Generic Creepypasta

A Jumpchain CYOA

Welcome, traveler, to a world I'm sure is familiar to you- at least, on the surface. In this world, the grand majority of people will live their lives much as they would in the world that you came from.

You are not one of them.

See, the thing that sets this world apart from yours is that the demons that've haunted mankind's thoughts- the men in the shadows, the faceless creatures that spirit away children, the tortured souls that haunt the living, and other, more alien beings- actually exist. And you're going to have the misfortune of coming across at least one of them.

Prepare yourself.

(Not enough of an explanation? Basically, this world is an amalgamation of all the Creepypasta stories, with a few exceptions. Most of the more "End of the World" tier ones require a drawback in order to encounter, and some others might only bother you if you take drawbacks. Still, that's not to say that there aren't big baddies around, or even that said world enders aren't hiding around somewhere if you want to go looking for them for whatever reason; you just won't have to worry about them normally.)

You have +1000 CP

Origins

Roll 3d8+14 for age. Gender stays the same, or you can pay 50 CP to choose both. You may start in any real world location on Earth.

Drop In

Despite the danger you find yourself in, things just seem… not as bad, as you would normally expect. You often find yourself shrugging off most of the weird things that end up happening to you, and you have no memories or connections in this world to help or harm you.

Documenter

Something weird is happening, and you've noticed it. Or maybe it's the other way around? In any case, you've taken to documenting your experiences- maybe to warn others, maybe so you have proof, maybe so you don't forget. Maybe because that's what it wants.

Cultist

You found someone- some*thing*- strange, and the experience *changed* you. Now, you aid it however you can or are willing to; alternatively you've dedicated yourself to keeping it locked up.

Cryptid

While the term "cryptid" usually conjures images of Bigfoot or the Loch Ness Monster, here the term can be applied to a wide menagerie of beings, ranging from the big to the small, and the somewhat reasonable to the downright weird. As a special consideration, you may choose the Cryptid Origin without gaining any new memories beyond what are required to function in your new form. You must take the "Monster" drawback.

Perks

And Then A Skeleton Popped Out (100 CP, free Drop In)- You've pretty much seen it all, and now there's not much that can surprise you any more. You're pretty much immune to the detrimental effects of being shocked or scared; you won't get startled or drop things, you won't scream or make other involuntary noises; you'll keep a calm, rational mind, and you certainly won't soil yourself.

But Who Was Phone? (100 CP, free Drop In)- When having a conversation with someone over the phone (or a similar device where you are unable to see them), you instinctively know the identity of whoever you are talking to- as if you had an extremely accurate, internal form of caller ID.

Steady Hand (100 CP, free Documenter)- You have an easier time expressing your thoughts, whether it's in a journal or camera. This means you're concise, accurate (when you want to be) and eloquent in what you say. Your hands are also unusually steady, meaning that fumbling for your keys while trying to escape in your car is unlikely to happen, and that your video footage is steady even when you're being chased by a madman. You also have pretty decent aim with firearms.

RUN AWAY! (100 CP, free Documenter)- Fortune favors you, so long as you're trying to get out of or away from danger instead of into it. Find yourself hanging upside down, bound in chains? The chain will break, and despite a rough landing you'll be in good shape to escape. Fleeing through the woods? You'll never run into anything that could accidentally trip you up. What's more, you actually run much faster when it's away from something.

Creature of Habit (100 CP, free Cultist)- Living in service for another can be trying; luckily, you're better at creating and sticking to schedules better than most, to the point where it's almost like you're on autopilot. What's more, you're good at deciphering cryptic speech, easily realizing exactly what someone says when they say something, so long as it isn't totally nonsensical.

Affable (100 CP, free Cultist)- You seem to have an air of normalcy and good-naturedness around you that lets you get away with odd, but ultimately harmless habits or eccentricities so long as they aren't blatantly supernatural.

The Call Was Coming From Inside The House! (200 CP, discount Drop In)- When something is near you- something malevolent, something that

will or may try to cause you harm- you have an instinctive knowledge of where it might be, and will be able to identify it the second it rears its ugly head.

We Don't Have A Clown Statue (200 CP, discount Drop In)- You have a finer eye for details than most. Not only are you able to spot things that others might miss, but you also pretty much immediately notice when something has gone missing or moved- or added, for that matter. Comes with a greatly improved memory and mental processing power, to boot.

Adrenaline Rush (200 CP, discount Documenter)- When the going gets tough, the tough gets going. That's you, by the way. When things become a matter of survival, you get an extreme rush of adrenaline with none of the downsides, letting you use the brute strength that your brain keeps in check. In these tough situations you'll also find that your willpower will carry you through; you'll be able to shrug off pain and injury much better, and you might even be unaffected by some of the mental effects that you encounter.

The Truth (200 CP, discount Documenter)- Is out there. It's also undeniable; something about you makes it so that, when you speak the truth, people will instinctively KNOW that it's the truth, no matter how strange or even nonsensical the truth is. Of course, this will only help you be believed, and won't guarantee any help beyond that.

Those Faithful Few (200 CP, discount Cultist)- When serving another being, you'll find that, barring a deliberate act of hostility or sabotage on your part, your "master" will be friendly, or at the very least neutral, towards you.This doesn't mean you'll be rewarded more, but it does mean that they won't wantonly kill you or send you to your death, even if you would have normally "failed them for the last time". Of course, if they find out that you're just waiting to backstab them later this won't help you escape their wrath.

Serial Killer (200 CP, discount Cultist)- Bringing pain and death is all in a day's work for you. You know the most painful ways to torture or kill a person, and are quite good at it, too. You're also quite good at disposing of bodies and cleaning up after yourself as a result of this. You're also incredibly good at fighting, in case your prey happens to choose to stand their ground instead of running.

Well-Adjusted (400 CP, discount Drop In)- Considering the world you've found yourself in, this might be more useful than it first appears; you're mentally and emotionally well-adjusted, and quickly recover from things that damage your mental and emotional state once all is said and done.

Weirdness Filter (400 CP, discount Drop In)- For some reason, hostile supernatural beings tend to avoid your general area. They won't stay away if they have a goal in mind, especially if it involves you specifically, but otherwise your chances of randomly encountering those things are greatly reduced.

