Generic Lovecraftian Film

Version 1.0.0

This is a world much like your own, on the surface. If you scratch just an inch below that surface, though, you will find ancient cults descended from traditions stretching back before writing, or even before mankind, serving ancient gods which have slept for aeons and now seek to retake the world. Brave individuals stand up to stop them, or go mad trying, while others seek the outer limits of human understanding foolhardy in their quest for knowledge that may prove the damnation of their own minds. And it's all with a bit of stilted acting and a dripping not (just) of slime but of melodrama!

You have found yourself in the world of a Lovecraftian film. Oh it doesn't have to follow the exact above, plenty of films inspired by Lovecraft and his themes don't; it's possible you're in an odd romantic drama (Spring, 2014), voyaging in space, or something else, but somehow more of the films inspired by Lovecraft seem to focus on ancient cults and tentacle-bearing monsters than of the stories he wrote.

You may choose to enter into the setting of a specific Lovecraftian film of your choice, or enter into a sort of generic world based on the films inspired by the Mythos, they'll probably be a Miskatonic River, and situated in its valley witch-haunted Arkham, if you do so but the details will be for you to find out yourself. Either way take these:

+1000 Cthulhu Points

And enjoy your time.

Location:

I'd suggest Arkham, Massachusetts. But given this is a loosely generic Lovecraft world you could start on a mission into the Antarctic, or maybe in Vermont or the South Pacific. Of course if you're starting in a specific film you should start in that film.

Age and Gender:

Your age and your gender are your own to decide as long as they make sense for your background. If you're 1,000,000,000,000,000 years old expect to have been sleeping for the vast majority of that time.

Origins:

But what are you? Either Outsider or Monster may be treated as *the* Drop-In background given both are defined by being from outside the main setting, though either can come with background connections and memories appropriate if desired.

Your origin provides you discounts to perks and items associated with it, and the first instance of each 100 CP perk/item associated with that background is free.

Outsider: You are not from around here. Whether that's this world or this town is up to you. You take the role of a 'normal' person, who finds themselves thrown into the events of this world. This might be due to some familial connection, or just poking your nose where it didn't belong, but you are a stranger to these cults and strange gods from other stars.

Cultist: Maybe you'd rather know the truth of the world, as spoken by those older and wiser than man. With this option you become a member of one of this world's cults, someone delving into the world of occult horrors and eldritch deities, not by mistake but by choice. You are a cultist, one of those who work with the Great Ones for their purposes and the promised reward.

Monster: You were here first, or maybe you weren't a fair number of the monsters in these films were once human; undead, weird evolutionary offshoots, and half-human hybrids all are common. Whether from this world or another - and there are many you could choose from - whether animalistic or supra-human in intellect you possess abnormalities which set you apart from humanity, and a hideous appearance that might drive men mad. Though you may have other options for that.

Scientist: You want to know. You do not care for the cultist's religious trappings, such things stand in the way of true understanding. Whether a researcher who simply stumbles onto the occult truths of the world, or one who dives whole-heartedly into them studying inhuman sciences or other things like the science to bridge worlds, or bring back the dead (probably as cannibals just seems to be a thing that happens around here when you resurrect people) you hold the light of reason up to the shadows of the world… and hopefully it won't make your light become an uncontrolled flame of madness.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Any perks that modify your appearance or physical form (such as most of the Monster tree) can be applied selectively to any alt-forms you possess, and you will gain an alt-form in this jump created by them, but cannot simply be toggled on-and-off; at least without swapping to an alt-form that lacks them or some other means (like a perk that would allow it or shapeshifting powers, this isn't a drawback just a note that barring something else they don't have a special ability to be toggled).

Filmable Looks (Free/100 CP): Well this is a jump based on movies it'd not do to have you completely unpresentable. For free your appearance is improved to the point that you could be a major character in a low budget made for TV or direct-to-video film.

For 100 CP you look good enough to be an A-list star.

Certified Astronaut (100 CP): You have the training and physical fitness of an astronaut. You could pilot a rocketship, have some familiarity with zero g environments, and ability to survive the acceleration that would be expected in take-off. This also comes with some scientific education, not up to the level of a **Doctorate**, but enough to be able to get a job on a space shuttle.

Shadow Over the Chain (100 CP): Many of these films adapt *The Shadow Over Innsmouth* or *The Dunwich Horror* so this perk may be useful for replicating them. You possess the ability to reproduce with any other sexually reproductive organism no matter how alien your species, or even physics, are to each other creating viable hybrids which themselves inherent this capability.

Through Your Paintings (200 CP): Taking after Pickman are you? You might not be a skilled painter, this won't give you that if you want to be good at painting take **Artistic Temperament**, but there is a special, horrible quality to your paintings. You are able to paint the horrible vistas of otherworldly realms and the dread visages of the Old Ones and have them truly bring to bear their image in all its impossible glory. You can paint R'lyeh and have it look as much like R'lyeh as a landscape artist's painting of a mountain view might look like the view. And of course being accurate to their nature these paintings will be corrosive to the sanity of the viewer, a seed of madness and corruption which gnaws away at their mind the more they gaze upon them or contemplate their horrors. You don't

even need to go out and see R'lyeh or Azathoth to manage paintings with these effects, but if you were to encounter other indescribable things, things like the true nature of the empyreal realm of Heaven - if such a place existed - you might be able to create an echo of the effect of the actual experience with your art; it won't be equal to seeing it in person, but it will be something you can replicate and share with others. This quality will be reduced significantly in duplicates unless they are made by your hand directly, as the ability to represent such otherworldly qualities accurately requires something more than just the 2 dimensional image.

Mouth of Madness (400 CP): Or maybe you're more Sutter Cane? You might not be a skilled writer, if you want that you need to take **Artistic Temperament**, but you are able to affect the minds of those who read your books; specifically those books of horror and madness. When you write stories of madness and cosmic horror they have a way of infecting the minds of readers. Twisting them and warping them, spreading a touch of madness within the reader, and making them truly believe that they live in a horrible, uncaring universe in which all that exists beyond mankind are ancient horrors waiting to return, and wearing away at their sanity. This won't affect everyone, in fact on its own it will only affect those who are truly particularly sensitive to such things and you'll need to be a good enough writer to get them to suspend disbelief for even that, but the more people who believe in your stories, or obsess over them, the stronger this effect will become; if you were the world's best selling author whose words were the Bible of horror to billions there might not be a mind on Earth who you couldn't affect. Unlike with **Through Your Paintings** as long as the words are unchanged this effect can be duplicated by mass printing, though even a few changes of words will weaken it and significant editing could destroy this effect entirely; audiobooks are on the table but reader quality could be an issue.

If taken with **Grand Master of the Esoteric** you can use your writing and how deeply believed it is in the hearts of people to change the world to be more like those of your otherworldly masters. It will be minor at first, creating cracks in reality which twists the behavior of people and places into something more like an inbred New England village from Lovecraft's writings, perhaps creating a few horrors in dark and twisted places far from human touch, but if you are successful enough you could cause the entire Earth to slide into the hands of the Great Old Ones once more.

It's possible to eventually learn how to encode other non-psychopathy inducing memetic and cognitive effects into this writing, but such a thing would take a length of time that makes it infeasible at a human learning pace even if one could live centuries.

Outsider Perks

Artistic Temperament (100): Choose one form of visual or literary art, such as sculpture, poetry, painting, or novel writing. You now have the talent, training, and technique to make a decent, reliable living at it and become something of a regional celebrity.

You may purchase this perk multiple times for 50 CP (not free) for an additional art form each time. Alternatively by paying an additional 200 CP you can become a true prodigy who could be counted among the all-time bests in your fields, including all those who could have been among them but were never given the opportunity and the chance.

Friendly Face (100): When a stranger in a strange land the ability to find a friendly face is always useful. You have a tendency to run into people who are looking for others to open up to, or new friends to make. This won't create such people, just helps guide you to encounter them, and due to their nature these people will typically be outsiders, and those on the periphery of a close-knit community.

Nightmarish Visions (200): Do you ever pause to reflect upon the occasionally titanic significance of dreams, and of the obscure world to which they belong? Perhaps it is time you do, because while many dreams are meaningless it would seem yours are not always. You now have a tendency towards premonitory dreams. These dreams will be usually nightmares of some sort, but include warnings of events to come that will threaten you or your way of life. These are not detailed guides, but you might dream of a sunken city rising to the surface, a horrid bas relief of a squid-faced bloated monstrous creature on the surface of a tomb, the entrance slowly opening… a few weeks before the stars come into the proper alignment for his cult. These dreams will become increasingly insistent as the danger nears, recurring and becoming more detailed. Hopefully you will figure out what is coming before it's too late.

Professional Investigator (200): Visions of disaster might give you a little heads up, but knowing how to identify, and follow up on clues and leads can be a real life saver. As such you have the skills and training of a professional investigator; perhaps you're an experienced police detective, private eye, or insurance investigator. Whatever your training it's taught you the basics of firing a gun, taking in a crime scene, tailing people, and tracking down informants all at a level better than you'd expect from a real life detective.

Conspiracy Finder (400): Training and experience is useful, but these cults and conspiracies have kept themselves secret for years, generations, or even since before the

dawn of history. Somehow though you just seem to stumble onto clues. When it comes to unraveling a conspiracy, tracking down a secret organization or cult, or discovering the secrets of an antediluvian race hidden on the Earth the keepers of the secret become sloppy, or chance sends clues into your hands. The older and larger the secret and the grander the scope of their plans the more effective this becomes. This won't do anything to help you track down a serial killer with no plan beyond killing some people for their own pleasure, but when a cult is working to summon Yog-Sothoth and release the Old Ones, you might just happen to walk past on the night when the Dunwich Horror got loose and had to be returned to his barn by grandpa Whateley who loudly berates it on endangering the plan. Of course you'd have to be somewhere near Dunwich for that to work, but still if you're in the right place you will find clues to keep you on the right track.

Disrupt the Ritual (400): Knowing there's something going down is useful, but if you're not there to stop it it doesn't matter the most. You tend to find that where important and interesting events happen and where you are coincide far more often than you'd expect; this is partially a bit of nudging things to happen where you are, and a bit of nudging you to where things are going to happen. The larger the scope of the event the stronger this effect is, and the sooner it's likely to get you where you need to be. And when you are actively working to stop an occult ritual you will find that time seems to be a little loose, helping you arrive no later than just in time to stop it; the longer you're working to stop it the more time this will give you, but as long as you don't dawdle and hurry you ought to be able to reach the ritual in time to disrupt it.

Punch Out Cthulhu (600): When going forth trying to stop cults and disrupt their rituals it helps to be able to actually do something to the sort of supernatural horrors and firepower they can bring to bear; I mean you might just be late. You find yourself surprisingly adept at harming supernatural entities and beings of power from outer reaches and varying laws of physics. Your blows pass through occult and supernatural defenses far better than they have any right to.

That magical barrier that stops all attacks might still be better than nothing against you, but you might just manage to hurt someone through it. That creature might be composed of some sort of living color or radiation, which normally is completely intangible to physical assault, but your shotgun shells will wound it. That shambling massive god composed of matter not wholly in line with our physical laws will be left reeling when you crash your boat through his head. This won't completely negate these defenses, but will help you overcome them.

And while you may not be able to kill that which cannot die, when you banish, discorporate, or reduce them into a pile of blood and guts, it will take them longer than usual to reform. You can expect at least a few weeks if they'd normally come back instantly.

Still You at the End (600): Does it really matter if you can manage to win if you lose yourself in the process? And with many of these threats you could very well go mad, or become one of the monsters yourself. Except well not you. Your sanity seems to be unshakeable, whether PTSD, horrible revelations about reality, direct mental contact with Outer Gods, or the corruptive powers of a Great Old One you cannot be rendered insane. You are similarly protected against corruption and mutation, keeping them from physically twisting you. While this won't prevent someone puppeteering your body, magical effects which temporarily change your body, or perfectly natural physical harm, it would take the personal and sustained attention of an outer god to change who you are.

