As few duplicates as I could make and sorted in terms of a theme(and order of rough purchase for my jumper).

**Add Gantz powers**

**Pre Jump + Cultist Rituals**

Myth (200 CP)- Whenever you enter a new world, you can choose to have information about yourself leak in, usually in ways that are beneficial to your overall goals; if you mean to wreck things, the information that others will find will be intimidating; if you want to do a mysterious benefactor bit, they might find ways to contact or find you. This information usually winds up in the hands of the people you want to find it.

Ritualist (200 CP)- In any city, in any country… you can invent rituals that involve you in some way, allowing others to do things like summon or communicate with you. The exact specifications, rules, and mechanics for these rituals are upon you, as are any restrictions or prices that must be paid. You have a vague awareness of the person who used the ritual, which should hopefully prevent you from being summoned into a trap. You are not obligated to answer or fulfill rituals.

**Eldritch™ Powers**

Spatial Warping (600): You can bend space. Stretch a room into a city block, move a mile in a single step, or shrink someone down to the size of an ant. You need to consciously keep the effects going, but they don't require much concentration to maintain. You can't warp the inside of a living being. You could shrink someone, but you couldn't make their heart explode from their chest.

Self-Molecular Manipulation (600): You have complete control over your own molecular structure. This grants a very large degree of shapeshifting and the ability to regenerate from practically anything as long as your brain survives. The shapeshifting is extensive enough to allow you to grow and shrink, transform your limbs into weapons, grow new ones, stretch your body extreme lengths, and hyperdensity your body to become nigh-impervious to harm. Really, the sky's the limit on what you can do.

Magnetism Manipulation (800) Guess. You have incredible control over magnetic fields, allowing you to control ferrous metals and a slew of other things. You'll start out able to throw a car, and grow until eventually you're able to lift and move the Golden Gate Bridge - though that'll take a lifetime. Maybe with enough practice you'll also be able to manipulate it in more esoteric ways; you'll never be able to pull off the frankly ridiculous stuff like making a wormhole, but things like city-wide EMPs and channeling magnetism through your brain to augment your reaction times is possible. Your own body also counts as magnetic for the purposes of your power, allowing you to cling to other metals and potentially fly.

Gravity Manipulation (800): You have extensive control over gravity. You can reverse or intensify it over an area or things, create small gravity bubbles to simulate clumsy telekinesis, fly, and focus it into a small ball to create a local gravitational pull that causes everything in the area to orbit around it.

Vibration Manipulation (800): All matter and energy is constantly in motion, creating tiny vibrations. You can now tap into, control, and amplify these vibrations. You'll start out able to release showaves or shatter things on touch, but at the peak of your ability, you'll be able to do things like cause earthquakes and tidal waves or gain extremely fine control over vibrations.

Energy Absorption (800): You can absorb most forms of energy, including kinetic energy, making most attacks ineffective against you. This energy can be used to augment your own body, granting superhuman physical abilities, or release it into shockwaves and explosions. As long as you have sufficient stores of energy, you do not need to eat or sleep, and your aging is dramatically slowed. However, this does have a theoretical upper limit, is weak to energy outside of normal physical context, such as magic or psychic abilities, and doesn't help you against attacks with low kinetic energy - something that would cut you or simply harm you by applying extreme amounts of pressure would affect you as normal. The amount of energy you can absorb and store will increase over time, with potentially amazing heights, but don't expect to be tanking nukes any time soon.

**Teleportation + Shadowy Things**

Vanishing Appearance 400 CP - You may teleport when out of sight and in the shadows for dozens of meters at once. You must be somehow aware of where you teleport to.

Teleportation (100 CP)- You are capable of instantaneously transporting yourself short distances when unseen; anywhere within a mile of your current location so long as you don’t appear in view of anyone.

Teleportation (400): You can teleport and you can do it fast. Your max range is around 5 miles, but you can quickly chain them together to move farther. You'll never be thrown off by teleporting, but other people will often puke the first few times they take a ride with you.

Traveler (200 CP)- You have the strange capability of traveling through the medium of your choice, regardless of their distance from each other; anything from mirrors, to identical pictures, to media players playing certain videos.

Shadow Person (200 CP)- You can take on a pitch black form, immaterial form, allowing you to travel through and manipulate shadows to do a variety of things, ranging from merely removing shadows, to making them semi-physical. Being exposed to light will merely cause you to become solid again.

Thinking With Portals [400] The ability to generate wormholes with which you can divert and warp objects around you to elsewhere by creating voids. With this, you will be able to instantly transport objects and allies to and from, bypass certain defenses, as well as to redirect imminent danger headed your way. While these portals have great range and can be created quickly, they require line of sight to be deployed with consistent aim.

**Elemental Resistance**

Environmental Adaptations (200 CP)- Your body is naturally suited towards an environment, or is naturally immune to some sort of element. You might be able to breathe and see underwater and withstand the pressures of the deep sea with ease, or your demonic body might be immune to fire or, you might just be naturally resistant to electricity or something along those lines. This Can be purchased multiple times, with a discount on additional purchases.

**Detection/Anti-Illusion/Mind**

Truesight 300 CP - You can focus your vision to see things as they really are. This allows you to see creatures in other dimensions. In addition, you can see through illusions using this, and the true form of any shape-shifting beings as long as they have a definitive true form.

**Aquatic Power**

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

Environmental Adaptations (200 CP)- Your body is naturally suited towards an environment, or is naturally immune to some sort of element. You might be able to breathe and see underwater and withstand the pressures of the deep sea with ease, or your demonic body might be immune to fire or, you might just be naturally resistant to electricity or something along those lines. This Can be purchased multiple times, with a discount on additional purchases.

**Mind Influencing/Control/Memory/Thoughts**

Mind Skimming 200 CP - By focusing on a creature you can see, you can read their surface thoughts. You gain no special ability to understand these thoughts, so reading your dog's mind will not be incredibly useful. By training this ability, you might be able to focus on someone in order to pry deeper into their memories.

Emotion Manipulation (200 CP)- You can subtly manipulate the emotions of those around you; inspiring dread, paranoia, and rage, or using subtler emotions like nostalgia or curiosity to lure others into a trap. The more people you try to affect at once, the longer this will take.

Influence Animals 300 CP - Your psychic abilities can now be used to sway animals. The amount of control you have over them is directly tied to their size. As you start using this

ability, the most you could do to a bear is scare it off, but you're capable of near complete control of a small animal, such as a rat or crow, all day long. With practice, you can greatly improve on this ability, becoming able to control a bear or two or a swarm of vermin. It is impossible to control beasts from other dimensions with this ability, but it is sometimes possible to influence their emotions to scare them off briefly.

