Horror Midnight Movie Marathon

Version 1.0.0

Welcome to this midnight movie marathon. Tonight we'll be enjoying a collection of the finest, and the worst, horror films. From timeless classics like Nosferatu to modern masterpieces, and through everything in between. Though perhaps here we have a touch more of a focus on the schlock.

So strap in for the night, and until the morning comes, let us watch through an array of horror. Some may be funny. Some may be gory. And not all may be for you. Still you will be spending a decade in a world of horror such that might be presented on Shudder, Tubi, or a late night marathon of old.

To help you in your time here, you will be given this:

+1000 Choice Points

Good luck, and good jumping.

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World:

You may choose to use this jump to arrive into a specific horror movie that does not have a jump of its own. Alternatively you may arrive in either a world for a horror movie that does not exist, a world of general horror movie tropes and where multiple non-existent horror movies take place or could happen, or a patchwork world in which multiple specific horror movies co-exist, or some blend of the aforementioned options.

Age and Gender:

Unless you drop-in, in which case your age and gender are whatever they were at the end of the last jump, you are able to choose freely from the range available to a human, or your species.

Backgrounds:

Your background(s) will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Backgrounds are divided into two types: Origins and Roles. Origins represent how you exist in this world - innocent victim, potential killer, or simply dropping in from nowhere - while Roles represent individual character archetypes. You gain 2 backgrounds, but you may only select 1 Origin. If you wish, however, you may select 2 Roles in which case you may select an Origin to determine how you exist in this world but will not gain any discounts or freebies associated with it.

Taking a role does not force you into that archetype. They are merely descriptive of what the packaged discounts are intended to help you achieve. While many of the roles fit certain origins better than others, you can mix and match them; what being an Innocent Demon means will be up to your story. Likewise you are not meant to have to fit the origin or explanation given in any role. Origins are the ones that determine what you are in the world, roles are what you can do at best, and really mere suggestions and a way to bundle discounts.

Origins:

Drop-In: You aren't of this world. You're something from outside of it, which was already assumed, but you really are, almost more like part of the audience than a natural part of the world.

Innocent: You're a normal person. You have a normal life. Or at the very least you're not some dark force or killer, merely one of the many beings who may become victims in this world… Or show the things that go bump in the night not everyone is a victim-in-waiting.

Killer: You're the main attraction. You're the killer, the dark force, the demon, or monster. You're the one that goes bump in the night. You've probably got some sort of tragic past, though that's completely optional. Either way you're not someone living your life hoping not to run into danger. You're the danger people hope they don't run into.

Roles:

Alien: You are from space. Or at least it seems that way. You've got powers to adapt and survive in hostile environments, and adapt environments to you, though you may simply be a newer breed of monster further removed from traditional gothic horror.

Brute: You are the big, strong brute. Usually of a monster. You are scary, powerful, and probably give off vibes of dumb muscle, though many brutes are less dumb than they seem.

Comedy Relief: You're the stoner, the slacker, the guy in the story to give some light hearted levity and fun until things go south. Though in a horror comedy you might well make it to the end.

Demon: The force of supernatural evil. Living corruption. You may be physiologically human but even if you are, you have a way of spreading pain and hate, which is not quite natural.

Ghost: The lingering element of the human soul. You may not actually be dead yet - though options here do allow you to become spectral or exist purely as a haunting of a location - but you have a way of lingering and waiting even then.

Hunter: You are the light in the darkness. The torch that burns away evil. Like Van Helsing, you hunt the monsters in the darkness. Perhaps it is to make things safe for others in the light, or maybe you just want revenge.

Investigator: You are researching the unknown and strange. Whether it's in a professional capacity as a proper detective, or for an amateur web series, you are the person who pokes your nose where it may not belong.

Monster: You are the classic and traditional monster. You might not actually be a werewolf, vampire, mummy, or Frankenstein, but you carry with you an element of the older gothic horror aesthetic even if you may have been updated to the modern day with less of your weaknesses.

Priest: You are the holy man. Whether you're a faithful and true priest, or a corrupt cardinal, you are trained in a religion, most likely Catholicism, and you may even be a conduit for the power of God.

Psycho: You are the charming and suave killer, and almost the non-supernatural equivalent to a Demon. You are the evil that walks in the light unnoticed until it strikes. Or maybe you're just the really charismatic kid.

Scientist: You are the scientist, researching untouched depths of science and expanding the frontiers of human knowledge. Perhaps you use this to fight monsters… or maybe you use it to make them.

Soldier: You are a trained soldier, or maybe just a cop. Either way you're the person trained to handle a dangerous situation while bringing guns to the fight. Hopefully you're trained well enough.

Sorcerer: You make a study of folklore and magic. You might not be a proper mage yourself, but you likely can recognize it when magical stuff is happening, and at least have an idea what the rules are.

Slut: You are the sex appeal of the film. Usually killed off relatively early, but with a high chance of looking better than the main lead. You might merely be the popular girl or the local jock. Either way you're charismatic and good at getting people to, if not actually like you, want you around.

Survivor: You are the one who lives. The Final Girl. There's very little that's outwardly special about you, but you just seem to have those things that come

together to help you survive the worst and most dangerous encounters with darkness.

Weird Child: You're odd. You don't have to be a child still, though you were probably a lonely one. The introspective child who always seemed to see more of the world around you than everyone else. Maybe you're psychic?

Zombie: Well this role doesn't make you an actual zombie on its own (that's a race), but it will prepare you to be the best zombie you can be, or provide you with the narrative tropes that they bring with you. Maybe you're some other highly underestimated monster or threat?

Perks:

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

Any occult or supernatural powers - named in blue - you purchase here will naturally synergize and work together unless they are clearly and distinctly opposed. Similarly any physical modifications - named in red - or race will meld together in a way that works and uses aspects to improve each other. Some such perks have specific interactions noted and mentioned, these are not an exhaustive list of how such perks might interact, but are ones with particularly significant and impactful ones.

Animal Control (100 CP): Select a type of animal such as wolves, rats, bats, flies, or big cats. You are capable of controlling non-sapient animals of that type. You may call them to you with your will, or issue commands to them. The less dangerous and more specific a type of animal you select the more animals you will be able to control simultaneously, greater your influence, and further your range of control and influence will be. You may not choose something more broad than birds, non-avian reptiles, or insects.

For an additional 50 CP you may also borrow their senses, or project your spirit into their body to possess them as well.

You may choose additional types of animals for 50 CP each.

If taken with **Beast** you may discount this if it matches your purchased form; if you purchased multiple **Beast** forms you may take the first at a discount and additional ones which match your purchased forms will be free.

If taken with **Witch** you will find that magic to control animals comes naturally to you and while it will be easiest with the beasts you purchased your magic may control any species of non-sapient animal, and it will be easier for you than if you simply learned spells to do such. Similarly if taken with **Psychic** you will find that you are able to use your psychic gifts to expand this to all non-sapient animals, though it will be easiest with the type you purchased in specific.

Bloody Mary (100 CP/250 CP): When someone looks into a mirror and says your name twice in quick succession within a brief span of time you become aware of their location, and a general sense of who they are in vague terms. When someone says your name three times in succession you teleport to their current location.

For 250 CP the mirror is no longer necessary, and this power improves in various other manners. First if you wish at the start of a jump you may apply restrictions to when this can activate - such as only in front of a mirror, or requiring more repetitions - if you do it will extend the amount of time that can pass between statements, and if restrictive enough will allow you to may your spiritual and mental presence and awareness to their location, observing them, or even appearing as a visual hallucination before them. Second if you have the **Possession** perk, you may treat these repetitions of your name as an invitation making it easier for you to possess the target, much like if they were rendered vulnerable, with the effect greater the more restricted you have made the perk; i.e. if you made it so that they must stand before a mirror and say your name 5 times it would be easier to influence and possess them than if they just needed to say your name 3 times in a row. Third if you have the **Haunting** perk, and have sufficiently restricted the perk - requiring something like 'in the dark' or 'in front of a mirror' - you may transfer your haunting to the location.

One Scene Wonder (100 CP): You possess the ability to stand out in people's memories. When you are interacting with people you can subtly emphasize any of your distinctive traits, mannerisms, or behaviors. If you do it will maximize the impact of that aspect of you on the memories of people you are interacting with causing it to linger in their memories, and strongly associate with you. Most effective on first impressions, but not ineffective on people who know you well already - especially if it's a trait you've kept hidden and suitably impressive.

Ready for Set (100 CP): Horror films can be messy places. In your case blood, goop, ectoplasm, slime, filth, dirt, etc just doesn't stick to you readily. If it's bad enough you might get a bit to cling to you, but even wading through a swamp you would look like someone had just thrown some blobs of mud at you instead of being absolutely covered in it. And this effect extends to your clothes and things you're carrying too. Better yet, you and what you're wearing, are self-cleaning too, meaning even if something does manage to make you dirty you'll not stay that way for long. This also means you'll clean off body odor and sweat your own body produces; physical exertion might leave you mildly sweaty but give it an hour or two of rest and no one would be able to tell.

You can toggle this off if you don't want to stand out.

Face Stealer (200 CP): You possess the ability to take on the appearance of fresh corpses. You won't gain any special abilities, skills, or knowledge they possess, but only their appearance. This process takes a short period, and requires their fresh corpse.

With **I'll Swallow Your Soul** you may take on the appearance of anyone whose soul you have consumed or possess. With **Witch** you will be able to resume forms after you have left them through the use of magic, and take on forms of others with a magic ritual which requires their presence. With **Psychic** you will gain part of their knowledge and the ability to simulate skills.

Franchise Bait (200 CP): Horror movies have a tendency to get a lot of sequels of questionable quality, and now so do you. You seem to attract interesting events and adventure, whether it's serial killers, supernatural horrors, or just a variety of victims with interesting new ways of trying to stop you. Wherever you go you tend to run into events which could make a 'film', that is interesting, out of the normal events which you then have to deal with. Of course those brought about by this perk tend to follow a theme, connecting them such that they'd feel like sequels to each other, though this theme may change with a new jump, though this theme will usually have a touch of Horror to it.

You may toggle this perk on or off at will if you no longer want to stumble into sequels.

Fraud (200 CP): You are highly skilled at faking supernatural events. Your mind is always alive with means to simulate supernatural happenings and your creativity when it comes to thinking up means to do so, and to do so in ways that will fool observers, and with more work even investigators. And that's assuming you're only using mundane means. You are good at incorporating actual supernatural or just other worldly powers and resources into your hoaxes as well.

This comes with enough acting, salesman, and con artist skills to effectively play the role of a fortune teller, medium, or faith healer/exorcist, and make yourself believable. Or just make a decent living as a con man, used car salesman, or B grade actor. And of course this skill at believably faking the supernatural would make you a master of practical movie effects to make Robin R. Bottin or Rick Baker either proud or jealous.

Vermin Manifestation (200 CP): Through an act of occult will you are able to manifest and control swarms of a certain type of bug such as cockroaches, flies, or bees. The greater your occult power the larger of a swarm you will be able to summon. You can control this swarm as well, guiding their actions, and by investing more power into the swarm you are able to grant them increased strength and vitality. With just this you could create a swarm of bees enough to cover a person, and create a small cloud around him while investing them with enough strength to lift him aloft. It is easier to create them slowly overtime than attempt to create the maximum number you can sustain at once, and

these bugs will begin to disappear as if they never were there when you cease to maintain them with your occult energies and power.

Werewolf (200 CP): You are able to take on a form in which you gain in body mass and even more in body hair, turning into a form equal parts your normal and that of a wolf. Besides growing claws and sharp fangs, shifting into this form you become stronger, and faster with quicker healing. The exact amount varies with the moon. During the day or the new moon you will be only a little stronger than a normal human, but during the full moon you will be many times as strong as an ordinary human, able to tear through metal doors, or knock a person flying. This form also sees an improvement to your night vision and hearing, and most of all olfaction, though again these vary with the phase of the moon - during the full moon your sense of smell would leave the finest bloodhound envious, during the day you'd be rather ordinary. Likewise you become tougher and harder to hurt just like you become stronger, and your ability to heal from wounds increases as well. During the new moon or day this will be minor at best, wounds healing a little more quickly, but during the full moon you could regenerate lost limbs in minutes to an hour, walk off being hit by a large vehicle, and make a good impression of being unkillable. However silver or fire negates the enhanced healing, and the transformation also affects your mind bringing with it bestial, violent, and predatory desires and instincts, growing more difficult to control as its power waxes with the moon.

