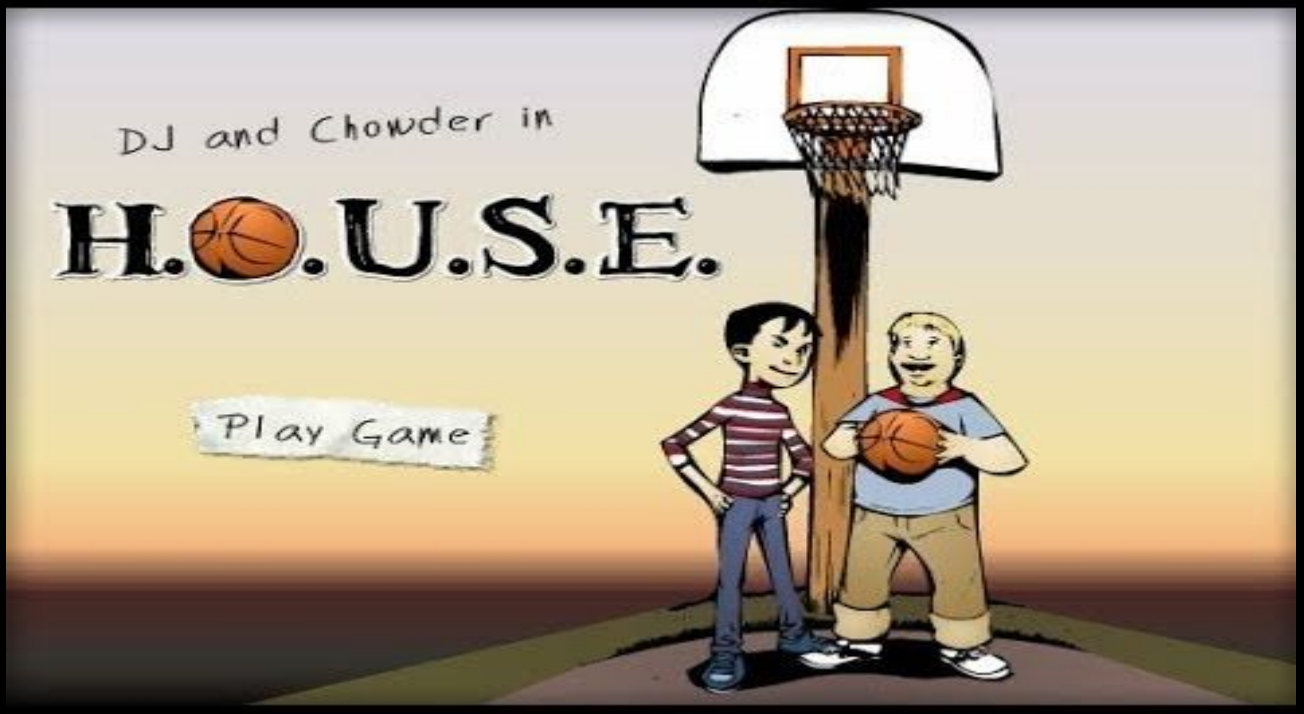
No Horace Nebbercracker(400)

Horace Nebbercracker never existed. Constance never knew love so she became even more twisted and vile than she is now. She is far more deadly and willing to kill, the kids have no chance of succeeding against her… At least not without your help, and it seems you have a vested interest in getting them to succeed because if they don't kill her then she will become invincible and suddenly regain memories of a lifetime with Horace, and know the reason she didn't have him is because of you.
Needless to say you will have a scaling enemy that is capable of attacking you with the environment and instantly regenerating from all damage, more resistant to that type of damage.

Being removed as a mod has ripped my guts right out of me.(600/1000)
You are the moderator again, but this time stakes are more than just crying like a bitch, you have to keep being the mod unless you wish to die by having your guts ripped out of you. This will kill you even if you are immune to dying by having your organs ripped out of you, it will just be agonizingly slow death.
For 1000CP you can combine both moderator drawbacks, where if you lose your moderatorship you will be too depressed to even try to stay alive and rip your own guts out.

Original Script(600)
The people that got eaten have been burnt alive to feed the house. DJ tricked his bullies(Ryan And Cameron) into getting eaten by Constance. Horace Nabbercracker is going to jail as the only common point between so many people's deaths, especially after having his house blown up. Chowder's mother is sleeping with her 'personal trainer'. And there is a whole heap of other troubles of more realistic and horrifying reality that was too dark for the movie to show without losing its PG rating.

