Generic Creepypasta Cryptid Perk Combos

These combinations do not prevent you from using the individual power; they're add-ons, essentially. They are presented in no particular order. Powers can be used for multiple combinations. You do not have to take any combinations if you don't want them.

ESP+Skinwalker- You can steal the memories of those you kill, letting you more easily impersonate others.

Avatar+Pocket Realm- You can project your Avatars into other dimensions from inside your pocket realm. An avatar being defeated while doing this will affect you as it normally would, but it won't do anything silly like opening up a portal to your pocket realm. It is possible for others to learn that you're doing this if they have abilities or such that allow them to detect extra-dimensional nonsense.

Compression+Gigantic- You're capable of shrinking your body down massively, while still maintaining the benefits of increased durability and strength that your larger size had. You can do this with other alt-forms/growth powers, to keep the strength of a being hundreds of feet tall while at a much smaller size.

Sanity Damage+Image Distortion- Sanity damage now works, to a much lesser extent, through images of you, including recreations such as drawings or sculptures.

Ritualist+Avatar- Others can now do rituals to summon an avatar, following the same rules for Avatar. They can also summon other extensions of yourself (such as familiars), so long as those things are able to act somewhat autonomously if you wish.

Ritualist+Pocket Realm- Others can now do rituals to create portals to your pocket realm.

Ritualist+Mark- You can choose to mark those who use your rituals, regardless of whether or not you choose to answer them or not. In addition, you can create rituals that allow others to see your marks.

Ritualist+Myth- Information about your rituals will already exist in this world in the form of things like ancient ritual books, hieroglyphics, scrolls etc.

Fate Worse Than Death+Pocket Realm- People who would fall under the conditions of Fate Worse Than Death while inside your pocket realm can now be trapped there; trapped people do not count as visitors to your pocket realm, which means they do not prevent you from altering the pocket realm. They are powerless, losing access

to any supernatural abilities. They can be released from your pocket realm, by you or someone with enough power to do so, but they will end up back in their original world if they aren't there already; time is still stopped there if you've left.

Meme+Myth- The information from Myth is affected by Meme.

Myth+Spook- The more well-known you are, the greater the effects of spook; they're still limited to atmospheric things, but if you're famous enough you can do things like cover an entire country in fog.

Genius Loci+ESP- You can sense the mental presence of others, passively scan their minds, read minds, use telepathy, and use psychometry over the entire location that you're haunting.

Glitch+Genius Loci- You can haunt games, virtual worlds, the internet, etc. to use the abilities of Genius Loci. Know everything that happens on the internet, or in a virtual world, move freely, etc. The weaknesses of Genius Loci do not apply; instead you use the rules for Glitch.

Rotter+Intangible- Passing through things while intangible causes them to be affected by Rotter as if you had touched them.

Genius Loci+Spook- You can use Spook's atmospheric abilities from anywhere inside the area you're haunting, and can also set up “triggers” that can cause Spooky effect automatically.

Genius Loci+Pocket Realm- You can use Genius Loci in your pocket realm, regardless of your realm's size. You are also not beholden to Genius Loci’s restrictions in your Pocket Realm, and can enter your Pocket Realm in other places affected by Genius Loci.

Sanity Damage+Pocket Realm- Your realm now damages the sanity of those who linger in it to long, worsening over time.

Stranger+Image Distortion- You can choose to not show up in recordings, pictures, etc. at all, while still leaving the rest of the image or recording clear.

Mark+Traveler- You know when one of your marks is close to something you can travel through.

Mark+Teleportation- You can teleport around your marks easier, able to teleport regardless of whether or not you're in their line of sight.

Ritualist+Demograph- You have much more information about those who use your rituals, as if you were reading their biography.

Possessive+Sanity Damage- Possessing people gradually erodes their sanity and willpower, making them easier to control and leaving them violently insane or catatonic when you're done with them.