I'll Swallow Your Soul (300 CP): You can consume the souls of those you break and then kill, damning them to a hell dimension if you've got one, or just destroying the soul. Souls you consume give you a temporary power boost, or can be used to heal you, or if you damn them to Hell you can use them as a power source over time though this will destroy the soul over time. The latter will harvest more energy in the long term, but far less in the short.

To consume a soul, though, you must not just kill them, though, you must break them. You must lead them into life destroying levels of sin, push them into absolute despair till they're ready to just give up and end themselves, drive them completely mad, or the like. You must see them bring their life to ruin. Only when they are properly ruined can you destroy their soul or convert it to a source of power.

If you have **Harbinger of the End**, you'll get more energy for both immediate use/as a power source from this perk out of every soul collected or consumed, and more growth from **Harbinger of the End** than you would normally from the acts of evil involved in ruining someone's life as seasoning to prepare them for you to murder them and destroy their soul.

If you have **Possession**, you can consume the souls of those you possess if you have properly broken and ruined them first.

Inexplicable (300 CP): Some monsters can be explained, but others just exist. Rules for how they function can be determined through interaction with them, but many defy all known physics and attempts to truly understand them and how they fit into the scheme of physics are fruitless, and copying them impossible.

You are one of these latter. You exist, and while your behavior can be known, attempts to properly analyze your powers and abilities that exist outside of the normal physics of the jump - including any out of jump powers (unless from another jump in the same setting) - are mostly fruitless, giving at best small hints as to your capabilities and the 'science' behind them. If analyzing them is difficult, copying them is impossible.

Their Weapons Fail Them (300 CP): You are resistant to the weapons of technology. While you are not immune to them, guns and missiles, and the weapons of modern man, are only a fraction as effective against you as they should be. This does not apply to make-shift weapons, primitive weapons, specialized prototypes, or an organism's claws and blows of their body. It only applies to mass produced modern weapons.

It will, however, apply to whatever passes as modern weaponry in a setting. Only things that are truly cutting edge, from an earlier era, considered too terrible to use (like nukes), or aren't intended as weapons will fully affect you. In the middle ages this means that a knight's sword might fail to cut you, and a warhammer could bounce from your head, but an early arquebus might penetrate you, or an old Roman blade. In a sci-fi jump this could be energy weapons and the like, but leave you vulnerable to a modern firearm, or alien superweapon.

Technecromantic (400 CP): Moody castles? Gothic horror? That's so last century… or even the one before that. The demons, vampires, ghosts, and ghoulies of today know that you have to get with the times. It's all about computers and technology today. And you will find that any occult or supernatural powers purchased here seem to take on new technologically inclined uses. With **Possession** you could possess robots or vehicles. With **Haunting** you could haunt websites or even a server and apply your haunting at a reduced effect through any computer in active contact with it. With **Psychic** you might be able to interface with technology through your mind. As a **Witch** you might craft curses using sympathetic connections provided by online activities, or spells that can be sent as email. This will work in ways for other occult and supernatural powers obtained here, causing them to develop in new ways related to technology.

And this is not limited to powers obtained here. While those from other worlds won't immediately develop new, technology based capabilities, you will find it easier to incorporate technology with supernatural and occult abilities, or cause them to develop such.

Incarnation of Fear (800 CP): You possess the ability to sense what scares people, as if you could smell them, or see the shade of it. And you possess the ability to take on a form associated with their fear. You won't gain special powers or abilities associated with it intrinsically, but you may draw energy from how much fear people around you are feeling and use that to grant yourself powers to simulate those of what they are afraid of. Replicating a werewolf, or a vampire isn't too hard if people are terrified of them in your presence, but something like imitating Superman is going to need a lot of fear for you to run off of to begin with. And courage, or bravery to face one's fear will poison the power drawn from an individual's fear, making it so that you cannot draw on it, and even weakening the power you draw from others. If everyone fears you, you may be a god of darkness, but a few brave souls could defeat you if this was the only power you were relying on.

Drop-In Perks

What Kind of Accent You Got? (100 CP): People easily default to assuming your oddities are simply the work of being from a foreign country - usually one they're aware of, but have no real stake with or detailed knowledge. This won't always make them accept things - they may still find eating people as morally reprehensible even if they think it's because of your culture - and if you do something too overtly supernatural they'll need an explanation, but as long as it doesn't jar them from their sense of what is physically feasible they'll accept your oddities as just part of your culture.

Singing in the Gore (200 CP): You've got a good singing voice, an easy grace when it comes to moving to music, and a great sense for the rhythm of songs. You're particularly good at improvising songs as you go, and can sing your way through fights without impacting your combat ability. In fact you seem to move with a bit more grace when you are singing.

Gas Station Attendant (300 CP): There's something *creepy* about you, at least when you want to be. You are skilled at melodrama and chewing the scenery, and more using it to the effect of becoming memorable or portraying a sketchy and unsettling *weirdness* not immediately dangerous or even hostile, but quite off-putting. You don't have to act this way. But you find it rather natural.

When you are, though, you can warn others of some danger you expect them to face and it will make them much more bullheaded, and unlikely to listen to the warning; though this works best when it's cryptic. This will increase the chance that they will encounter the danger you warned them of, and also that it will prove lethal to them; it's not guaranteed, a serial killing hillbilly still might not beat a Special Forces vet for example, but it's more likely. You can designate one individual in a group to be protected from this, the extra chance of death not applying to them, and with each of the others warned along with them who do die making them increasingly competent and capable, and even giving them an increasing element of plot armor. You may not yourself be the danger you are offering people up as a sacrifice to, nor may you, your companions, or your followers benefit from being the recipient of the protection there.

Audience (400 CP): Evil mirrors which make you hallucinate, horrible sights beyond human comprehension which drive you mad, terrible frequencies which enlarge the pineal gland to make you slightly exist in another higher reality… These things aren't real. The audience sees them all the time and remains unaffected. Oh, one might say it's because we're observing the world but are out of the world of the film where they are

real, but you're something outside of the world aren't you? When the mere perception or knowledge of something causes an effect upon the one who perceived it or is aware of it, it doesn't to you. Monsters who know that you know about them don't when it's you. You can look upon the taboo face of a gorgon without petrification. Evil video casettes which curse the viewer won't curse you. Simply perceiving something or being aware of it can no longer harm you.

Acceptable Presence (600 CP): As long as you don't make waves, people seem to tolerate your presence where they normally wouldn't, and even overlook oddities about you. If you remain a sort of background character, people are simply less likely to notice you. Even if you're ungodly beautiful, as long as you do not thrust yourself deeply into someone's life, into a situation of excitement and danger, or attempt to take a place of prominence in the world people will treat you like you looked a bit hot but nothing out of the ordinary. And this isn't limited to beauty. You could look like Count Orlock and not get a second glance as long as you lived a humble and ordinary life. This even makes overtly supernatural things about you and your life less noticeable. Sure you live in a castle but as long as you simply live a simple suburban life people don't seem to notice this oddity. Or that you're levitating up to the windows to clean them.

And as long as you keep to this simple life it's not just your oddities which won't be noticed. You won't be randomly chosen as a target, and even if you have the specific things that they are looking for unless you personally aggravate things or are an active threat they won't target you. Raiders will skip over your house, an invading army will neglect to rough you up, the serial killer skips you, and the territorial animal ignores that you're in its territory. Sufficient desperation might drive them to ignore this - if you're the only meal in the area a starving monster will feed on you - and any attempt to directly oppose them will remove this protection, but that family of cannibalistic hill Texans will ignore that you're their nearest neighbor until you try and stop them.

Genre Blending (800 CP): Horror is one of those genres that mixes with everything. Horror Comedy, Action Horror, and Sci-Fi Horror are some of the most well known but drama, romance, and more. And you've taken this to heart. By acting like you're in a certain genre you can slowly make the world change towards the genre you're living like you're in. The more thoroughly and committedly you play the role the more quickly and thoroughly it will spread, and the spread will ripple out from you. The change will start mainly as behavioral, as if people were catching on and imitating you. But this change isn't limited to behavior, it seems to infect reality itself, changing the tropes and rules that apply. You snap jokes and fight via slapstick and the world will shift towards comedy; you treat things like you're the star of an action movie and action tropes will start to

apply; act like a stereotypical high fantasy wizard and throw spells around like one and you might make magic start to spread through a setting. You may toggle the effects of this perk on and off if you choose, just in case you want to be a wizard

This serves as a Capstone Booster for certain 600 CP perks in this jump.

Innocent Perks

Scream Queen (100 CP): You look good. Good enough to be cast as the main character in a horror movie, or the slut/jock who die while engaging in their active social life. Whatever your role you're attractive and have a way of having sweat, blood, and assorted monster fluids that get on you do so in a way that's at least somewhat attractive, and easier to clean than normal.

Mama Bear (200 CP): Fear for your life is a powerful motivator, but too many learn that it's not the most powerful. When your children (adoptive or otherwise) are threatened you can show people exactly why. When you are protecting your children from an immediate threat or danger you are better. You are stronger. You are faster. You are smarter. Your powers work better. Every part of you seems to be increased. It's not a huge increase to any one thing, you won't suddenly be 3 or even 2 times stronger, but it is an increase to everything and it adds up quickly. Well there is one thing it's a huge increase to on its own. Even an average will can become harder than steel when protecting your children.

Fire Forged Friendships (300 CP): Fear of death and danger are powerful tools for bringing people together, and that's more true for you than any other. When you pass through a dangerous situation with other people, you will find that your differences become less important, and that they grow to see you as more of a friend and a companion, even as a romantic possibility. This doesn't work when you are the danger, or intentionally caused it, and is weakened when you caused it in some non-intentional manner, but is strengthened if you actively help or protect them, especially at risk to yourself. Risk your life to save someone and you might have made a lifelong love, and repeated ventures into danger together will only make this closeness grow.

Trauma Survivor (400 CP): Given the sort of stuff that people go through in these films it'd not be surprising if survival left them broken and shattered wrecks of people. You don't need to fear that. You don't seem to ever suffer from post-traumatic stress, and recover well and cleanly from trauma both psychological and physiological. This won't see you regenerating lost limbs, but your wounds heal cleanly, broken bones fixing up to be as good as new, and weathering the horrors that you will won't malform your psycho, though it may harden it like fire tempering steel.

This won't protect you from supernatural effects or powers. It will, however, protect you from the effects of (long term) isolation, boredom, and ennui which would damage your psychological wellbeing. Nothing mundane can break your mind.

Edge of Fear (600 CP): Fear is a powerful tool. And you know how to use it. Not the fear others feel, but the fear you feel. Fears spurs you towards action, flooding you with adrenaline, and when you're afraid you seem to get smarter, your mind working quicker, and your reflexes sharpen. Fear seems to focus your being, making it that much easier for you to do what is necessary to survive. And while this is mainly mental or reflex based it does bleed out to other things. You are physically stronger as this adrenaline runs through you, and even your more supernatural powers grow somewhat. The more fear you feel the more these things improve, though you will find that you eventually hit diminishing returns.

This could be said about most people, and animals, but these are all more true for you, and you do not suffer the more negative portions of fear. You do not freeze up due to fear, nor does it cloud your mind in panic. And where many can crash after fear-spurred activity, this crash doesn't seem to affect you; you might lose the advantages of fear once the source of your terror is gone but you won't crash completely.

This is however about direct, immediate fear, not long term existential dread.

Chosen One (800 CP): You have been chosen to stand against the darkness. And it shows. While this won't make you outright immune, you are resistant to all the powers of darkness. Unholy forces affect you less than they would others, normally absolute powers becoming things that can be fought against and held back by pluck and sheer force of will. Any power that is dark or unholy is greatly reduced against you, and far easier to resist. Instant death spells, curses, and powers will be unable to instantly kill you, though the strongest may be able to cause severe damage or failure in organs, you might have a heart attack but not just fall down dead, though even that tends to take time giving you at least a few moments to fight it; and the weaker ones are all but completely negated maybe a sensation of pain or passing weakness. Transformation inflicted by such powers, and any form of 'corruption' will be slower to affect you, giving you time and a chance to fight back or find a cure. You will also be able to fight off possession - though it might affect you for a time if you were emotionally and psychologically compromised - and attempts to control your mind or compel it from dark or unholy forces will be met with increased difficulty, being slower to affect you similar to transformation effects. Other powers from such forces will also be reduced, though generally in just a reduction of scale, and a chance to resist normally irresistible powers.

