**The Hunter**

V4.5

(from 10 Great Tales of M.A.N.)

In times long past, a vampire hunter put an end to the dark lord Dracula's menace, vanquishing a great evil and bringing peace to the land… Or so it seemed. In Dracula's stead rose another powerful vampire, just as brutal and gluttonous as the last. This new tyrant caused much grief over many centuries, spreading fear and death across the continent. Terrible acts make terrible enemies, however; and indeed, one of his victims was far more willful than the others, a newfound lineage of vampire slayers which would seek out vengeance for centuries if needed. Armed with occult workings and martial skill, these hunters of the dark have worked tirelessly over generations to restore what was lost to them.

You will enter this world just as The Hunter nears the final stages of his quest, bringing the fight to Dracula's Acolytes and possibly triumphing, should you permit him. Take the following stipend to aid in your survival, you will likely need it:

+1000 CP

## Origin

Choose your life in this world. Or don't, if you'd prefer. Any of these may be taken as a "drop-in", with no memories nor history to speak of. Though this world isn't exactly high-technology, so the difference may be trivial.

**Hunter**

So you wish to join The Hunter on his mission? Or maybe you would just enjoy some wholesome bloodsucker slaughter? Whatever your reasons, by choosing this, you will become an adept slayer of vampires and their unholy kin… at a cost. You must understand, there is simply no way to fight these creatures without either achieving absurd preparations before every fight or being a little more than human yourself. Time is of the essence, of course, so the former option may not exactly be feasible. Yes, you will become a vampire yourself should you decide to take this origin, equivalent to Dracula's weakest Acolyte. And in due time, you'll come to understand the necessity.

**Acolyte**

Like the hunter above, you are one of the creatures who stalk the night. Unlike them, however, you are one of Dracula's loyal Acolytes. Or perhaps not-so-loyal Acolyte? Regardless, the dark lord has invested in you a measure of his power, making you far stronger than the common breed. While he does not have any inherent supernatural power over you, nor even the ability

to reclaim his power without personally doing so… Be aware that your fellow Acolytes will not take kindly to your betrayal, which may pose a problem for you as the weakest Acolyte.

**500 CP - Lord**
Hmm. What have we here? Another new master of their coven, is it? While it is true that Dracula and his servants do not represent the end-all, be-all of vampires in this world, those that can compare in power are not exactly common. You may not be equal to Dracula, but to one of his strongest Acolytes? There's definitely a strong possibility, and you are much closer to the dark lord than most of your deathly siblings. Even then, the potential to match him is within your veins, though the path to get there may be long and arduous indeed. Currently, your power is enough to manipulate an entire mountain's worth of mass, and withstand similar levels of attack.

**+300 CP - Mortal**
Ha! So insistent to maintain your "humanity", is it? Even in this world, where the lowliest vampire wolf could rend an elephant into paste? Very well, then. Your foolishness will not go unrewarded, however-it could be *quite* entertaining. Take the allotted amount of CP for your efforts, may you live to see another year. Your situation isn't completely hopeless, or rather, you might work to make it so. Van Helsing and his ilk have hunted vampire-kind for millennia. Study hard, and with their secrets you might stand a chance, though even the legend himself eventually fell.

## Perks

These are what define you, or what make you unique in this world. Choose to maximize your benefit, or to maximize your pleasure. It matters not, your origin's 100 CP perk is free to you, the rest are discounted.

**Vampire (Free and Mandatory for non-Mortal origins)**
You are a vampire, and luckily for you not of the measly, average variety. This confers upon you a few benefits. Firstly, your healing is rapidly improved against anything that isn't specifically a holy or anti-vampire weapon. All physical stats receive a hefty boost, enough to put lesser vampires to shame. Even armor-piercing weaponry acts as wisps of air upon your skin. Your speed is enough to render bullets still, and your strength sufficient to send a man flying through a tree. You've also unlocked the invulnerability power, which with a thought will harden your skin to levels exceeding diamond. Most terrifying of all is your ability to command the invisible force. At your level of power and precision, it's enough to rupture and perforate internal organs, crush limbs into dust, and turn a screaming mortal into a gruesome primer on anatomy. Each of these will grow stronger with practice and age. Last but not least, time has no hold on you, as far as aging at least. Your lifespan is expanded indefinitely if it wasn't already.