Cultist Perks

Disturbing Behavior (100): There's something just unsettling about you and your mannerisms. This can be something so subtle it's hard to put a finger on what it is, just the way you hold yourself, the look on your face, the way your eyes linger, or you can really ham it up, knowing how to act bizarre in a way that comes off more crazy and unsettling than merely someone playing at being crazy; though if you want to out crazy Nicholas Cage you could. You can turn this off if you don't want to leave people subtly disturbed and uneasy, but when you want to make someone's skin crawl you know how to do it.

Twisted Tongue (100): Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn. Try saying that three times fast. And many spells and chants are harder to pronounce than just that. And when dealing with spells which a slip of the tongue will cause not to function right that's a problem. But it's a problem for other people. Not only are you a master of tongue twisters, able to perform chants and incantations with ease without mispeaking, you are capable of pronouncing things that weren't really made for the human mouth and tongue, expanding the range of sounds you can make by a significant margin.

Cult Leader (200): Being able to join in the chorus is one thing, but you're not here to just be some background cultist, are you? Well now you have the charisma needed to lead, at least a small (if extremely tightly knit) community. You are charismatic, able to draw people in and make them give weight to your words. You also know how to indoctrinate people into an organization, how to prey on feelings of loneliness to lead them deeper and deeper into your organization as they accept it as a sort of surrogate family, and how to slowly increment the monstrosity of acts that they are expected to perform until they are trapped so deep that they remain loyal even in the face of truly inhuman actions.

Two-Faced (200): Charisma is useful, but you need people not to catch on too quickly to your ulterior motives, and to be able to turn away prying outsiders. You are skilled at putting on an image of normalcy, and hiding any of your undesirable character traits. You are a truly expert liar, having not only a near perfect poker face, the ability to lie to a lie detector without difficulty, but you are good at thinking up lies on the fly, or constructing webs of them that remain consistent.

Monster Blooded (400): Being able to deter human interference is well and good, but you will be dealing with things far stranger than man. With this they will be easier to deal with. Perhaps there is something monstrous in your background that they find kinship

with, perhaps it is something else, but you will find monstrous creatures tend to view you with a certain kind of affection or fondness almost as if you were their kin or a pet. This works best on the more otherworldly horrors which stray furthest from humanity, and will do less to those who actively prey upon humans.

Mutated (400): But perhaps you show more signs of a monstrous heritage than their kinship. Whether born human or not, you seem to have been changed or twisted. By taking this perk you gain an alt-form which you can change into and which exists as a combination of any or all of your alt-forms, defined as you desire. At the start of each jump you can redefine this alt-form.

You also gain 1 free purchase of **Abnormal Appendages**, or 2 if you have the Monster Background (for a total of 3 free purchases as a Monster).

Black Magic (600): But is it really the form of a monster you desire, or is it power you crave? There is magic in worlds such as this one and now you possess it. This gives you an internal pool of energy with which to fuel your magic allowing you to perform some spells without invocations or rituals, though you can supplement this with dark rituals and exterior sources, as well as knowledge of various spells. This magic is wildly varying in its nature and possibilities, though it has an occult and eldritch tint to it all. You can choose roughly how focused or wide your talent and knowledge is, the more specialized the greater your talent in the field and the more in-depth your knowledge. No matter how specialized your capabilities you will be able to learn all forms of magic you would expect to find in a world such as this, you will just be better at those you have particular talent in.

Examples of effects you might be capable of: Swapping bodies with a victim over the course of weeks of spells cast upon them in their sleep; curse someone to die from afar; teleport; create monsters; heal your own wounds; extend your life.

There is a certain natural synergy between **Black Magic** and each other capstone in this jump. **Punch Out Cthulhu** will make you better at magic to repulse or banish Lovecraftian horrors. **Still Sane at the End** will improve your ability to perform magic to help reverse madness and corruption. **Grand Master of the Esoteric** will leave you even better at summoning monsters than either perk alone (even fully specializing in summoning), as well as commanding and controlling Lovecraftian horrors or developing rituals to interact with the Outer Gods. **Cthulhu-lite** will increase your raw magical power significantly, and passively improve the range of your magical spells. **Corruptive Presence** will improve your ability to magically alter beings and control their minds.

Analyzing the Impossible will make you significantly better at magic to reveal secrets, divine information, or scry on distant locations. **Weird Science** will help you to create functional magitech devices.

Grand Master of the Esoteric (600): There are beings that no human, or post-human, mage can hope to equal, beings that are ineffable and terrible, disgusting and horrible things that exist outside of time and space, babbling, blind idiot gods whose power is endless. And now you are a high priest of these beings.

This comes with several advantages. First and foremost you are capable of actually attracting the attention of these beings, being recognizable as a specific entity, and not merely another bacterium. If you serve them loyally they will even recognize this fact and be relatively well-inclined towards you. The more you actually aid them in whatever goals they have the more recognition they will give you and the more likely they are to actually reward you. While this functions best with Lovecraftian Great Old Ones and Outer Gods, it will function for other 'evil' or 'inhuman' gods, making them more likely to take a non-malicious or even beneficial notice of you.

You are also capable of performing rituals and rites to bring forth the servitors of the Old Ones into the world, or even to allow the Old Ones to extend their influence into the world. These latter typically take a long, long time even the quick ones typically take more than a decade, so to help you with these multi-decade plans you will find that even in future jumps you can maintain a connection to the place where the Great Old Ones exit, still able to make contact with the Outer Gods of the Mythos and summon servitors or possibly even invoke the Outer Gods themselves.

If you are **Monster Blooded** you will be recognized as being kin to the great ones, these Lovecraftian entities recognizing you as the child of one of their number, making them even more well-inclined towards you. While they are unlikely to spare you if you oppose them, it will be easier to get these inhuman and evil gods to help you, and to receive blessings from them.

Monster Perks

Abnormal Appendages (100): Many of these creatures have various inhuman limbs and appendages, and now you can too. By purchasing this you can define whether you are a biped or a quadruped, and you also gain two of the following:

- Claws and fangs. As an additional option you can get a slow acting venom for your fangs and/or claws, it won't be guaranteed to be lethal even if untreated; if taken with **Bestial Size** or **Cthulhu-Lite** it will be capable of providing a higher dosage commensurate with your increased size (increasing speed and lethality), and if taken with **Corrupting Presence** you can choose to have the poison have similar corrupting effects inducing madness and subservience if you chose a mental pesence, or madness and physical mutations if you chose a physical one.
- An additional pair of arms or legs; you may take this option multiple times.
- 2 tentacles; you can also turn any or all of your other limbs into 3 tentacles each. You may take this option multiple times, and each additional time grants you 2 more tentacles+2 for each previous purchase (so 2nd purchase would grant +4 tentacles on top of the 2 you already possessed) and 1 additional tentacle for each replaced limb (so if you replaced 2 limbs and bought this 3 times you'd get 10 tentacles for the 2 replaced limbs and 12 more just from the purchases).
- A mass of small tentacles (these are ones capable of use as at least crude grasping instruments).
- Up to 10 additional eyes. As two choices you can just have as many eyes as you want.
- Up to 5 additional mouths. As two choices you can just have as many mouths as you want.
- Functional wings. As two choices you can have as many wings as you want, and they'll still function somehow.
- Combat-capable horns.
- Worm/snake-like body plan

You may buy this perk additional times for 50 CP each time (not free for Monsters) to gain additional traits.

Unnameable (100): Your appearance is particularly hideous and monstrous. Whatever it would normally be it will be more disgusting and inhuman, and the more monstrous and inhuman it would be the more terrifying and striking it will seem to be. In fact you seem to almost decay the sanity of those who see you; no matter how monstrous your form, don't expect to drive the like of Conan or true heroes mad, but you might be hideous

enough to crack the sanity of someone who was already teetering or even an ordinary person.

This hideous appearance becomes part of your alt-form for this jump, though you may apply this to other alt-forms of your choice but it does not inherently allow you to toggle it on and off.

Terror from the Deep (200): You are a creature of the deep. Your form is streamlined for swimming, your senses attuned to an amphibious life, giving you senses like a shark or other deep sea predator, your body capable of surviving great changes of pressure. You can breathe both water and air, able to survive in both salt and fresh water as well as retaining the ability to survive on land. This also gives you piscine scales across your body if you desire.

Alternatively you may be adapted to life underground. Your hearing reaches into echolocation, olfaction similar to a dog's, and your night vision is similar to an owl's. You are able to burrow through the ground at relatively great speed; you won't be keeping up with yourself running on the ground when digging tunnels but you will be a natural digger. This also gives you some armoring plates to avoid damaging yourself when burrowing through rocks.

May pay an additional 100 CP to get both.

Omen Weather (200): There are creatures and horrors out there which even the elements of nature recognize. Choose a type of weather, no more destructive than a light halestorm, or obscuring than a mundane fog. This weather now proceeds before you, arriving before you - even if you are moving through supernatural means. This weather can be something more supernatural, like an atmospheric effect which seems to make the moon turn red, but won't create exotic materials or anything beyond aesthetics more than a halestorm or fog. Whatever you choose it will be widespread enough to blanket a city, or the better part of a continent (maybe all of a small one) if it is primarily aesthetic (rainstorm would be city size, simply changing the moon to a horrible red would be continent); if taken with **Cthulhu-lite** the size of the effect is increased, a physical effect like a rainstorm would cover Europe, while a purely aesthetic one could affect the entire world. Once you've chosen the type of weather which comes with you this choice will remain fixed. You can toggle this effect on or off.

If you want additional types of weather you may buy this a second time for 100 CP (no discount), and a 3rd or later time for 50 CP each (no freebies/discounts).

Outside of Physics (400): The creatures of these films exist outside of nature and physics as humans understand them, defying it in various ways. Select an ability from the list below, or create one of a similar power level.

- Bestial Size: You are substantially larger than you normally would be; if you'd normally be human volume as a quadruped you'd be compared in size to a barn; with **Cthulhu-lite** you might be as much as 200 meters tall. You are stronger than would be expected from this size, and much faster than one would expect from the size, moving with surprising ease and not having many of the issues that a scaled up creature should (you don't need elephant style feet despite being bigger than an elephant). You are able to continue to grow beyond this size without limit, though this growth is very slow. You can also double all purchases of **Abnormal Appendages**.
- Dimensional Phasing: You are able to exist in another dimension parallel to that of humans. The human world is only vaguely discernable in this reality, but you are able to pass through it moving from one place to the other, using it to pass through walls and other impediments. For a second purchase of this ability you could have only portions of your body phase into normal reality or this other bordering reality, phase an eye in to see, or a claw to rend someone in two while leaving the rest of your body relatively invulnerable.
- Invisibility: You are completely invisible, unable to be seen in the visible wavelengths of light as they simply pass through you. You are still able to see despite this. You also vibrate at another frequency compared to traditional matter and while the naked eye can record you, it would require a specially designed camera or special treatment of a photo to catch it on film, or digital recording.
- Otherworldly Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast.
- Psychokinesis: You possess the ability to manipulate physical matter with thought. This doesn't reach down to the microscopic scale - no re-arranging molecules with this - but you can move objects, or even release energy to strike at others hitting with enough force to knock grown men flying, shatter entire glass walls, and if focused on an individual kill them. This is strong enough to deflect bullets, or allow you to survive a grenade. Despite primarily being at a macroscopic scale, you are able to use this power to transfer electrical energy (or with **Living Colour** life force), or to release bursts of electromagnetic radiation, the shorter wavelengths are harder and it takes energy to broadcast but you could serve as a

radio station if you had enough energy. If you have **Bestial Form**, **Cthulhu-Lite**, and/or **Supernatural Physique** you will find that your psychokinesis's strength scales directly to the increase in your physical strength from that perk.