Possessive+Rotter- While possessing someone, their body gradually breaks down, rotting from the inside out; when they die, you can continue to possess their corpse.

ESP+Sanity Damage- Your mental attacks are now much better at driving others insane, rapidly destroying their sanity.

Extra Extremities+Elemental- Your body can be made of your element; it will still be mostly solid, but will retain the properties of your element. All limbs are still functional, despite being made of water, lightning, etc.

Ritualist+Possessive- You have an easier time possessing those that use your rituals, and others can do rituals that allow you to possess them.

All Smiles+No Face- Despite not having a face, others are somehow able to get an impression of the facial expressions you would have in that moment. If you happen to have a face, you can choose to be extremely emotive or nigh-unreadable.

Eternal+Pocket Realm- Instead of waiting for Eternal to revive you, you can instead immediately reform in your pocket realm; this can still only happen once per Jump.

Glitch+Blight- You can create programs that incorporate copies of your mind; the only supernatural ability they possess is "Glitch".

ESP+Ritualist- You can choose to mentally communicate with those who use your rituals, and can handle an unlimited number of “callers” for rituals meant to be used for contacting you somehow.

Spawn+Fate Worse Than Death- You can create Spawn from the beings you inflict a Fate Worse Than Death on; these Spawn are still subservient to you, but still possess enough awareness to realize what has happened to them.

I Know+Mark- You can choose to place your mark on those that know about you/something about you, letting you track them unerringly.

Ritualist+Spawn- Others can do rituals that allow them to summon one of your Spawn.

Spawn+Packleader- You can control your Spawn in the way described in Packleader.

ESP+Packleader- Your “pack” now forms a hivemind with you, letting you use their senses and control them more as an extension of yourself.

ESP+Spawn- Your Spawn are now a part of a hivemind with you, letting you use their senses and control them like an extension of yourself.

Enhanced Senses+Emotion Manipulation- You can "sense" emotions, which appears as an aura; the stronger the emotion, the more visible the aura.

Hyper-realistic+Spook- You can make hyper-realistic blood leak from your surroundings, including your own body. This blood isn't actually yours, so it doesn't hurt you.

Odorous+Toxin- Instead of/in addition to the odorous cloud, a mist-like cloud of your toxin is produced from your body.

Parasite+Ritualist- You can choose to enact a price on those who willingly use your rituals, such as their body parts, blood, or even their souls or other esoteric things so long as they're a part of their being.

Emotion Manipulation+Parasite- You can drain the emotions of others; in addition to obviously taking it away from them, you can use these emotions in the way that Parasite says. Repeated "feedings" can eventually deprive a person of their emotions entirely.

Spawn+Traveler- Your Spawn can travel through the same method that you use.

Mutate+Possessive- While possessing someone, their body gradually mutates to match your own; once the transformation is complete, you effectively kill them, taking over their body as your own. If you stop possessing them before that point, the changes immediately revert.

Inhuman Durability+Avatar- Your Avatars no longer transfer any damage to you.

Pocket Realm+Mark- Marked beings no longer prevent you from changing your Pocket Realm, however they cannot be affected directly.

Mutate+Fate Worse Than Death- You can mutate others into your faithful servants, eroding much of their personality while still leaving them aware of what has happened to them.

Biome+Genius Loci- Your Biomes, regardless of how big they've grown, count as places where Genius Loci applies; in addition, the restrictions of Genius Loci do not apply to your Biomes.

Mutate+Biome- Your Biome can slowly change people who enter it in the way that it mutates flora and fauna.

Pocket Realm+Mutate- Your Pocket Realm gradually changes the bodies of people who enter it in a way that you choose.

Pocket Realm+Biome- Portals to your Pocket Realm affect their surroundings, gradually changing their surroundings in a way that's reminiscent to how your Pocket Realm looks. These areas also count as Biomes.