What's the catch? Your vulnerability to garlic, holy water, blessed weapons, and sunlight has been increased greatly, such that even a few seconds (minutes for **Lord** origin) under the sun could very well end your deathly existence. You must also drink a pint of blood at least every other day (fortnightly for **Lords**) to sustain your un-life. These weaknesses will gradually lessen in severity as you age. Alternatively, you may decide to remove these weaknesses and restore your life post-jump, keeping everything else gained from this perk except your ageless immortality.

**Mortal**

**100 CP - 100 Years Too Early**

When humans aren't conniving, power-hungry bastards, they're naïve arrogant idiots… Depending on who you ask. Either way, you've gone through great lengths to temper one of those issues. Whenever you commence a dangerous journey or quest, you'll feel a tinge of fear proportionate to the danger you'll be facing. If you stand a decent chance of completing whatever it is you've set out to do, you'll feel nothing and life will proceed as normal. If continuing further would just end with your friends dead and you tortured to death, you'll be very aware that venturing further will lead to nothing good. You'll always be able to tell when this sense has been triggered, not to be confused with your natural caution.

**200 CP - He Who Fights Monsters**

Hunting vampires is not something just anyone can do. It takes training, preparation, fortune and gumption. After all this, it still remains a considerable risk for a human. One misstep could see your life snuffed out in an instant, no matter how hard you've honed yourself. It's only natural that a vampire hunter might wish to improve themselves further beyond what would normally be possible. Even for mortals, there are many ways to acquire vast amounts of personal power with relative ease. But as they say, power corrupts. It's easy to take a step too far. This is less true for you however. Your pure heart shines through the darkness as the sun above, not fully shrouded even in the night. Not only is it easier to resist the temptation of sacrificing your mission for personal gain, your resolute temperament allows you to retain a strong moral compass after obtaining world-shaking power. Not one for madness.

**400 CP - Occult Techniques**

In hunting vampires, it quickly becomes apparent that the limits of humanity are often not sufficient. Their frail bodies crumble at the slightest touch, their weak minds so easily broken… You've learned some techniques to remedy this. The secrets of spell stones and barrier stones are at your fingertips. Now, I know what you're thinking. What use are mere trinkets in combatting these ancient menaces? Glad you asked. Barrier stones are exactly as they sound. By chanting a short incantation, they spread an invisible yet solid dome over a radius, their size and strength dependent on the magical power channeled through them. This is often an effective method of limiting collateral damage against innocents. Spell stones are slightly more esoteric, however. By imbuing a small amount of magical power into one of these stones, it will

serve as a medium and amplifier for your next spell, making it slightly stronger and potentially surprising your foes through strange vectors. In time, you may refine these methods to store other forms of magic, to be activated with a short incantation. But the more powerful the spell, the more quickly they will degrade. The strongest spells in this world will last a week at most, the stone crumbling harmlessly at the end of this period.

**600 CP - Just as Tough**

When your lowliest opponent can eviscerate an elephant as easily as you'd crush an ant, every edge and trick becomes a necessary part of your toolbox, and you've come across some which are particularly effective. To start, you are excellent at exploiting your foes' weaknesses and ensuring you're armed to do such. Knowing what implements and rituals to prepare is a cakewalk for you, so long as you're familiar with your opponent. Far more impressive, however, is your knowledge of potent spells and rituals. The most notable is an enervating spell, which will drastically weaken your opponent until the spell is released, even if they're significantly more powerful than you. This takes a few seconds to cast however, and it's possible that the spell may be defended against through esoteric means, or simply moving out of its area of effect. Spells to lift this or other spells you cast are also known to you, as well as other spells to reduce and drain. Direct damage is the sole province of Sorcery, however. Of course, preparation is useless if you simply lack the means to prepare. Creating minor magical and blessed weapons is another tool in your shed. The first requires a ritual and some amount of magical power to spark the enchantment, the latter requires the blessing of a divine being or emissary (such as a priest) to achieve. These tend to be focused on lessening your opponent and harming dark creatures, though in time, you may achieve other effects.