Packleader (200 CP)- You have a rapport with a certain type of animal, able to command and control them over a wide area. Doesn't work on sapient life..

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.

- 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

**Avatars of Power**

Avatar (400 CP)- You're capable of creating avatars that house aspects of your power; creating an avatar tires you out proportionally to how much of your power it has replicated. While you can have theoretically an infinite number of avatars, the sum of their power can only equal yours. Damage that happens to your avatar also happens to you to a lesser extent, but this will only wound you; you won't die from having an avatar killed, and the weaker the avatar the less damage you will take. You can see through the eyes of any of your avatars by concentrating, and even take control of their bodies (only one at a time); having an avatar destroyed while you're controlling it will only leave you a little disoriented as your perspective snaps back to your actual body. Your avatars must exist in the same dimension that you do.

Self-Duplication [600] You can multiply like rabbits. More seriously, you have the ability to split up into up to five identical copies of yourself. Able to act independently, these copies share all your powers, memories, and even whatever you were wearing when you split yourself up. Once you're done with whatever you needed the extra hands for, you can also quickly fuse back into a single body again.

**Infestation**

Biome (400 CP)- You can "infest" a large area, causing it to gradually turn into some type of environment that is evocative of your nature; this infestation will be able to spread further

over time and is permanent short of destruction of the environment. Whatever environment is created, you will find it easy to live there. Over time, your infestation will seep into the flora and fauna found in your biome, giving them attributes and traits similar to the biome while also enthralling them to your will.

**Haunting**

Genius Loci (400 CP)- You can haunt structures (so long as it's in onepiece, and not ridiculously big; you won't be able to haunt your moon sized battlestation)and certain location (graveyards, forests, mountains, even towns; not cities or countries), giving yourself some interesting abilities. First off, you're aware of everything that goes on inside of the place you're haunting, as if you were granted some limited form of omnipresence; you can travel freely and instantly through the area you're haunting, and you instantly know when something new has entered the area you're haunting. This comes with a few restrictions however; if the area you're haunting is destroyed, you go with it (if you didn't have any abilities that allow you to cheat death/come back from dying), you can't leave the place you're haunting, and to "unhaunt" a place you must spend an amount of time equal to the amount of time you spent haunting it without the ability to choose a new location to haunt and without the abilities from haunting that location.

**Weather Manipulation**

Spook (100 CP)- You're incredibly terrifying; just a glance at you is enough to trigger a sensation of primal fear in most creatures. In addition, you can do minor atmospheric things to the environment around you, such as making the pipes in walls groan as you pass, or making a light fog roll in.

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).

Weather Manipulation (600): You can manipulate weather over a dozen square miles. Summoning localized blizzards, thunderstorms, and small tornadoes is easy for you. You can also direct lightning to strike a certain area and and simulate limited flight by carrying yourself on wind currents. If you focus on a certain effect for a while, you can spread it over much larger areas - a couple of days of concerted effort could cover a large city in a hurricane or a record-breaking blizzard/heatwave.

## Mutation/Fleshcrafting + Crafting

Atomic Density Manipulation [300] the ability to reshape matter. An impressive ability, sadly limited in its usefulness by its own complexity. With this you may create desired objects from available materials… But complex forms will require large amounts of practice, and even minor variations will increase the time necessary by extreme lengths of time. Complex here meaning anything on the level of a common bicycle. Reshaping organics will forever be limited to healing or causing small cuts and scrapes.

Lotion Crafting 400 CP - You can produce a lotion that can fleshcraft creatures to mutate them as you wish, making them similar to yourself or perhaps their idealized self, the lotion forms into humanoid shape that follows your commands and mimics the target, the act is complete once they bathe in it.

Mutate (400 CP)- You have some sort of method that physically changes living beings, letting you shape their bodies to your will. This can be used to change the appearances of others, including giving them monstrous traits, and can potentially be used offensively by giving them negative physical traits. The more extreme the changes, the longer it will take for them to happen, and they must be somewhat within reason.

Adaptive Evolution (600): Your body can rapidly adapt to nearly any situation to keep you safe. Someone trying to drown you? Grow gills. Thrown in lava? Look who has heatproof skin. Dropped out of the sky from 10,000 feet? Maybe your weight will drop and you'll just float to the ground. However, this isn't a perfect defense - it can be overcome by enough damage. And you also have no control over the adaptions; they just pop up when you need them and fade away when you're safe.

## Offensive Powers

Screamer (100 CP)- You can emit incredibly unnerving, inhuman shrieks that can be heard for miles around. Not only are they incredibly terrifying to hear, but they can cause hearing damage if they’re heard up close.

Siren [200cp]: A voice that can seduce even the most celibate and a scream that can shatter glass, both are your weapons now. Your voice at normal levels is incredibly soothing and attractive when you want it to be, and menacing when you don’t. Simply put, you can alter your voice at will to sound however you like. And if being loud is how you want to go, you can scream at 160 decibels, louder than a jet plane and enough to rupture a person’s eardrums.

Pain Touch [200cp]: Why you gotta be a dick? Well, fine. Physical contact with you physically hurts others, and while the type of pain is a flavor of your choice, such as a burning sensation or being hit with a hammer, it still hurts like a bitch and gets worse the longer you keep touching someone. Eventually this will lead to their death, although it may take a while. Can toggle on and off.

Sleep Paralysis (100 CP)- You can induce extreme sleep paralysis in others, immobilizing a sleeping person while leaving them aware of their surroundings.

Melting Aura 400 CP - Your presence causes your victims to fall apart as their body melts while they scream their lungs out. Can be toggled on/off.

Fate Worse Than Death (400 CP)- You can inflict a torturous fate of others who are far weaker than you or who are near death, such as trapping them in their own rotting bodies or forcing them to live out the same moment for eternity,forced to loop the same moments over and over. Doesn't count as death, and can only be undone by you or someone with greater abilities than your own; clever people may be able to find ways to grant those you've trapped their death, however,depending on the nature of what you've done.

Dynaguy [500] From your forehead, you may now project a disintegration ray that disrupts atomic force. While this is an extremely destructive power, the range of your ray is limited to objects closer than 5 meters.

Laser beams: (300) Don't ask me, I ain't got a clue how you even do this.

- Concussive: (0) Punch as hard as ram's head-butt
- Concussive II: (100) Punch as hard as a bull's charge
- Concussive III: (300) Punch as hard as a big car's crash.
- Thermal: (0) Can cause third degree burns in seconds.
- Thermal II: (100) Can ignite wood in seconds.
- Thermal III: (300) Can make steel red-hot in seconds

**Pain/Discomfort/Compression/Ooze**

Contortionist (100 CP)- It's nearly impossible for you to feel physical discomfort; as a result you can contort and move your body in unnatural ways, to the point where a normal creature would break their bones many times over, and can hold uncomfortable positions for hours or even days, all without feeling iota of pain.