Biome+Spawn- Your spawn are naturally adapted to your Biome, and can have appearances and traits befitting it in the same way vein as how flora and fauna are changed. In addition, your Biome can naturally produce Spawn.

Glitch+Disruption Field- Instead of merely disrupting technology, you can control it remotely.

Biome/Mutate/Spawn+All Smiles, Claws, Contortionist, Enhanced Senses, Extra Extremities, Feel No Pain, Hyper-realistic, Leaper, Maw, No Face, Odorous, Screamer, Spook, Stretch, Elemental (Purchased Elements Only), Gigantic, Inhuman Speed, Inhuman Strength, Ooze, Parasite, Toxin, Unstarveable, or Inhuman Durability- Those you mutate/your spawn can have traits similar or identical to the listed perks. If you have Elemental, they can only have the elemental abilities that you yourself have. The size limit with Gigantic is roughly the size of an African elephant. Inhuman Durability is passed on in a lesser state, letting them survive and heal from grievous wounds and resist gunfire.

Spook+Stranger- Even when imperceptible to normal senses, your presence inspires a feeling of dread and terror if you wish it to.

Spook+Mutate- The mutations you inflict, for one reason or another, are much more terrifying to those who see them beyond what they would normally do. Even benign ones can cause a vague sense of unease if you wish.

Spook+Mark- If you wish, those who bear your mark can become terrifying to others, even if it isn't visible to them- as if they realize what has marked them.

Spook+Ritualist- While a ritual is in progress, you can affect the surroundings of the ritual site to a minor extent; in addition to the abilities granted by Spook, you can do things like slam doors closed or turn off light switches, or blow out non-supernatural flames in an instant, or help direct someone's hands when they use a Ouija board.

Spook+Toxin- In addition or instead of being lethal, your toxin has a secondary effect- while under its affect, victims feel an extreme sense of terror, in addition to any other symptoms.

Spook+Biome- Your biome can now have an aura of terror in it; anything from mild spookiness, to full blown heart pounding terror. In addition, you can set up "triggers" that can cause Spooky effects to happen automatically.

Spook+Blighted- Rather than or in addition to a general aura of terror, you can give a feeling of uncleanliness, disease, or decay to those who see you.

Spook+ESP- You can choose to make it so that only those you affect with your ESP can sense the atmospheric changes you make with Spooky, essentially letting you create illusions.

Spook+Shapeshifting- By focusing on someone, you can make them perceive you as what they fear most, or actually take on that appearance if you're capable of it.

Skinwalker+Avatar- You can choose to give your Avatars the appearance of one of the forms you can take with Skinwalker, letting them take on the appearance of your victims.

Traveler+I Know- When Travelling through your chosen medium, you can determine the general direction of people that Know about you- the sense becoming more refined the closer you get to them.

ESP+Mark- You are capable of telepathically communicating with those who bear your mark, and can do so individually, in groups, or all at once.

Demograph+Glitch- The information Demograph gathers includes extensive information on a person's digital footprint, including things like social media, online activity such as frequently visited websites, etc.

Rotter+Malediction- Rather than or in addition to a bad luck curse, you can inflict a terrible curse that causes those inflicted with it to rot to death over the course of several days.

Stranger+Malediction- Rather than or in addition to a bad luck curse, you can curse someone with the abilities granted by Stranger… with no way to turn them off, making them imperceptible to everyone save yourself.

Spawn/Biome+Shadow Person- You can create living shadows of a variety of shapes and sizes; they're semi-physical beings with the the ability to take on a less material form, and can manipulate shadows in much the same way you can. However, exposure to light will cause them great pain, and can kill them if exposed to it for too long.

Spook+Demograph- You can determine all the fears that a person has, and have a pretty idea of how you can use your abilities to scare them.

Spook+I Know- You can tell when someone who Knows about you is afraid of you or not.

Spook+Emotion Manipulation- Rather than inspiring fear in others, looking at you can inspire another emotion such as happiness or sadness.