- Semi-Physical Matter: You are only partially made of matter as known in normal reality. Gravity holds you less than it ought, and you can interact with aetheric currents moving through the supposed vacuum of space through the use of wings and appendages, propelling yourself against gravity wells even if your size is vast. This allows you to shift the distribution of mass and density of your form, concentrating your mass in certain places to increase the proportions of certain body parts while reducing the size of others, or expanding your body by reducing your density; there are limits to this, you won't be able to pass through objects, form new limbs (merely change their proportions), increase your density beyond normal levels, and reducing your density makes you generally more fragile. This does make you rather resilient, as your matter is able to flow back into place to repair damage that is dealt to you as long as it's not too severe; you could close bullet wounds, or reform your head from a boat passing through it, but you won't be able to regain mass that is blasted clear away from you.
- Signal Interference: You seem to be almost a living jamming device. You can release radiation which scrambles and jams electromagnetic signals within the area of at least a large building, perhaps a mile. This comes with the ability to sense radio waves and broadcasts, you could eventually learn to interpret them, but this does not come intrinsically with this ability and given the size of the longer waves you might need to be larger to collect them. You could in theory use this signal interference to communicate if you'd like.
- Supernatural Physique: Your body is simply better than you would expect from normal anatomy. As a human you would be strong enough to tear down steel doors, able to run as fast as a cheetah, able to shrug off small caliber firearms and to survive multiple shots from the heavier ones, and heal faster than a human.
- Living Color (counts as 2 purchases): You are not made of matter, at least as we know and comprehend it, at all. You seem to be some sort of living energy or light. You can release part of the energy that makes up your being as a damaging burst of radiation, or can draw vital energy from the world around you into yourself to feed, slowly (or not so slowly if you're touching someone) killing things around you and reducing them to dust, though with just this the range will be limited to touch.
- Life Force Vampire (requires Living Color): You are able to stop feeding from a living creature before it reduces to dust, leaving them as a withered and desiccated

husk. This husk will revive itself as a zombie-like creature, hungry for the lifeforce of others, able to drain it from them with an embrace and restore itself to the semblance of life driven by a zombie-like hunger. These creatures are naturally subservient to you. If combined with **Corruptive Presence (Physical)** these creatures may mutate further, developing abnormal appendages or limited supernatural abilities and means to use this life force. If combined with **Corruptive Presence (Telepathic)** you can control these creatures through your telepathic presence, and even guide some of them to regain their full intellect - albeit corrupted to your will. If combined with **Psychokinetic** you are able to absorb life energy back from them at a range, or channel it in other directions.

- Possession (requires Corruptive Presence): You are able to possess the bodies of others. By overwhelming their mental resistance you can press your mind into their form and take control of them. This requires you to first be able to overcome their resistance to your Corruptive Presence, and then push even more of yourself into them, making this easier to do within a personal range. If you also possess **Cthulhu-Lite** it would be possible to control several entities at once through this ability, though by spreading your mind and psychic force it would become significantly easier for one of them to force you out.

  For an additional **100 CP** you can also use this ability to possess and animate fresh corpses. They'll still rot and decay, eventually to unusability, but you can keep them running beyond when they should be dead.

- Slime Monster (requires Semi-Physical Matter): You are like some sort of oversized amoeba, a massive horror composed of slime. You can expand even further than semi-physical matter would allow, compress your form to become extra dense, form new eyes, mouths, and appendages, though the more complex the shape the harder it is to maintain so a tentacle is easier than a hand, and they will not be particularly rigid; eyes seem to be an exception to this. You are an amorphous creature, lacking vital organs, and able to pull parts of yourself back into place with much greater ease.
- Thought Implantation (requires Corruptive Presence): You are able to push thoughts into the minds of others, pressing them inside of it. You can use this to force dreams into the minds of others, to make an individual perceive you in a way of your choosing, or force certain thoughts into their minds. This is easier to perform on those under the influence of your Corruptive Presence, but can be used separately from it. This will also allow you to search the minds of others for information, ransacking their memories like the unguarded vaults they are.

You may buy this perk multiple times, additional purchases costing 200 CP each (no discounts). Additional purchases can grant additional powers (either from the list above or custom ones), though some powers count as multiple purchases or require them for their full effect; and similarly multiple purchases could be used to gain a single stronger power.

To Eternal Lie (400): It is one thing to have a body of a monster, but if you are still a transient, temporary thing with a life that is less than a blink on the cosmic stage you are not one of the great ones. This will help you in that regard. First off you no longer age past your prime, your bodily processes not decaying with time. Disease and poison are theoretically threats to you, but even these things will have trouble marring your eternal form, and your slowed metabolism renders them harder to afflict you with. Your metabolic needs are greatly reduced, able to go years without food or water, and to store energy from food in ways far more efficient than fat. You are resistant to any temperature commonly found on Earth, at least outside of its molten portions, and no longer need to breathe; you could theoretically survive in space. You are also able to enter long states of hibernation, naps really but naps that can last hundreds or thousands of millions of years, reducing your metabolic needs to effectively nothing. While hibernating in this fashion you become more resilient than you already were, you might possibly survive the pressure of ages of being buried by the depths of the ocean or new strata of Earth over geological epochs.

But this does not apply only to your body. Senility is no longer a threat to you, and moreover you have a mind designed for eternity; that is something intended to live from before linear time and the birth of our universe until after its death. You in effect no longer suffer from boredom, or it takes trillions - or quadrillions - as long for you to get bored. Your memory is likewise improved. While you may not remember something 1 year ago any better than you would have before, you will remember something at the birth of the universe as well as if it was only about a year ago, and your mind can contain all these memories. This applies to skills as well, as once something is firmly in your long term memory or your muscle memory it does not fade.

Corruptive Presence (600): Survival is one thing, but a god's presence is felt by the world, and now whether a god or not yours is felt. This can manifest in one of two ways, corrupting the minds of others or corrupting the world itself. You can select one, or pay an additional 300 CP to take both. Regardless of the choice you make you may toggle this corruptive nature on and off at-will.

If you take telepathic corruption you will gain an aura which seems to twist at the minds of others. This presses upon them with your alien presence, eating away at the sanity and minds of those about you. It will constantly wear on them until they snap into madness or servitude. While this is strongest in your immediate presence, this telepathic corruption will stretch out for miles - potentially hundreds of miles - influencing the dreams and the psychically vulnerable, bringing them to madness or servitude. You can also focus your telepathic influence on an individual to blast away their sanity. You can get some level of surface concepts or thoughts from those within the range of this effect, but it will typically require proximity and potentially focus as well to get anything useful. If taken with Cthulhu-lite this will affect those within miles of you like they were in the room with you, a quick, heavy pressure that might snap even those who are not particularly vulnerable, and influence the dreams and subconscious minds of people all over the world. Your influence also grows more powerful when focused on a single individual, even truly heroic wills might not be able to shrug this off.

If you choose to instead corrupt the world, your presence will cause those living nearby you to begin to twist and change. This will take time to change humans or similar large entities, but will be seen faster with plants, and smaller organisms. After some time humans and macrofauna living in the region will begin to accumulate mutations, twisting and becoming monstrous creatures. This affects different individuals at different rates. The longer you remain in an area the further this corruption will spread however, twisting the land more and more until it becomes an alien landscape, as if you were terraforming it with your mere presence. This begins affecting perhaps a few miles in any direction, but if you remained laired within the region this could stretch over hundreds of miles by the end of a decade. You can also focus this effect on something nearby, causing its body to mutate and deform though this will still take significant time. If taken with Cthulhu-lite the range will increase significantly, you could cover a large city and its surroundings, maybe a dozen miles to begin with, and by the end of a decade it could perhaps cover most of the world. With Cthulhu-lite your focused attention could possibly mutate someone in minutes.

Cthulhu-lite (600): Perhaps you have no desire to be a common individual of whatever monstrous species you are a part of. Perhaps you wish to stand above them. You are now a creature similar to Cthulhu to his Starspawn or Dagon to the deep ones, something more and greater than the common example of your kind. Your size is increased, to roughly 35 meters, making you substantially larger than a human if you weren't already. But this is not merely an increase in mass. Besides possessing the physical power you'd expect from a titanic monster, you will find your powers seem to scale somewhat with your size, their

range and even area increasing proportionate to your new body. Just by having this you will also find a minor general increase to your mystical, spiritual, or psychic powers even when not in the alt-form this perk creates, and they will all increase further with size, though (unlike the area and range) they will not double with a doubling of your size but you will find that bigger is better.

Scientist Perks

Doctorate (100): If we see far it is because we stand on the shoulders of giants. To progress science it is easiest if you have a foundational awareness of what is already known. You now have the education of a proper doctorate and may choose one PhD of your choice, or to be a fully trained medical doctor with a specialty of your choice.

You may purchase this perk multiple times for 50 CP (not free) for an additional doctorate each time.

Researcher (100): Education can only take you so far, but one has to know how to expand their knowledge. You are an expert in using databases, whether we're talking about finding something in a dusty old library or an online one, and are experienced in scientific and experimental methodology. This also helps you think up possible experiments and ways to test your hypotheses.

Expanded Pineal Gland (200): But there lay things outside of human knowledge. To help you obtain this knowledge you have expanded your pineal gland, allowing you to perceive into the borders of other worlds. You are able to see into neighboring dimensions, those that overlap with the one you are one, as well as to see many things that are normally invisible. Beyond being able to see bordering realities, you are able to perceive slightly outside of the normal range of human vision, as well as see things invisible to those without some special quality; things like fairies visible only to those with second sight, or to pure hearted children, spiritual beings that normally require sufficient spiritual strength, and so forth.

This comes without the side-effects of increased libido and arousal, or mutating into a monster with a tentacle-mounted third 'eye'. If you want those **Unnameable** could give it to you if it's simply cosmetic, or **Abnormal Appendages** could give you a functional sensory organ on a stalk out of your mutant forehead.

Hidden Laboratories (200): When researching into that knowledge which man fears to know it can behoove you to do so with subtlety and secrecy. For that purpose you are skilled at designing your own laboratories, but even more than the mechanical and architectural elements of designing labs you are talented at hiding them. You have some skill in carpentry and the various skills you might need to build it yourself, and in hiring discreet laborers as well as making sure no one knows too much. Of course getting the job done downlow is only half of keeping a lab secret. You are also skilled at making hidden doors and secret rooms, to preserve the privacy of your work.

Master Folklorist (400): Earlier you were offered a doctorate, or three. But this is something more. You are THE authority on anthropology, archaeology, and comparative mythology. While in specific specialties there are others who know more than you, you have extensive knowledge in these and related fields. You are well-versed in almost any language from more than a century or two ago, with knowledge of folk beliefs, legends, mythology, and the like from the world over. This only applies to the legends and folk lore of your species, and it does not include any direct knowledge of sorcery; of course the breadth of it makes it where patterns of answers to certain threats preserved in folklore will make themselves readily apparent.

Receptive Mind (400): Being able to find information is useful, but you have to be able to learn from it for it to have value. And you will learn from it. Your mind seems to absorb information like a sponge. Your memory is improved significantly, able to recall minor details with ease, and taking in information on the first try and retaining it. Beyond improving your memory, you simply seem to learn better assimilating information and acquiring and improving skills faster than normal. You are also somewhat resistant to the hazards of information you absorb. You will not go mad from the revelation, even if you learn humanity is meaningless in the cosmic scheme.

Analyzing the Impossible (600): To be able to absorb maddening information is of little use if you cannot do anything to defy the great ones. That's where this comes in. You are skilled in finding ways to detect and analyze things that defy detection and analysis by traditional methods - of finding ways to detect invisible creatures or even the influence of things from other dimensions and so forth. Beyond detecting things that would normally lay outside of the reach of human perception, you are skilled at finding weaknesses and vulnerabilities of the supernatural or paranormal, and finding means that do not rely on magic or extra-earthly powers to interfere with or negate the most dreadful advantages of these so-called gods. This has its limits - this won't be beating Azathoth or Yog-Sothoth - but you might well defeat their servants.