Feel No Pain (100 CP)- You are aware of but don't feel pain from injuries, unless you want to for some reason.

Ooze (200 CP)- Your body is an amorphous blob, made of a partly solid, partly liquid substance. It is capable of crude shapeshifting; not enough to mimic appearances beyond shape, but you can form limbs and things along those lines. You can also increase or decrease your viscosity, letting you easily travel through pipes or pass over grates without falling through. Your body has a "core" containing your mind that, if destroyed without some way of surviving, will kill you.

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.

- 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.

- Semi-Physical Matter: You are only partially made of matter as known in normal reality. 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.

Compression (400 CP)- Like a certain police box, you're just bigger on the inside. You have more room for any weird organs or modifications you want to stuff inside yourself, and it all seems to just work despite any weirdness. You can basically fit the equivalent of a good-sized room's worth of stuff inside your body, assuming you're human sized; how this looks or works is largely up to you.

**Sustenance/Respiration/Sleep**

Beyond Living 200 CP - You require no nutrition, sustenance, hydration, nor respiration.

Unstarveable (200 CP)- You have no human needs; you don't need to eat, drink, sleep, rest, or breathe.

Altered Physiology (300 CP)- Your body is greatly different from most forms of life; you might be a plant-like being who gets sustenance from photosynthesis, or you might be some sort of inorganic golem or homunculus, or even some manner of undead creature who doesn't even need sustenance. In any case, you either have no need for sustenance such as air, water, food, or sleep, or fulfill those requirements through some other method, such as photosynthesis or drinking blood. You are also immune to poison and disease, either way.

**Curses/Hexes**

Curse Ritual 200 CP - You can perform a ritual to curse a place or an item, whoever either enters without permission or steals the item will be hunted by a living corpse, stopping at nothing but making them pay for their transgressions.

Malediction (400 CP)- You can place hexes and curses over others, and even on objects or places, cursing them with bad luck. As time goes on, their luckwill get worse and worse; people will get into life-threatening accidents more often,objects will bring misfortune to their owners, and cursed locations will distribute its bad fortune to those who inhabit or enter it. Eventually, unless you lift the curse they do something about it, it will end up spelling their downfall- though the more powerful the person affected by the curse, the longer it will take to build to that point.

**Technopathy + Virtual Powers**

Telephonesis 100 CP - The ability to channel audio surrounding a specific subject through electronic speakers, such as listening to all audio within hearing range of a person you imagine. Fantastic for spying or figuring out if someone in another dimension is alright. You can also channel your thoughts through an electronic speaker. Using this will sometimes violently and chaotically disrupt or destroy electronics.

Technopathy 200 CP - You can manipulate technology with but a thought such as TV screens, even creating virtual realities in which you appear.

Technopathy (400): You can sense and control technology. Your range is around a mile, but your powers work through wifi and over the Internet. No technology is truly safe from you, but more advanced systems can stall or even stop you. Essentially, a VI or extremely advanced security program can slow you down, an actual, full AI could stop you, and something extremely advanced could melt your brain.

Glitch (400 CP)- You can somehow “enter” games/virtual worlds/the internet/etc., letting you interact with them as if they were actual worlds; you can't bring anything out with you (save for your memories) or leave things inside. Theycan’t be turned off or unplugged while you’re inside, and if their physical storage disrupted you’ll pop out unharmed. You can also alter programming on the fly with ease, seemingly giving you godlike abilities inside of games and virtual worlds and powerful hacking/programming skills elsewhere. If they’re on a network, you can also travel through that network, popping out of different places than the place went in. Finally, should these things have some sort of interface with people- say, helmet that takes over your senses and puts you in a game- you can also access and manipulate those, and can even pull a “if you die in game, you die in real life”type thing on those people, even if their interface doesn’t have that functionality.

**Venom/Poison/Toxin/Acid/Disease + Whatever Blood**

Odorous (100 CP)- You are capable of emitting a strong stench of some sort; anything from rotting flesh to fresh baked cookies.

Elemental Blood (100 CP)- Your blood is rich with an element;when it is spilled, it is unleashed. Where your blood drops, grass might grow, or fire might start, or something along those lines.

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 presence, or madness and physical mutations if you chose a physical one.

Venom Claws (200): You can extend your nails into three inch long claws capable of shredding stone. In addition, they're coated in a potent venom capable of paralyzing a man in seconds.

Toxin (200 CP)- You can produce a highly lethal toxin inside of your body; you are, of course, immune to it. You can choose how quickly it affects normal creatures; anywhere from a few minutes to a few days, as well as any symptoms that they have during that period. Your toxin also lasts an exceptionally long time outside of your body, letting you use it for traps and the like.

Organic Acid (200 CP)- You can produce a powerful acid somehow, and can use it to burn your enemies. It melts through human flesh easily, and doesn't tickle for those with tougher skin.

Venom/poison: By bite, sting, blood, skin oil or breath, you can dispense a substance that will cause adverse effects on most organisms on this planet. Can buy one multiple times to increase potency, by the amount of times bought. Regardless of the medium or vehicle, they have the same potency. Must buy multiple times for more mediums of insertion, if you want both acid blood and acid spit you must buy them separately:

- Paralytic: (100) Capable of downing a human after a minute.
- Knock out: (200) Capable of downing a human after three minutes.
- Irritant: (100) Capable of causing twice the pain of a scorpion sting. Or about as much as heavy pepper spray.
- Deathly: (200) Capable of killing a human in five minutes, choose a system to target upon purchase, multiple purchases allow for attacking multiple systems along with increased potency.
- Psychedelic: (200) Capable of two-hour long good or bad trips after two minutes of exposure.
- Acid: (200) Capable of slowly eating through skin.

Blighted (400 CP)- Your body is practically a haven for disease, owing no small part to your new found immunity to diseases of all types. Not only that, but your body is uniquely suited towards carrying and even replicating such things, allowing you to reproduce any disease that you've come in contact with inside of your body, making you the perfect way to start a plague. You're also more than capable of spreading disease, and can modify them in ways that make them spread easier.