Military Man (400 CP, discount Documenter)- You're not the type of person to show throat when something scary shows up; you'll go down fighting, if you go down at all. You have experience with firearms, enough to fire most modern weapons accurately, and you also have knowledge of unarmed combat and basic strategy.

Survivalist (400 CP, discount Documenter)- Sometimes you get stranded in the wilderness, sometimes you get dragged out there, sometimes the best thing you can do when shit goes down is get the hell out of dodge. You have great knowledge of survival; if a person can live in an environment, you can thrive there. This includes knowledge of hunting, finding or creating shelter, and the ability to improvise with what you have on hand.

Compiler of Rituals (400 CP, discount Cultist)- Your studies of the occult has given you enough knowledge to fill a book dedicated to your craft. You know a large amount of rituals to do a variety of things, from speaking with the deceased to beckoning or rebuking demons, and more. These rituals tend to be time consuming, and must be done carefully to avoid potential disaster.

Mind in the Machine (400 CP, discount Cultist)- Folklore is filled with stories of spirits, but it's only in recent years where they seem to haunt more technological homes. You know a few methods of binding spirits to technological devices to create things like haunted video games or video tapes. These spirits, in addition to the abilities you might expect from their kind, will also have a large amount of control over the contents of their home, altering footage or programming to sow terror.

Expired Pasta (600 CP, discount Drop In)- Smiling dogs? Yawn. Slender men? Pass. These things that you've been encountering lately just don't phase you anymore. Why should they; it's not anything you haven't seen before, right? In fact, you're pretty much immune to the mental harm that these things can do. You can stare into the face of madness and listen to the song that ends the world with a smile on your face. Basically, you can't be driven crazy or killed by esoteric things that mess with your head- memory alteration, brainwashing, even memetic agents- have no effect on you. Regular PTSD from being chased through the woods is still a possibility, on the other hand.

Outsider Information (600 CP, discount Drop In)- Some of these things target or hunt based on knowledge of their existence- tracking down individuals that have seen them before, or even those who have merely heard of them. Unfortunately, as someone with a lot of outside knowledge, this can bite you in the ass in more ways than one. Not anymore, though; now the only way your knowledge can hurt you directly is if you act on it poorly. This means beings like the Slenderman won't immediately start to hunt you due to your knowledge of their existence.

Don't Go Down Without A Fight (600 CP, discount Documenter)- Even when you're hopelessly outclassed in every way, that's no reason to go down without a fight. Your attacks can cause pain in anything; robots, primordial ooze, even beings where the concept of pain has been removed from their being. If you can land a solid hit, you can make it feel it, even if your blows are too weak to do any real damage. And if you do damage to those? Then it would be much more damaging than you would expect, which will amplify the pain they feel tenfold.

The Last Page (600 CP, discount Documenter)- This story needs to be told. And now, with a ton of luck, tenacity, and just a smidgeon of what could be called plot armor, you'll be the one to tell it. You tend to survive things that would kill other people by sheer luck; moving at just the right time to avoid being decapitated, surviving a plane crash by chance, and maybe even surviving being stabbed or shot due to it not hitting a vital area. Of course, if you rely on this too often you're bound to end up making a mistake or getting into a situation where no amount of luck or planning will save you, and even if you do survive it might not be unscathed. This works the best in matters directly related to your survival; you won't win the lottery just because you have this.

Unsecure. Uncontained. Unprotected. (600 CP, discount Cultist)- So many creatures lurking in the shadows; far grander than any one mortal creature, yet limited by the sheer numbers of humanity. Why not tip the scales? Through some blasphemous combinations of surgery, arcane ritual, and fouler deeds you've learned to create your own monsters. While their abilities won't outstrip any of the major entities found here, or even most of the greater ones, their powers still put them far above humanity.

Non-Euclidean Mind (600 CP, discount Cultist)- Unique insight into the nature of reality has given you the somewhat troubling ability to bend space, or at least build structures that bend space. You can build things like buildings that are much bigger on the inside than their exterior would suggest, tunnels and halls that cross continents, even a series of connected spaces that randomly move you between them whenever you enter a door. The limiting factor is that you'd need to

spend the same amount of resources as constructing the actual structure would be, although thankfully you won't need to spend as much time; a bigger on the inside house would use the amount of materials that the bigger insides suggest, for example. In addition, your twisted mind helps protect from mind reading, as your mind is as labyrinthine as your creations.

Membership (200 CP)- You've been recruited into an organization that deals with Cryptids; in addition to the +500 CP you've been given to spend on options exclusive to the "Organization" section, the strength of any 400 CP perks you've purchased from this section have been increased in power due to organization training and on the job experience; their additional effects can be found below. You'll start out as a low-level agent, but post-Jump you'll be put in charge of the organization, which will follow you on your adventures. Cryptids and Companions can purchase this, but do not gain access to the Organization section or a stipend, and will not have an organization follow them on their journeys.

+Well-Adjusted- Rather than merely healing from trauma, you grow from it; by overcoming adversity and healing from your mental and emotional wounds, you will improve your mental state to a similar degree as it was damaged originally.

+Weirdness Filter- Your weirdness filter becomes stronger, deadening the supernatural senses of nearby hostile beings to help you avoid detection.

+Military Man- Your skill and knowledge with firearms, unarmed combat, and tactics has increased to near preternatural levels. There's a good chance that with the right preparations and equipment that you could go toe to toe with most corporeal threats you face.

+Survivalist- You can find a way to survive in environments that would normally be inhospitable, or even outright hostile to humans, for at least a few days so long as exposure wouldn't quickly result in your death, such as in a vacuum. You also seem to have a great deal of luck during this time, evading hunters and finding sources of food, water, and shelter in places where they shouldn't normally be found.

+Compiler of Rituals- Your knowledge of rituals and their quality have increased greatly; though it may take years to get everything just right, eventually you might rouse gods from their slumber, or help lull them to sleep.

+Mind in the Machine- Rather than haunting just one machine, you can "spread" a spirit over a group of machines. This allows you to do things like creating haunted radio stations, TV stations, or even websites.

Cryptid Perks

All Cryptids can pick three 100 CP Perks for free, and also get a discount on three of the 200 CP perks and three of the 400 CP perks. For the duration of this Jump, perks such as Sanity Damage and Image Distortion are always on; afterwards, they are toggleable. The following perks are exclusive to the Cryptid background.