Weird Sciences (600): You seem to have turned your attention to the more fringe sciences of this world. Perhaps you have begun a study of the science of reanimating dead tissue, or preserving the semblance of life in yourself once it should have passed away from you, or the study of parallel worlds. And of course humanity is not the only species with scientists, perhaps you have the science of the mi-go, able to place human brains in cylinders which can dial into senses humans can't even imagine and to travel through the void of stars at speeds faster than that of light, possibly even opening wormholes for instant transportation. Or maybe the Elder Race whose mastery of biological engineering created the shoggoths. Choose one field of paranormal science and

you have learned and studied it to a depth and degree far beyond the limits of most human understanding. You can also learn other such fields with sufficient time and effort, though that could be quite a lengthy procedure.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Cat from Ulthar (200): This is a normal seeming cat. Though seeming is the operative word. It is highly intelligent, smart enough to understand human language if physically incapable of speaking it, and cleverer than most people; really it's probably smarter than most people if ultimately still feline in behavior. Beyond this intelligence it seems to have a strange presence on planes of thought or spirit; planes like the Astral Planes or the Dreamlands. When in these dimensions of thought and spirit it is a highly capable predator, able to leap to or over the moon in a single bound, and match up against terrible creatures like nightgaunts, shantak birds, or the winged serpents of Nyarlathotep known as hunting horrors. It will protect your dreams from invaders, hunting them like the mice most of them really are, and can even destroy spells or psychic influence over your sleeping mind. If you abuse the cat it will turn on you, however. Counts as a follower/pet unless imported as a companion.

While any kittens it has (either as dad or mom) will be skilled hunters of dreams and smarter than the average cat, they won't be as smart as it nor will they inherently possess its loyalty and protectiveness towards you.

Mi-Go Cylinder (200/400): This is a cylinder into which you can place a surgically removed human brain. It will preserve said brain indefinitely, and can even be placed into a properly designed machine to allow said brain to control it by neural impulses. It comes with a machine that will project a hologram of the individual's face - from before they were a brain in a jar - which can talk to you, and perceive stimuli that the machine picks up. You get a cylinder upon purchase and while it will not be repaired or replaced if damaged or destroyed, you will get a new one every 6 months and you can stockpile them. The machine will be repaired or replaced if damaged or lost, and you have blue prints to make more of both.

For 400 CP in addition to the above you will get a special cylinder which, unlike the others, will automatically be repaired/replaced if lost (though it won't fix/replace the brain inside) and which no longer needs a machine designed for neural uplink to control,

simply plug some universal adaptors in and it can perform mind-machine interface. This might not be able to control all machines - it can't make them do something they can't possibly do and it can be hard to work things that aren't at all analogous to a body - but it could plug into most robots, and automated vehicles. This works purely by the will of Jumpchan with no in-universe explanation so will be a little harder to replicate.

Evil Containing Prison (400): It may be an odd shaped trapezohedron shining with its own light, maybe a sepulcher-like structure with angles which are all wrong, or a transparent cylinder millions of years old and yet untouched by time. Whatever its nature this is a prison, one which can contain anything that you can manage to get into it. There is a ritual to put things in it, a time consuming act which must be done in the presence of the prison and with it open, empty, and unconcealed, but until you finish the ritual it won't do anything to help you prevent the prisoner-to-be from escaping the area or killing you to stop the ritual, that will be on you.

Once something is inside of the prison it won't be getting out any time soon. As long as it is maintained the prison will hold without deteriorating, though if its maintenance became bastardized, the caretakers having muddled the instructions over the ages, or worse non-existent the seal would slowly weaken. Even so you could reliably hold an outer god in here for thousands of years, possibly millions, even in such a condition. If you leave the prison behind in a jump you'll get a new one in the next one.

It does not, however, come with a way to open it. While an outside force might be able to manage it, it will not be an easy task; this is a prison designed to contain a god and while its defenses are largely geared against attacks from the inside, it is rather well made and magically protected from the outside as well. If you tamper with it to interact with what is inside, such as to be able to communicate with it, siphon energy out of it, or what have you, it will void the warranty and possibly offer the imprisoned opportunity to escape; it might still not be easy, but you will be creating a crack in the wall and cracks can be exploited.

Experimental Ship (400): This mile long spaceship is designed for deep space travel. Its interior design - reminiscent of a cathedral - is a little odd for such a ship, and despite the size it does not have its space optimized for a large crew or a colony ship. It regenerates fuel when not accelerating, though it will take about a week to fully refuel, though how it does so is a mystery of fiat, which if it was properly equipped for multi-decade travel might make it a useful generation ship, but given its relatively slow rate of acceleration for interstellar travel, even with this it'd be a looooong voyage between stars and without it it'd take thousands of years to reach the nearest star.

The ship, however, possesses certain physics bending pieces of technology. The first is simple. It has artificial gravity, allowing for ~~easy filming~~ walking on the ship and not having to deal with spin or acceleration based gravity (which is good since burning 1 g of acceleration constantly would drain the ship rather quickly). The second is cryogenic stasis pods which allow for freezing and revival of the crew on longer journeys. The final piece is the reason for the ship's creation and why so much of its space is dedicated to creating a safe distance between the crew and its main drive system. The ship is equipped with a gravity drive that uses magnetism to focus gravitons and create an artificial singularity to create a portal into an alternate dimension. The intent is to use it to travel to another dimension where on can travel a short distance and then return to this universe a much greater distance away, however you could simply use it to travel between various dimensions.

Of course all of these things could be built - with sufficient time and resources - with **Weird Sciences,** well maybe not the refueling, so since you're paying CP for this it does have some special benefits. First and foremost, it maintains the physical laws of reality inside of itself, keeping them matching the normal for the physical universe inhabited by humans out to at least the surface of the ship; this can prevent certain forms of reality warping, though with some work you can set certain means to be allowed to function and this function can be shut down completely. While this won't completely protect you from nightmarish visions caused by demons, or by gazing into the realms of the Great Old Ones, it will keep you relatively safe when visiting other worlds. Secondly it ensures the existence of some dimension that it can use to travel faster than light in future jumps; it may not always be safe - it's certainly dangerous in this jump - but it will exist. Third the ship has gone on a journey previously and now appears to be somehow alive, or at least haunted. It is capable of turning on and off select systems on its own, this is not full control of itself but more like the sort of activity you might expect from a haunted house and can be overridden with difficulty, and it possesses a rudimentary awareness of what is happening inside of it. It possess a **Corrupting Presence (mental)** as if boosted by **Cthulhu-Lite** but is unable to focus its effects on a specific creature, only affects those on the ship, and lacks other effects of **Cthulhu-Lite**; it can use this ability to form an imperfect shield for those inside of it against similar hazards, though don't expect this to be more effective than a strong or heroic will and it is most effective on those most vulnerable to the ship's influence. The ship is in no way biological, however, simply living, and its intelligence is at most comparable with an animal's. The ship seems to like you, and will not attempt to harm you or those it perceives as being with you, or which you obviously allowed onto the ship, but it will act against those it perceives as your

enemies or thieves. Do try not to leave the ship unoccupied too long, it can get moody when it's lonely.

Mountain of Madness (600 CP): Rising miles above the surrounding ground this great, black mountain towers above the others nearby it in the depths of Antarctica. There is something odd about the stone it is made from, however. Notably it is not stone. This entire mountain, stretching miles upwards and miles wide at its base, is in fact a singular, gigantic creature of black slime, able to twist its form into a variety of tentacle-like appendages, as well as forming innumerable mouths and eyes. It is a creature more commonly known as a shoggoth, and this one is immensely massive even for its kind. This living mountain has taken a liking to you, and has attached itself to you almost like a cat might attach itself to a person. Though do not underestimate its intelligence. While not a tool-using species or a social one by nature, and thus having trouble with such behaviors and ideas, it is intelligent and able to learn and may have been one of the original rebels against their makers whose society had reached heights man can only aspire to.

Outsider Items

A Motel Card (100): This is a simple card, looking something like a credit card. If you present this card at any lower class motel, inn, hostel, etc it will pay for a low end room indefinitely. Not the best accommodations but you'll have a place to stay at least.

Shotgun (200): You always seem to have a reload for this shotgun at hand. Of course that's not so important. What is important is how this shotgun seems extremely effective against monstrous creatures, hitting them harder than would normally be expected. Beyond that it seems that the powder of Ibn-Ghazi is mixed within its shells as the shotgun can hurt entities that are only partially in this dimension, normally incorporeal or intangible, or composed purely of energy and not truly matter. Its wounds also slow accelerated healing.

Elder Sign Talisman (400): This is a small talisman worn around the neck and bearing the Elder Sign. Reinforced by powerful warding magic, this talisman has strong protective qualities. Hostile magic cannot affect you as long as you wear it, creatures from other realities are repulsed by it unable to touch you or it, and corruptive forces cannot affect you when you wear it. However it does have only so much power, the more powerful the being or magic it holds back the faster this power will drain, and eventually it will shut down temporarily until it manages to recharge itself.

The Necronomicon (600): This is THE book in most of these films, the book in whose pages can be found the answer to save the world for another lifetime, or the spells needed to end it. This book is the foremost tome of lore on the Great Old Ones and the Outer Gods containing dread secrets and instructions for magical rituals. These rituals include spells both to summon and banish the elder things, and while its black magic tends to be the best known it contains many of the spells that work to counter the servants of the Great Old Ones. This book could be apocalyptic in the wrong hands, and it will only grow as you travel worlds. In future jumps it will update with magical knowledge from those worlds so as to always remain one of the most complete books on magic you can find in a setting.

And since you're paying CP for this you can read it even if you don't know archaic arabic or the languages the new text would be written in.

Cultist Items

Cultist Robes (100): These robes, in the color of your choice, completely cover the body and possess either a heavy cowl that leaves the head in surprisingly deep shadow or a mask that hides the face completely. These robes seem to be better at obfuscating identities than they should be as they don't particularly muffle the voice, and yet still make it hard (though not impossible) to identify the wearer through non-visual means. If the hood is removed this protection is lost.

You get a single robe for purchasing this, but for each additional 50 CP you pay you can increase the number of cultist robes you get by an order of magnitude (100 additional CP would get you 100 robes, 150 additional CP would get you 1000, 500 additional CP would get you enough to cloth the entire human population).

Gathering Drum (200): This is an instrument - which doesn't have to be a drum - of a size to be carried and played simultaneously by a human. Whatever instrument you choose, the sound of it seems to echo and carry oddly, allowing it to be heard albeit faintly for a distance of miles, even perhaps more than 10 with a normal human player, away. The sounds of this instrument will be mildly confusing and disorienting to the player's enemies, while allies will know the location far more accurately than they should.

Town with a Dark Secret (400): This small town once fell upon hard times, but seems to have become more wealthy of late coinciding with an odd religious sect popping up within it, although it has strangely become more insular and xenophobic with its increased prosperity and has seen a decline in its population despite how it almost seems blessed with good weather and windfalls of natural resources. The inhabitants of this town don't particularly talk to strangers or outsiders, but they recognize you as one of their own; in fact you might even be recognized as one of their religious leaders… possibly the grand master of their esoteric sect.

Of course the truth is the town has made a pact with an inhuman or dark god of your choosing, serving and worshiping it in exchange for their newfound prosperity. Those who do not serve have been weeded out of the community through their unwilling participation in its rites or by their own fleeing from the region. The town is now all members of their cult, and as one of the leaders of the sect well you are second only to the dark god they loyally serve, quite possibly recognized as its voice and representative. They seem inured against natural death, another blessing like the fair weather and windfalls from their god, at least so long as they loyally serve. Of course if you are a god

yourself you could be the god they serve, the town will retain these blessings as long as they serve you and perform necessary ritual sacrifices to fuel them; you can cut them off if they displease you, but if they stop the sacrifices you'll have to find a way to bless them yourself or it will be loss until they resume them.

Ritual Site (600): This is a site for performing rituals. Maybe it's an underground chamber, or a ring of stones on a hill, an old tree, or something else. Whatever its nature it seems to add some strength to rituals performed at the site. This is minor at first, but it grows stronger with each sacrifice performed at it, the greater the sacrifice the greater the power. It stores this power like a capacitor able to release it all to help fuel a single big spell, but it also gets a smaller permanent increase in power from this helping to build the power of every ritual performed there.

Monster Items

Resting Place (100): Perhaps it's a cave, or a small but ancient temple matching no architectural style of human construction. Maybe it's just a makeshift shelter beneath your basement. Whatever it is, this subterranean dwelling place is a safe place to rest, at least the deepest inner chamber. Not safe from human incursions, they are insignificant ants which do not need to be considered after all, but safe from time and the elements. Something about this dwelling place protects it from all but the worst disasters; floods will not fill it, earthquakes will not collapse it, meteors will not strike it, radiation bursts that scorch the surface clean of all life will not penetrate to its depths. Short of something that actually destroys the planet this place is surviving intact and undisturbed. Oh the entrance might get covered, or irradiated, or you may run out of food, but the inner chamber will remain safe and intact. And while this won't protect it from intruders it will protect it from being collateral in manmade disasters like nuclear bombs and nuclear winter; intentional attempts to bomb it will not have guaranteed protection, but unless they enter it themselves it probably goes deeper than they suspect.