Similarly your own holy and light themed powers are more effective against dark or unholy forces. Such magic and powers affect them more easily and harms them more than they would when used by other individuals.

This serves as a Capstone Booster for certain 600 CP perks in this jump. Any power granted by a perk boosted by this perk even if it would not normally count as ‘light’ or ‘holy’ will function better against dark and unholy forces. For those Boosted effects already specializing in combating the dark and unholy this is a small boost.

Killer Perks

The Yellow Art (100 CP): Scream queens may be eye candy, but we know why we watch these films. You have the makings of a proper slasher villain. Oh this won't give you the strength, or the combat skills, but you know how to stage a colorful and shocking murder. And when you do manage a killing blow you can make it more over the top and impressively shocking and gory.

Don't Show the Monster (200 CP): It's a rule. You have an almost preternatural sense for what angles you'd be visible from at any given location, and how well you blend in with the shadows and surfaces around you. On top of this you're good at identifying individuals' blind spots, and moving without making a sound.

Natural Born Killer (300 CP): You possess a terrible instinct for killing and brutal hand to hand combat. It's not that you're strong, or powerful, but when you fight you seem to know precisely where to strike to go for the kill, or the most thorough and brutal damage possible. For particularly abnormal foes you may have to fight them for a time, but you will be able to

Undead (400 CP): You seem to have died and returned from the grave because you have shed the weaknesses of living flesh. You no longer need to eat, sleep, drink, or breathe. You no longer age either, and your undead state makes you extremely resistant to damage, and most of your vital organs unnecessary - though you still need eyes to see - though you still need an intact heart, and your brain. This also renders you immune to disease and poison, and similar hazards.

Corrupting Change (600 CP): You possess the ability to create a corruptive change. By biting another you are able to transform them into a member of your species from this jump, as well as granting physiological (red named) perks from this jump, and reduced versions of power-based and select other (blue named) perks from this jump. They will not, however, gain Capstone Boosted effects of these perks. This transformation isn't instant, usually taking a few days, though if you have the **Undead** perk death won't stop it. Those you transform will also bear a natural loyalty towards you, developing subservient tendencies to you the more the transformation progresses, and becoming more vulnerable to any powers you possess to control or influence their minds and personality.

Harbinger of the End (800 CP): There's something almost apocalyptic about you. You could be the end of all things - even if you do it one teenager at a time. Your dark, evil, unholy, and the like powers, and your abilities as a (slasher) killer grow stronger with

each life you take, as well as with acts of evil and malice you perform. This is greatest when your victims are relatively innocent, and mere acts of pettiness will not fuel this, but something like torturing an innocent victim before killing them will see a boost in what you gain from the act, and non-homicidal acts of clear and overt immorality and evil - things that hurt people for the sake of hurting them - will provide a boost though as a rule it needs to be inflicting a fate worse than death to equal what you'd get from just killing them (though you can do evil to them then kill them). This growth can continue without end or limit, though will reset at the start of each new jump.

This serves as a Capstone Booster for certain 600 CP perks in this jump. The effects of any perk boosted by this one can be considered a dark power or ability for the purposes of this perk.

Alien Perks

Alien Infiltrator (100 CP): You are able to quickly adapt to new societies, cultures, and environments. You can pick up the language and behavioral patterns of a place in days, learning to interact well enough to not stand out as foreign or from another culture in basic interactions, and with a bit longer even for long term cohabitation. You are likewise quick at learning how to physically move about and interact with a foreign environment such as a world with differing atmospheric consistency and gravity might have.

Universal Lifeform (200 CP): You were born to survive in any environment, or world. You can eat pretty much anything, able to derive nourishment from even inorganic material, though you will have to eat more of it, and with only the most potent of toxins affecting you and even then much less than an ordinary being. You are able to survive in most atmospheres and environments, managing to respire water, air, or even in atmospheres which would normally be too thin or poisonous for terrestrial life; though you do need some form of atmosphere and at least some oxygen, methane, or similar gas which a biology could use to survive. You are also extremely resistant to environmental heat and cold, able to survive in geothermal vents, all the way to arctic conditions, though if you find an environment too much even for you, you can go into hibernation stilling your biology to the point where you could live for millennia off of stored fat and energy unaffected by anything that wouldn't outright destroy your corporeal form.

Invasive Species (400 CP): You are capable of horizontal gene transfer. This means that your genetics will infect and corrupt those of other things living in the area around you. This will affect simpler forms of life most quickly, especially plants, though smaller and faster reproducing animals will soon begin to take on new traits from your presence. These traits will be based on your own genetics and genetically linked traits and abilities, as if things living in your proximity were evolving to be closer to you. While this effect is quicker and more pronounced with (each generation of) beings born in your surroundings, should you remain in a location long enough, even those already alive and living there coming in contact with you or those things that have come into contact with you will slowly begin to pick up these traits though it will take months for any effect and years for any significant ones.

Your influence is not limited purely to living things, as even the environments of places you stay at begin to twist as if altering to better suit your environmental needs and native biosphere. This is accelerated by the changes to plants and other producers as they will grow to produce gasses and elements along the lines of what would be needed to sustain your life, though this is a slow effect.

Those organisms and places which have been tainted by you in this way will carry this corruption as well, though not as strongly, and proportionate to how much they've been tainted and changed in this way.

Taken with **Corrupting Change** this will allow you to grant other biological traits granted by perks and powers from other jumps through your **Corrupting Change**.

New Breed (600 CP): You gain a new, customizable monstrous form of your own design. It is something that will look, cosmetically at least, inhuman, and will possess slightly superhuman physical capabilities in all regards, being somewhat stronger, faster, and more agile than a human with somewhat improved senses or one greatly improved sense - perhaps it can smell like a dog, echolocate like a bat, or see and hear a wider range of wavelengths/frequencies. Your immune system will be better, you will have more stamina, you will be able to survive more damage, etc. While your cognitive and mental abilities are not improved by this, in all physical regards other than cognitive capabilities of the brain you are improved over human, and over whatever race(s) you purchased here.

It may also incorporate elements from any other alt-forms you possess, combining any and all of them (even mechanical ones with biological ones or mixing undead and living forms; somehow they will mix to function properly). As with races purchased here you will also see a small improvement to all physical capabilities; if you're not particularly fit you might fall behind a top tier athlete, but with generally equal training your physical capabilities are noticeably better. If a body part is needed for an ability - i.e. if it has a core that it can regenerate from or winged flight - you still must have the body part, the final form will look distinctly inhuman, and your size cannot be significantly smaller than your smallest alt-form or larger than your larget, but beyond that you may customize this alt-form as you see fit, and may change it at the start of each new jump.

Boosted: (choose one that is applicable)

- w/Chosen One - **Advanced Lifeform**: You may fully access any powers or abilities of any of your alt-forms that are not directly tied to a physiological feature you lack (i.e. a hard shell or winged flight) while in any alt-form, and may manifest certain organs or appendages from an alt-form while in another, or alter certain body parts without changing the others. You are effectively able to create new alt-forms on the fly by combining your existing ones. Finally you will find that just as the base perk mildly augmented your body compared to a human's, so too is your mind as you simply think a little better than normal across the board.

- w/Genre Blending - **Energy Being**: You are no longer a fully physical being, able to exist as a sort of living energy field. In this form you are vulnerable to any sufficient disruption of your energy field, but you are immune to most conventional weapons, can pass through matter - all save for the densest or thickest barriers - and are able to wield your energy field for electromagnetic effects. Overuse of this is exhausting and damaging to you, as you're literally using what holds yourself together. This is an alt-form.
- w/Harbinger of the End - **Thing from Beyond**: You possess the ability to rapidly change your form, growing or altering your limbs and flesh as needed. This tends towards more monstrous changes - looking like an ordinary human or animal while using this ability is difficult, and imitating a specific individual likely impossible - and you are limited in overall mass to your normal mass, though as you kill and expand this power through **Harbinger of the End** you may add to your mass, and even store away your increased supply of mass, growing in size, or ability to sprout new limbs and structures. Normal appendages - tentacles, claws, teeth, organs you'd already have - are easy to grow, as are any parts of your various alt-forms though they will generally have an uncanny and unnatural look to them when mixing them from multiple sources, though it might be possible for you, with difficulty, to grow something that you designed yourself if you had the biological knowledge to do so. This shapeshifting ability also allows you to change the exact makeup of the form granted by the base perk within the perk's limits; this change isn't instant, and the time will vary based on breadth of changes (changing skin tone will be quicker than growing to daikaiju size while making yourself a cyborg by mixing a robot alt-form in that), but it is doable.

Brute Perks

Inhuman Menace (100 CP): You are terrifying, or at least possess the ability to be so. Even without a word you can through sheer body language ooze bloodlust and killing intent so as to frighten others. While this won't give them knowledge of your specific capabilities, it will give them a terrifying feeling of just how dangerous you are. If you're not that dangerous to them, it won't tell them that, but just merely be very menacing and threatening body language.

How'd He Learn That (200 CP): Michael Meyers knows how to drive. Michel Meyers has been locked in an insane asylum since he was a small child. He also knows how to hide and stalk, and… Michael knows a lot of stuff for someone who spent his life in a cell. Jason Vorhees knows how to use any weapon he comes across, operate machinery when needed, and when possessing people blend in with society. For a socially stunted, mentally handicapped child turned brain damaged hermit turned murder zombie, this is rather impressive.

It's not clear how you learned it all but you have a knack for any skill you come across outside of sciences, magic, and socialization. You're not an instant master, but even on your first try you'll be basically proficient if they are not highly specialized, and a fair bit more proficient than you should be if they are.

Blood Ties (400 CP): Your biological family is loyal to you. Exceedingly loyal to you. Like hide you as a serial killer, or even join in to avoid being parted from you loyal. This is strongest on your next of kin, who can be trusted to side with you against any and all outsiders almost universally, and who short of extraordinary temptation would never betray you, but it will still apply outwards through the generations. Get enough steps removed and it will stop, but the more shared genetics they possess the stronger the effect, and the more naturally inclined to loyalty towards you they will be.

This goes well with the fact that inbreeding is now less detrimental to your line. Oh odd traits and phenotypical exaggerations will still show up, but outright deadly or crippling disorders do not seem to spring from your line as a result of it intermingling with itself or you as its root. In fact your children, and their descendants, can inherit reduced versions of your special powers and biology though the further they get from you the weaker these powers will be with inbreeding bringing them closer to your original. This won't grant purely narrative perks or the like, nor will it grant knowledge or skills, though they will gain a natural aptitude and increased learning speed in reaching your perk granted skills or at least a reduced version of them.

If taken with **Corrupting Change** the loyalty given to you from those you change will be increased, and that given to those they change will be substantially increased as well, creating a web of loyalty towards yourself; each generation is less loyal as with the distance from you by blood, but it does dilute more slowly than a blood relationship.

Mutant (600 CP): You are inhuman in your strength, toughness, and durability. As a human you could drive a spear through two people and a mattress with no significant sign of strain, and have the strength of three or more men. As a human you'd be tough enough that a bullet to the brain would put you in a coma instead of killing you, one you'd eventually wake up from, to continue functioning after being skewered clean through by a weapon and be able to heal from it without outside assistance, survive a burning building falling on you, or take multiple ax blows to the head and skull and still be able to function. Beyond this you're resistant to the detrimental effects of toxins, disease, and mutation - whether from corruption or some preternatural virus twisting your body, radiation changing your genetics, or just genetic mutation through the generations, and you are completely immune to radiation sickness.

Of course if you're not a human, you'll be a similarly powerful mutant of your species. Taken with **Undead** you only need your heart or the part of your brain that regulates it.