**Hunter**

**100 CP - A Place to Rest**

A Hunter is useless without the ability to hunt. To remedy this, you've been trained by vampire slayers nearly since you were born, instilling in you the basic knowledge needed to ensure your self-sufficiency. You know what to look for to find out-of-the-way and relatively safe spaces in the wilderness, how to forage and hunt for food, and how to remain inconspicuous in the city. You're also slightly more capable in stealth than a peasant carrying a bucket of water.

**200 CP - Clashing Winds**

Struggles of power are fairly common in this world, in more ways than one. Besides the spats between Dracula and his opponents, mortals and themselves, supernatural force is rarely impossible to counter. If you have enough power, of course. You may apply a similar phenomenon to your own supernatural abilities. The supernatural powers you possess may interact with and struggle against intangible forces and beings, the outcome more quickly decided the greater the differential in power and ending with one or both forces dissipated. Telekinesis will clash against telekinesis, wind will clash with shadow, lightning will meet with

invisible force. So on and so forth. So long as your attacks occupy the same space, such strange methods will now be less equipped to catch you off-guard.

**400 CP - A Surprise is Never Good**
Hulking beasts and savage dead seem almost to lie around every corner in this world, for good or ill. It can make it difficult to settle down and recuperate from hard-fought battles. This will grant you a measure of protection against ambush and surprise. At will, you may set any of your supernatural powers to defend you and act automatically, a potent bulwark even in your sleep. These will be triggered by proximity, and whatever object or being they lash out against must be within several feet for it to be effective. Nonetheless, in battle or out, you will only be vulnerable when you will it.

**600 CP - Unleashed**
Your opponent has pushed you into a corner, death is imminent life flashes before your eyes, when suddenly… Lengthened hair, razor claws, blackened aura? What? Your opponents might question why *you* possess the power used only by Dracula's Acolyte's. By pushing the word "unleash" into your mind, you may achieve a state far stronger than your "normal" form. Resistance to soul, mind, physical, magical, and time effects is greatly improved. Hostile precognition fails to function entirely. The strength of your blows is likewise amplified, allowing you to now stand against foes that would crush you before. This manifests as a significant but not overwhelming boost to your combat capability. Battles that would normally dust you in a few seconds become an even fight, though even this form has its limits.

**<u>Acolyte</u>**
**100 CP - Pristine Pallor**
Vampires are known, first and foremost, for being undead predators of man. They're also known for being incredibly sexy, and you are no exception. While your beauty pales in comparison to the supernatural visage of Dracula's wife, your appearance is nearly without peer in the mortal realms. You're also excellent in using your supernatural powers to passively enhance your appearance. Being made of shadows or silver, surrounded by miniature storms and the like. These will provide little to no benefit, but will look absolutely stunning if you pull it off.

**200 CP - Dark Aura**
Vampires possess a host of weaknesses in vulnerabilities, something even the strongest cannot fully avoid. Thankfully, Acolytes possess a presence which somewhat mitigates this. Just by existing, a pitch-black field extends from your form, which twists life and protects you from the tyranny of the sun. This is effective at preventing any environmental weaknesses from taking effect, so long as they're not too powerful, but anyone who steps within this field may attack you as normal. This field is also incredible obvious to any onlookers, so be careful not to attract the ire of beings who may be capable of laying you to rest.