This isn't particularly large, think a dorm room (say about 220 square feet), with a ceiling sized for your alt-form constructed in this jump, though it will have a, potentially long and winding, entryway. You may pay an extra 50 CP (no discount) to multiply its area by 10; you may pay this price multiple times, each time increasing its volume by another order of magnitude (an additional 100 CP would be x100 area or 22,000 square feet about half an acre, 150 CP would give you several acres of underground labyrinth, 300 CP would give you almost 8 square miles). If it gets large enough you can divide it into multiple chambers with potentially quite long, winding tunnels connecting them. Both **Outside of Physics (Bestial Size)** and **Cthulhu-lite** come with 1 free upgrade to its size if you bought this item (or 2 if both were bought).

This underground lair will retain modifications, as well as non-sentient objects and organisms stored within it between jumps.

Profane Idol (200): This statue(tte) is a representation of you. Besides the vanity of it all, it is a representation of you. It acts as a sort of proxy for yourself; to look at it is to look at you, to be in its presence is to be in your presence, and you may even concentrate to move your consciousness into it though this will not animate it. It is however only a proxy of yourself, effects applied by seeing you or being in your presence are weakened through it, and while you can perceive through it and project mental or spiritual powers through it they will likewise be weakened when transmitted in this way.

Otherworldly Realm (400): This is your domain, a pocket of reality which is tailored to you, and your comfort. While within this realm you will also find yourself bolstered, somewhat better in every way. This isn't a massive change, but you in this domain would edge out you outside of it in pretty much any contest.

When you purchase this you must choose whether it is some place in normal reality, up to a few miles in its longest dimension, or its own pocket reality. If a part of normal reality it can still have subtly altered physics - like existing in a pocket of (noticeable on a human scale) spacetime resulting in odd and non-euclidean angles - but will never be so altered as to be intrinsically dangerous to normal matter and will be some environment you find comfortable.

If its own dimension you will be able to access it through your warehouse, and can create short lived personal portals inside of fiat backed properties you possess to allow you to enter or leave it. As it does not directly interact with traditional reality it can have more drastically different laws of physics.

Horde of Your Lessers (600): What sort of god doesn't possess subordinates? These monstrous creatures are your servitors and minions, loyal to you in all things. When you take this you may choose to either give them all Monster perks you possess other than **Cthulhu-Lite**, and give them **Shadow Over the Chain** if you possess it, or to give them 1000 CP to spend on **Shadow Over the Chain** and Monster Perks other than **Cthulhu-Lite** (they do not get discounts/freebie). If you select the latter you may give them an additional 500 CP of abilities for an additional 100 CP (no discounts), or 1000 CP for an additional 200 CP.

You gain 100 of these monsters, 500 if you have Cthulhu-Lite and chose to give them your Monster perks instead of a custom build, and may pay an additional 300 CP (no discounts) to increase this by x10; you may pay this multiple times to increase it by a factor of x10 each time.

Scientist Items

Credentials (100): You go to all the trouble of getting a doctorate in Romanian folk beliefs of the Byzantine period and then in your next world no one believes you have it. That just won't do. This is an automatically updating set of diplomas, licenses, and certifications which include any you have legally earned in any jump. If they have an equivalent in the current jum they will even have documentation to match with an equivalent authority; your diploma from Harvard would be from a college with similar educational standards in another jump where Harvard does not exist. Of course this only applies if you match the standards; if you got certified to fly spaceships in a jump with much lower legal requirements for such you might need to go get a new license.

Well Stocked Library (200): This library contains books and research materials ranging from anthropological and comparative mythology to new developments in science. Strangely enough the information within dealing with paranormal entities is strangely accurate to whatever the truth happens to be, despite the wide ranges for weaknesses and vulnerability among common folklore creatures. This library will update in future jumps so you will never be without reference materials at the point where the occult and scientific overlap.

If purchased alongside the **Necronomicon** you will find various lesser grimoires within this library, books like the Unspeakable Cults, the Mysteries of the Worm, and the Book of Eibon lurking within its shelves, various lesser magical tomes will add to its shelves to keep it a well-stocked sorcerer's reference in future jumps as well.

Miskatonic University (400): This college doesn't have to be Miskatonic, but is considered almost as respectable as Harvard. While you do not have total control, but you can be its president if you desire, or have some other job here (like a professor with tenure) that you'd prefer. This college will follow you into new jumps, adapting to the setting to be an appropriate, highly respected center of learning and education. As such a respected center of learning it commonly is involved in archeological and anthropological expeditions, and scientific research and experimentation. It also serves as an excellent recruiting center for the best and brightest minds, or the wealthiest.

If bought alongside the **Well Stocked Library** this university has a very respectable collection of rare books. While it won't contain anything necessarily more in depth than the **Well Stocked Library** it will contain a variety of books, additional copies, and enough to serve as a college library with the advantages of a **Well Stocked Library**. If

you also bought the **Necronomicon** you might could start your own sorcery school if you didn't care about the danger to the world and your students.

Dimensional Resonance Machine (600): This machine can be used to resonate with another dimension of reality. It can also be used to attune two realities bringing them 'closer' together near it. The longer it runs the closer they will become, though it will take energy to keep it running. If they grow close enough at least within the range of its field they will overlap, locations in one mapping to the other. Then things in one will become visible in the other. Then creatures will be able to interact with the other dimension. Then reality will fuse in its field. If the machine is shut down the dimensions will begin to separate once more, a process that is significantly quicker than drawing them together. If you don't want to run the machine for a prolonged period, it is possible to use it to create a portal between two dimensions, but to do so would require a substantially greater power output. The more inaccessible a reality is the longer the process of merging realities, or the greater the energy used to create a portal between them. A dimension that is close enough to perceive into if you had a sense organ sensitive to it might take very little energy, beginning to merge within hours. The realm of the Great Old Ones, all but inaccessible save by the immense power of the All-in-One, might take centuries, or power outputs on the level of entire stars. That said you might want to have a dedicated power supply for this machine, as the amount of power it needs will be rather noticeable on a municipal power grid and you'd not want to cause a black out.

Companions:

Unless otherwise mentioned all OC Companions have the unupgraded **Filmable Looks**. While most of the OC companions are presented as male (most characters of note in Lovecraft stories are male) you can change any of them to female (or male) if you want.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

By paying the price to recruit a companion a second time you may increase a companion's CP to 1000 CP instead of 600. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon human character lacking supernatural powers. For 100 CP you can recruit a canon individual with minor supernatural powers or inhuman capabilities. For 200 CP you can recruit a canon entity with powers less than that of a reality warping god - you might get a version of Cthulhu but not Yog-Sothoth. For 400 CP you can recruit any canon entity from the film you go to with the powers they possess in the film. Of course this is for a film set in whatever version of the world you jumped into.

Lascivious Whateley (100 CP): Born from some off-shoot or branch of the Whateley family, this beautiful young woman is an eager servant of the Great Old Ones, and Yog-Sothoth. Her dreams have told her of your coming, your nature as a traveler between universes marking you as an aspect of the Gate and the Key, the All-in-One, Yog-Sothoth himself, and from her attempts to unravel her dreams she has decided that she should attach herself to you as an incarnation of her unfathomable god.

Although there are some elements of the inhumanity of the Whateley line deforming her, it seems to have given her an exotic, haunting beauty more than marring it, leaving her with an ethereal fae-like beauty that seems to linger in the mind. This ethereal beauty gives her (upgraded) **Filmable Looks** but they are significantly enhanced towards the mentally deranged and towards inhuman monstrosities. She has **Shadow Over the Chain**, **Expanded Pineal Gland**, **Disturbing Behavior**, **Twisted Tongue**, **Two-Faced**,

Monster Blooded, and **Black Magic**, her dreams are similar to **Nightmarish Visions** but instead of warning her against disaster, they aid her in preparing for opportunities to serve her master and further her plans.

And if you'd prefer your cultist-cutie to be something other than a woman, she can have whatever gender you'd like or a natural lack of one altogether.

Pegana (100 CP): This lost creature seems to have attached itself to you. Seemingly one of the horrible shoggoths discussed in the Necronomicon it is rather small for one, merely human sized. Maybe it was summoned here, or maybe someone replicated the Elder Race's methods used to create them? Either way it's a curious and inquisitive creature, looking for a place in this world, and seems to have imprinted on you like a baby bird attempting to imitate you as if you were its 'parent'. Its mind is truly rather child-like, a blank slate ready to absorb what you give it like a sponge.

It has **Abnormal Appendages** (numerous eyes & mouths as well as many tentacles), **Unnameable**, **Terror of the Deep** (it lacks the scales but possesses both versions), and **Outside of Physiques** (Semi-Physical Matter, Slime Body, and Supernatural Physique). It also possesses skill in flutes and drums similar to the level given from **Artistic Temperament**, though the medium differs.

Captain Silas Bog (200 CP): This aged and worn sea captain has seen much of the world, encountering many primitive people and in the process taking in some of their more obscure tribal beliefs. It was this that led him to make a pact with a horrible sea god deep beneath the waves of the Pacific. Upon returning to civilization he kept the pact, spreading it to the townsfolk of his failing home town.

Now that you are here, though, he sees the opportunity to spread his master's will and touch to other worlds, in exchange for even greater rewards, leaving behind his cult like an egg in this world.

He has the entire **Cultist** perk tree except **Black Magic**, as well as one purchase of **Abnormal Appendages** (that is the free one from **Mutated**) giving him shark-like tearing teeth and clawed webbed hands (at least in his mutated alt-form), **Shadow Over the Chain**, **Terror of the Deep (Aquatic)**, and **To Eternal Lie** as his dark master has blessed him with eternity. He also possesses **Cultist Robes** with 2 additional purchases to have 100 robes to hand out, and a **Gathering Drum** in the form of a conch shell 'horn'.

Frank Ervin Smith (200 CP): This horror author might lack mainstream appeal, but his fans see him as truly a visionary in the field of horror, tapping into something primal and

all-encompassing. Some even see the richness and interconnectivity of his stories as proof that he is not merely spinning horror stories but is reporting on dark secrets which might otherwise remain hidden. Given he has an expansive knowledge of folklore which he compares to his library of grimoires, including the famed Necronomicon itself, and writes stories based on the horrors within these tomes, this latter group is not completely wrong. For all that he's merely an author he is blessed, or cursed if you ask him, with dream-visions of the future, and with a skill in stumbling onto cults and other conspiracies. Thankfully he has a magic charm he found, one shown in the pages of the Necronomicon he swears is keeping himself safe. It is this book and his dreams which has led him to you, eager to join you on your journeys to stay safe and escape this world which is a mere soap bubble in a sea of chaos and horror.

He has an **Artistic Temperament** (Horror writer), **Friendly Face**, **Nightmarish Visions**, **Conspiracy Finder**, **Still Sane at the End**, **Disturbing Behavior**, and **Master Folklorist**. He has a **Motel Card**, **Elder Sign Talisman**, **The Necronomicon**, and a **Well-Stocked Library**.

High Priest of the Great New One (200 CP): This massive monster crashed onto the world several years ago to prepare the way for the coming of an Outer God, its master far more dangerous and horrible than itself… The Jumper. It has spent that time hidden from the world allowing its corruption to spill out into the earth and the minds of those who live in this world.

To help it in this task it has spread out a horde of its lessers, several massive beasts that look almost like it, existing like it does deep beneath the surface of the world. Its telepathic and physically corruptive presence has seeded the world, and the cult influenced by its mental prowess has finally begun the ritual to summon its god.

It has **Abnormal Appendages x3** (your choice), **Unnameable, Terror of the Deep** (your choice)**, Outside of Physics (Bestial Size)** which doubles their number of Abnormal Appendages, **To Eternal Lie**, **Cthulhu-Lite**, and **Corruptive Presence** (both options). It possesses a **Resting Place**, and a **Horde of Your Lessers** (500 copies of itself).