Boosted: (choose one that is applicable)

- w/Chosen One - **Reaper of Doom**: Your resistance to mutation and corruption has increased. Your body cannot be mutated or corrupted by outside forces, remaining untainted or changed. You may receive a portion of the powers of such mutative and corrupting forces without allowing your body to be changed, though doing so will mean taking on a similar portion of their weaknesses and mental effects, and you will not have any power overly dependent upon a specific body part unless you grow it at least in part - for example unless you grow claws from your fingertip you won't be cutting people with clawed fingers.
- w/Genre Blending, or Harbinger of the End - **Shape of Evil**: Your strength and toughness are greatly increased. As a human you could rip a person limb from limb barehanded, with one hand and casual effort throw someone dozens of feet onto the roof of a house, flip or lift cars and even mid sized trucks. You could drive a machete straight through not only a human (or two) but straight through a tree as thick as the blade with a single thrust and no visible strain or effort. On the durability side you could survive being riddled by bullets, effectively immune to smaller calibers of man portable weapons, hit by cars, or being point blank to a boiler explosion which destroyed an entire house, with minimal damage - though

the last might mess up your insides and if the bullets hit somewhere vital you'd be in a bit of trouble, but if you were **Undead** you could survive it all with no substantial damage. In addition to this you are deceptively fast; this doesn't improve your reaction speeds, but you take bigger strides and walk or run faster than would be expected. Were you sneaking around somewhere you knew well in the dark people might almost think you were teleporting when offscreen. Taken with **Undead** you only need either your brain stem or heart.

Comic Relief Perks

Comedian (100 CP): If you're not one professionally, you're still a fairly funny fellow. You're excellent at thinking up jokes on the fly, especially about a current situation, and even better with comedic timing and delivery.

Stoner (200 CP): Well you don't have to be one to take this perk, but this will help you out as one. You possess the ability to toggle your tolerance for intoxicants and drugs up to needing lethal doses to get high, or getting high easier than an ordinary human. You can do this independent of how easily the more negative side-effects hit you; toggle down your alcohol tolerance to get buzzed easily without making yourself more likely to suffer blood alcohol poisoning or a hangover. This does let you alter your general resistance to poison from several times normal for you to less than normal or a normal person.

Vegetarian Zombie (400 CP): You're not immune to being transformed into a werewolf, vampire, zombie, or other monster, but you do seem to have an ability to remain yourself. You can keep your personality and free will through corruptive effects and transformations, at least as long as you make some (preferably stupid and non-funny) joke about it; that is mandatory. This even includes lacking their purely psychological weaknesses such as some vampires' aversion to crosses. Become a zombie but keep your normal personality and get no hunger for flesh because you're a vegetarian, or turn into a vampire with no hunger for blood or vulnerability to crosses because you're an atheist, or have an alien virus reconfigure your DNA to spread a new, bioweapon species through reproducing with others with no increase in libido because kids drive you crazy.

Enjoy the Little Things (600 CP): You seem to possess the ability to destress yourself, and others, in any situation. It's like you have a sort of aura of fun, which causes people to relax more and let their stress, and trauma melt away through jokes, cathartic smashing of things, or just a nice relaxing hot spring trip. Long term trauma won't just magically disappear overnight, but hanging out and chilling with you is more effective than therapy, and people will enjoy it a fair bit more. This does require you to actively work to have a good time, and to be sociable with them, but it will even teach people the value of enjoying life, work them through their neuroses over time, and ensure you're the life of the party.

Boosted: (choose one that is applicable)

- w/Chosen One - **Chosen Jerkass**: You no longer need to do anything but be there to help people overcome their stress and trauma, just being around you, even if you treat people badly and are abrasive to them, will work to help them destress

and recover from their personal issues. They might not like you much though. And while you don't need to do anything, protecting or saving people from monsters and horrors will make it work faster.

- w/Genre Blending - **Everyone's Best Friend**: You're a maelstrom of charisma. You're just likable to hang out with, people enjoying your presence more, and finding themselves seeing you more and more as a friend. You can even leave them craving - or needing - the way that destressing by hanging out with you leaves them feeling.
- w/Harbinger of the End - **The Family that Slays Together**: When you use this perk to destress others you may choose to also cause it to corrode and degrade their sense of morality making normally abhorrent behavior more acceptable to them, and eating away at their empathy for other human beings outside of their direct friend/kin groups.

Demon Perks

Adversarial Speech (100 CP): You're excellent at coming up with insults on the fly. You can also quickly and effectively figure out how to verbally get into people's heads or under their skin with insults and hostile speech.

Smell Their Sins (200 CP): You know what darkness lurks in the heart of men. Just by being in someone's presence you can ferret out what they feel guilty about, what they regret, and what they have done which goes against their (professed) moral and ethical codes but they don't feel guilt or regret over. This will begin as a general feeling for the presence of such acts in their past, before becoming a sense of the generalizes nature of their guilt, before becoming more specific and finally starting to develop details over time in their presence and through interaction with them. This sense also provides some general knowledge about those you interact with, primarily surface level information or those things they hold as shameful or secret.

Web of Suffering (400 CP): You possess a preternatural ability to recognize how to drive people to self-destruction, and strife, and actions which cause the general dissolution of society around them. This grants you a supernatural sense of who hates who and who could be turned against who within a local community or neighborhood, and how to stir the darkness in the hearts of men. This will give you less information on the noblest of souls or those who are honorable enough to rise above their vices, but for those more easily influenced you'll get a feeling for what sort of things to say that will drive them to anti-social activity. You won't necessarily know why - beyond that you do have a feeling for fracture lines in a group or community, as well as who has problems with who - but you'll know what to say or do to set people off disruptively. You could move into a small town and within a week have caused a dozen people to become murderers, and the entire town to be ready to tear each other apart, just by getting people to do some immoral favors.

Possession (600 CP): You are able to enter a spirit form and inhabit the bodies of others. You may only exist in this spiritual form briefly, only for the act of beginning possession, unless you have the **Spectral** perk, though if you have the **Haunting** perk and are haunting an object or place you may slid from it into an individual, and this will not end your haunting if you are rebuffed. If you are summoned by another individual without proper precautions - such as a summoning circle - you can also attempt to possess them. To possess an individual they must be vulnerable. Typically this means those who are emotionally vulnerable, suffering from mental illness, and children, though a combination is easier, and in general it is an uphill battle of the will to usurp their rightful position.

While you possess an individual you are in the driver's seat and may only access a portion of your powers from this and other jumps - though as your soul and mind are in them any wholly relegated to those fields will be still with your soul and mind. You will also be able to tap into their minds and memories - you won't instantly know everything, but if you make an effort to remember something you will be able to.

Even if you don't have other powers you can crawl on walls/ceilings, turn your head 360 degrees, and perform similar feats of unnatural flexibility in your possessed body, as well as float, and projectile vomit. Your basic suite of spooky 'possessed by a demon' traits.

However while possessing a body - or attempting to - you are vulnerable to the power of faith, religious symbology, traditional exorcism techniques, and the like, any of which will make it harder to take control of a body, and can be used to force you out again. If you are exorcized you will not be destroyed, merely sent a fair distance away, and unable to possess another individual for some time.

Alternatively, you may choose to simply fester inside of someone instead of actively controlling them. In this state you will slowly influence their feelings and emotions by empowering and instilling darker emotions such as fear, anger, and despair, and can cause them to experience terrifying hallucinations. In this form you're much harder to detect or sense except when you are actively exerting influence.

If your host is killed you may attempt to possess another nearby, or appear in your normal form. You may also possess corpses and the dead as long as their body has been rendered unhallowed in some manner - such as by being killed by a demon or unholy forces - though this will not stop the corpse from decaying, but the supernatural nature of this possession does mean that rotten muscles and nerves is less of an issue for you than it otherwise would be.

Boosted: (choose one that is applicable)

- w/Chosen One - **Angelic Vessel**: You may choose to lose the ability to possess vulnerable individuals and instead only be able to possess individuals of religious faith and feel a need for the power to act upon it or who is willing, you may provide them with a greater share of your power and even share control over the possessed form. Attempting to force or influence them into actions which would break the trust of their faith, or go against their deeply held nature and desires will end the possession, but you are no longer vulnerable to faith, trappings of religious symbolism, or even exorcisms unless they could affect angelic beings as well as infernal ones. You will not grant the standard suite of spooky possessed by demon

traits. If you choose for the more subtle influence, you may share with the host reduced forms of any or all of your perks and powers, and influence their emotions towards the 'better' parts of the human psyche such as compassion, forgiveness, and love. Finally you may possess the corpses of the faithful as long as it aligns with the moral purposes they held in life, and this will prevent them from rotting or decaying for as long as you occupy their corpse. This also grants you the ability to feel those who are in need of such succor.

- w/Genre Blending - **Bodyjacking Alien**: You may choose to lose the ability to possess vulnerable individuals, and instead you are able to project your mind and will as a special form of radiation received through the eyes of another. Strong enough wills, radio jamming, or excess amounts of metal may prevent this, but it will generally require less of an overpowering difference in force of will and personality to overcome them than the base perk. Your possession is not vulnerable to religious means of expulsion, instead it requires bombardment with certain types of radiation - observable if someone analyzes the strange radiation your hosts will produce. You will not grant the standard suite of spooky possessed by demon traits, but you will be able to lower your pain reception. If you choose for the more subtle influence, you do not possess the ability to incite darker emotions, but may share with the host reduced forms of any of your purely mental perks and powers, and compel them towards certain goals of your desire, pushing it into their mind with an increasing need the longer you are there until it becomes monomania. You may possess corpses through this same special form of radiation to possess it, though it will not reverse or prevent rotting, and you do not gain the base perk's protection against rotted muscles and nerves.
- w/Harbinger of the End - **Spiritual Contagion**: It is much easier for you to possess others; it would require a vastly stronger will to possess someone who was not in some way vulnerable, but it would be casual to possess someone who fell under two categories, and a much easier spiritual struggle against someone who fell under only one. You are also able to spread the influence of this possession, whether you are possessing and individual or not. Your mere presence or interacting with you or your host will allow you to influence the emotions of others and cause hallucinations as if with the lower level of covert influence, even interaction over real time electronics such as a live video feed or phone call. This is much harder than focusing a possession on a single individual and strong wills will be able to resist this even if they'd otherwise qualify as vulnerable, though the more ways they count as vulnerable the stronger their will needs to be. If your power grows sufficiently (such as through **Harbinger of the End**) resisting this

will become harder, and you will even be able to birth new demons as spiritual beings into people or corpses to fully possess them. These will be able to be exorcized as if with the base perk, and unless you possess some form of Hell realm will be destroyed when exorcized - if you do possess a Hell realm they may reform there with time after an exorcism.

Ghost Perks

Deathly Patience (100 CP): You are patient, able to put aside boredom for extremely long periods, and to hold to your determination for a long, long time, especially when you have something to monomaniacally fixate on. A grudge against the living tends to be a good choice.

Traumatic Individual (200 CP): You are an expert at making people suffer and inducing trauma. Even when you don't do anything in particular for it, negative encounters with you are just more traumatic than normal, if you kill someone's family before their eyes it will damage their psyche more because it was you, though you may toggle this part off or on. This also makes you skilled at creating toxic, abusive relationships with others in your life, and knowing how far you can push before it becomes too far. In general you always seem to know how to make someone's life a living hell, and are not only creative in the process but good at identifying how to tailor it to a certain individual.

Spectral (400 CP): You possess the ability to turn intangible, beginning to exist in a spectral form in which you are mostly translucent and tend towards a washed out grayscale coloration. Some energies can still mess with you, as can magic, but like a ghost you can pass through objects and walls, and traditional attacks don't threaten you. You may only sustain this form for so long at a time, as it does seem to strain you to do so, though by increasing this strain you can briefly interact with the physical world as if you too were physical, turn yourself wholly invisible, or both (though this will greatly shorten your active period). Once you leave this state you will have to wait to re-enter it for some time, and while you are outside of it your ability to enter and maintain it will slowly recover.

If taken with **Haunting** or **Possession**, when you let your existence merge back into the victim of your possession or the location or object you are haunting you will be able to recover this ability as if you were outside of a spiritual form (despite being in another spiritual form) but can also reactivate it immediately if necessary - though you will still have shortened time if it hasn't fully recovered. If you are near a victim/target you have previously possessed/haunted and you would run out of time you may automatically resume your possession/haunting instead of reverting to physical form.

If taken with **Corrupting Change**, you may choose to have this be the default form of those you transform. If you do so, your victim will always be spectral, and when they can no longer maintain the form they will instead pass on to a purely spiritual existence where they are no longer able to interact with or observe physical reality for a time.

Haunting (600 CP): You possess the ability to infuse your being into a place or object. When you do so you no longer physically exist, merely being a spirit inhabiting the location and using it as an anchor for your existence. In this state you may be exorcised, forcing you to no longer haunt the object or location, and making it so you cannot haunt another for a period. You require an emotional attachment to the place or object to haunt it, and beginning to haunt a location or object requires a fair commitment of time and effort.