Monstrous Body (Free Cryptid)- You possess a monstrous alt-form of your design, so long as it doesn't posses any traits that you could buy below (with the exception of body parts such as claws; they just won't be useful/strong as if you had bought them). Total size can be anywhere from a mouse to an African elephant.

All Smiles (100 CP)- You have incredibly unnerving body language and facial expressions, capable of intimidating most with the slightest gesture. It also makes you much harder to read, as others have a hard time deciphering your posture and the look on your face thanks to how unnatural it is.

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.

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 an iota of pain.

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.

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.

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

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.

Hyper-realistic (100 CP)- Every detail of your body is immediately visible and pronounced, giving it an appearance that's almost more real than real.

Image Distortion (100 CP)- For some reason, attempts to recreate your image or voice fail; video cameras glitch out, cameras take black photos when you 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 out as random scribbles.

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.

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.

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.

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

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.

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.

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

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 the walls groan as you pass, or making a light fog roll in.

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

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.

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.

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 commited 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 commited a murder is possible, but not the time, place, reason or who their victim was).

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.

Elemental (200 CP)- You have the ability to produce form 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 to blind or even burn, or can be dulled or muted to conceal.)

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.

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

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.

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.

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.

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.

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.

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.

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.

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.

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.

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 up to 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.

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.

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.

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.

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

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

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 avatars also happen 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 disorientated as your perspective

snaps back to your actual body. Your avatars must exist in the same dimension that you do.

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.

Blighted (400 CP)- Your body is practically a haven for disease, owing in 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.

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.

ESP (400 CP)- You have psychic powers; you can manipulate objects and people with telekinesis, sense the mental presence of others, passively scan the 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.

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-Spark 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.

Fate Worse Than Death (400 CP)- You can inflict a torturous fate on 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.

Genius Loci (400 CP)- You can haunt structures (so long as it's in one piece, and not ridiculously big; you won't be able to haunt your moon sized battle station) 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.

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. They can't be turned off or unplugged while you're inside, and if their physical storage is 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 you went in. Finally, should these things have some sort of interface with people- say, a 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.

Inhuman Durability (400 CP)- You just won't stay down. You could survive being ran 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) or repercussions due to that.

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 the, their luck will 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 it's bad fortune to those who inhabit or enter it. Eventually, unless you lift the curse or 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.

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.

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.

Pocket Realm (400 CP)- You have some sort of extradimensional space that follows you; while you can't store things inside or bring things out of it, it's suited to your needs, ever evolving, and as big as you need it to be. You cannot create sentient life (plants and the like are fine). You can open portals to this space as well, letting you bring others inside; while others are inside, the pocket dimension will be still as it waits for them to leave. Time inside this space passes much quicker than on the outside; what amounts to a month inside might only be a day in the actual world. Others might be able to access your pocket realm, if they have the ability to traverse other dimensions.

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.

Rotter (400 CP)- You have an aura around you that spreads and speeds up rot and 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 of the bone if they don't have significant durability or otherwise have protections against rot.

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 hardier minds or strong wills.

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.

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.

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, stand right 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.

Organization

This section is exclusive to "humans" (Drop Ins, Documenters, and Cultists) who have purchased the "Membership" perk. As mentioned in the text for that perk, they also receive an additional +500 CP to spend in this section only. Three of the 100 CP options in this section are free for the origin they are discounted for.

Headquarters (Free with Membership)- The organization has an HQ in the country of your choice; the building is large, with most of the structure being housed below ground. It is capable of housing around a hundred people comfortably, which also happens to be the number of people who are working at the organization so far; around half of them are agents/cultists/whatever they call themselves, with the remainder being support staff (technicians, doctors, researchers, janitors, etc.) and whatever form of management- if any- it has. Other than the base amount of equipment and furnishings required to function, the building is barren, and the organization's influence is limited.

Special Asset (Free with Membership)- The organization has decided to make a few exceptions in your case, for your stay here. For one, you may choose what training you receive; two, anything that applies to their members that would have an undesirable effect on you will be skipped (for example, Fanatical or Greater Good's effects); finally, you will have some say in what you do, within reason.

"Security" Training (100 CP, discount Drop In)- The agents of the organization are trained in military tactics, with a focus on strategy in addition to firearms training and hand-to-hand combat. They will be better at taking quick and calm action in dangerous situations, and at clearing locations of hostiles. Your HQ has teachers dedicated to teaching this type of tactics, as well as a few rooms that are suited towards teaching these tactics, and you will gain a good amount of modern firearms.

"Containment" Training (100 CP, discount Documenter)- Like the Security Training, Containment Training will give your agents training in military training; however the focus of this training will be on non-lethal tactics. Agents will be better at setting up traps and situations where their enemies can be incapacitated, using non-lethal weaponry, and in guarding locations or targets. Your

HQ has trainers and rooms similar to the ones you'd get from Strike Training, as well as non-lethal weaponry such as shock-batons, Tasers, and tear gas.

"Protection" Training (100 CP, discount Cultist)- Rather than military training, this will give members of your organization the knowledge of how to redirect attention (for example, away from your HQ or an area of interest), in quickly setting up defenses and operation areas, and negotiation with a bent towards making contact with supernatural beings. Your HQ has trainers and rooms to facilitate training, as well as military-grade support equipment.

"Spy Training" (100 CP, discount Drop In)- Your agents are trained in espionage; infiltration, stealth, assassinations, blackmailing and seduction. Your HQ has trainers and rooms to help with training, as well as a variety of things useful for spy work- concealable weapons, poisons, etc.

"Commuter" Training (100 CP, discount Documenter)- Your agents are trained in exploring new places such as different dimensions, alien planets, etc. They are knowledgeable about the skills of survival and in surviving long expeditions, as well as in taking samples of different materials and documenting their experiences. Your HQ has trainers and rooms to help with training, as well as large stockpiles of food and survival equipment.

"Priest" Training (100 CP, discount Cultist)- Some or all of your agents are also religious in some way; they might all belong to one religion, or are drawn from multiple ones. A few will also be officially ordained priests, Imams, etc. They'll all be willing to work together despite their differences in faith. This will help your organization deal with more religion based/spiritual beings through the use of religious rituals. Your HQ has rooms for religious services, and is considered a church.