Stormicide [200] You gain the ability to rapidly absorb and later emit any gasses, working much like a sponge. Your capacity for absorbing vapors is far in excess of what your body should be able to store but does have an eventual limit. Luckily these gasses are inert while contained in your body, allowing you to walk around with toxic gas retained in your body without problem. The actual absorption process is extremely precise and fast, allowing you to drain a room of only the oxygen in the air in a matter of moments, to do things like extinguish a fire or choke an enemy. These gasses can then be expelled just as precisely and even faster for blasts of vapor, either emitted through your skin or through any… orifices you have

**Limbs/Appendages**

No Face (100 CP)- More accurately, you don't NEED a face, and can choose to get rid of it if you want. Somehow, you can see without eyes, smell and breathe without a nose, hear without ears, and even taste, eat, and drink without a mouth.

Stretch (100 CP)- You can stretch your limbs like rubber, up to ten feet past their normal length.

Tentacle Limbs 100 CP - You have a multitude of small tentacles that you can manipulate as easily as fingers. Their combined power is about as great as your own arms or other appendages.

Prehensile Tail/Tongue (100 CP)- You have a tongue or tail up to 15 feet in size that you can somehow use as if it was an arm and hand. If you choose to apply this to your tongue, it will somehow fit inside you when not in use. Just remember: no tongue on the first date. This can be purchased multiple times with a discount on additional purchases.

Extra Extremities (100 CP)- You have additional limbs; arms, legs, hands, feet, even additional heads (but not brains) or even functional animal limbs, like a scorpion tail.

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:
● 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.
● Worm/snake-like body plan

Multiple Heads (100 CP)- You know what they say about two heads; they're just better. You have another; whether it shares your brain or you have another consciousness along for the ride is up to you. This can be purchased multiple times with a discount on additional purchases.

Multiple Limbs (100/200 CP)- You've got up to four more limbs than you'd otherwise have. For 200 CP, you have however many limbs you can fit onto your body and want to have.

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.

- 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.

**Invisibility + Anti Detection**

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.

- 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.

Stranger (400 CP)- You can prevent others from perceiving you, becoming undetectable to normal senses- including touch- at will. While this doesn't work on mechanical means of detection, such as video cameras, you'll be undetectable to anyone without enhanced sensory abilities. Walk without making footsteps, standright in front of a crowd without them seeing you, make no sound, even punch people, leaving them only the sensation of the injury and not the contact of a fist. This extends to anything you're wearing or holding, as well as things like your shadow or reflection.

**Super Senses**

Senses: Any extra human senses

- Infrared vision: (100)
- Ultraviolet vision: (100)
- Echolocation: (200)
- Telescopic vision: (100)
- Night vision: (100)
- Metahuman sense of smell: (100)

Night Vision 100 CP - You gain perfect clarity of sight, even within complete darkness. Useful for surprise attacks in the dark or navigating when the lights start to flicker out.

Bloodhound 400 CP - Everything leaves trace odors that you can pick up. You possess a powerful and precise sense of smell that can detect and track scents left days or even weeks before. You'll be able to track people by their perfume or figure out what they had for lunch. Also useful for detecting poisons and reverse engineering food recipes.

Enhanced Senses (100 CP)- Your senses are greatly enhanced; you can see in the dark, hear heartbeats from across a field, and track someone by smell through a forest, and your senses can easily adjust to sudden changes.

Magnoscopic Vision [100] Your vision is enhanced to truly great heights. You can now both see microscopically small details and see extreme remote objects like a powerful telescope, as well as everything in between. It might not be enough to see infinity, but you'll see everything else.

Everseer [200, Discount Magnoscopic Vision] You're a telepath now, able to hear the surface thoughts of people and animals you concentrate on for a few moments. Human thoughts are not guaranteed to be useful. Animals' thoughts are not guaranteed to be understandable.

Super Vision (200): You have the ability to see the entirety of the EM Spectrum, telescopic vision, and the ability to see through objects and people. You can switch between any of these and normal eyesight at-will, and can also adjust the specifics of them.

**Intangibility + Shitty Planeswalking**

Out of Phase 400 CP - You have the ability to push through barriers, warping and distorting them to the point of breaking. By concentrating and pushing on a barrier that is no more than one foot thick, you can temporarily change the material into a moveable substance that stretches. Enough pressure will create a hole you can enter. You may choose for the hole to seal after you pass through it. After about a year of becoming used to this ability, you can use it to create temporary portals to other dimensions.

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.

- 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.

Phasing (200): You can become intangible at-will, and stay that way as long as you can go without breathing. You can bring other people or items with you while phasing, but doing so is tiring. If you solidify while in inorganic material, the material in the space you're inhabiting will be displaced into another dimension or something, but if you do so while inside another living creature you'll create a horrible fusion of flesh - do not reccomend.

Intangible (200 CP)- You can turn intangible, allowing you to go through even the most dense of objects. However, supernatural wards and protections may be able to prevent you from going into/through certain places.

Casper [200cp]: Like any other ghost you may become intangible or invisible at will, allowing you to traverse unseen and through walls and people. Traveling through people makes them feel a cold chill, and you can still be seen by cameras, else the Facility technicians wouldn't be able to monitor you.

**Fear + Insanity + Sanity Damage + Memetic/Knowledge Hazards**

Scary SOB [100cp]: You're pretty terrifying, aren't you? With each purchase of this you become more and more terrifying, with the first causing people to panic internally on sight and ten causing their minds to break from the horror. Can be toggled on and off.

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.

Fearsome Visage 100 CP - You're scary. Scratch that, you're terrifying. A glare from you is enough to send grown men running away in fear. A particularly weak willed individual might just lose his mind if you scared him badly enough. Nothing magical about it, you're just that scary looking.

Spook (100 CP)- You're incredibly terrifying; just a glance at you is enough to trigger a sensation of primal fear in most creatures. In addition, you can do minor atmospheric things to the environment around you, such as making the pipes in walls groan as you pass, or making a light fog roll in.

Eldritch Aura [100]: There are secrets in the multiverse that are secret for a reason, the knowledge conflicting with mortals' preconceived notions of the universe so terribly as to irreparably warp their psyche. This effect is something you can mimic with your eldritch nature, causing madness in any mortal unlucky enough to encounter you.

Sanity Damage (400 CP)- The mere sight of you can shatter the minds of lesser men, rapidly causing their minds to tear apart at the seams as they go mad from the revelation. They are often left a gibbering wreck, if they aren't rendered catatonic, but this doesn't work as well on those with harder minds or strong wills.

Madness Aura 200 CP - Your presence is insanity manifested, those who persist in your surroundings, or in the surroundings of place that your power reaches will soon see their minds break and will follow your own in a grotesque way.