**400 CP - Tainted Power**
Acolytes are universally superhuman, but most of them shine elsewhere. Controlling weather, stealing souls, slowing time, and a variety of other magical effects can be found throughout the ranks of Dracula's chosen. You may choose one such ability, which will start out approximately on the level of the Stealth Siblings: A Shapeshifter who can transform into any earthly material, split themselves into a pack of wolves, and regenerate fully from a head alone; or her brother, a man literally made of shadows, who can travel through darkness, manipulate his enemies' shadow, and summon a single massive shadow colossi strong enough to punt a man over the horizon. With time and effort, this ability may grow into something truly impressive. You may purchase this option multiple times, with further purchases discounted for Acolyte.

**600 CP - Potent Bloodline**
For a vampire, death is not the end. For you, this is true in more ways than one. A vampire's body is not the only thing that works as a part of him. Your magical abilities, innate and otherwise, improve in potency, speed and precision to match the power of your soul. With capacity comparable to the strongest Acolytes; the ability to shapeshift into any earthly solid, a pack of wolves, and to survive as a disembodied head will eventually grow into something that allows the user to turn into entire forests, thousands of wolves, or eventually even masses of air. To say nothing of your regenerative abilities, which would at that point be strong enough to regrow from a single molecule. Likewise, the invisible force available to all Acolytes would be at least on par with their physical strength. This enhancement is less effective the further the magic deviates from a "power", and the less personal its nature. The innate ability to control wind and storm would be enhanced fully, even if gestures are required to focus it. Anything that works as a "spell", however, will only receive a small fraction of the benefit even if it can be invoked with a mere flick of the wrist. A long ritual would receive no benefit at all.

**<u>Lord</u>**
**100 CP - The River Falters**
Over the ages, many have attempted to claim what is yours. Attempts to kill you for either your power or status have become a common occurrence; and while it is somewhat tiring, in truth it's little more than an inconvenience at this point. Even if they manage to get through your minions, it's more than likely you treated them as pests. And yet you must still remain on guard, for any one of them might be hiding fangs deeper than they let on. Fortunately, you now have a talent for determining if someone or something may become a threat to you, and you've even developed a preternatural sense for determining when they're likely to challenge you. Unfortunately, this doesn't tell you where or who, but that's just part of the fun.

**200 CP - Rock of Ages**
Who wants to spend eternity in dusty castles and dank caves? Not you, certainly, but you can at least tolerate it. Even through long eras and troubling times, you will neither lose your will to

live nor your appreciation for living. You remain resolute through the toughest experiences, and retain at least a small degree of fascination for things you've seen thousands of thousands of times. As you age, you will also find your weaknesses ever so slightly chipped away. Such that a vampire could see the sun and not immediately risk death, though long-term exposure will still present a risk.

**400 CP - Lord of Darkness**
Even the strongest vampires can be cleansed through the sun's burning light, even the weakest become stronger in the night. And you, my friend, are no weak vampire. Unlike your scampering brethren, you have nothing to fear from the sun, garlic, or even holy weapons. Or at least such things damage you no more than they would anyone else of your strength. Secondly, and perhaps more interestingly, your magical and physical powers become much more powerful in the night. Twice as strong, at the very least, and twice as fast. Taste the despair of your enemies when the sun rises, and they realize that a true vampire is no mere pawn of the night.

**600 CP - Acolytes of the Damned**
A king may not always need his subjects, but they certainly make un-life a hell of a lot easier. Dracula, after rising once more, sired several servants to reach further heights of power. They shared each other's strength, and became unimaginably powerful. Like him, you may inject a portion of your supernatural power into exactly seven Acolytes, which will in turn empower you. The process involves bonding both of your souls, at which point the new Acolyte becomes your loyal thrall, and their magical abilities are enhanced. You may also sense their condition. Besides that, their strength and power is shared with you: Any unique magical abilities (if the power loaned was of equivalent strength), and half the amount of energy you imbue into them if they can spare it. This enhances both parties, the given energy invigorating each of you equally; and you may recall your power at any time. However, theft of the power will prevent you from doing so, and protections you personally use are not applicable to this loaned energy.