While haunting an object or location you may use your spiritual and psychic powers, or any supernatural power that doesn't inherently require a body, out from it, and possess the ability to project your senses through it. You will also be able to perform limited psychokinesis, create illusions and hallucinations, and even reality warping around the haunted object/place, though the strength of this effect will be based on your emotional attachment; you could stretch a hallway so that it was longer on the inside than the outside for a time, teleport objects, or with a stronger attachment rearrange rooms, or even influence the flow of time around the location. This reality warping cannot directly affect a living being.

Taken with **Possession** you can 'haunt' a possessed individual influencing reality around them in a similar way, or causing hallucinations, creating illusions, or moving objects.

Taken with **Spectral** you will be able to manifest in your spectral form from the haunted object or within the haunted location while still haunting the location/object as long as you do not stray far from it; sufficient distance will break the bond. Likewise should your spectral form be killed or destroyed instead of being destroyed you will simply return to haunting the location, though it will take time to recover your form during which time being exorcised may destroy you.

Taken with **Witch** you will be able to perform a magical ritual to bind yourself to a building, allowing you to retain a corporeal form and even briefly leave a haunted location while still haunting it, though if you remain gone too long - by default this will be under half an hour but if your power grows the time you remain separate will too - it will break the haunting.

Boosted: (choose one that is applicable)

- w/Chosen One - **Genius Loci**: Any place you 'haunt' is considered sacred and holy, and unholy or dark forces will be assailed by feelings of unease and weakened within it, and any inside of it are shielded by this sanctity, providing a measure of protection against dark and unholy supernatural powers.

- w/Genre Blending - **Lingering Shade**: Once per jump if you would die or be destroyed while not haunting an object or location you may immediately begin haunting the location you died at. As long as you are not exorcized or forced out of your haunting you will not count as dying for the purpose of failing the jump.
- w/ Harbinger of the End - **Resentment Curse**: Your haunting is contagious, able to spread to objects left within the haunted location, or close proximity of a haunted item, and to even linger on people who enter or leave it. It can even spread from these secondary haunted objects or individuals, spreading like a disease. It's much easier to remove the haunting from these secondary recipients, and your powers are weaker when manifested from them, but you may spread further and further. Your haunting will also automatically follow to any copies made of a haunted object or location.

Hunter Perks

Veteran Hunter (100 CP): To hunt monsters requires several skills. You're a proficient brawler, trained in European styles of unarmed combat, as well as various medieval weapons - swords, axes, crossbows, even longbows - making you proficient with any weapon that Hollywood would associate with a medieval knight.

In addition you have a good foundational knowledge of the behavior and weaknesses of common monsters. This won't tell you much about any unique beasts, but something like werewolves and vampires you'll know the basic lore of and what's the true lore and what is just some misconception. This will update each jump, though only covers relatively common monsters, and nothing too secret or unknown - you'll know the weaknesses of vampires and how a master's behavior differs from the common breed, but if the first vampire was Judas and this is some secret knowledge unknown to all or if they were the result of a botched exorcism which the Catholic church has been covering up for centuries you'd not know that from this.

Resist the Change (200 CP): You are able to hold off transformations and corruptive effects with willpower. This will only slow the change, so you'll eventually have to find some other cure. You may even accept the change, receiving the physical changes and benefits without any of the mental effects or influence, though if such a change is constant and permanent it won't let you rewind it, and resisting the mental influence will become increasingly more difficult the longer you are physically changed.

Though if the change or corrupting influence is inflicted by wounds, if you cauterize the wound quickly you may be able to stop it completely or at least slow it further; even the strongest transformative corruption can be stopped by cauterizing the wound with a heated crucifix.

As this overlaps with **Chosen One** if you take both you will be wholly immune to transformation from dark or unholy forces, as well as corruption in general. Even if you accept a physical change you will find it easier to maintain yourself, and, with a truly herculean effort of will even be able to reverse it.

Call to the Work (400 CP): You can feel it. The call of the hunt. It's almost like you have a radar for detecting Evil in your head. You find yourself naturally drawn to places of evil, places where bad things have or are about to happen. You can even sense if someone is themselves evil. This is vague for mundane and mortal evil - you might get a sense that there's something rotten under the surface of a serial killer when talking to them - but it is especially potent for supernatural evil giving you a 6th sense for where

they are liable to strike, and letting you feel in vague terms how close they are. You can even sense evil forces that others can't allowing you to (at least faintly) see supernatural evil beings that are normally invisible, hear them, etc, though this will only work if they are both supernatural and actively unholy or evil.

Light in the Darkness (600 CP): You can always find a way to kill something. The more powerful it is, the harder it will be to find such a way, and the more resource intensive it will be, but you can do it. This doesn't guarantee they will be feasible, if the gap between your resources and your foe's power is too great. But when you're involved there's always a way to kill something if you're willing to put in the time and effort necessary. Especially as the more time and effort you put into finding a way or fighting them the easier you will find it becoming. And if there already was a way to kill it, you'll find that as you put time and effort in the restrictions are loosened. This does work more effectively on preternatural defenses, than simply being big and tough, but it will have some effect even then.

Boosted: (choose one that is applicable)

- w/Chosen One - **Destined Slayer**: The world itself seems to conspire to help you slay monsters. When you seek to put an end to some supernatural evil, unholy force, or power of darkness, favorable environmental conditions, unusual weather, or just accidentally stumbling onto their weaknesses are all things you can expect to encounter regularly. You will also find that holy weapons respond more easily to your hand, and are stronger when you wield them.
- w/Genre Blending - **And Stay Dead**: Things you kill stay dead. Random events won't conspire to revive them, no one will accidentally bleed on Dracula's tomb, and their own resurrective powers will not avail them in the least. Even outside forces will find it more difficult to resurrect them, and events conspiring to make attempts to do so fail.
- w/Harbinger of the End - **Slayer of Light**: Even the protection of luck, fate, chance, or most of all *plot* fails before you. The longer you fight against an opponent the less any protection based on fate or narrative will protect them from you. Well the base perk already applies to fate and luck as an in universe force, but this will increase the speed at which they falter.

Investigator Perks

Get It On Camera (100 CP): You can hold a camera steady and focused like it was second nature to you, even when running in panic. Beyond that you know how to effectively record and gather evidence without contaminating it.

Researcher (200 CP): You are skilled at performing research - more into existing information whether online or the old fashioned way than the experimental kind - and tracking down information. When you attempt to research the supernatural you are particularly lucky in finding reliable and relevant sources. It won't guarantee everything is accurate, but you're more likely to find something which is than you really should be.

Detective (400 CP): You're a skilled detective, capable of walking into a crime scene and taking a dozen clues at a glance. You're not Sherlock Holmes but you're good enough to be a fictional detective. A master criminal or the supernatural might throw you for a loop, but you're really good when it comes to putting together clues and that'll help you figure out when things don't add up, and what circumstances would be necessary to make them add up. You're especially good at psychological profiling, and figuring out how someone's mind functions from the modus operandi of their crimes and activities.

Unraveling the Mystery (600 CP): You never seem to hit a true dead end. When you investigate a mystery you seem to always be able to find more clues as long as you keep going at it, one thing always seeming to lead to another. Of course it might take effort and putting together the pieces, but even as a dunce if you keep going at it long enough you'll figure it out, though this won't guarantee you'll figure it out in time. There's always another clue of some sort to help you forward in your investigations, as if you had a path to solve any mystery. Just hope that it doesn't lead you through hell.

Boosted: (choose one that is applicable)

- w/Chosen One or Genre Blending - **Fact From Fiction**: You have an uncanny sense for which clues are actual clues and which ones are red herrings or planted evidence. You won't always get this sense but you will get it a fair bit of the time. And while you won't always get a sense for it, you won't get false positives, if you know you know, if you don't it's just a sense of not knowing. This also applies when researching paranormal creatures, letting you know which elements of folklore or reports are accurate as to their weaknesses and strengths, and which are inaccurate.
- w/Harbinger of the End - **Discoverer of Dark Secrets**: You seem to be drawn to sources of dark and forbidden lore. Even when you're not looking for it, hints and

whispers as to how to begin tracking it down will fall into your path, leading you on towards it. This won't create dark lore where it doesn't exist, but you will find yourself being pointed towards it even if you aren't looking.

Monster Perks

Classic Horror (100 CP): There's something timeless about the looks of gothic horror. But it's easy for them to fall flat and be cheesy or lame instead of cool and menacing, especially without the right mood and setting of the environment. You however don't seem to have this problem. When you drape yourself in the aesthetic of classic gothic horror, you seem to be able to pull it off with the intensity and charisma of your being, and a bit of help from fortuitous circumstances in lighting and environmental factors.

Transformation Sequence (200 CP): Werewolf transformations are long, dragged out, and theatrical… except when they're quick to the point of instantaneous. You're now able to vary the speed of transformations making them more than an order of magnitude longer or shorter; a transformation that was normally 30 or so seconds, long enough not to be usable in the midst of a battle, might be extended to as much as half an hour, or reduced to as little as half a second.

This also gives a limited non-interference tendency on enemies. They won't stay and watch anything longer than a matter of seconds in heated combat, but people do tend to stop, stare, and appreciate it when you transform.

Night Creature (400 CP): Your powers and abilities are heightened during the night, all of them growing by a small, but noticeable amount. This applies to every aspect of your being - physical strength, speed, acuity of the mind, resistances, special powers from this world and others, spiritual strength, and so forth for anything you care to name - so that when combined you will see a significant increase in your power even if each increase is relatively small. This increase to power and abilities is even greater under the light of a full moon, where you will see a significant increase in each and every aspect such that your power surges substantially greater on such a night.

Grown Beyond Your Weaknesses (600 CP): You are resistant to any special weaknesses you possess. Things that bypass immunities still work, but anything that'd not affect a human won't affect you, and there is no longer such a thing as 'super effective' when it comes to you. This does not apply only to things that would directly harm you, but weaknesses such as how a cross would repel a vampire, or being unable to cross running water. If it would reduce you below what you would be as a normal human without the trait that gives you the weaknesses along with whatever powers it provides, it will not apply to you.

Boosted: (choose one that is applicable)

- w/Chosen One - **Traitor to Darkness**: You find that while you may not have weaknesses, those who suffer the weaknesses you normally would will find that your blows and weapons are more grievous and powerful against them, and if they could be killed by such a weakness they can be killed by you or any weapon you wield. If you were a werewolf - or other being weak to silver such as some vampires and demons - and fighting another werewolf you would hurt them much more and be able to kill them even with a non-silver weapon.
- w/Genre Blending - **Grown Beyond Limitations**: You do not merely not suffer weaknesses you may have possessed. You will find that the flaws of any powers or abilities you possess are lessened. They aren't necessarily completely removed, but these sorts of flaws are much less restrictive for you; an addictive power is much less addictive, and a power that sends you into a berserk rage to use might only make you mildly angry. In addition you will find that possessing contradictory powers is not dangerous for you - such as being a demon and a saint simultaneously - and you may even use normally contradictory powers simultaneously or together generally without issue - such as simultaneously using unholy and holy powers, or ice and fire ones.
- w/Harbinger of the End - **Grown Beyond Mortality**: You do not merely lack weaknesses and achilles heels that would hobble you to below humans. You are now able to adapt to any form of harm you do suffer, such as from that which pierces your supernatural defenses, and develop resistance to them in response to the harm they deal to you. This will reset slowly if you don't encounter the form of harm again but will never completely fade, and with enough encounters and damage from them you could develop a permanent immunity - it'd simply take a very very very long time and exposure to much pain and harm.

Priest Perks

Divinity Schooled (100 CP): You have been given a quite in depth training in the theology of a single religion of your choice, and possess a generally broad knowledge of theology including comparative theology, enough to debate religious figures of other religions based on the minutiae of the theologies of most major branches and denominations. In future jumps while this won't update fully to this depth, but you will be generally aware of major religions and their theology, dogma, doctrine, canon, and beliefs even if you dropped in, and their actual ones and not just the pop culture representations.

If you like you may insert as a well respected member of the clergy of a religion of your choice.

Omens of Revelation (200 CP): God shared with us Revelations not as a guidebook, but a warning. At least that seems to be the case with you. When an apocalypse nears - something that will destroy the majority of (sapient) life on the world, you will begin to uncover ancient prophecies, and signs forewarning it. They might not be directly related to the source of the apocalypse, but as it gets nearer they will point to it with more and more detail, and if you are clever and good at figuring out the clues you are given they may tell you how to stop it. Though this won't ensure you possess the ability to enact any such method.