Jeffrey East (200 CP): This eager young student of Miskatonic University, or perhaps another equally prestigious school, is just finishing his doctorate. He is an ambitious student who has had a taste of the occult, just enough to allow him to tell that this world we perceive based on classical physics is a lie and to make him hunger to know the truth behind it all. He is an advocate of knowledge, and seeking to understand as much as possible about the truth of the world, a passion that may have humanitarian roots but

which is ultimately stronger than his morals and ethics without someone to anchor him. He has somehow identified your nature and the possibility it presents is more than enough to get him to eagerly join you on your journey across worlds.

He has a **Doctorate (some field of physics)**, **Researcher**, an **Expanded Pineal Gland**, **Hidden Laboratories**, **Receptive Mind**, **Analyzing the Impossible**, **Weird Science** (specialty of your choice), and **Still Sane at the End**. He has his **Certification**, a **Well-Stocked Library**, and a **Mi-Go Cylinder**.

Terrible Old Man (200): A seafarer in his youth, this aged old man has a great treasure of Aztec and Spanish gold, and experience. He doesn't interact much with the others native to his small town, a town he has been a fixture in for as long as anyone can remember, aged even in the memories of the eldest within it. It's said that sometimes strange whispers and speech can be heard from his old home.

Although immortal, he did not obtain true agelessness until he was already wizened and old. He is eager for the chance to become young once more, and to join you on your journeys for the sake of seeing a world where the next horizon is still a mystery and to relive his youth in exploratory expeditions. Despite his great age he is still able to match, or even surpass a man in the prime of his life, his physical abilities enhanced by his magic and pacts with unspeakable things; as an aged man this is somewhat limited by the failings of his body, but should he be restored to youth he'd have the full benefits of **Outside of Physics (Supernatural Physique)**. Beyond that, he has the skills of a sailor with centuries of experience, as well as the perks **To Eternal Lie**, **Receptive Mind**, **Black Magic**, **Disturbing Behavior**, and **Twisted Tongue**. In addition to that he has a collection of minor magical artifacts, the most significant one being an **Elder Sign Talisman**, an old cutlass with benefits similar to the **Shotgun** you can purchase, and has bound the souls of one of his old crews to him serving him as ghosts working much like a **Horde of Your Lessers** except with only 15 members with **Outside of Physics (Dimensional Phasing x2, Supernatural Physique)** and ghostly representations of their swords and clubs.

Ambrosius the Wise (300): Well this seems odd. This ancient sorcerer was revived from his essential salts by some individuals testing some necromancer's technique. He made his way out of the area in a disoriented daze, only to find out that around 1500 years had passed since he was living - his magic helping him learn the local language. The necromancer's technique for revival was imperfect, leaving the revived as cannibalistic undead but he finished a proper resurrection of himself. Now he seeks to deal with others who give sorcerers a bad name, as well as discussing the flaws and inaccuracies of

Arthurian romances. He possesses surpassing skill with **Black Magic** and while he lacks the other capstone perks on offer he possesses the enhancements you would normally see to **Black Magic** with them all. In addition to his skill at magic he has a **Twisted Tongue** as well as a **Receptive Mind** and the occasional **Nightmarish Visions**.

Mr. Carter (300): This minor, but skilled, poet has apparently had an adventurous past. While he's somewhat secretive about it, he seems to have been informed of your coming through his dreams, and has decided to join you so as to explore the varied worlds beyond humanity. While he lacks the encyclopedic knowledge of lore of a professor of the occult, or the knowledge of minor spells of a sorcerer, he has some strange insights into the nature of the minds of inhuman beings.

While he doesn't talk much about his past it does seem to have given him some significant skills. He is well-versed in traveling planes of thought, mind, and dreams, and even in other worlds will be able to enter a world made of the communal unconsciousness of the Earth's dreaming races, either as a mental projection of himself or as a physical body. This is a world of wonders and nightmares, but Mr. Carter is an experienced traveler in such places, and has learned to use it to travel across the world. Of course that sort of communal dream is limited to a single world, but he can go further if he needs to with a technique he has learned to exchange minds with another incarnation of the cosmic ideal that he is a minor incarnation of, placing them in his body while taking control of theirs across time and space. A skilled dreamer he has **Nightmarish Visions** but it is significantly improved, giving him clearer dreams, and occasionally precognitive dreams on other subjects, and he can even seek out dreams on specific subjects. Beyond his skill in dreaming he has an **Artistic Temperament (poetry)**, **Friendly Face**, **Receptive Mind**, **Still Sane at the End**, and he's picked up **Weird Science** in his travels, collecting elements of Mi-Go and Yithian science.

Howard King (300 CP): Considered the greatest horror writer in the world, the man is extremely secretive about his life and lifestyle. In fact even his publishers only have contact with him through his editor. And recently his editor attempted to murder someone in broad daylight with an ax in a moment of immense madness. He has decided to open up to you instead, accepting you as his new editor and link to the outside world. Or perhaps he is the link to the outside world and you are his link to the normal world of mankind. It would seem that after years of struggling with the visions which assailed him in nightmares, he has finally accepted his place as a herald and high priest of the Old Ones who once ruled this world and will do so again, and he sees you as a means to help them reclaim not only this Earth but the multiverse.

He is a horror author with an **upgraded Artistic Temperament (horror writing)**, though the way his words affect the minds of readers and even seem to affect the world itself through his **Mouth of Madness** is probably of more interest to you. He is also a **Grand Master of the Esoteric** with **Black Magic** though his magic is extremely specialized through his writing, allowing him to use it to establish a domain, control those within it, warp their perceptions, or even to warp reality based on how much faith and belief people have in his writing. He has a **Corrupting Presence (physical)** which is partially used in constructing his domain for sorcery, leaving him less than the most mobile, but he comes with **A Town with a Dark Secret** and a **Ritual Site** to help make up for that. He has **Disturbing Behavior** and a **Twisted Tongue**, as well as **Nightmarish Visions**.

The Professor (300 CP): A tenured teacher at a prestigious university, this aged man has long experience in protecting humanity from the Great Old Ones and outer things. He seems to have been everywhere in his youth, having collected a veritable treasure trove of occult lore and what isn't in his mind seems to be in his books.

If his stories are to be believed he's got years of experience combating dark cults, and worse things. He claims to have encountered mi-go in the Himalayas, to have seen a great, ruined city in the depths of Antarctica and survived the terrible creatures within (though the dynamite used in his escape closed some of the tunnels), and to have even killed the direct spawn of an Outer God with his elephant rifle. Whether his stories are true or not, he does seem to have government contacts who trust him and come to him on these matters (something related to "the bombing off Massachusetts"), and he does have a way of finding conspiracies and cults, and of disrupting their plans.

He has agreed to come with you if you'll help him to continue his quest to protect humanity against the horrors of the Outer Gods and their servitors. He is dedicated to this self-imposed crusade going to whatever lengths he needs to for the purpose of defending humanity against these uncaring and alien gods. He has **Conspiracy Finder, Disrupting the Ritual, Punch Out Cthulhu, Still Sane at the End, Doctorate** (several Anthropological ones), **Researcher, Expanded Pineal Gland, Master Folklorist, Receptive Mind,** and **Analyzing the Impossible**. He has his **Certification**, a **Well-Stocked Library**, and an elephant gun which functions like the **Shotgun**. While he no longer has a copy of the book, his studies of the Necronomicon has taught him how to prepare the Powder of Ibn-Ghazi which can render normally invisible entities visible and selectively tangible ones tangible.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity Nods (Toggle): It's theoretically possible that this might be your second trip to a world, or failing that you could have interacted with one of the Outer Gods before, and at least Yog-Sothoth is something that exists outside of traditional reality and gets into weird things with the multiverse. You can keep your past adventures in this world canon to your arrival (if any) or at least have the Outer Gods remember and recall past interactions with them in earlier jumps. Maybe this will make things easier on you. Maybe it will make things harder for you.

Which Mythos Is It? (Toggle): You want to go to a specific film adapting a Lovecraft story, in the Cosmic Horror genre, or with a Lovecraftian style to it? Feel free to pick one, or multiple if they can be stitched together like one of Herbert West's creations, and go there instead of a generic world in the style. This isn't intended to be limited to only Lovecraft adaptations maybe you'd like to go to *Lifeforce* (based on a book so Lovecraft-inspired it's debatably part of the Mythos without any direct links), *The Ritual*, or *Event Horizon* (to name ones that were specifically used/referenced in building this jump; even if *Event Horizon* was a bit of a stretch).

The jump - excluding some of the Companion options, the Cat from Ulthar, references to Shoggoths (there is actually a short film of At the Mountains of Madness listed on IMDb which I was able to track down which showed them but without detail) and drawbacks - was made based on films and the tropes they tend to use (which are notably different from say literary works), but if you feel it will work for some other Lovecraft-related setting feel free to use it.

Alienated (+100 CP): To understand the true nature of the world is to be unable to still understand and relate to humans. Whether you are one of the inhuman beings, or still a mortal yourself, you will find that you are no longer able to wholly relate to or comprehend human behavior and motivations. You might still be able to recognize them as something of value, but you won't be able to understand them, or even to feel true empathy for them. Humans are as alien to you, as the Outer Gods are to normal men.

Cults Everywhere (+100 CP): Cults are fairly common in these films… and at the same time fairly uncommon. Usually there's one relevant one. Now they are significantly more common. They aren't necessarily united, quite to the contrary they will likely oppose each other as well, but you can expect to have your time here interfered with by multiple

cults of some sort or another. Even if you are a Monster or Cultist yourself you will find rival cults opposing you. After all if you manage to connect the world to Yuggoth and beyond by a tunnel to another world, what would that mean for the cult of the yellow sign? Hastur would not be pleased. These cults won't all necessarily target you, their motives are after all quite varied, but you can expect to have yourself fall under the eye of at least one no matter how quietly you live, and if you make waves you might find yourself drawn into a tangled web of cult activities.

Curiosity Killed Your Sanity (+100 CP): In a world like this one, where dangerous occult secrets lay just underneath the surface willing to let people live unaware of the dangers all around them unless they make themselves aware, curiosity is a dangerous thing. Unfortunately you have it in spades, an itching need to follow up on strange happenings until you have figured out what is actually going on there. Besides endangering you with the potential of following up on a cult, this will leave you as a very nosy person.

Death Can Die (+100 CP): Ancient sorcerers and witches possessing the living, dead being raised from essential salts, scientists prolonging their ability to act past their death or reanimating dead tissue… Lovecraft's stories were full of the undead, and films following his influence are every bit as full. And that's when they weren't made as cash ins to the zombie craze which was not uncommon either. Your time here will be filled with the undead as you seem bound to encounter them multiple times throughout your period here. These aren't really the most dangerous things these sorts of worlds have to offer, though, but you can expect to deal with shambling, cannibalistic corpses at least a handful of times and maybe have some encounters with undead sorcerers or ghosts too.

Familial Issues (+100 CP): Perhaps you're descended from a branch of a family that left a small town with a dark secret generations ago, maybe your great-grandmother was an ape, your father a painter went missing, your ancestor is trying to steal your body so that he can live again, your daughter has joined the cult of Cthulhu, or something else. Whatever it is your family will drag you into a plot like you'd expect to see in these films at least once. You can deal with it, but you will have to deal with it. If you're a Monster maybe they alerted some investigators to your location, or have got the FBI dropping depth charges on your underwater home. Obviously this is not available if you dropped in.

Inbred (+100 CP): Are you one of the Whateleys? A Van Dam? Do you have the Innsmouth look? Unlikely. Despite the heavy in-breeding in each of those lines they mostly get off fine. You however have some of the real issues with real world

in-breeding, whether you have monstrous powers as well or not. While you might not be a hemophiliac, you can expect to have some genetic disorders which disadvantage you during your life here.