## Items

Below are tools to aid you in your endeavors. There are two choices before you: You may either receive one item free at the 100 CP price-tier, gaining one discount on every price-tier up to 600 CP. Or you may solely discount Tenebris.

**100 CP - Holy Paraphernalia**
In the fight against vampires, rarely is one's body enough to succeed. Vials of holy water, garlic, bibles, blessed crosses, bibles that were bathed and blessed in holy water, barrier stones, silver daggers and swords blessed by priests and forged in holy water, garlic, wood daggers and swords that were forged in holy water, blessed guns with silver bullets. You have a respectable supply of it all, and even a special room in your Warehouse to hold it. If any of it is lost, used or broken, you will find replacements in your Warehouse in a week's time.

**100 CP - Comfortable Clothes**
A nearly endless wardrobe of stylish and fashionable clothes. Anything from Victorian-era dresses to cowboy hats and t-shirts, each has the special trait of remaining unharmed by your own or your enemies' powers or the environment. Mysteriously, this property will vanish if you attempt to use it as armor. A replacement set will appear in the wardrobe if you were attached to a particular style, and got it lost or destroyed for whatever reason.

**200 CP - Obsidian Armor**
A heavy suit of armor of what seems to be mirrored black stone, this set of armor is far more durable than its appearance would imply. Easily tough enough to withstand attacks from anyone in this world other than Dracula himself, this impenetrable shell unfortunately confers no enhanced survivability unto the wearer beyond acting as a particularly sturdy suit of plate. If lost or destroyed, it will appear in your Warehouse in a month, retaining modifications. Free armor import.

**200 CP - Hunter's Gloves**
Even for elder vampires, it can be fairly difficult to touch blessed items. These gloves were made to somewhat alleviate that problem. Any harmful supernatural effects such as those found in blessed weapons, are stopped dead by these gloves, the effects not propagating through or past them. While these won't work for effects which are generically harmful-a flaming sword, for example-they are fully effective against effects which are meant to harm a specific being or category of beings. If they are lost or destroyed, they will appear in your Warehouse in a month, retaining modifications. Free import for a set of gloves or gauntlets.

**400 CP - Dark Country**
Whether due to inheritance, conquest or something else, you've inherited the rights to rule over a small country. With a fairly small population and unclaimed wilds, it's not much to look at, but surely you'll change that. In future jumps you will receive a similar title, the setting equivalent of ruling over a small country with little infrastructure and sparse populace.

**400 CP - Skyscraping Castle**
Literally. To compare this cloud-sniffing fortress to a city would be doing it a disservice. Frankly, not even a mountain would suffice. This great keep is easily the size of several small mountains, and it is solid enough to withstand not only weathered transport, but also use as a blunt weapon. The halls within are expansive enough to shelter many cities full of people, and basic supplies will be restocked within the year. No one will be able to question your absolute authority after witnessing such grand craftsmanship.

**600 CP - Army of Darkness**

An army numbering nearly half a million strong, this loathsome array of dark creatures is enough to lay waste to quite a significant portion of the world, and each member is highly loyal to you. The lowest beast is enough to tackle elephants and shrug off bullets, the dreaded vampire wolves. Slightly stronger are skeletons and ghouls. Succubae are the first that can be described as truly powerful, using mental and emotional attacks, and with far greater physical attributes and resistance to telepathy than even the strongest humans. There are approximately fifty-thousand in your army. Vampires can each call upon the invisible force, to rend and crush their enemies. Werewolves move at supersonic speeds, with strength enough to level a barn. These fiends number about twenty-five thousand, each. You will gain another army upon entering a new setting, or within ten years, should your jumping days coming to an end.

**600 CP - Lucifer**
Forged in the holiest of cathedrals, anointed with holy ointment, and carrying the blessing of a thousand priests, rare is the creature who can weather a hit from the Light Bringer unscathed. Piercing effortlessly through all but the strongest of unholy defenses, this holy blade will purify even the wickedest and most corrupt souls. The Hunter will wield this sword in tandem with Tenebris, to finally lay Dracula to rest. This is a copy of that ancient blade, and unlike the original, it will not passively harm its wielder regardless of their heritage.