Words of Succor (400 CP): You are the person people come to to talk to when they are in distress or suffering nadirs of resolve and faith. After all, you are uncommonly excellent at comforting people, and reaffirming their resolve and faith. You are a fairly empathetic person, capable of understanding what is troubling someone from their behavior without direct words, and with enough information you can even get to the root of someone's problems when they can't identify it themselves, and once you have you can put them on track to fixing it. Beyond this you are just generally good at playing emotional support, and shepherding your flock.

True Believer (600 CP): You are a fully ordained and faithful priest, even if you're not. Supernaturally speaking that is; this won't make you actually ordained in the organization in future jumps. Still for anything other than the purely social, you count as a fully ordained and faithful Christian (Catholic if it really matters) priest even if you're an atheist, and unless God has a habit of actually taking notice and getting involved directly in a setting, He won't seem to notice you calling on his power for miracles. Not that God

not existing will stop you from doing so, so maybe the power isn't really coming from him - your latent spark or benefactor perhaps?

Either way you are capable of sanctifying things, performing exorcisms, absolving others of their sins if they honestly repent, and even weakening supernatural evil with your prayers. This is not an exhaustive list, but if it's a standard supernatural feat that priests can perform in worlds where they do in fact possess supernatural powers, you will be able to do the same. This is only at the level of a good, and faithful priest, not a saint, or some extraordinary exorcist by default. These abilities will be most effective against Christian supernatural evil - Christian demons, vampires, etc - even if they are from settings where such things normally would not have power over them (though one that rose above those vulnerabilities due to power or special ritual would still be unaffected), but even against other creatures of supernatural evil, sin, and wickedness they won't be completely ineffective.

If you like, in this jump you may insert as a very well respected member of the Catholic (or another Christian) church.

Boosted: (choose one that is applicable)

- w/Chosen One - **Saint**: You are not merely an ordained and faithful priest, you are something much more hallowed than that. Your prayers no longer merely weaken unholy beings, but any dark or unholy creature - Christian or otherwise - will find itself actively hurt - along with weakened - by your prayers, your touch burning them like a holy relic for you are a sacred thing. Such is your sanctity that the Devil - or another god of evil - could not directly affect you with his powers, having them fail against you and even be weakened in their ability to affect your proximity, unless you wilfully allowed them to or invited them into you to possess your being. Which you might do as it is entirely possible for you not to merely hold off possession as a Chosen One might, but to turn your very soul into a prison to contain evil indefinitely. It won't be easy - it will be a constant psychic battle of souls for control - but you are well suited to winning it. You can contain one such being this way at a time, though those from past jumps will remain quiescent and not count against this limit after the end of a jump; though you'll need to be ready to deal with them when your chain ends.

  If for some reason you are also unholy, you will not spontaneously combust yourself or the like, and your holiness will not directly harm you, nor your own

prayers or direct uses of your power. That said it will not protect you from other holy powers, or even objects you sanctify.

- w/Genre Blending - **Taoist**: You are no Catholic priest, and you will no longer gain the base effects of this perk granting you the supernatural powers associated with one. You have instead taken the first steps towards existence as a Xian, becoming a fully trained practitioner of Taoism and a Taoist priest/sorcerer. You don't stand with the gods yet, but the abilities of the base perk now apply most firmly against those entities of east Asian traditions, and taoist connections. In addition to that you have a good grounding in Chinese kung fu, and your body seems veritably superhuman, granting you impressive acrobatic skills which seem more like wire-assisted stunts, and the power to channel your qi through your blows to fight ghosts and dark forces, or perform truly devastating blows to inanimate objects. You are also capable of creating hopping corpses to serve you, using sticky rice to harm supernatural evil, and various acts of low end Taoist sorcery. You're firmly on the 80s Hong Kong Xianxia side, not modern LitRPG Xianxia. This does still include exorcisms and ritual purification of objects, and the guarantee that they will work on creatures with such traditional vulnerabilities (even if they'd normally not have them in the world in question) but they lose their heightened effectiveness against Christian evils instead working best on those springing from Taoist and Far Eastern folk belief.
- w/Harbinger of the End - **False Shepherd**: You are the corruptor and profaner of all things holy. Powers of light and holiness have a reduced effectiveness upon you, as if they were corrupted by your mere presence, and you may freely mix holy and unholy powers - or just simply 'good' or 'light' and 'evil' or 'dark' ones - with no difficulty on your part. You may also profane and desecrate any sacred or holy powers you use, often inverting their purpose and use: twisting sacred rites to desecrate things, or using corrupted exorcisms to invite demons into people or potentially even fuse them together.

Psycho Perks

Hide the Darkness (100 CP): You are a social chameleon, able to change your behavior, almost instinctively, to fit in with a group around you; or at least pretend to. You are a preternaturally good liar as well, making you extremely difficult to read, and allowing you to lie without a hint of guilt or shame showing through, and think up believable lies and stories on the spot. You might even spoof some of the less accurate, or easily fooled, forms of supernatural lie detection.

Game Master (200 CP): You are an excellent engineer and architect. You are far better, though, when it comes to building traps, puzzles, mazes, and "*games*" designed to maim or murder those within them. Building these seem to take a fraction of the time it should, and your mind is always ablaze with ideas and designs, including those that incorporate other engineering skills and technology (including magitech and clarketech) which you possess.

Puzzling Plans (400 CP): You are a master of plans, and plans within plans. You're good at coming up with one, coming up with contingencies, coming up with escape plans if your plan goes badly, and so forth. You're especially good at planning around a specific individual, both predicting their behavior and actions and how to manipulate them. This works best with a monomaniacal fixation, so switching between multiple such individuals quickly isn't really an option, meaning this special talent isn't so great if you have to deal with a lot of enemies at once, but if you're just dealing with a singular detective leading your case you could lead him by his nose and break him completely.

Lord of Summer (600 CP): You possess a nearly monstrous charisma and charm, fitting a true born lord, a cult leader, or Christopher Lee. It's simply easy to make people like you, and accept you as a leader. This comes with a touch of skills as a demagogue and knowledge of how to appeal to the masses - or at least the community around you. This charisma is especially good at getting people to transgress against morality/ethics, justifying your own lack of them, or taking advantage of fear, worry, and desperation to get people to do things they'd normally find immoral or unethical. Think starting cults that sacrifice humans for good harvests, initiating the Purge, or getting people to accept that your killings are justified because you give them a chance to escape your death traps if they figure out how to survive via permanently mutilating themselves quickly and readily enough. You won't be able to convince everyone all the time, but you'll be able to convince more people than really is reasonable.

Boosted: (choose one that is applicable)

- w/Chosen One - **Good Shepherd**: This special charisma seems to be able to work in reverse, allowing you to instead of tearing down morality and ethics, reinforce utilitarian morals and ethics, or those based on traditional values.
- w/Genre Blending - **Cultural Values**: This special charisma seems to be able to work in reverse, allowing you to instead of tearing down morality and ethics, reinforce those of the surrounding culture or society, or those of another culture or society which interacts closely and strongly with that of the audience.
- w/Harbinger of the End - **Dark Messiah**: When those who follow your teachings, or your commands kill the innocent your powers grow from **Harbinger of the End** as if you had killed them yourself, though to a much lesser extent - unless you directly lead them in doing so as a ritualistic sacrifice, in which case the more people you have joining you in the ritual the more the life will grow your power. Even non-murderous immorality and evil among your followers will increase your powers through **Harbinger of the End** though it will be a small amount for each follower. And of course the more your dark powers grow from **Harbinger of the End** the greater your charisma and political savvy will become.

Scientist Perks

Doctorate (100 CP): You have a doctorate in the field of your choice, complete with documentation (which will update for new jumps where it's equivalent and there'd be documentation). You are also well grounded in STEM fields, not to the level of a full degree in all of them, but you have a passing familiarity with higher maths, engineering, and most scientific and technological fields.

This knowledge will update to some extent in future jumps; you won't have the same degree of knowledge, but you will be familiar with STEM fields in future jumps as a well-informed individual who had never made a professional or academic study of it might be - at least know of general and broad concepts - even if you're a drop-in.

You may purchase additional doctorates for 50 CP each.

Surgeon (200 CP): You are one of the finest doctors in the world, whether it's internal medicine or surgery you are a master. But you are especially good at surgery. Your skills at surgery are almost miraculous, able to save patients who would otherwise die, and the extent to which you can modify a living creature's anatomy seems to be somewhat loosened. Also rejection does not seem to be an issue for you when you implant organs - or appendages - into or onto others. You could do something like stitch two people together so that they shared a digestive track and not have it prove immediately fatal, or attach the hands of a fresh corpse onto someone else's wrists to replace ones that were lost in an accident; if you could keep the brain alive long enough you could even transplant brains or attach someone's head to another's body. Though do be careful when attaching the body parts of the dead as they can carry the skills and desires of the original owner along with them.

Emergency Research (400 CP): Experiments and scientific research you engage in seem to go faster and produce more progress the more pressing the deadline is. The more important the deadline as well the greater the effect. If you have only a day or two to finish before being fired you'll see a boost, but if you need to find a solution to a problem in time to stop the apocalypse which would kill even you in 24 hours you might somehow do more than a month's worth of research in half a day, or with 8 days you might manage a year's in a week.

Making Monsters (600 CP): You are a master of making monsters. This doesn't give you any special skill to do so with, but whatever other skills and abilities which might apply become significantly more useful when it comes to creating monsters. With engineering skills you'd find it easy to make robots, even those that are stronger and

more durable than should be possible, or function as fully autonomous murder drones with 1980s or even 1950s computing. With a knowledge of biology you'd find it easy to make biological horrors or develop zombie viruses. Maybe you could use VR and nootropic drugs to stimulate psychic potential. Any skill you possess becomes much easier to twist towards the creation of monsters. Combined with magical powers such as from the **Witch** perk and you could make killer puppets, infuse people with demonic dna to create hellish mutants, and so forth. As a **Psychic** you might be able to imbue your psychic power into dolls or effigies to turn them into living and murderous creations. And this is not limited to powers of this world.

However this is the power to make monsters. There will always be something monstrous to those creations made this way, something that makes them dangerous to those around them - even their creator - and the more powerful the creation the harder to control and more inclined to dangerous insanity it will be.

Boosted: (choose one that is applicable)

- w/Chosen One or Genre Blending - **Caging Monsters**: Perhaps you'd rather not make monsters, but contain them. As good as you'd normally be at finding ways to make monsters (and still are if you choose to do so) you will find your skills similarly boosted when it comes to making countermeasures to contain or stop monsters. Use modern science to create a space station that floods Hell with perpetual sunlight to stop its angels of pain from escaping to torment the living, create cages which trap ghosts and keep them contained in a nuclear reactor, or whatever else your skills allow for. You will find that it is preternaturally - even supernaturally - easy to use your skills for this purpose; though it doesn't apply to human 'monsters' and mundane animals (a kaiju though).
- w/Harbinger of the End - **Crafting the Apocalypse**: You may choose to bestow the effects of **Harbinger of the End** to monsters you create, allowing them to grow stronger and more monstrous by the taking of lives, though as they grow stronger they will grow more monstrous and harder to control. If you also have **Corrupting Change** this will allow you, through ritual or scientific means, grant those you changed through it **Harbinger of the End** as well, and the ability over time and through it to grow any perks they received from **Corrupting Change** to full power (or beyond); this will grant them any capstone boosted effects it could grant for perks they already received, though as with the base perks they will be reduced initially.

Slut Perks

Life of the Party (100 CP): You've got a certain charm about you. Maybe it's just your relaxed way about yourself. Maybe it's the way you always seem to know how to make a good time just a bit better. But whatever it is you seem to be more enjoyable to be around than you were before, able to brighten up those around you. This won't help if things get too dangerous and dark, but when it's time for the party you're simply fun to be around.

Be the Boyfriend (200 CP): When you fight something to buy others a chance at safety they are more capable of escaping. They'll run faster, have an easier time breaking down doors, think more clearly to figure out coded locks, or find better hiding spots and just in general while you are fighting to buy them time they will be able to use that time more efficiently and effectively.