Nightmare [400cp]: No, not the horse. Unless your victim is afraid of horses, I guess. At will you may take the shape of your victim's worst nightmare, appearing for all intents and purposes to be the thing they fear most. Sadly, this does nothing against the fearless, or at least it shouldn't. But for you, whenever you are taking on a nightmare form your overall intimidation level is increased dramatically, allowing you to scare just about anything that can feel fear in the first place, even if only a little.

I Know (200 CP)- You instinctively know when someone else knows of your existence, and can identify these people on sight. You can also fine tune this sense so that only certain information about you triggers this.

Mark (200 CP)- You can place “marks' ' on others with a touch, allowing you to unerringly keep track of them; they’re not visible to the naked eye, and can potentially be taken off through supernatural means. You can choose what they look like, and if you’d prefer to make them visible to those marked with them, or others, you can choose to do so.

Unknowable [200]: Ignorance is bliss, a statement that is especially true when dealing with you. Your very existence is the antithesis to sanity, and simply knowing about you is proof of that. Even the smallest scrap of info on you holds a memetic hazard, slowly warping their mind into madness that only gets worse the more they know about you. This can, of course, be toggled on and off, but where's the fun in that?

Demograph (200 CP)- You can size people up with a glance, determining a few facts about them such as their name, age, gender, race, what religion they believe in, and even things like if they’ve committed crimes in the past or are virgins. Basically allows you to determine their truthful answers to questions about themselves, so long as the questions are broad enough (knowing whether someone has committed a murder is possible, but not the time, place, reason or who their victim was).

Image Distortion (100 CP)- For some reason, attempts to recreate your image or voice fail; video cameras glitch out, cameras take black photos when would be caught in them, audio recorders record gibberish when you speak, and people even have a hard time remembering what you look like when they're not looking at you; if someone were to attempt to sketch your face, it would come up as random scribbles.

Perception Distortion (100 CP)- When you enter someone’s field of view, their senses begin to warp and twist; distorting their sight into a vertigo inducing landscape and making their ears fill with static; as they get closer, the effect increases, overwhelming most people with the strange sensations provided by their haywire senses.

Memetic (400 CP)- People who learn of you feel an unnatural compulsion to talk about you; they won’t necessarily have an opinion about you, and this compulsion won’t take over their lives, they’ll just want to talk about you over other topics unusually often. These people are greatly influenced by your actions, and will hold your opinions in high regard; enough that they’ll seriously consider what you say or believe in, even when it contradicts their own beliefs.

**Natural Weapons**

Claws and Fangs 100/200 CP - You gain large natural weapons, either of them for 100 CP or both for 200 CP. These claws and fangs are capable of tearing flesh and bone.

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 presence, or madness and physical mutations if you chose a physical one.
- Combat-capable horns.

Venom Claws (200): You can extend your nails into three inch long claws capable of shredding stone. In addition, they're coated in a potent venom capable of paralyzing a man in seconds.

Claws (100 CP)- You have insidiously sharp claws; sharper than a knife, you could easily gut or even cut the head off of someone. Given enough time, you could even tunnel through stone, if you really wanted to.

Natural Weapons (100 CP)- Some sort of natural weapon, built into your body; maybe an internal, organic blade, or claws sharp enough to slice through steel, teeth like buzz-saws that strip flesh from bone in seconds, or maybe just a really big whammer. This can be purchased multiple times with a discount on additional purchases.

Natural weaponry:
- Claws, spines, stingers, assorted sharp bits etc. As many as you think practical.(100)
- Vorpal: (100) So damn sharp they can cut through concrete, with enough force behind it of course.
- Retractile: (100) Can be retracted into the body when not in use.
- Projectile: (100) Can be shoot hard enough to embed in wood
- Projectile II: (100) Can be shot hard enough to embed in concrete.
- Projectile III: (100) Can be shot hard enough to embed in Steel.

Bone Spikes (200): You can fire bones the size of railway spikes from your wrist at just under the speed of sound. Holes painlessly open and close in your skin for this, meaning you don't have to worry about tearing wounds into your hand every time you use your power.

Maw (100 CP)- Your mouth and digestive tract are highly unusual; you're capable of biting through steel, and can digest and somehow even get nutrition from a wide variety of things that would normally be considered inedible.

Weaponized Appearance [100cp]: While you can choose any form you want for free, it is purely aesthetic. At least, it is unless you take this. With this your appearance is as deadly as it looks. That fire hair you had that didn’t actually burn anything? Now it burns as hot as any other fire. Claws look like their dripping in poison? It was harmless water, but now it’s just as potent as a snake bite.

**Flight**

Levitation 100 CP - You can levitate up to a foot above any solid or liquid surface at will. You can float in any horizontal direction you choose at your base walking speed. In time, you might be able to float at your jogging or even sprinting speed instead.

Flight 100 CP - You can fly through eldritch magics, this can be through wings if desired.

Flight (100 CP)- You are capable of moving through the sky as fast as you could run on the ground. If you take this, you can choose to have wings for free.

Wings (100 CP)- You have wings that, no matter how big your body actually is, allow you to fly at your running speed.

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:

- Functional wings. As two choices you can have as many wings as you want, and they'll still function somehow.

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.

- 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.

**Shapeshifting**

Skinwalker (200 CP)- You can take on the form of those you kill, stealing their appearance; this doesn't give you any of their powers, or even their physical strengths or durability, but the copy is perfect appearance wise. Exceptionally Large Forms cannot be stolen.

Ooze (200 CP)- Your body is an amorphous blob, made of a partly solid, partly liquid substance. It is capable of crude shapeshifting; not enough to mimic appearances beyond shape, but you can form limbs and things along those lines. You can also increase or decrease your viscosity, letting you easily travel through pipes or pass over grates without falling through. Your body has a "core" containing your mind that, if destroyed without some way of surviving, will kill you.

Animal Morphing (400): You can take the form of any earth animal, living or extinct. Eventually, you may be able to learn to take the form of alien animals, but only things on par with earth animals - you can't transform into a dragon or something with superpowers.

Shapeshifting (400 CP)- You can change the shape of your body, letting you take on nearly any appearance you can imagine so long as you retain the same amount of mass. Shifting your shape takes only a few seconds, less if the transformation is relatively simple.

Inorganic Form (400) You can shift into an inorganic form. Maybe it's steel, maybe it's diamond, maybe it's rock, who knows? Whatever the case, it's much more durable than the material would normally be. While in this form, you have strength in the 25 ton range, durability enough to ignore being hit with an RPG, and essentially limitless stamina. However, it's all or nothing - you can't just transform parts of your body.

**Minion Making**

Swarm [100cp]: Like bugs? Or tiny versions of yourself? Well, you can create them at will now. With a single purchase you can create and control a minor swarm of whatever it is you create, 3 at the size of a dog and possibly hundreds of tiny insects, although nothing outside of that limit. With each additional purchase you may create and control a single extra dog sized mass of said creatures.