**800 CP - Tenebris**
One of the most powerful weapons ever created, this is a revolver filled endlessly with bullets, with each shot fired being more than enough to pierce any defense in this world. Not even Dracula can recover from the wounds it inflicts, and even he would be consumed by its power within a day. Its true power, however, is something else entirely. Any being killed within ten feet of this weapon will have their soul absorbed, their magical power and strength fully transferred to the wielder, the rest of the soul remaining within the weapon to improve the penetrative ability and speed of the bullets. It's possible that this effect can be resisted, but no one in this world has ever managed to do so. Free gun or historical pre-gun ranged weapon import.

## Companions

**50 CP - Import**
Surely one as well-traveled as yourself has friends? Or comrades, at least? Then you may import them, one each at the cheap sum of fifty CP per. Or perhaps I was wrong, and you would rather make new ones? You may do so, and they will either be the closest matches to your specifications in this world or created wholesale, so long as they're not "canon" and do not otherwise possess significant advantages beyond what would be expected of their background. Whatever your choice, they receive 600 CP and may choose any non-Lord origin for free, with the relevant stipend if applicable. They begin with gear and status appropriate to their background, but may not spend their CP on items.

**200 CP - Canon Companion**
Are you sure about this? Are you really? Well then. You may take any one canon character with you on your journeys, so long as you manage to convince them. You may also choose a specific person on purchase. Interactions you have with them will tend to be generally favorable, at least as far as matters of chance and fortune go.

## Drawbacks

**100 CP - But that person wasn't me.**
To describe you as heartless… Well, it might not be entirely inaccurate given where we are, but you take it to another level entirely. You may not desire or ever engage in wanton slaughter, but you're not really a hero, either. You care slightly for humans, for their use as slaves and servants, but otherwise you're content to sit back and watch while someone far below you dismembers, flays, and otherwise toys with a mortal begging for release. You will only attack them when they either move to harm you or otherwise interfere with your objectives.

**100 CP - Not a pretty sight.**
No, it wasn't. And it won't be. You will regularly come across particular visceral terror and slaughter, and regardless of your feelings towards the deceased, will always find it disgusting and nauseating.

**100 CP - Pitch black except EVEN darker, blacker than darker than pitch black.**
Uh, wow. What's wrong with this world? Why does it seem like everyone is speaking specifically so as to tell you exactly what happened, down to the detail? You'll even find your Companions and your own thoughts are starting to include ridiculous detail about arbitrary measurements that are barely relevant to you.

**200 CP - Bibles blessed and bathed in holy water, silver swords forged in holy water, wooden swords forged in holy water...**
Even fodder creatures you run into will happen to have weapons or items to get through your weaknesses, however exotic they may be. Or if they don't, then the next enemy you encounter surely will. Do you have a weakness? No? Well, it doesn't matter. Whoever or whatever you are, you will find your enemies have prepared for your arrival to the absolute best of their ability, as if they knew everything there possibly is to know about you. They won't know specific details about your past, but for anything which would be relevant to killing you as you are, they might as well have studied their whole lives.

**200 CP - I am Death, I am the Devil, I am God!!**
Those are some bold claims, but can you back them up? Maybe, maybe not. But you'll certainly the most arrogant guy or gal in the room, wherever you are. Or at least the second-most arrogant. You believe yourself to be better than anyone you're not intimately familiar with,

limiting yourself because whoever you're fighting is not worthy of your full effort. You are not so stupid as to treat the weapon of a physical peer as a mere toy… But you're not far off.

**200 CP - But you can't hide.**
That last fight was exhausting, or maybe you just want to avoid trouble for a while. That is, unfortunately for you, not possible. Not easily, at least. Any enemy you make will be able to find you and track you no matter your methods, and you'll encounter lesser vampires at least every other day. If you're careful, you might not attract any more-powerful enemies, but if you do, just be aware that no refuge will hide you.