If you lose this fight they seem to gain an additional benefit becoming better able to take care of themselves afterwards and seeming to gain some degree of protection and resistance from the threat; it doesn't hit them as hard, or affect them as readily. This failure doesn't require you to die, but it does require you to fight until you cannot any more - either because they trapped you, removed you from the area somehow, or you were rendered incapacitated - simply fighting for a bit and then running when it's safe for you will not trigger this defeat bonus.

Prom Queen (400 CP): Well you might not be the prom queen, but you have what it takes to be one of the popular kids. You're great at maneuvering inside of a limited social network where people are pushed together whether they want to be or not - a school, employees at a company, a group of survivors, or a small village - and ensuring you come out on top of it. You can recognize who you need to have the support of to stay on top, how to create an out group to maintain a common enemy, and how to maintain the illusion that everyone likes you even if no one did. You'd make a great future politician if this didn't work best when you personally know everyone.

This is more manipulation of the system, and knowing how to stay on top, than actual charisma. It won't make people like you, but will help you make people think they do.

Twilit (600 CP): Many people believe they can change the bad boy or the deadly dame. Usually this ends badly, but you seem particularly talented at it. There is something about you that is particularly appealing - romantically that is - to 'predators' whether human or (sometime literally man-eating) monsters. Serial killers, werewolves, vampires, even demons and the like just seem to have a tendency to fall in love with you, even mere

abusive creeps and conmen have increased attraction to you though not to the same degree.

And you can teach them love, empathy, and human feeling through romantic involvement. This may be mostly directed towards you, but that's worthwhile still.

Boosted (choose one that is applicable)

- w/Chosen One - **Fraternizing with the Enemy**: Your lovers, monster and otherwise, begin to match you in ethical and moral code and behavior. The longer you're together the greater this effect, but it can even overpower spiritual corruption, or being literally composed of evil, teaching them to be good… by your definition of it, and leaving them moral even long after your romance has ended.
- w/Genre Blending - **Body Warmth**: Those you are romantically involved with will, at your discretion, become more and more human. This can stop at merely a roughly humanoid form, or continue to human with small monster traits, or even go all the way to making them fully human - potentially returning the undead to life, curing vampirism or lycanthropy, and the like.
- w/Harbinger of the End - **Succubus**: The more sexually attracted to you an individual is the greater your power over them. Their blows will hurt you less, their special powers and abilities affect you less, and their attempts against you will generally be less effective, and the opposite will be true. Your strikes against them will hit harder, and pierce defenses better, your powers will be harder to resist and take less energy to make affect them, and any actions you take directly against them will be more effective.

Soldier Perks

Basic Training (100 CP): You seem to have been through basic military training, maybe even seen some action. You're a good shot with pistols, rifles, and a variety of firearms, have the knowledge of military tactics and doctrine appropriate for a rank and file grunt, and are fit enough to pass basic. This will update somewhat in future jumps, always leaving you familiar with common, modern, military weapons and basic doctrine.

Squad Tactics (200 CP): Maybe you were more of a sergeant than a private, as you seem to be pretty good at leading and coordinating a small team. You've got a good head for small squad tactics, and how to coordinate and lead a group in battle. You're especially good at coming up with ways to adapt these tactics to what you know - or have learned - about enemies you're facing.

Figure of Authority (400 CP): People trust you and turn to you in a crisis. And it's probably a good thing that they do as you are good at keeping people calm and working together in an emergency situation. Maybe it's for the best as you even seem to have a general awareness of how to keep civilians safe in crisis and emergency situations, how to keep them calm, what they need to know - or not know - and how to handle a mass of scared humans to keep them from blowing up on each other and becoming a bigger threat to themselves than whatever is outside.

At your discretion this also comes with experience and a past as a sheriff in this jump, even the current position.

Special Forces (600 CP): You weren't some sort of normal soldier, you were special forces. You have an expertise in guerilla fighting as an experienced special forces operative, knowing the ins and outs of such fighting, along with situational awareness, and general alertness which seem practically inhuman. You are constantly alert and aware of danger around you, your readiness not seeming to ever truly drop even when you're relaxed. You combine this with a keen mind for figuring out what you can do in a fight with what you have, and how to neutralize advantages your opponents may have over you.

Boosted: (choose one that is applicable)

- w/Chosen One - **Dutch**: You make normal members of the special forces look like they're still in basic training. You are the master of asymmetric warfare, and you are especially good at finding ways to avoid or neutralize special sensors or senses. Your situational awareness and alertness have likewise increased

substantially leaving you hyper aware to the smallest sign of danger or threat, such that once alerted to the possibility you could find and follow the movements of an invisible enemy by the rustle of bushes and sounds of its footsteps alone, or fight in absolute darkness while only mildly disadvantaged.

- w/Genre Blending - **Conspiracy Theorist**: You have a 6th sense for what sort of dangers and conspiracies are real. You won't know precise details necessarily, nothing as specific as 'this individual is plotting this' but if the government is hiding aliens you'll have a feeling for it, if vampires are real even if they hide behind the masquerade you'll know to prepare for them, and if there's a world spanning illuminati governing the world from the shadows you will not be unaware even if you won't know who is or is not in on it.
- w/Harbinger of the End - **Assassin**: You are highly aware of how to kill a person. Not merely an extensive academic knowledge of physiology and anatomical weak spots, but you know how to set up a position to kill from hiding, your way around poisons, and everything of the sort. If it's a way to kill a person you know it, and how to use it.

Sorcerer Perks

Local Lore (100 CP): You know the folk stories, urban legends, and lore of the local community you live in, along with the dark secrets which would be well known gossip among those (socially active) in the community but hidden from outsiders. This might not be too impressive if you really did grow up there, but it will automatically update for any community you start the jump in even as a drop-in, and/or that your background origin in a jump lived in. You will also find that if you live in a location long enough you will gain such knowledge as if by osmosis even if you live a reclusive and hermit life. It takes 1 month of living in an area to begin to update, and 6 months to have you fully informed as if you had lived in the area for an entire long, long life and stayed well-connected throughout.

This functions on the scale of towns, and neighborhoods not cities, countries, or entire worlds, though the exact range may vary based on setting and how thoroughly connected the world is.

Occultist (200 CP): You possess a deep and wide knowledge of occult traditions. This doesn't extend to actual spellcasting, but you have an understanding of how magic works, and folk traditions for dealing with it or countering it. You are also an expert at recognizing what pattern of rules and internal logic magic, as well as other supernatural forces and powers follow. You won't instantly know upon seeing a ghost how ghosts work, but you will by observing one and seeing some of its capabilities understand how they might work

While this knowledge will not directly update in future worlds you will find that you are a receptive sponge when it comes to learning and studying about magic. This is more the general rules and theory of it than actual spells, but you will learn this knowledge quickly and continue to be good at intuiting how supernatural powers function and their rules.

If taken with **Emergency Research** you will be particularly gifted in coming up with experiments to test these rules and the limits of such powers, as well as identifying by what means the natural can interact with the supernatural. This of course will help you figure out ways to deal with the supernatural through scientific or even mundane means, though it gives you no supernatural ability to do so if it cannot normally be done at all.

Opener of Ways (400 CP): You are a practitioner of summoning magic. You know spells to summon, and bind to your will, evil spirits, demons, and horrible things from beyond the realm of man. These creatures are dangerous, and there is no inherent limiter preventing you from calling up what you cannot put down or properly bind so do be

careful. The more powerful the being the more difficult, involved, lengthy, and specific the ritual to summon it will be, as with the magic to bind it. This can allow you to learn to summon specific varieties of evil spirits, demons, and eldritch horrors from worlds you visit in the future, as well as allow you to summon more generic ones.

Witch (600 CP): You have the knowledge, skill, and potential to make yourself a witch. You are capable of ritual magic with which you can curse, and hex, people, animate the dead as (voodoo style) zombies, or even resurrect them though they will come back wrong. This is mainly black magic, intended to harm others from afar without direct interaction, though often requiring their body parts or sentimental items, and of the longer ritual type, though it can be used to fly, and provides some divinatory capabilities along with love spells (though usually resulting in passionate obsession), and other magic to bewitch the mind. It generally grants you the magic of a folkloric witch, and like those of a witch there are usually mundane means to counter them and holy or sacred purification can combat them.

Boosted: (choose one that is applicable)

- w/Chosen One - **White Magic**: Your magical capabilities are no longer limited to black magic. You are now an expert at magic to combat or counter other magic, as well as warding spells and spells to protect against dark or unholy forces.
- w/Genre Blending - **Teenage Witch**: You find that your magical repertoire is now expanded with a variety of minor spells for day to day convenience. These spells are mostly simple and little things, though not to be underestimated and highly varied - things like opening doors or levitating objects, cleaning objects, or changing the appearance of an outfit.
- w/Harbinger of the End - **Warlock**: You now possess a repertoire of combat magic - things like throwing fireballs, constricting the hearts of targets, or causing a target to hallucinate with no more than a pass of your hand and a few words - though those protected by fate or narrative importance tend to be resistant to the more direct death magic. Using this magic is more directly draining on you than the longer rituals. On which note you may substitute personal energy for the rituals of spells you cast - from this perk or otherwise - reducing the specificity of them, their length, or even removing the need for ritual entirely by substituting increasing amounts of personal magical power.

Survivor Perks

Run and Hide (100 CP): You've got excellent instincts for escape routes. Even in an unfamiliar area you're good at finding your way out of it, recognizing the little bits of design and architecture that indicate where the exit will be, especially when you've got no time to think. Even in shifting landscapes, or otherworldly realms, you've got a good gut idea for the patterns and rules needed to escape. This of course also gives you a good awareness of when you're really trapped.

And you know how to hide. Not so much while moving about and stalking someone, or even planning an ambush, but you've got an excellent sense for places that a pursuer might overlook and give you a chance to slip around behind them and escape.

Survivor's Bond (200 CP): Many creatures in horror form a special bond with their victims. And now this isn't limited to only certain beings when they try to victimize you. When something attacks you and fails to kill you, you develop a psychic link with them. This link gives you a vague awareness of when they are near, or active, and even allows you to at times, such as when they kill or perform major actions, share their senses, seeing through their eyes, or hearing through their ears, and even get flashes of their emotions and broken fragments of their thoughts.

You can prevent this bond from forming, and only can maintain a single bond at a time.

Think On Your Feet (400 CP): When you're under threat you need to be able to come to a plan of action quickly, and you are. When dealing with a clear and present danger your creativity and cleverness surges as you will find clever ideas to deal with clear and present threats, create distractions, stall for time, and otherwise deal with the danger confronting you filling your mind. You'll find making make-shift weapons especially easy as well.

This increased mental acumen and ability while in danger also makes you very good at figuring out how to do new things on the first try. Use the alien's weapon, drive a car, throw a punch, do a backflip… It won't make you an expert or a master, but you'll be figuring out the task very effectively and quickly.

Final Girl (600 CP): You have been singled out to survive. Circumstances and events around you come together to keep you alive. Enemies target others first, giving you the chance to observe the threat and learn how it works, and seem to be naturally inclined to take their time with you, not moving in immediately for the kill, in fact your enemies just seem to be rather stupider when they start trying to kill you, more prone to make mistakes

or overlook dangers to themselves. Your allies seem more likely to arrive when you need them, and your final stands have a tendency to happen where it gives you some sort of advantage. These things are all only within reason, your allies have to be able to feasibly reach you, there has to be some sort of terrain nearby that would give you an advantage, and a smarter enemy will still make less mistakes than a stupid one.

Boosted: (choose one that is applicable)

- w/Chosen One - **Hail to the King**: There seems to be an element of deus ex machina to your survival. Enemies that should be near infallible still make mistakes when it comes to pursuing you. You somehow stumble onto the one place which would render your assailant vulnerable, or the weapon tied to their being that would do so. Your allies arrive from far and wide to come to your aid. And other outlandish events happen when necessary to preserve your life; though this is more from those who seek you out to attack you and less when you are picking fights yourself.
- w/Genre Blending - **Always a Bigger Fish**: When you are being attacked or threatened by creatures - human, animal, or otherwise - it makes it more likely that some sort of predatory being will come along and target the creature threatening you. Maybe a gang of bikers arrive, a hungry apex predator, or a local monster. If they fight it off this won't summon something else against them for a time, and it's not always something bigger and badder than they are, but belligerent beings somehow have a way of arriving to pick fights with things that want you dead.
- w/Harbinger of the End - **They Come Back**: Otherwise you couldn't make sequels. No matter how thoroughly you were killed or destroyed you will be returned to life and full functionality of your being. Even if your soul is torn apart, or you're erased from history, you will be revived. The time this takes may vary, though it will never take more than half the time remaining in the jump upon your 1st death or destruction. The method of your return will also vary. Perhaps lightning strikes your corpse and restores it, or your allies perform a blood sacrifice, or demons restore you to life in exchange for continuing your wicked ways. This can activate multiple times per jump, though it will not activate if your deaths/destructions are within 3 years of each other, and deaths past the first will always take at least 1 year for your revival to happen (instead of never more than ½ the remaining time of the jump). If you are dead at the end of a jump, a pending revival from this perk will not save you from failing the jump.