Monster House: DJ, Jumper & Chowder in H.O.U.S.E(1000/2000)



Welcome to Monster House: DJ & Chowder in H.O.U.S.E….. Now you may be wondering, 'what the hell is that?', well…. It is a hangman/basketball flash game of the shittiest quality with sound clips of the characters' words for whenever DJ or Chowder makes a throw. There is a single sound for missing the shot, both DJ and Chowder 'speak' at most five clips and… That is it. Oh, and you will be playing the game for a year. This does cut short the time this jump will take, and you will be free of any danger but you know the definition of insanity.

If you wish to gain 2000CP for this drawback then you will need to agree to never lose a game. Not a single one, the DJ and Chowder duo do not get better at the game but they do score a shot after every fifth throw. Also you can go to the only other existing spot in this world, the lawn in front of the Monster House and get eaten. Trust me, dying will seem attractive in time. Your boredom perks are turned off for the duration of the jump.

Wrong World(1000/600)

Instead of the canon Monster House world your Jump-chan will instead send you to an entirely unrelated world. And will delete your memories of taking this drawback. How is this world different you ask?
In this world Elizabeth, the goth babysitter, is named Lola Miles. Her adoptive father is named Paul Miles, her mother is named Anna Miles, her biological father is Jerry Orbach(who is dead and was a celebrity), she was the fiance of her biological uncle Hans Nakata. Also she has an adoptive uncle named Alex Lanza… And the furnace in the house that would be Constance in the canon world is possessed by someone named Steve Pajama, you have to drop three 100% Dynamites into the furnace to remove the steel covering it and then put out the fire with the Squirt Rifle.
Are you questioning how this all works in a coherent storyline? Me too!
Or if you would prefer a more sane world where you still have no idea what is what and who is who, how about you get sent to the world where Horace Nabbercracker died from a heart attack and became the house? Where DJ tricked two of his bullies to be eaten alive by the house?
Or the world where DJ's parents are supervillains with a dentist theme, and Jenny is going to St. Trinian's. Which means the whole thing takes place in London rather than Wisconsin...
In general if you take this drawback at full price you will be confused for the duration of the jump by fiat, and confusion means letting your guard down but the drawback does not decrease the danger level of the jump one bit.
If you pick the 600CP version things are much more likely to just give you a harsh wake up call should you be too used to relying on foreknowledge to get things done, but is less likely to kill you than the canon version.

You finished the jump, what is next?

"I will **Stay**."

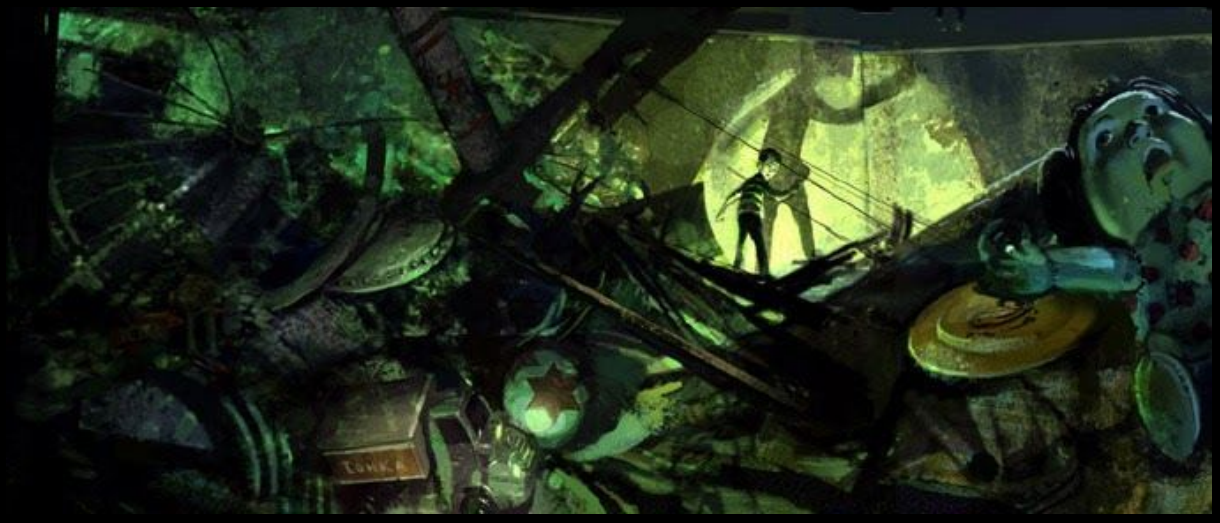
You've seen too much to ever go back to your old life, yet you gained too much here to chance losing. Trust me, you aren't losing much if anything. You know what? I am giving

you all the perks and items on this document. Who knows, maybe one day you can become the benefactor of someone else and create a loop for your existence here.
PS; Killing your mortal past self once you went far beyond what that self could imagine is the most straightforward road to becoming a ROB.