Test Subjects (100 CP, discount Drop In)- The organization is good at "acquiring" "volunteers", "through a variety of means", and at getting these "volunteers" to cooperate with its "requests". The organization is also good "at taking care of" their affairs, wrapping up loose ends in the event of "accidents", and in making sure they won't be "missed".

Recruitment Drive (100 CP, discount Documenter)- The organization is good at identifying, screening, and recruiting people who can be an asset to them.

Religious Order (100 CP, discount Cultist)- The organization is partially based on or is a religious order, giving members of the organization a better sense of unity with each other while also instilling a greater feeling of purpose and a stricter adherence to the organization's rules.

Informants (100 CP, discount Drop In)- The organization has a large number of people in a variety of places and stations in your country of operation who- through blackmail or loyalty to your cause- pass valuable information on to your group. These individuals tend to be of little importance in the scheme of things, but there are a large number of them.

Ethics Department (100 CP, discount Documenter)- No, this isn't a joke. Essentially, the job of the ethics department is to analyze the overall morality of the organization and to come up with possible alternatives to the more morally ambiguous actions it has to take, as well as making sure that the organization's employees are cared for.

Archivists (100 CP, discount Cultist)- The organization has a group of people dedicated to recording and storing information in a variety of ways, including digitally, on paper, in writing, in picture form, etc. and making sure it's kept up to date and censored.

Safehouses (100 CP, discount Drop In)- Your organization has numerous, small, hidden/nondescript and maintained hideaways all over the world where your agents can rest, replenish their supplies, and plan operations.

Security System (100 CP, discount Documenter)- Your HQ is equipped with an advanced security system, including security cameras, motion detectors, pressure sensors in the floor, keycards, retinal scanners, etc. All members of your organization are trained to recognize signs of security breaches, what to do in case of emergencies, etc.

[REDACTED] (100 CP, discount Cultist)- Your organization is skilled at keeping information on a need to know basis, where everyone has just enough information to do their jobs without the possibility of giving away additional secrets if they talk. In addition, it is skilled at recovering redacted/sanitized information from documents, and at keeping their own documents secure.

Shell Companies and Products (200 CP, discount Drop In)- The organization gets revenue from a number of shell companies it has set up; these companies are small, so as to avoid detection, and only sell mundane, domestic products, but they make enough money to fund the organization's operations so far.

Governmental Oversight (200 CP, discount Documenter)- The organization is an officially recognized part of whichever country it's main HQ is in. In addition to the additional resources now at your disposal, the organization is now able to operate "openly" without fear of government reprisal. This does mean that it needs to have results to keep itself funded, however otherwise the government is willing to let it operate however it sees fit, within reason.

Recognized Religion (200 CP, discount Cultist)- Your organization is an officially recognized religion. This means that, in addition to being somewhat in the public eye, it tends to get converts- while not all of them will be right for the organization, there are bound to be a few. This is also in addition to all the other benefits that religions get, such as tax cuts.

In the Shadows (200 CP, discount Drop In)- The organization is especially good at keeping its operations clandestine and out of the public eye, keeping almost anything it doesn't want people to know, from being known.

Greater Good (200 CP, discount Documenter)- The members of the organization believe that they they are doing the right thing. This provides them with a moderate boost of willpower, as well as more willingness to follow orders that would normally conflict with their moral code.

Fanatical (200 CP, discount Cultist)- Once members of the organization are fully indoctrinated, they will be willing to do anything and everything in their power for the organization.

Lab (200 CP, discount Drop In)- The organization's HQ has a large science wing stuffed with state-of-the-art science related equipment, as well as large stockpiles of materials, chemicals, etc. Its scientists also tend to be better educated and better at researching and studying.

Armory (200 CP, discount Documenter)- The organization's HQ has large, varied collection of weapons and armors, including attachments/modifications and special types of ammunition for killing large, varied amounts of things. Its agents are also better trained in their use.

Library (200 CP, discount Cultist)- The organization's HQ has a well-organized library with a large amount of books and documents relating to the supernatural; anything from eyewitness testimonies, detailed manuscripts about the more common supernatural creatures/phenomenon, books on the occult, and more.

Media Center (200 CP, discount Drop In)- The organization has some sort of media company allowing it to spread (mis)information to the public, such as a website, radio station, or a news channel. It is generally regarded as reliable.

Doomsday Bunker (200 CP, discount Documenter)- The lower parts of the organization's HQ have been reinforced to the best of the organization's ability; in addition to making it harder to break out of, it is much more resistant to attack, being able to resist most explosives including nuclear weapons. There is also a a supply of canned food and other long lasting preserves to feed all members of staff on site for ten years, and then some.

Ritual Chamber (200 CP, discount Cultist)- The organization's HQ is built around a peculiar room that, for some reason, increases the effectiveness of rituals performed in and around it; the effect is most notable inside the chamber, but can still be seen to a lesser degree elsewhere in the building.

Specialized Containment Protocols (200 CP, discount Drop In)- The organization is well suited towards devising unique containment procedures for the items and specimens in its care; accounting for, working around, and even finding ways to suppress their supernatural abilities to prevent their escape or otherwise breaching containment. Any objects or specimens in the organization's care already have chambers built.

Breach Contingencies (200 CP, discount Documenter)- The organization's HQ is equipped with a number of extra defensive measures, such as automated turrets, blast doors, drones, and electrified barriers capable of incapacitating or lethal shocks, and more. In addition, there are a number of these things in storage, and the construction of additional units is relatively cheap/easy.

Testing Chambers (200 CP, discount Cultist)- The organization is capable of building and repairing highly damage resistant testing chambers relatively cheaply and quickly. These chambers utilize steel-reinforced concrete and materials like graphene to provide environments that help minimize potential damage when experimentation or testing goes wrong, and can potentially be used to contain specimens in a pinch. The HQ also has a number of these already built.

Global Conspiracy (400 CP, discount Drop In)- The organization has a base on every continent; giving it a large increase in resources and personnel, but also in responsibilities. These bases have some, but not all of the features of the HQ; things like technology and personnel can obviously be carted between the HQ and the other bases, but things like the wards from the Warded Base and the hiding effect from the Hidden Base can't be replicated.

Uphold Order (400 CP, discount Documenter)- The organization is truly skilled at doing one thing; maintaining the status quo. One way or another, unless the event or leak is truly earth shattering or big, it can find a way to keep nearly everyone else in the world ignorant of the supernatural phenomenon around them, so long as it isn't already a part of daily life or common knowledge.