Known Madman (+100 CP; Incompatible with Monster background): You may or may not be crazy, but your stories of being a traveler from other worlds with great power, and how squamous things crawl in the dark places of the world has gotten you a reputation as one. You start as a patient in a mental hospital, and possess a diagnosis of mental disorders on your record that mark you as a danger to yourself and others. Even if you are a drop-in you will find you are in a mental asylum and while you have no memories of this world and apparently no connections to it, you have a legal identity… as someone who has been placed in a psychiatric care facility as a threat to yourself and others. Yes, you're starting at the end with this one.

Low Budget (+100 CP): That deep one looks like a rubber suit, the people just look less good, their dialogue is stilted, their emotions seem poorly faked, and… is that Rutger Hauer? Even Lexx was a step up from this. No you're not going crazy, you've just entered a low budget direct-to-video or even direct-to-streaming film. Things won't be less dangerous, and given they tend to respect the rule of 'don't show the Outer God' you'll still find that the things truly outside of the human sphere are unaffected visually, but you can just expect the world to feel sort of cheaply made.

Old Academician (+100 CP): Films actually seem to lean towards a younger average age than the stories, but you still occasionally encounter the elder professor or dean or the aged cult priest. Now you are aged. Even if you would normally be immortal you will be visibly aged and your physical abilities will no longer be at your prime. You won't necessarily be bed ridden, but fighting off deep ones with an ax will be more tiring and difficult than if you were still in the prime of your life. And this will apply to all of your alt-forms, even those that aren't biological, and you will be unable to use magic to restore your youth; though you may manage the appearance of it.

Shadow Out of the Chain (+100 CP): You have no background memories. Maybe you dropped-in. Except that you have people who remember you. And that you have suddenly begun to act like someone completely different. And sometimes you can feel this individual struggling against you for control of your body attempting to influence your behavior towards how they would act, and even regain full control of their body. They aren't guaranteed in any way to be able to do this, but they will be fighting to do so, should they manage to regain control and maintain it for a year it will count as a failure of the jump. Their friends and family, though, are guaranteed to notice differences and at

least one will eventually try and act on the suspicion that you're an alien intelligence that has attempted to replace their loved one.

The Face in the Mirror (+100 CP): It would seem Nyarlathotep grew jealous, because you are unable to change your form except by means you gained here. Even items from other worlds will, or the powers of your companions from other worlds, will fail to manipulate your shape, and you lose access to all alt-forms from other jumps. This won't protect you from anything you find here, but your form will only be that you have shaped here. This does mean with Mutated you will be unable to use it for much as you temporarily have no other Alt-Forms to mix with it.

A Mere Avatar (+200/+400 CP) : This is a world of cosmic horror, where even the great Cthulhu is, in the grand scheme of things, a big fish in a small pond. Throwing in a powerful being from another world as a protagonist breaks the very nature of it. You are now a mere avatar of yourself, stripped down to your body mod losing all your perks and powers from outside of this jump, and the same applies to all of your companions.

If you want more points, for 400 CP you can also lose access to your warehouse, and all pets, followers, properties, and items. Everything from other worlds will be stripped from you and you will have to deal with this one on your own.

Fear in Isolation (+200 CP): Horror is always worse when you must face it alone. While you may still import companions you cannot purchase new ones, and you will not have any of your followers, pets, intelligent AIs, or (even imported) companions accompanying you in this jump. Even your in-jump family will be distant at best and friends will be few and long since drifted apart from. You will begin with no allies to rely on, and while you may be able to acquire ones, you will find that it is hard to find someone close enough to truly trust, and even then you seem to attract betrayal. Even allies you could expect to be absolutely loyal might betray you, and while not all of them will betray you it will be enough to make it questionable if finding allies is worth it.

If taken with **The Curious Case of Jumper the Anon** the person whose life you're usurping will be particularly well-loved and well-liked, veritably surrounded by friends and family, but you will find it even harder and more impossible to pass yourself off to these people, and every one of them will be an enemy just waiting to happen.

Genre Newbie (+200 CP): Due to being one of the most recent public domain works, and its foundational place in modern speculative fiction Lovecraft's writings and the Cthulhu Mythos as a whole have their tendrils all through pop culture, but it's not something that those within the worlds that tell their tales are often familiar with. And

now you suffer the same lack of familiarity. You are stripped of any metaknowledge about the Cthulhu Mythos, the specific film (if you chose one) you will be appearing in, and your genre knowledge of cosmic horror. You will not be aware of what sort of world you are in.

It's All the Same to Me (+200 CP): You have grown tired of the ordinary day to day world, and the sights within the realm of man. Perhaps you had a brush with something otherworldly, and it fascinated you, calling to you. You will find the normal world, everything that would fall into the domain of humanity, so painfully tedious you would rather die than continue to put up with the monotony except that what comes next might be even more tedious (or in your case is just a return to your original world which would be even more tedious). You will find yourself instead compelled to seek out experiences which lay outside of human comprehension, the things of the Old Ones, and the visions they can show you.

Monster Warfare (+200 CP): Somehow you have obtained the hatred of some species of Lovecraftian horror. Maybe it's a species from the Mythos or maybe it's from a specific movie, but you will find that they are more widespread than you would expect with outposts, enclaves, and populations scattered across the world - and possibly others - and potentially connections with world governments. They also hate you. And yes, this remains true even if you are a monster yourself; the elder race fought Cthulhu and his race, the Yithians fought the flying polyps, and the mi-go - at least according to the mi-go - are at war with the worshipers of Hastur.

Murderous Urges (+200 CP): You find yourself driven to kill. For one reason or another you will hunger for the lives of humans. Perhaps you are driven by cannibalistic hunger, perhaps your body requires some very fresh (and unfortunately lethal) organ donations every once and a while, perhaps your dark muse only strikes when you willfully take the life of another. Either way you will find yourself driven to kill, powerful urges and impulses bubbling up in you, growing harder and harder to resist until you take the life of a human. And then it will go quiet again, until that hunger begins to swell up again. Look forward to being a serial killer.

Reproductive Horror (+200 CP): A cult has become convinced that if they can get you to conceive a child they can use it to destroy the world, or maybe just kill you. They will be trying to seduce, trick, or force you into conceiving a child with one of their members, and any perks or powers that would allow you to reduce your chances of conception or turn it off entirely will fail. Also anything that allows you to control your offspring, or what powers it inherits from you will fail.

Of course they still might be unable to succeed, but you should expect attempts to clone you, or otherwise force you to be spread throughout your time here.

Starry Wisdom (+200 CP): It might not be Nyarlathotep, but some *thing* has gotten in your head. It whispers in your mind, encouraging your worst tendencies. It will wear on your sanity, guiding you to act in accordance to its alien goals. A strong will and resilient mind might help you resist it, but it is not limited to whispers into your consciousness. It can attempt to puppet your body while you are unconscious, making you act out according to its desires, and using your powers to enact its desires. It can also be much more subtle, suggestions completely indistinguishable from your own thoughts which will guide you to perform seemingly innocuous tasks which will serve its purposes.

Weirdness Magnet (+200 CP): Good news you won't have to worry about finding a way to interact with the setting or experience the things it's known for. Bad news you are a magnet for the supernatural, occult, and paranormal. You will find yourself stumbling into one eldritch mess after another, and not in ways that will be easy for you to directly benefit from. You are living in rather interesting times.

Already Crazy (+300 CP): Contrary to what you might have heard, being already insane is not a good way to resist the madness of the old ones. You have paranoid schizophrenia, complete with delusions and hallucinations; you will have difficulty knowing what is just another of your delusions - after all they seem real to you - and what is a true horror. And yes, if you're a monster you're a delusional one. These delusions may also make you a legitimate danger to yourself and others as you are unable to tell what is really a monster wearing your friend's body as an awkward suit as it attempts to murder you, and what is really your friend.

Contagion of Madness (+300 CP): A cognitive infection has begun to spread through this world. It is some form of viral madness spreading not through a physical germ but some form of infected thought. While at first an infected individual shows no symptoms contact with them can spread the infection, and as it progresses the individual will descend into violence and utter madness. Maybe it's linguistic, maybe it's some telepathically transmitted thought, maybe something else. Either way this memetic contagion will threaten the world during your time here.

Cthulhu's Contempt (+300 CP): Your entrance into this world has awakened the dread Cthulhu and he is not happy about being woken early. And not your average Cthulhu, who might be defeated by a steamboat. While he will not necessarily scale to be your equal, given how varied interpretations of Cthulhu's powers are you can expect him to at

least be a challenge. His psychic influence has stretched out across the world, stirring his spawn and his cults. While he cannot simply release the Great Old Ones, he will turn all his power and fury, physical and psychic, against you.

Gatekeeper (+300 CP): A cult exists in this world, plotting to open the gate to the world of the Old Ones, allowing them into reality twisting it into a realm of madness and inhumanity. If you do not personally act to stop it this plan will come to completion and if it does your chain will end. Alternatively you can have the responsibility of completing the ritual, in which case the odds will similarly be stacked against it and require your very active role and if you do not you will chain fail. If taken with The Stars ARE Right you do not have to stop (or cause) the inevitable apocalypse, it will happen whether you do anything or not, but you must delay it until you have stopped/caused this drawback's apocalypse which will require additional actions on your part to delay that other apocalypse and will limit your time to cause it if you are attempting such.

Nyarlathotep's Notice (+300 CP): The soul of the Outer Gods, their messenger and the one who takes their orders and makes them a reality: Nyarlathotep. The Crawling Chaos has noticed you, taking note of you and has decided to make your life a living hell. Thankfully Nyarlathotep merely seems to want to toy with you, not to end you eternally, playing with you like a cat might play with a mouse. The Crawling Chaos won't save you, and will make things harder for you in nearly every circumstance, but only as your jump nears its end will Nyarlathotep actually try to end you permanently.

Ph'nglui mglw'nafh Jumper R'lyeh wgah'nagl fhtagn (+300 CP; incompatible with Known Madman): You have been sealed away. Like Cthulhu in his tomb in R'lyeh, the Great Old Ones in their dimension, or Lurker in the Darkness within the Shining Trapezohedron, you have been locked away, unable to influence the outside world. There is a crack in your prison, some physical place which is connected to you, but this crack only allows for your mental influence to reach out, and even it will be unable to influence the material world, but be limited only to the minds of others. You must use this influence to get natives of this world to perform a ritual to free you. Like most rituals of this type it has a strict time table, it must take place on a specific night which will be some time 3 to 7 years after your entrance into this world, or else you will have to wait for the stars to become right once again, something that might take aeons, and will at least take millions of years. If you fail to escape at the first opportunity the time in the jump will pause until the second, and if it fails until the third and so forth until the end of the universe. If taken with **The Stars ARE Right** the ritual will be possible 3 years after your arrival to the night, and you will only have one chance at it, as if the apocalypse happens without your escape it will become impossible to ever escape.

And you will have to rely on natives. Any companions, followers, pets, AIs, or well anything autonomous or able to be controlled telepathically by you from outside of the jump is likewise sealed away with you; new companions recruited in this jump, or followers/pets acquired here are unaffected.

Prepared and Arm(itag)ed (+300 CP): Professor Armitage has somehow discovered that your coming and actions presage the return of the Old Ones and destruction of the world. The only way to stop it is to destroy you permanently and utterly. This professor has access to the Necronomicon, and has managed to stare into the eyes of the Dunwich Horror before putting it down with rifles. He knows no fear, has a mind that will not break, and is better than he should be at dealing with otherworldly invaders - including Jumpers. And even if you stop him he has spread the word and you can expect other heroic researchers, scientists, and brave men (and women) to stand up and take his place. Short of fulfilling your prophesied role and exterminating humanity completely you can expect them to never stop trying to destroy you and save this reality.

The Stars ARE Right (+600 CP): The Great Old Ones will return. This is inevitable. You might manage to slow it down, or create a safe haven, but you cannot stop them from returning before the end of your time here, and you will have to survive at least a year under their reign. If you're a monster yourself they will be as different - and anathema - to you as they are to humans, and if you're a cultist whatever protection their gratitude for your help might have provided you will be gone given they didn't need it. This gets extra dangerous with such things as Cthulhu's Contempt (where he can now talk the bosses into helping kill you) or Nyarlathotep's Notice where he is no longer constrained by whatever rules keep him playing games and can bring to bear his full potency.