Spawn (400 CP)- You can create beings that are subservient to you somehow;they are unfailingly loyal, and take on aspects of your current appearance. Creating These creatures takes a while, and it takes longer for them to mature, but once they're fully grown you will have infallibly loyal minions. Their appearance and strengths will be based on your current form.

**Regeneration + Durability + Strength + Size + Immortality + Speed**

Wall Crawl (100 CP)- You can crawl or otherwise move on the walls or even the ceiling with ease, and at speeds comparable to your running speed.

Dig: (300) The ability to burrow and dig at running speed.

Wall-Crawling (200): Spider-Man, Spider-Man, does what only a...what's that? Sorry. I've been informed I'm not allowed to mention that there, due to copyright infringement. In any case, you gain the ability to reorient your personal gravity to treat any surface the way you'd normally treat the ground. You'll never be disoriented by hanging upside down, and you can run sideways on a wall as easily as you normally could on a floor. In addition, you can double-up on the effects of this to root yourself in place - stay on a car speeding down the interstate or even a plane in flight.

Big Bad [100cp]: Strength, speed, or durability. Pick one. Said attribute is enhanced a good deal, with a single purchase of strength letting you lift about 500 lbs over your head, a purchase of speed adding 30 mph to your max, and a purchase of durability making most bladed objects barely cut your skin. Can be purchased multiple times.

Enhanced Strength (200)- You have greatly enhanced strength, durability, and stamina. You could go ten rounds with an angry hellhound, get dropped off a building onto a car, and even get run over, then get clipped on the head by a subway car without getting hurt too badly.

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.

- 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.

Regenerative Stasis 200 CP - That is not dead which can eternal lie. You can cheat death, though not infallibly. The next time you are mortally wounded you will enter a regenerative trance. After twenty four hours in this state you will rise again. This state is exhausting and you cannot enter it more than once a week.

Leaper (100 CP)- You have the ability to leap great distances; you could easily leap onto the roof of a two story home with room to spare, and with a running start you could easily clear one-hundred feet horizontally

Inhuman Speed (200 CP)- You can easily outrun a car, reaching speeds around one hundred miles an hour with a little effort; when you really push yourself,you can move faster than the human eye can track(that's bullshit gap as it would be 17.5km/s compared to normal 45m/s).

Inhuman Strength (200 CP)- You can rip through steel in a matter of seconds, and can tear through crowds even faster. You can throw cars and flip tanks with relative ease.

Regeneration (300/500 CP)- Your body naturally heals very quickly, fixing broken bones and bullet wounds in seconds and severed limbs in a manner of minutes. It would take catastrophic damage to kill you; getting splattered by a train, being incinerated, crushed, or blown up, or things of similar damage. For 500 CP your body heals even quicker, and can even reassemble itself if you were dismembered or gibbed; it would take the complete destruction of your body either very quickly, or all at once, to put you down for good.

Milkshake Zombie [600cp]: You're hard to kill. A bit too hard, really. Even if you were torn to pieces you'd still be alive. Even if you only have a single arm or just your head (but no less in terms of mass) you'll still be alive and conscious. Might not be able to see anything, but hey, you'll still be kicking. Or punching, as the case may be. However, if you have less than an arm's worth of body left, which in this case is from elbow to hand, then you will be counted as dead.

Healing Factor (400): You heal real fast. In addition to normal healing being sped up, this also means you'll be in the prime of your life for centuries and you'll never need to worry about mundane diseases or - to a lesser extent - poisons. Pretty much the only way to completely kill you is to destroy nearly all of your body, destroy your whole brain, or decapitate you and move your head away from your body.

Inhuman Durability (400 CP)- You just won't stay down. You could survive being run over by a train, being thrown into the Grand Canyon, and getting shot point blank with a tank thanks to a combination of superhuman durability and some powerful regenerative abilities. You could be reduced to a few pounds of flesh, and not technically die so long as you're able to regenerate; if your brain is destroyed, you won't lose any memories (save for the period of time it took to regenerate) repercussions due to that.

Blistering: (600) Can keep up and, if pushed, surpass an F1 car.

Bigger Bad [100cp]: You're pretty big, even for a monster. Each purchase of this increases your size a good deal, with one purchase making you a little more than 1.5 humans in size and ten making you about the size of the cabin.

Gargantuan 400 CP - Your size is bizarrely large for someone of your species, if you were a rat, you would be the size of a human, human sized eldritch beings are about four meters tall or long on the other hand.

Gigantic (200 CP)- The upper limit on the size of your Monstrous Body is now equivalent to a small house.

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.

Behemoth 100/300/500/800 CP - You're bigger than even most trolls, and can be anywhere from six meters to nine meters tall/long and can weigh up to ten tons, with appropriate increases to strength. For 300 CP you're not just big; you're gigantic. At least as big as a house and big enough to swallow a man (or demon) whole, with proportional strength and toughness to match. For 500 CP you're even bigger, towering over most buildings with even greater physical attributes. You can also choose to have a smaller form that you can take on, for fitting into smaller places. For a massive amount of 800 CP you are simply colossal, almost twice the height of London Bridge and with a body powerful enough to destroy it by simply walking through it.

FEAST 400 CP - You can devour your enemies to gain their strength. Eating your weight in raw flesh will make you twice as strong as you were before. Lasts for twelve hours or however long it takes you to get hungry again, whichever is shorter. You also no longer have an aversion to eating uncooked meat, if you did before.

Beyond Death 100 CP - You are eternal for you are agelessly immortal.

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 marrying 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.

Supernatural Constitution 100 CP - You are immune to radiation and supernatural illness. In addition you are immune to being possessed(by being from another dimension) while conscious and not physically in another dimension.

Eternal (400 CP)- First off, you're immortal and unaging if you weren't already. Second of all, while this can only happen once per Jump, you always seem to return from death; maybe some random person gets their body high-jacked by your vengeful spirit, maybe a baby is conceived at the exact moment you die, maybe you just come back for no discernible reason, but in any case you're back. Post Jumping this can happen as many times as necessary, but it's possible that someone could eventually come around that can prevent your resurrection, keep you down for good, or consign you to unexistence, but even then…Post-Spank This Can happen as many times as necessary, but you'll somehow comeback even from the attempts of those much stronger than you, almost as if your life was essential.

**Dream Power**

Dream Invasion 100 CP - You can invade dreams of those you know or heard about. They will not be harmed, at least not normally but you may try to use your other powers through this link.