Shatter the Mask (400 CP, discount Cultist)- The organization, so embroiled in the occult and supernatural as it is, can accurately predict the effects that knowledge of the supernatural would have on the public, as well as the effects of actually making supernatural things common place; if need be, it also knows how to alter these results over time, so long as they can be changed.

Mind-Altering Chemicals (400 CP, discount Drop In)- The organization has access to/can synthesize a variety of drugs that alter the mind; from putting people in a more suggestible or docile state to inducing amnesia of varying severity.

Stellar Travel (400 CP, discount Documenter)- The organization has the capability to send spacecraft, manned or unmanned, into orbit or to other planets relatively cheaply; although they are usually limited to locations within the solar system barring any special preparations, they can travel fast enough to get to their destination in half the time of a normal vessel.

Treaties (400 CP, discount Cultist)- The organization has multiple treaties with what can best be described as "supernatural communities"; anything from cults, to other races, to individuals. These treaties ensure that these communities do not take aggressive action against the organization or the places under its protection, so long as the organization doesn't interfere in the same way, and additionally allows for the possibility of cooperation with them.

Cloning Bay (400 CP, discount Drop In)- The organization has cloning technology; this technology allows them to age their clones to any age and allows them to "program" their clones with knowledge, skills, and personality traits including loyalty.

R&D (400 CP, discount Documenter)- The organization has recruited some of the world's top minds to work for it. In addition to the vast amounts of brainpower this lends to the organization's think tank, their connections to other scientific and scholarly places will make recruiting other scientists, gathering materials, and keeping up to date on scientific advances much easier.

Pet Guards (400 CP, discount Cultist)- The organization has, somehow, created some sort of creature that is capable of taking orders; although they aren't sapient, they are nevertheless capable of taking and following complex orders. They are also much stronger, faster, and more durable than any human, and can additionally have other bodily traits, although only those that nature would allow.

Cryptid Squad (400 CP, discount Drop In)- The organization already has some cryptids locked away; more importantly, some of them are affable enough for the organization to use, either for their unique abilities or their willingness to fight for its cause.

Technology Cache (400 CP, discount Documenter)- The organization already has a few technological oddities locked away; more importantly, a few of them are understood enough to be used somewhat safely. Although they don't tend to have as odd effects as artifacts, they're more reliable and- potentially, with time and study- they can be reverse engineered.

Artifact Storage (400 CP, discount Cultist)- The organization already has a few artifacts in storage; more importantly, a few of them are understood enough to be used somewhat reliably. Their effects tend to be greater- or at least weirder- than their technological counterparts, but they also tend to be more finicky and potentially dangerous.

Hidden Base (400 CP, discount Drop In)- The organization's HQ, for some reason, is all but undetectable; either through some sort of advanced technology, supernatural or otherwise anomalous effect. The organization also has a way of selectively counteracting it, so that the people who need to find it can.

Advanced Base (400 CP, discount Documenter)- The technology found in the organization's HQ is much more advanced than normal; already advanced technologies stay the same, but everything else is brought up to around or just below their level. Turrets fire lasers, blast doors become force fields, computers become much more powerful, etc. Even things like weapons become more advanced, but for the most part this is limited to things built into the HQ.

Warded Base (400 CP, discount Cultist)- The organization's HQ is warded against supernatural threats, protecting against most low level supernatural beings and some stronger ones. This is represented as a sort of invisible barrier that weakens and nauseates supernatural beings, worsening as they get closer to the HQ. The organization also has a way of selectively negating this, allowing them to bring or allow certain supernatural beings from passing in and out of the field.

Items

Pasta Recipes (50 CP, free Drop In)- A book bound in human skin with seemingly infinite pages dedicated to the art of making pasta. Includes normal recipes, as well as ones for any other strange ingredients that you might have. Once a day a large amount of pasta (enough for you and each of your Companions) will appear in your Warehouse, randomly chosen from one of the recipes in the book.

Journal (50 CP, free Documenter)- A curious journal with what appears to be endless pages. When kept on your person it records everything that you do or see, as if you were writing in it yourself.

Cult Documents (50 CP, free Cultist)- A large amount of documents and texts, regarding the histories of several powerful cults, as well as a random assortment of rituals and information regarding the supernatural creatures of this world. Unfortunately, a lot of them are inaccurate or outdated, or even outright false, but there are a few useful, genuine articles as well. You get similar texts whenever you enter a new world, with varying degrees of usefulness.

Creepypastas (50 CP, free Cryptid)- A large collection of creepy stories, seemingly adapted from your adventures. Oddly enough, while the first few are usually from the prospective of you or a companion, the narrators of the later ones seem to be seemingly unrelated, with you and yours only appearing later on in their narrative. How curious.

Money (50 CP)- A few fat stacks of cash, totaling around $100,000.

Gun (50 CP)- An existing gun of your choice; can be anything, so long as it can be wielded by a normal person. More liable to piss off anything here that you'd want to use it on, but it comes with a replenishing supply of ammunition in the Warehouse.

Vehicle (50 CP)- You have any existing, non-military land vehicle of your choice; while it's nothing special, if it's destroyed than it will be repaired within a few days.

Phone (100 CP, discount Drop In)- This phone can be used to call the spirits of the departed; you need only dial the phone number that they had in life. Works more on intent than anything, so it'll still work if their number was disconnected or something.

Found Footage (100 CP, discount Documenter)- Seems you're not the only person who had the instinct to pick up a camera or pen when things went wrong; from now on, you find a lot more notes, videos, and pictures just lying around. They're usually relevant to whatever reason you're there for, and are useful for information purposes.

Mask (100 CP, discount Cultist)- This face concealing mask is useful for hiding your identity; not only is it great at concealing your facial features, but it also distorts your voice, and is intimidating as well.

Eldritch Suit (100 CP, discount Cryptid)- A dapper black suit that just seems to scream: I am a normal human! You can somehow fit into it, no matter how big you are, and it helps you blend in better. It can only do so much though, so expect to cause some panic if you go out wearing it while you're a hundred feet tall. Alternatively, your suit can invoke dread and fear in those who see you wearing it.