"I will **Return**."

Oh… That is a first. Have you gotten homesick? Worried about how those you left behind are doing or paranoid about whether your benefactor is even telling the truth about leaving you alone in your home world if you ever try to pick this option? Don't worry, that being can't stop you, not with me to counter her grasping tentacles. Also if you wish me to drop you off in another world besides your original one just tell me, I always pay back my debts, and you've earned plenty of goodwill by surprising me.

"I will **Keep Jumping**."



As expected, living beings live, the undead thirsts for the living's life force, and a Jumper jumps. I hope you enjoyed your time in my world, if not then it isn't my problem that you picked that particular drawback. Still, imagine if I had made you suffer that drawback for 10 years instead… You are welcome.

Notes

I fanwanked massively while making this jump. Think Limitless jump(which I also had a hand in) with its ridiculousness, just a bit lower powered. Anyway, as I fanwanked you can too. Anything you do not like? Change it. Anything you like? Make up your interpretations.

You can look at the wikia and read the main characters' actions to learn what happened in the canon, or actually sit down and watch it with younger people. It is a kids movie but also actually quite nice.

If you are a monster house then you have telekinesis that covers your property, if you took Mobile House then you can carry that range with you but only things that you are connected to can be used. For example if you take root then the pipes connected to you, the grass in your lawn, and etc. are all things you can manipulate through telekinesis.
But those two options require conscious control, if you focus your inner energy(easier to feel your hatred for the living) and push it into the items to make them into minions. Minions require, if not zero focus, still need a tremendously less focus to move than using telekinesis.

For awesome toy you can choose toy sets, for example barbie collection to get all the barbies, from super doctors to astronauts to vampires to lawyers. Or you can just take a ball that bounces hard enough to shatter concrete and bounces by itself, kind of like Yondu's arrow but without the need for whistling. Imagine picking a boomerang and duct taping razors on its edges…

Yes, you can use the squirt pistol-shotgun for delivering health potion beverages if you take Cap Of Pop. Yes you can use the blood of Bait-Kun to put monsters to sleep, give a great alcoholic drink to everyone else. Yes you can also add the water inside Freezing Water Grenades to your weapon to give them the Freezing effect.
No, if you add biological weapons of mass destruction they won't kill everyone, unless that was your intention they will be restricted to an area before vaporizing into air like water. How your items interact with other items depends on your wants, they are your subjects so if you wish them to play along then they will, if you wish them to rebel and cause a reality rending explosion then they will. Depends on you.

The pistol is more like an uzi, being able to fire as fast as you can squeeze the trigger, the rifle is like a hose, and the shotgun dispenses all its liquid in 6 shots.

I am fanwanking that Monster House needs 3 kinds of nourishment.
First is emotional, this makes them more stable and keeps their movement from breaking their own bodies up. You get it by making feelings of any kind. But due to the nature of emotions negative feelings are stronger so you can gain power from fear far more than delight. Still love is healing and keeps you from breaking while fear makes you more horrifying to look at. Rage, felt by you or elicited by you, transforms you into more combat

ready form. The emotions felt by you are the most powerful, but the emotions of those living inside your body are also very potent.

Second is body, this is the most visible power as it determines your strength, of how strong and fast your movements are. You increase it by either sacrificing life force to your flames or just sinking your emotions into materials, but one is instant while the latter takes time. Someone young and healthy gives the most life force, you can sacrifice animals for this.

Third is soul which is the most ethereal and useful for creating minions. You gain it by time… And killing people inside your property. The more experienced they are in life, the more they lived through, and the more they felt in their life the stronger their soul, so the elderly would give you the most while a youth the least amount of soul energy. Your own soul regenerates by emotions, and the more you spend your soul the dimmer and rawer your emotional state will be. You would need to sacrifice humans for a proper soul energy gain.

You fanwank how dementia, amnesia, and other ways of forgetting your past affects the soul and body gain.