Ascended Dreamer [400]: The realms of dreams and fantasies are captivating, are they not? All illusions and make believe for most, but not you. By reaching out, you can enter a Dream Realm where all dreams and nightmares connect, and a place you can influence. You will find that the more artistic or creative a person is, the easier it will be to manipulate their dreams into whatever you desire.

**Possession**

Possession 200 CP - You can remotely manipulate the bodies of other people. You need to "prep" the person you want to control by spending an hour gradually taking control of them, muscle by muscle. The stronger or more inhuman the person you're trying to control, the

harder it is to control them. The victim must stay within fifty meters of you or they will break free.

Possession 400 CP - You can possess bodies of those who were sacrificed in your name during a ritual, any wounds they have at the time are healed for you

Parasite 200 CP - You may enter other people as a parasite provided you are small enough in size relative to what you are entering, most people will simply lose their will when fighting against you in their own body but some may resist somewhat..

Possession [400cp]: By coming into physical contact with someone you can enter their body, possessing them. This will allow you to see a good portion of their memories, allowing you to blend in with their friends and family, but be weary as strong willed people can push you out.

Possessive (400 CP)- You can attempt to possess the bodies of others, entering a contest of wills; if you win, you'll take control of their body, while losing will merely expel you from their body. Alternatively, you could skip taking control of their bodies and merely hang around as a presence inside of them, using their senses and waiting for the right moment to take over. If the person you were possessing is killed through normal means, it won't have any effect on you other than forcing you out of their body.

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.

- 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.

Hive Mind [400cp]: By coming into physical contact with someone, and through a battle of wills, you can essentially murder their mind and spirit, allowing you to split off a piece of your mind into their body. With this, you'll be able to control up to 5 bodies at a time, allowing you to see and feel from said bodies, and, once a body has already been taken over, can switch control from body to body at will. If you lose the battle of wills you will be unable to attempt it again for several days and you will feel exhausted for a short while.

**Future/Past Cognition/Sight/Foretelling + Telepathy**

Psychometry 100 CP - By touching an object, you can gain faint notions of its history and significance. You can gain more detailed information by focusing on the object, which allows you to see visions from the object's past.

Telepathy 100 CP - You can communicate with any creature you can see that knows at least one language by projecting a voice into their thoughts. You can control what this voice sounds like to them. The target can understand your message even if you do not speak it in a language they understand, but they have no special ability to reply.

Telepath (500 CP)- Somehow, you have the ability to read minds and other empathic abilities, including psychometry. You can read minds, sense emotions, and even determine the nature of beings, such as if they are good, evil, or supernatural. Your psychometry lets you determine the recent history or future of an object.

Telepathy (800): Mind reading, mind control, and everything vaguely related. You start out able to read the mind of a single person, passively scan the emotions of a crowd, have a telepathic conversation with a few people, with effort, completely control a single person and your range is a few miles. You'll grow over time until you're able to control dozens of people at once, flip through a mind like an open book in moments, and create an astral projection. Your range will also grow to hundreds of miles. Essentially, anything Xavier does in the movies is fair game.

Precognition (200) You've got a built-in danger sense. You'll feel a tingly sensation whenever something bad is about to happen to you, and while you won't consciously know what's about to happen, this power is tuned into your reflexes - meaning that, unless you consciously prevent it from doing so, it'll automatically make you move to dodge or counter whatever's about to happen, even if you don't have time to process it.

Prophet (500 CP)- You see the past, present, and future, and are able to do so easier and more clearly than any telepath. The More Focused your searches and enquiries, the easier they are; you can clearly see the past and present of one being and can see into their future for several years, but two at once is much harder. The more you try to focus on, or the more powerful or complex the subject, the less clear your mental images become.

**Clairvoyance**

Mental Void 200 CP - By placing yourself in sensory deprivation, you can focus on a subject (a person, creature or object) and find them within a mental void realm, seeing their current state of the subject. If you also have Telephonesis, you can channel audio from the subject into an electronic speaker nearby or speak through an electronic speaker near the subject. With about a year of practice, you can do this using only a blindfold.

Clairvoyance 200 CP - You can take notice of someone you know of and observe them from global distance.

**Illusions**

Sights Unreal 600 CP - By focusing, you can cause one or more people you can see to see things that aren't there, from as minor as a butterfly to as major as great iron walls rising from the ground into the sky. In addition to making others see things that aren't there, you

can cause them to not see things that are there, such as preventing them from noticing you and your allies.

**Kinesis + Life Drain Powers + Electronic Powers**

Disruption Field (200 CP)- When you're around, electronics and machinery seem to stop working; cars will stall, lights will flicker and go out, phones will disconnect, even things like clocks start to act weird.

Disrupt Electronics 400 CP - You gain the ability to directly disrupt electronic devices. You could cause someone else's flashlight to flicker out and die, make someone's phone violently malfunction, zapping them, or open electronically locked doors. With training you might be able to shut down power to an entire building.

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.

- 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.

Parasite (200 CP)- You can drain/consume something from your victims such as blood, life energy, or something else to heal your own wounds, restore your energy and as a substitute for regular sustenance. The more you eat, the greater the effect..

Telekinesis 200 CP - The ability to manipulate objects at a range with your mind. From turning off a noisy fan to launching the bad people's van, the possibilities are endless. Unfortunately, line of sight and concentration are both required. The power of this ability increases slowly over time.

- Biokinesis 100 CP Requires Telekinesis - This ability allows you to use your telekinesis to manipulate the inside of a creature's body, counting line of sight towards the creature as line of sight towards all their internal organs. You could make someone pee their pants, squeeze someone's lungs to drown them on land, or even crush people's brains.
- Life Drain 600 CP - When you use biokinesis on a living entity, you can induce a necrotic rot that withers the target away slowly. You sap life force equal to the amount of life drained away by the rot, healing you as the target is damaged. Life yield from pumpkins is especially good. Not currently a great tactic mid-battle due to the slow speed, but could become viable in combat with extensive training. Direct contact speeds up the process.

Telekinesis [200cp]: Standard psychic powers, you can lift things with your mind up to the weight of an obese human but not much more without considerable effort. This doesn't include yourself, only the things you're carrying, so feel free to levitate (not fly) around with it.

Telekinesis 200 CP - You possess power to move objects or people with merely a thought, about as strong as you are physically.

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.

- 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.
- 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.

Controlled Radiation Bursts [600] The ability to create and control these bursts of radiation is now you. You control is extremely precise, allowing you to create low and high intensity bursts that might cause focused radiation burns to people, while leaving bystanders unharmed. But at your worst, when you really push yourself... you could completely disintegrate them. Your maximum range for high intensity bursts will top out at about a hundred meters, with a decidedly sharp intensity falloff beyond that distance.