Cabin (200 CP, discount Drop In)- You've got a remotely located cabin, probably somewhere in or around a forested area. It's remote, which is both good and bad, as you'll have privacy but are also at risk of being eaten by bears. It is a bit of a fixer upper, but it's also surprisingly comfy; with a bit of work, you could turn it into a real beauty. Follows you around, and retains modifications.

Suburban Home (200 CP, discount Documenter)- You have a house in the suburbs; beautiful neighborhood, green lawns, white picket fences, the works. Nice neighbors, too. It's got pretty much everything you'd expect, but might have a few things that surprise you… like a walk-in closet, or an extra bathroom or something. Follows you around, and retains modifications.

Abandoned Building (200 CP, discount Cultist)- You've got a derelict building that, strangely enough, seems to get passed over when it comes time to pay the taxes or answer to Johnny Law in general. It's spacious, and it can fit in just about anywhere. Follows you around, and retains modifications.

Lair (200 CP, discount Cryptid)- You have a lair somewhere, probably in the wilderness or in some remote area in a city. It's an excellent hideout, all things considered, and is spacious enough for your needs. Follows you around, and retains modifications.

Trumpet (300 CP, discount Drop In)- A brass trumpet of exquisite make; when played near a graveyard (or any location with a lot of dead guys), skeletons will rise up out of their coffins to dance at the whims of the trumpeter (or do whatever he wants, basically). Useful if you need an army of skeletons to work to the bone.

Video Camera (300 CP, discount Documenter)- A highly advanced video camera with an unusual property; when used to record video, it shows things how they really are; piercing illusions and other ways that one might try and hide something. With some study, you might be able to replicate this unusual feature in other things.

Polybius (300 CP, discount Cultist)- An old arcade machine; supposedly, it includes some sort of subliminal programming capable of altering the human mind. Actually, it definitely does. Perhaps you could crack it open, see if you can alter or recreate it somehow?

Experimentation Logs (300 CP, discount Cryptid)- These are copies of the logs and scientific documents relating to some sort of experiment that Russia did, involving extreme sleep deprivation among other inhumanities. Apparently, it provided some insight into the human condition… perhaps it could be repeated, to see if other answers might be found deep in the unconscious human mind?

Companions

Companion Import/Creation (Variable)- You can import or create any number of companions for 50 CP a pair, granting them any background. They get double the amount of CP you spent on this, up to a maximum of 400 CP for each companion. Alternatively, you can import or create one companion for 100 CP, granting them 400 CP to spend.

Slenderbro (100 CP, discount Drop In)- This tall, faceless being, while somewhat scary to look at, is actually a really friendly person once you get to know them. They're always willing to lend a helping hand whenever you need it, and they happen to enjoy a lot of the same things that you do. They like wearing dapper suits, and do NOT eat children.

Shadow Person (100 CP, discount Drop In)- This ghost-like, shadowy being follows your commands. Although it can't interact with the physical world, it's nearly unmatched as a spy- capable of traveling between and disappearing into shadows in an instant, reporting its findings to you in whispers.

The Russian (200 CP, discount Drop In)- An implacable Russian with great experience in the supernatural. In addition to their experiences living and surviving in the harsh lands of their homeland, they also have 600 CP to spend on things that are discounted for Drop Ins, which they have discounts for. Absolutely fearless in the face of the supernatural, but has an (irrational?) fear of the KGB.

Obvious Skinwalker (200 CP, discount Drop In)- A friendly person of apparent Native American descent, they harbor a dark secret- they are actually a Skinwalker, someone with the ability to take on the appearance of animal (usually a coyote or wolf) and people. Unlike most others of their kind, they aren't malicious- though some of their trickster nature remains.

Childish Spirit (300 CP, discount Drop In)- You seem to have attracted the attention of a poltergeist or some other related entity. Fortunately, this one seems much nicer than others of it's kind, despite a somewhat morbid sense of humor, and just wants you to play with it from time to time. It's capable of possessing video games to help with this, altering the programming of the game to allow it to interact with you and the gameworld- essentially making any game two player. It might be able to possess and use other machines, if you taught it how they worked. If you'd prefer, you can have a less affable spirit- one that, while still loyal to you, possesses a more malevolent disposition.

The House (300 CP, discount Drop In)- A strange house, apparently home to some sort of intelligence in addition to its otherworldly abilities. The rooms inside seem to shift, and often you'll find doors leading to new rooms where there were once none, even when their shouldn't be space for them. Thankfully, it seems to have your interests in mind, and in addition to creating rooms to your tastes it will confound, trap, and possibly even kill intruders if that's what you want. It bleeds if the walls are damaged, but is damn near indestructible- repairing damage soon after it takes it, if something manages to "hurt" it at all. If you'd prefer, another structure you own can be imported to inherit these properties for free, so long as it's no bigger than an average suburban home.

Dog (100 CP, discount Documenter)- A brave, loyal, and surprisingly intelligent dog of a breed of your choice, with the peculiar ability to sense monsters.

Mystery Solving Teenagers (100 CP, discount Documenter)- A group of teenagers and their dog will follow you around in their van. Strangely, they have the unusual luck and fortitude to survive supernatural happenings pretty much unscathed- though they may find themselves in over their heads on occasion- despite being mostly useless in a fight.

Friend (200 CP, discount Documenter)- A good friend of yours who you've either known for a long time, or who you've met recently and really hit it off with. Like you, they will be drawn into the events of the near future; luckily for them, they have 600 CP to spend on Documenter discounted things, which are discounted for him.

Government Agents (200 CP, discount Documenter)- Two black suited individuals have started following you- perhaps in response to the supernatural phenomena happening around you. In any case, they're acting as your bodyguards now, and in addition to their fighting skill one of them is knowledgeable on matters of the occult, while the other is an expert on matters of science. May or may not be in a romantic relationship with each other.

Old Person (300 CP, discount Documenter)- A somewhat cantankerous old person, probably one of your neighbors or possibly a grandparent, has taken a shine to you. They have a wide and, to be frank, implausible variety of skills, as well as a few undiagnosed mental disorders which are self-medicated with extreme prejudice. They unfortunately don't have the best taste in fashion, and may not have a first name. They have a deep seated hatred of cultists for some reason.

Slayer (300 CP, discount Documenter)- A monster hunter of renown to those in the know about the supernatural; though their origins are unknown they have almost inhuman skill at fighting supernatural beings, which has been attributed to anything from prophecy to being the spawn of a demon. In addition to their fighting ability, they have great knowledge of the supernatural, as well as a large stockpile of custom weapons and ammunition.