Outro:

You made it? You're still sane? Not dead are you? Been replaced by your identical ancestor? Well since you didn't fail it's time to choose your future:

Go Home: Was it too much for you? The films do tend to be lighter than the original materials and maybe you just don't want to poke around until you bring the attention of something that can poke back. It's fine. Return to your home, keep what you have gained, and maybe change it with the powers you've obtained here.

Stay Here: Your journeys can end here. You're probably the big fish around here, right? And well Cthulhu had the right idea; big fish in a small pond isn't a bad place to be. This is your pond now, and hopefully your accumulated powers make you the big fish around here.

Continue: This is a small pond, it might be big enough for Cthulhu, but you're going to be so much more and so much bigger. Or maybe it's not about the size of the pond, but the size of the fish? After all these are typically toned down versions, maybe protecting one world from eldritch horror isn't enough and you want to fry the big fish. Or maybe you just want some good natured hero conquers all because he's good. Whatever your reasons continue to the next jump in your chain.

Notes:

Jump by Fafnir's Foe

Still Sane in the End vs Receptive Mind: Both would protect you from going mad just by the realization that humanity was not special instead created by the Elder Race, and that their superior creations still existed as massive slime monsters that could reach the size of mountain peaks. Both would protect you from going mad by reading a tome that recounted mind-melting knowledge. Both would protect you from what is commonly called Infohazards. Receptive Mind would not protect you from a curse to inflict madness, or Cthulhu's telepathic aura wearing away at your sanity, and it'd do nothing to protect you from physical transformations. It just protects you from being driven mad by information. Still Sane in the End lacks the memory boosting and training boosting effects of Receptive Mind, but protects you from anything to drive you mad or corrupt you at least shy of maintained effort from things that make Cthulhu look like an ant.

Bestial Size vs Supernatural Physique: With nothing else Bestial Size will leave you stronger, though not necessarily tougher. Supernatural Physique will be faster, but lacks the square-cube work around in Bestial Size. Combining the two will leave you with Supernatural Physique strength… scaled up for your new size, able to finish strides and sweeps of your arm significantly faster than a human despite actually having to move more than an order of magnitude more mass several times further, and with the 'can't be hurt' from Supernatural Physique coupled with the sheer mass to cut through of Bestial Size.

Bestial Size vs Cthulhu-lite: Cthulhu-lite is significantly larger than Bestial Size and if you're only buying 1 and both are discounted Cthulhu-lite is probably the better buy. Bestial Size theoretically scales your strength to your size increase at a more favorable rate, but both ignore elements of physics that make scaling upwards difficult, and Cthulhu-lite scales the size of your powers to your size which is probably even better. There's a reason they get a special note of interactions (and that Bestial Size doubles your Abnormal Appendages as well).

Corruptive Presence vs using Outside of Physics for some form of mind-control: Whatever telepathic powers you get with Outside of Physics will be worse for controlling and influencing behavior, or inducing madness, than Corruptive Presence/Though Projection (as Thought Projection requires Corruptive Presence). If you want some form of Mind-Reading/Mental Communication it might be possible with Outside of Physics, but don't expect it to be stuff like combat mind-reading (where you can predict all your

opponent's actions) or Comic Book tier stuff. If you picked up both they might very well synergize though.

Building a Deep One: Abnormal Appendages, Unnameable, Terror of the Deep, To Eternal Lie, & Shadow Over the Chain.

Building a Mi-Go: Abnormal Appendages x1-2 (wings, crab-claws, sometimes extra pair of legs with grasping claws), Unnameable, Outside of Physics (Otherworldly Matter), To Eternal Lie (they are able to fly in the void of space, but who knows how long they can live). In The Whisperer in the Darkness film by the HP Lovecraft Historical Society they also have Corruptive Presence (Telepathic).

Building a Starspawn: Abnormal Appendages x2 (claws, wings, grasping face tentacles), Unnameable, Terror from the Deep, Outside of Physics (Semi-Physical Matter), To Eternal Lie.

Building a Dagon: Abnormal Appendages, Unnameable, Terror of the Deep, To Eternal Lie, Shadow Over the Chain, Cthulhu-Lite (possibly with Outside of Physics Bestial Size), A Town With a Dark Secret, Otherworldly Realm (his underwater domain), & possibly Omen Weather in some versions. As with Cthulhu, this is really questionable what Dagon's powers are outside of 'big fish man'.

Building a Cthulhu: Abnormal Appendages x2, Unnameable, Terror from the Deep, Outside of Physics (Semi-Physical Matter), To Eternal Lie, Corruptive Presence (Telepathic), Cthulhu-Lite, & Otherworldly Realm; some movies trade Semi-Physical Matter for Bestial Size (and sometimes lose Corruptive Presence). This only really covers the original short story (the one infamously beaten by a boat, and who needs a human cult to perform rituals to let him get out of bed) and some movies (despite being much bigger in say Underwater he's still beaten by a big enough explosion)… the super unbeatable god Cthulhu that shows up in the expanded mythos… Well the monster background is meant for the servitor races and things that humanity can meaningfully interact with so story Cthulhu who is the big fish in our pond but small by cosmic standards is the biggest going for.

Building the Colour Out of Space: Unnameable, Outside of Physics x2 (Living Colour), Corruptive Presence (Physical Corruption); of course the colour despite being in a lot of movies never is clearly defined or the same twice, for the Nick Cage version you'd want Cthulhu-Lite, Abnormal Appendages (tentacles), and probably To Eternal Lie.

Building a Shoggoth: Unnameable, Terror from the Deep (both versions actually), Outside of Physics x2 (Slime Body), To Eternal Lie, either Outside of Physics (Bestial Size) or Cthulhu-Lite (maybe both), potentially Outside of Physics (Supernatural Physique).

Building Old Man Whateley: Disturbing Behavior, Twisted Tongue, Black Magic, & Grand Master of the Esoteric.

Building Wilbur Whateley: Disturbing Behavior, Twisted Tongue, Monster Blooded, Mutated, & Grand Master of the Esoteric. In some versions (the 1970s film for example) he also has Cult Leader.

Building the Dunwich Horror: Abnormal Appendages (likely multiple purchases), Unnameable, Outside of Physics (Invisibility), either Outside of Physics (Bestial Size) or Cthulhu-lite, Monster Blooded, and possibly Grand Master of the Esoteric.

Building the Prince of Darkness (from Carpenter's film of the same name): Unnameable, Outside of Physics (Slime Body), Corruptive Presence (Telepathy), possibly an Outside of Physics to get psychokinesis of some sort, probably an extra Outside of Physics to allow it to act and live as disparate slime instead of a singular slime monster, and possibly Grand Master of the Esoteric since their whole thing is opening the gateway for Anti-God. Of course they're also beaten by someone tackling them into a mirror, but only a fraction of them escapes their prison so it's hard to say (they might even have Cthulhu-lite). Possibly Omen Weather as there was something up with the sun and moon as it prepared to rise.

Building the creature from the Ritual: Abnormal Appendages (extra limbs, and goring horns), Unnameable, Outside of Physics (Bestial Size), Corruptive Presence, Outside of Physics (Thought implantation), To Eternal Lie (most likely), and a Town With a Dark Secret.

Building the monsters from Apollo 18: I'm not sure there should be stuff for this but… Abnormal Appendages x2 (extra limbs, claws/fangs, venom), Unnameable, Terror of the Deep (subterranean), Outside of Physics (Signal Interference), possibly Outside of Physics (Supernatural Physique), & To Eternal Lie; possibly Corruptive Presence for the corruptive elements of their venom.

Building a Space Vampire from Lifeforce: Corruptive Presence (Telepathic), Outside of Physics x5 (Psychokinesis, Living Colour, Space Vampire, Possession), Filmable Looks

(upgraded), To Eternal Lie, possibly Mutated, and Abnormal Appendages for the space bat form if you want it.

Building a Space Vampire from Lifeforce: Corruptive Presence (Telepathic), Outside of Physics x3 (Living Colour, upgraded Possession), Filmable Looks (upgraded), To Eternal Lie, possibly Mutated, and Abnormal Appendages for the space bat form if you want it.

If you want to perform the ritual the Whateleys tried as it (typically) requires a spell by a child of Yog-Sothoth and a second more monster sized one to hold the portal open you could do it by having Monster Blooded, Grand Master of the Esoteric, the Necronomicon, and a replacement for the Dunwich Horror (maybe a companion with the Monster background could help). This isn't a thing to stop you from finding your own way, just a note that yeah, it's doable.

Including stuff from foreign animated short films, or short films on youtube might be cheating but in all seriousness the Japanese collection of animated Lovecraft short stories includes the best "Dunwich Horror" adaptation I know of, and I just couldn't find anything of *At the Mountains of Madness* that wasn't, and Shoggoths are a favorite.

On that note the Mountain of Madness item is based off of an 8 minute short film IMDb listed when I tried to find a movie of *At the Mountains of Madness* where it showed the final thing Danforth saw as a giant shoggoth (it's been a while since I read the book so I could be misremembering, but I thought the book left it vague). It was a fun little short and I liked the idea of a mountain sized shoggoth.

The Experimental Ship is an expy of the Event Horizon (from the movie of the same name) if it wasn't immediately apparent. Film is really more 40k than Lovecraft, but it's a good film, and gets listed as a 'Lovecraftian film' often enough when searching for lists of them.

Lascivious Whateley is just a Waifu version of Lavinia Whateley if it wasn't obvious. Or maybe based on *Beyond the Dunwich Horror* having a Whateley descendant who was a seductress. I wasn't rewatching that film to make this. Of course the new Castle Freak turned her into a penitent Christian who liked naked self-flagellation so… It's not exactly unheard of.

Pegana is a reference to Dunsany from *Demonbane*. Yes that's a visual novel/anime not a film but we won't tell. Also I just like shoggoths.

Captain Silas Bog is a generic Cultist companion, and a reference to the man who made a pact with Dagon in *The Shadow Over Innsmouth*.

Frank Ervin Smith is a generic Outsider companion and named after 3 of the original circle, and the bigger contributors while Lovecraft was alive (Frank Belnap Long was the first non-Lovecraft author to specifically write a story as part of the mythos, Clark Ashton Smith was a huge influence and gave the book of Eibon, and Robert E Howard despite better known for his pulp heroes wrote a fair number of early mythos stories). I'd have liked to fit Robert Bloch in as well, but he didn't make the cut.

High Priest of the Great New One is a generic Monster companion who takes notes from Cthulhu being the High Priest of the Great Old Ones and a mere herald of the coming of greater beings.

Jeffrey East is the generic scientist. Jeffrey Combs (actor who plays characters in these films) + Herbert West.

The Terrible Old Man is a reference to the Lovecraft story of the same name.

Ambrosius the Wise is a reference to how in the original story *The Curious Case of Charles Dexter Ward* an individual implied to be Merlin was resurrected from essential salts and shut down the plans of the implied to be a cult of Yog-Sothoth (Yog-Sothoth would later claim that Merlin was an aspect of himself… making one question the competence of Yog-Sothoth's cults). Has elements of *The Resurrected* (the movie adaptation of the same story which removed the Merlin implications).

Mr. Carter is a reference to Yog-Sothoth's more famous human avatar/aspect/manifestation, Randolph Carter, from the Dreamquest and related stories. Something of Lovecraft's self-insert. Dreamquest really isn't done in the movies, but… the OC companions exist so I can reference the original stories.

The Professor is a reference to Professor Armitage, the man who looked at the horrible monstrous son of Yog-Sothoth, a being surprisingly similar to Cthulhu (also a son of Yog-Sothoth, also meant to open the gate to let the Great Old Ones return) and shot it dead with an elephant gun, though he takes on elements of other heroic scientists from Lovecraft.

Tracking down *Pickman's Muse* was difficult, but it's the only film I know about with Nyarlathotep in it (it's a combination of the short stories "Pickman's Model" and "Haunter in the Dark"), did help me round out the drawbacks a fair bit with Alienated, Starry Wisdom, and It's All the Same to Me being inspired by it (though Alienated and Starry Wisdom really should have come earlier). Also Through Your Paintings was of course inspired by it.

Changelog:

Version 1.0.0: Released.