Telekinesis (800): Look Mom, no hands! You have the power to manipulate psionic energy to move things. You'll start out able to clumsily throw around a couple of people, but it'll grow in strength and precision until you're able to throw around dozens of cars, disintegrate people

with a glance, and create psionic shields that can stand up to explosives and sustained gunfire within a few years. At the peak of your power, after a lifetime of training, you'll be able to suspend an entire neighborhood in the air, fly at supersonic speed, and channel your telekinesis through yourself to simulate superhuman strength and speed.

Eldritch Lightning 400 CP - You can shoot lightning of your preferred color into whoever displeases you, the attack is shot from anywhere you wish on your body but at base it's two tentacles that grow from your back. The lightning is powerful enough to quickly incinerate a normal human. In addition you can affect nearby electrical fields, for example to blackout a few city blocks worth of area.

Elemental (200 CP)- You have the ability to produce for your body and manipulate one of the classical elements, and have the additional choices of metal (roughly equivalent to steel), ice, electricity, and light (which can be intensified blind or even burn, or can be dulled or muted to conceal.)

Elemental Kinesis (500 CP)- You can create and control an element such as fire, water, ice, or something like plant in a manner that is highly destructive; a pyrokinetic could scour a building of all life in a couple of seconds with their most powerful burst of energy. You are also immune to damage from whatever element you chose.

Elemental Power (600): Choose Fire, Ice, or Electricity. You can now generate and manipulate the one you chose. You'll start out being able to throw around house-sized fireballs, freeze a small pond, or generate bolts of lightning powerful enough to instantly char a man to ash, and you'll only improve from there. Eventually you'll be able to transform into your element, becoming a mobile ice sculpture, a human torch knockoff, or a living lightning bolt.

Energy Blasts (400): You can now fire energy blasts from one part of your body. Can either be extreme heat or concussive blasts. Heat beams can easily cut through solid steel and concussive blasts can punch through the same. Order now and you can choose any color for your energy to be!

Rotter (400 CP)- You have an aura around you that spreads and speeds up protein degradation. Plant life withers and dies when you get near it, water becomes foul and polluted, metal corrodes and rusts, and even flesh begins to weaken and slowly die when you're near it. Actually touching someone would quickly cause their flesh to rot and fall off the bone if they don't have significant durability or otherwise have protections against rot.

The Waste Lands 800 CP - Your unnatural presence warps everything around you. Vegetation erodes into gray powder, water is tainted, and even living creatures are dyed gray and poisoned by your aura. This power extends up to ten meters around you and can be focused to massively increase the speed of the effect. The passive effect takes a few hours to cause harm, but the focused version takes seconds to utterly disintegrate any substance into fine gray dust. Very effective against regenerators or otherwise unnaturally durable opponents. Not very useful when your opponent is fast enough to avoid your focus or big enough to not care about a basketball sized hole in its flesh.

**Power Packages**

Animalistic (100/200 CP)- Your body has animalistic features;for 100 CP you might just have a scorpion's tail or the lower half of a horse. If you choose the 100 CP option you can purchase this multiple times with a discount on additional purchases, for additional features. For 200 CP you have a body that is heavily influenced by an animal;you might be some sort of werewolf, or a fish man. In any case you possess most of the attributes of whatever animal you chose; a fishman could breathe and see better underwater, for example. Your body might have increased strength, speed, or durability depending on what animal you chose.

Ectoplasmic Being (500 CP)- Bad news- you died. Goodnews- you're still alive! You're some type of ghost, making you an incorporeal being that is capable of gliding through walls, levitation, and using 'teleplasty' to possess things living, dead, inorganic, or organic, or even temporarily reviving them with your essence. However you're limited by the size of your body in terms of what you can possess, with objects bigger than you being harder to possess- or impossible if they outsize you too much. While you don't have to worry about dissipating like Johann Krauss, you can still have a suit similar to his own for free. You are also impossible to kill by conventional means; it would take something supernatural in nature to hurt or kill you. Post-Jump, your ectoplasmic body can become a separate alt-form from what you've designed here.

ESP (400 CP)- You have psychic powers; you can manipulate objects and people with telekinesis, sense the mental presence of others, passively scan minds of a large number of people or even read their memories, speak with others with telepathy, mentally attack others with negative emotions, memories, or even just psionic feedback, can use psychometry on place or others to view their past, and can view or search distant areas with clairvoyance.

Psycwave [600] You gain the ability to generate mental force waves and broadcast them to people of your choosing, allowing you to control their thoughts and dictate their actions to a degree. Someone of very strong will could resist this control, but to deal people like that you have other abilities. Sending disrupting mental waves, you can cause people to freeze up entirely and remain mentally paralysed for up to half a minute at a time. And most impressively, you gain the ability to project your mind into another with your force waves, allowing you to possess their body. Of course, that does leave your own body vulnerable during possession.

Telepathy (800): Mind reading, mind control, and everything vaguely related. You start out able to read the mind of a single person, passively scan the emotions of a crowd, have a telepathic conversation with a few people, with effort, completely control a single person and your range is a few miles. You'll grow over time until you're able to control dozens of people at once, flip through a mind like an open book in moments, and create an astral projection. Your range will also grow to hundreds of miles. Essentially, anything Xavier does in the movies is fair game.

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 hidden 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.

Dark Magic (600 CP)- Through profane spells and dread rituals your power has increased to the pinnacle of what most occultists could only dream of, or fear in their darkest nightmares. In addition to your greatly increased ritual powers (which include such spells as to revive and summon demons, or even to cause two more to arise when one is slain) you can step into the shadows to travel many miles in an instant, invoke horrible nightmares in the sleeping and even literally suck the life out of someone. Your dark life force is even more responsive to calls from beyond the grave, and you can be resurrected once per Jump- and not only will being revived in this way restore to life, but your dark powers will grow in strength afterwards; each trip beyond the veil bringing more and more power with you each time.

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

are, 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.
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.

**Great Old One Ascension**

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. + Otherworldly Realm + Horde of Your Lessers

**Outer God Ascension**

Infinite Colour- 600 A golden eye implanted in place of one of your existing eyes. The Fragment of the Key and the Gate, Yog-Sothoth. One of the greatest of the Outer Gods confers one of the greatest prizes, granting you an incredible degree of control over the time and space of the universe you are currently in. You can warp time to extend a moment for infinity, create endless spaces between spaces, travel through time or just tear people limb from limb by warping and fragmenting the space that they find themselves in. It is impossible to keep you detained anywhere you do not wish to be.

**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 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.
presence
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.