Cult (100 CP, discount Cultist)- A smallish cult, numbering no more than ten. What they lack in numbers they make up for in willingness to do whatever you want them to. Powers and perks are split evenly among them, unless you decide to play favorites.

Tulpa (100 CP, discount Cultist)- Some believe that the collective, aligned wills and thoughts of humans can alter reality. This being adds credence to that theory, as their appearance and personality is based off a popular internet meme. They seem to get a little bit stronger and tougher the more popular their meme is.

Cultist San (200 CP, discount Cultist)- A charismatic, attractive, and polite Japanese person who is secretly the head of one of the local cults. Their charm is matched only by their perfect hygiene, unmarked skin, and formal speaking etiquette. They can help you run things, and they also have 600 CP to spend on Cultist discounted things, which they have discounts for.

Demon (200 CP, discount Cultist)- Surprisingly, after trying a ritual in a "How do I get a Succubus GF?" thread you managed to meet this beauty. Red skin, horns, wings, claws, a tail and the ability to change their appearance and drain the vitality of mortals (in more than one way) will surely make this devil an excellent Companion, or "companion".

Actual Cannibal (300 CP, discount Cultist)- You've somehow managed to gain the loyalty of a particuarily powerful cult leader, who just so happens to be a famous Holywood star or starlet. Not only are they at the head of their own cult, but they've also gone under extensive body modification, making them freakishly strong and capable of sprinting on all fours (they're gaining on you!). They crave human flesh and Oscars.

Blackbird (300 CP, discount Cultist)- Thought of as a herald of destruction to those who've seen the damage it leaves in its wake, this being has yet to actually lay a hand on anyone. Its appearance is disputed, with some believing it to appear as some sort of raven-like humanoid while others claim it looks similar to the Mothman; either way it has the ability to sow destruction and misfortune through bad luck. Its talents are now at your command.

Smiledog (100 CP, discount Cryptid)- A dog with a disturbingly human face and a large smile, it's capable of tracking its prey for miles and is strong enough to be on equal footing with a bear.

Dark God (100 CP, discount Cryptid)- A being of seemingly omnipotent power… over the internet. They mostly use it to shitpost and make spooky edits of things, but you can probably convince them to use their powers for something else. It's capable of taking on a black, amorphous form in the real world.

Proxy (200 CP, discount Cryptid)- A loyal human dedicated to your cause; due to spending a large amount of time around you they've begun to mutate, manifesting monsterous traits of their own. They have 600 CP to spend on Cryptid options and get the same discounts (but not freebies) as others on Cryptid Perks.

Smiling Murderer (200 CP, discount Cryptid)- A grinning murderer wielding a butcher's knife, rumored to have committed many murders throughout history.They stalk their prey unerringly before slicing into them with inhuman strength. Their favorite targets are those who have learned about them, though for you they're willing to stay their hand. Has some method of knowing things about people, which they use to select their targets.

Pet Rake (300 CP, discount Cryptid)- This emaciated, pale, humanoid creature showed up one day, and despite its horrifying appearance it seems to be friendly towards you. Displays animalistic cunning and intelligence somewhere between that of a dog and that of a human, and happily follows your orders- especially so if it gets to spill blood. It possesses talons and strength capable of ripping through car doors and flesh with ease, as well as incredible speed, and durability. And it's housebroken! Has a distressing habit of sitting at the edge of your bed while you're sleeping, but you might be able to get it to stop.

Slender Man (300 CP, discount Cryptid)- The Slender Man is a tall, white faced being of unknown origin. They are capable of projecting black tentacles from their body, teleportation, distorting video recordings and preventing others from seeing him. They know when others know about their existence, and usually stalk those who do; their greatest powers are over the mind, however, as they are capable of controlling or brainwashing the minds of others. They also have superhuman strength.

Drawbacks (+600 CP Limit)

DANK (+0 CP)- That's odd. Things seem to be a lot stranger, even for this world; it's almost as if the quality of this world's writing has gone down. Not only that, but things seem much more nonsensical now; a few days in Slenderman showed up, asking for twenty dollars, and a few hours later he was just hanging out right in the middle of a club, and not one person noticed or cared. And don't even get me started on the skeletons; they're just popping out all over the place!

Original Recipe (+0 CP)- It's not as if Creepypastas were the first stories meant to cause fright; people have always been telling tales about what goes bump in the night. Now you'll have to worry about the creatures caught between ancient myth and modern Creepypastas as well; things like the Mothman or the Jersey Devil, for instance, as well as other cryptozoological creatures. Basically, any legend or horror story that is said to have taken place in the past 600-700 years is fair game, in addition to the more modern stuff.

CUTE (+0 CP)- The monsters are now CUTE. They're still themselves at the core; only their outward appearance has changed. Can apply to you and any companions as well, if you wish and took the Cryptid background.

Monster (+0 CP, Mandatory Cryptid)- Your inhuman nature is apparent at all times, even if you have ways of hiding it. Your best disguises, including shapeshifting, might be able to fool a person for a couple of hours; but the longer they look at you and speak with you, the more they'll realize that you're something unnatural. Animals, and certain people, might just pick up on this right away despite your best attempts, and animals will desperately try and run away from you whenever you're near them. Thankfully, this doesn't apply to companions or any pets that you have.

HYPER_REALISTIC_BLOOD.EXE (+100 CP)- Well, that's annoying. Seems a horde of poltergeists have infested every single piece of media that you own. Every video game has some wannabe ghost trying to creep you out with super realistic death scenes and gratuitous amounts of gore, every movie or TV show invariably features the disturbing death or suicide of a character, and even your books will start change their writing around to mess with you, or start leaking blood and flying off the shelves. Thankfully they're content to just mess with you and aren't trying to cause your death, but be prepared for the same song and dance whenever you try and relax.

Weirdness Magnet (+100 CP)- Remember when I said you'd probably only have to deal with one weird thing if you didn't go looking for trouble? Well, now the trouble's looking for you. Hope you like angry ghosts, demons, monsters and other weird stuff because there's going to be a whole lot of that dropping in on you soon.