**300 CP - At speeds that could only be described as massively hypersonic.**
The battle was hard-fought, you barely came out of it alive… And you better get used to that feeling. After defeating any group or individual enemy, the next enemy or group of enemies you encounter will be at least one order of magnitude stronger than the last, until they reach levels comparable to Dracula himself, a man who, while weakened, was cratering entire countries and surviving the same done to him.

**300 CP - Weakened**
A vampire hunter has correctly or mistakenly cast a spell on you and your Companions, with the intent of weakening a horrible threat to manageable levels. It worked, though they either died or were killed for their efforts. Unfortunately, the spell did not end there. They didn't have a chance to release it, leaving you $1/10^{th}$ as powerful as you should be or equivalent to the weakest Acolyte, whichever is weaker. You may attempt to increase your power through means available in-setting or through the jump, but only $1/10^{th}$ of it will be accessible to you.

## Outro

**Go Home?**
**Stay?**
**Continue?**

## Notes

**Unleashed** - This is solely a boost to your own capabilities. It does not literally nor by fiat raise you to their level if you have some esoteric means of surviving against an opponent for a few seconds.

**Tainted Bloodline**
The following are the examples of the kinds of powers you can expect to obtain from **Tainted Bloodline**:

Shapeshifting: Mastery over one's own body. This manifests as self-transmutation into earthly elements such as titanium, full and near-instant regeneration from a floating head, free control

over their physical shape, and transformation into groups of creatures. For this last one, the user's power isn't multiplied or anything of the sort. Rather, their passive powers (e.g. regeneration) seem to apply at full strength with the exception of physical attributes, which are split evenly the horde. It should be treated as though the pack is one massive body, just spread out into many separate parts. Sparing only one member will cause the user to reform with only a small portion of their body.

Shadow Mastery: This is control over shadow, even an enemy's. Forming tendrils, blades, and semi-sapient golems to carry out the will of the user.

Soul Stealing: Instantly rips out the souls of those weaker than the user, so long as they don't defend; has a range of approximately one foot, which will increase as you grow more powerful.

Precognition: See a few instants into the future, into what will be, should you let it pass. Relatively slow growth, but may extend into seconds given a few years. It doesn't disorient overly much, at least not enough that it can't be used in combat.

Time Slow: Slow down time minutely, enough to dodge a blow you fatally mistimed.

Weather Lordship: Summon storm, wind, and lightning. Enough to casually obliterate a small hill.

Soul Dominion: Exert dominance over the souls of the weak, at a level surpassing and superceding typical mind-control. And should they die, forging their disembodied souls into constructs and weapons, which will ever so slightly chip away the strength of your foes.

Note that time manipulation and soul stealing are generally the most esoteric and "conceptual" things get around here. Think aspects of nature, souls, or dominion over your own being. Not broad or metaphysical concepts like "Fate", "Death", "Magic" or "Improvement". These are fairly-defined, specific supernatural abilities, not godly domains. Please try to be reasonable. Regardless of your choice, this power may be improved as if it were effected by **Potent Bloodline**.

**Potent Bloodline -** This perk won't grant capabilities beyond those that could be achieved through an increase of power, scale, speed, or precision. Before improving, the canon shapeshifting power allowed transmutation into different elements and self-duplication. After, it allowed transformation into a forest (scale applied to duplication), into air (scale and precision applied to duplication), and ability to survive with much less mass (precision). Likewise, telekinesis was shown to operate at the molecular level, and bolts of lightning were demonstrated to be far faster than their mundane equivalents. Basically, shapeshifting from this world would never allow you to regenerate from nothing, regardless of your power; and gouts of fire would never devour space or reality, barring external perks or abilities.

On precision, it's not exactly 1-1, and even the most powerful beings haven't shown the ability to manipulate matter at a less-than-molecular level. Of all the aspects, it's the least likely to improve forever.