Jumpscares (+100 CP)- There's a lot of spooky stuff happening around here. And somehow, it keeps scaring you, even if you know it's coming. Even when there's nothing creepy going on, you'll inevitably get scared by a cat or something while walking around.

The Jumper Stabbings (+100 CP)- Somehow, a large group of people have learned about your otherworldly nature. Fortunately, this has yet to catch on in any real capacity. No, instead these people have started to try and catch your attention in the hopes that you will take them with you on your journey. Most commonly, perhaps due to the nature of this world, the prevailing theory is that this is to be done through a variety of macabre acts. If you aren't a Cryptid, you can expect anything from a bad reputation to being stalked by hordes of obsessed fans, while Cryptids will have to deal with increased attention, both from their fans and possibly from the media.

Abandoned By Jumpchan (+200 CP)- You no longer start in a location of your choice; instead, you start out in some sort of abandoned theme park located in a remote location. Looking at the attractions and the stores makes it painfully obvious that this park is based off of your past adventures, what with all of the merchandise bearing caricatures of you and any companions and the attractions blarring cutesy songs based off of you and your actions. What's even more painfully obvious is that you're alone, have none of your gear other than what you bought here, your abilities are greatly reduced in power- around 1/100 as strong as they would normally be- and that you can't leave the park through any means still available, nor do you have your Warehouse's key/the ability to open its portal. If you want to escape, you'll have to explore each section of the park, solving puzzles and mysteries while facing down haunting facsimiles of familiar faces; the ghosts of those you've killed, enemies from your past, even deranged mascots wearing the heads of your friends. And don't get me started on the animatronics! Luckily, while you're trying to escape nothing can get into, so you won't need to fend off any other hostile drawbacks while you're here, and once you're able to leave the park your powers and Warehouse will return to you. If you take this Jump as your first Jump, you'll end up in an abandoned Disney park instead. If you've taken ten or more Jumps before this one, and decide to stick around in the park for a while to fix it up and solve its problems, it will follow you around, growing bigger as your adventures continue.

Tragic Backstory (+200 CP)- You've gotta whole lot of bad memories that will influence how you act, probably related to whatever mess you're in now. Maybe you saw a friend get brutally murdered, or have traumatic memories of being attacked by some creature? Drop Ins, on the other hand, are lucky enough to have something tragic/scarring happen soon after they arrive.

Men in Black (+200 CP)- You're on the watch lists for pretty much every government in the world; needless to say, things are going to be very difficult for you, and you'll have to tread lightly. If you're a Cryptid, the government is actively hunting you, with surprising skill and ingenuity.

Always Watches, No Eyes (+200 CP)- Some… thing… has started watching you. Following you wherever you go you are unable to escape its gaze, and while non-hostile its stare seems to fill you with constant dread and unease. You will see it out of the corners of your eyes, in reflections, waiting for you only to disappear when you turn around to look at it. Don't look too closely.

End of the World (+300 CP)- The ground and sky will open up and screaming mouths will devour entire cities; the Holders will gather and the many will become one; the dead will rise to devour the living and the sun will go out as all sanity dies. If you don't do something about it, that is; without your intervention this world, and perhaps even this entire reality, will be consigned to a terrible fate. You have your work cut out for you.

Foundation (+300 CP)- There's an organization out there with a mind-boggling amount of resources on their hand, dedicated to the capture and containment of anomalous creatures and artifacts. And now you're their top priority; maybe they noticed you as you appeared in this world, maybe you saw or did something that pissed them off, maybe they just don't like you, but for one reason or another they're going to bring all their might to bear against you. The longer it takes to kill or capture you, the more desperate they'll become, and destroying them will merely cause a rival to swoop in and start where they left off.

Jeff Syndrome (+300 CP)- You've got an evil(er?) clone of yourself out there somewhere; in addition to having all your powers, they're also total edgelords, and they just love to kick your proverbial sand castle. They want nothing more than to torment you, and whether that means actively trying to interfere with your interests, trying to kill you, messing with your companions, or even just doing petty things they'll go to any lengths. Killing them will cause another copycat to show up.

He Comes (+300 CP)- An incredibly powerful being has taken notice of your presence and finds your existence insulting. RUN. HIDE.

Endings

All drawbacks are removed.

Move On- You move on to the next world, leaving this one behind.

Stay Here- You sure about that? Well, okay. All of your affairs will be taken care of and you'll settle here permanently.

Go Home- Been spooked one too many times? You'll head back home, taking everything you've gained with you.

Notes

-These companions effectively have the Cryptid powers listed after their name, in addition to any other powers described in their entries:
-Slenderbro (Extra Extremities (Tentacles), No Face)
-Shadow Person (Intangible, Unstarveable)
-Obvious Skinwalker (Enhanced Senses, Screamer, Inhuman Speed, Inhuman Strength)
-Childish Spirit (Hyper-realistic, Spook, Intangible, Unstarveable, Glitch)
-The House (Unstarveable, Compression, Inhuman Durability, Shapeshifting)
-Demon (Parasite, Ritualist)
-Actual Cannibal (Enhanced Senses, Feel No Pain, Inhuman Speed, Inhuman Strength, Inhuman Durability)
-Blackbird (Flight, Disruption Field, Inhuman Speed, Inhuman Strength, Malediction)
-Smiledog (All Smiles, Enhanced Senses, Maw, Inhuman Strength)
-Dark God (Ooze, Glitch)
-Smiling Murderer (All Smiles, Teleportation, Demograph, I Know, Inhuman Strength, Mark)
-The Rake (Claws, Contortionist, Enhanced Senses, Feel No Pain, Leaper, Inhuman Speed, Inhuman Strength, Inhuman Durability)
-Slender Man (No Face, ESP)

-The Organization follows you and retains modifications. Employees do not follow between Jumps, but instead are "replaced" with new people who possess their skills, knowledge, any modifications that have been done to them, etc.

-The "HE COMES" drawback is a reference to Zalgo; like with many Creepypastas, there are multiple interpretations as to what its abilities are. Most commonly, they include the ability to manipulate things on the internet, such as videos or comics, and the ability to drive others insane; he is also referred to as a hivemind, which may mean that there are more of him, and he is considered a god. His appearances range from an amorphous black blob with tentacles, to an obscene humanoid abomination with multiple mouths and arms that is said to sing the song that ends the world. If you'd prefer, a different being- either an existing one or one you make up- can take his place.