Weird Child Perks

From the Mouth of Babes (100 CP): You have a little 6th sense for things that just don't fit into normal. Maybe something supernatural is involved, or possibly it's just that someone's behavior is because of some ulterior motive. While not an infallible sense, you won't be getting false positives. It won't however tell you more than that what you just perceived was *weird* and bears further investigation.

I Dreamed This (200 CP): You have dreams which show you glimpses of the future. This won't be every night or every dream. These dreams tend to show you glimpses of important events, especially ones where your life will be in danger, or that of those you care about. They only provide cryptic glances, bits and snippets of what will be, but it may be enough to let you change dark fates.

You also possess a natural affinity for dream realms and worlds, helping you to be able to act for yourself when in other forms of supernatural dreams - and not just follow a script - and access your full normal powers while in a dream world even if usually the mechanics of just being your dream self might prevent it.

Stir of Echoes (400 CP): You can see, and communicate, with the spirits of the dead. Even in worlds where they usually don't linger after death you will be able to see them, and hear them, though if they'd not normally exist in setting this defaults to ghosts based on lingering connections to life and beings who are just a psychic echo left behind by powerful - usually traumatic - events so may not always be the most communicative.

This also allows you to see/hear/perceive other spirits and entities which are normally invisible/imperceptible but can be seen/perceived by certain individuals, allowing you to see/hear/perceive them as easily as those who fall into the correct subsection of the population.

With focus and effort you can take this further, and allow yourself to interact with normally intangible spirits as if they were physical.

Psychic (600 CP): You seem to possess a spark of special, psychic power. This is a general, across the board mixture of things, including psychokinesis, mind reading, psychometry, emotion sensing, and even pyrokinesis. This will start off rather weak and harder still to control, but it is possible to learn to control it, and to grow the powers, though on its own it will never reach more than limited mind reading and enough psychokinetic power to destroy a building.

Boosted: (choose one that is applicable)

- w/Chosen One - **Shining**: Your telepathic gifts are greatly enhanced allowing things like long distance telepathic messages, a much deeper empathic sense of others, and longer and fuller psychometry. This won't grant out right mind control, but you might be able to calm people's emotions or even influence them in otherways, and telepathically take some of their trauma and pain into yourself to heal damaged minds. This also greatly improves your abilities in astral/spiritual/psychic combat. It doesn't grant any improved ability in initiating it, but you are very good at winning it, able to defeat ostensibly stronger and more powerful souls/psychics/forces if one should pull you into battle. Finally your psychic powers now more easily affect souls and spiritual entities allowing you to force lingering spirits to pass on through psychic might, or potentially exorcize demons through sheer psychic force.
- w/Genre Blending - **Tuning**: Your psychic gifts have given you an increased mastery of the physical world. They have blossomed into what could pass for lower end reality warping, allowing you to create or transform objects in your near proximity, forming small objects from thin air, creating a door in a wall, or filling a book with pictures by willing it. You can't affect other living things this way - or create life - and your range is quite limited, and the more complex an object the more you will need to focus and know about how it works to create it, and esoteric or exotic matter will be harder to manifest than more mundane compounds; anything actually magical or supernatural you won't be able to manifest.
- w/Harbinger of the End - **Maddening Power**: Your psychic powers now grow with the intensity of your emotions, growing harder to control but also more powerful as your emotions intensify. You could go from struggling to destroy a house, to blowing apart an entire school in a telekinetic storm through a surge of emotions. A more dangerous path lies ahead as well as you may embrace madness, allowing yourself to go insane to see not only an increase in the raw scope and scale of your powers as with emotions, but also to their versatility and variety. This requires true insanity and madness, and it comes with no way to reverse it, and while it will grow out of your own predispositions you do not get to choose how you go mad. The more total the madness you fall into the greater the growth of power. By allowing yourself to go insane you might become able to manipulate matter on a microscopic scale, or develop mind control, maybe cyrokinesis, or electrokinesis. It will simply grow more the deeper into insanity and emotion you descend.

Zombie Perks

Perfect Chompers (100 CP): You have very healthy and strong teeth. Not only is your bite strength noticeably improved, but your teeth seem to be sharper, harder, and better at being used as teeth than usual. If something does happen to your pearly whites you'll find them regrowing within a day as good as new.

Sprinter (200 CP): When you break out into a full sprint to run towards a target you run faster than should be possible for your species, have a much easier time maneuvering and changing direction seeming to have improved reactions for the purpose of avoiding obstacles, and don't get tired as easily as you should. This only applies when running full out, and only when trying to chase something.

Zombies Aren't Scary (400 CP): People have an odd tendency to underestimate you. Oh, if you show powers they'll react, and if you show devastating power, they'll react with caution. … For a time. As it seems that people have a short memory for these things. No matter how much damage you've caused, or how much power you've displayed, people have a tendency to forget how dangerous you can be if you simply remain unassuming and hide these traits for a time. Sure zombies caused a total collapse of society and civilization, but just look at how slow and ambling they are now, who could possibly get eaten by a zombie?

Society's End (600 CP): Society doesn't collapse easily. It usually takes multiple disastrous events happening repeatedly and with severe overlap - internal rot, plague, and external invasion being a favorite trio to work together - to bring down a civilization or society. Even then it won't always. But when you're involved they seem so much more fragile. Actions you, or those under your control or command, take that destabilize society are harder to stop and have more success. This won't help you build something new from the ashes, but you can bring about the end of civilizations with far less difficulty than would normally be expected.

Boosted: (choose one that is applicable)

- w/Chosen One - **Rebuilder of Civilization**: But maybe you do need something after the end. Just as your actions to tear down a civilization are boosted, so too are your actions to rebuild one from the ashes of an old. When you're the one leading them survivors work together better, and attempts to reinstitute civilized life and behavior - and not just descend into murderous tribes of bikers - go more smoothly and work better.

- w/Genre Blending - **Zombie Gameshow Host**: You are able to reverse this ability somewhat, and your attempts to incorporate ordinarily dangerous or monstrous creatures into society as useful livestock, servants, or entertainment possess this same unnatural success. You are also good at training such creatures with animalistic intelligence and conditioning their behavior.
- w/Harbinger of the End - **The Real Monsters**: Your enemies are unnaturally prone to in-fighting and breaking down due to stress. This begins as a weak effect but the more damage you do to the structure of the society they live in, or the more you feed **Harbinger of the End** the stronger this effect will become, and this is not limited to those who are directly fighting you, but applies to all those who are acting to oppose your will.

Race:

You may purchase multiple races. When you purchase them you must choose whether they are individual and separate alt-forms, or to merge them permanently into a single alt-form.

Beast (100 CP): Pick a non-extinct real world animal and gain an alt-form as that animal. At your discretion when taking this perk you may have the form sized up to human sized. If you scale up a venomous/poisonous animal its toxicity will only be moderately deadly to a human, even if one increased to human scale should be massively lethal. If you'd prefer you can have this be a hybridized form between human and the chosen animal, creating a humanoid version.

For an 100 additional CP you can choose an extinct animal; this may be chosen for free if taken with **Kaiju**. You may pay an additional 50 CP each to gain additional animal forms, or to create a horrible chimera by combining animal forms. You need only pay the 100 CP surcharge for extinct animals once.

Cave Dweller (100 CP): You are a creature adapted to the dark of caves. While your eyes are underdeveloped and your vision is poor compared to a human, you possess super sensitive hearing and olfaction, enough to track and follow prey through dark caverns through them alone. You are also adept at climbing along surfaces, with excellent grip strength to hang from walls and ceilings using the gaps and contours of the surface. Finally your teeth and fingernails have sharpened into weapon-like fangs and claws.

Gillman (100 CP): You are an amphibious humanoid, equal parts fish and man. Your body is designed for swimming, and is fully amphibious, able to easily move between water and land, and back again and function equally well in both environments. Your piscean scales provide you with defensive armor which protects against stabs or weaker and smaller fire-arms, your webbed fingers possess slicing claws, and you possess strength sufficient to rip doors off of their hinges, or bend weaker metal bars.

Living Doll (100; requires Undead): You are not composed of flesh and blood. You're an effigy of a human being made of some other material such as stuffed cloth, wood, plastic, porcelain, or clay. You may choose to be made to a smaller scale than a human, with the expected reduction in mass and strength (and increase in proportionate strength), down to as long as 1/8th scale. You will gain the properties of whatever material you're made from. You also no longer have a heart or brain to need, though do still need a mostly intact head.

Plant (100 CP/300 CP; discounted with Undead): You are a monstrous, animate plant. You are approximately the size of a human, though your vines and grasping branches give you substantially increased reach compared to a human. You are poisonous, and possess either sharp, venomous thorns or the ability to fire off bursts of pollen which is poisonous and can be absorbed through soft tissue. This toxin is deadly to humans if not treated, though in a normal dose will take some time to kill, causing fever and weakness before killing. Regardless of your choice you are also able to drain the blood from creatures that you manage to restrain in your vines, and at your option may have a toothy, carnivorous mouth at the center of your trunk.

As a plant you have no central nervous system, or distinct vital organs, though you do possess a root system necessary to draw nutrients into yourself. Your roots are not animate, and while you are animate you are still sedentary in design, and not made to pull yourself around or move.

Also you are a plant and potentially vulnerable to herbicides, extreme cold, lack of water, and need nutrients from sunlight and either water and soil or flesh and blood you consume. With **Undead** you would still be immune to poison, cold, and have no need to eat/drink. You are also relatively flammable.

For the higher price of 300 CP, you no longer need roots, and are designed for full mobility.

If taken with **Corrupting Change**, cuttings from your body may grow into new plants gaining what those corrupted by your **Corrupting Change** would gain. You will also be able to launch out self-fertilized seeds which spread similarly. Once per month you can transfer your jumper self into a seed or cutting when it leaves your main body, making it you and ensuring it has all your perks and powers as well as your mind and soul. If you do not have **Corrupting Change**, you may take the ability to create cuttings and seeds in this way for 200 CP, though they will be limited to animalistic intelligence; this is not discounted with **Undead**.

Vampire (100 CP): You are a movie vampire. You are able to see in absolute darkness, and possess enough strength to lift and throw a much larger man with one hand, and enhanced reflexes and speed. You are also a fair deal tougher than a normal human, and can heal flesh wounds in moments; deeper wounds including damage to internal organs and loss of appendages don't heal much more quickly. This won't save you from blades and bullets on its own, though taken with **Undead** you'll be mostly immune to small arms fire as you won't need most of these organs. Anything silver, magic, or holy as well

as fire won't heal any more quickly. This does come with additional weaknesses. You are turned to dust by sunlight. You are considered unholy and crosses and other religious symbols have a repulsive power over you in the hands of the faithful, and sanctified objects or water burn you with their touch. Also wood ignores this and if thrust through your chest, even missing your heart, will turn you into dust.

You are able to feed on the blood of the living with a pair of fangs designed to puncture flesh and drink - and something which makes this bite a pleasurable as opposed to painful sensation. Though you will not be able to make others into vampires unless you purchase **Corruptive Change**.

Critter (200 CP): You are an alien creature which stands about knee high. Your back is covered in quills which serve as bulletproof armor, and which can be fired off from your back as sharp, murderous, hard blades, launching with force somewhat less than a bullet, but still sufficient to drive them inches into human flesh. By curling into a ball you may armor your entire body and roll at speeds faster than you could run as a human. You are also surprisingly strong, stronger than a grown man, and possess vicious teeth with a disproportionate bite strength, enough to bite through even the strongest of human bones or even through thin sheets of steel, and the ability to consume several times your body mass with a stomach that seems to be larger on the inside than the outside.

Zombie (200 CP; discounted with Corruptive Change): Your pain receptors are all but deactivated, making it so you no longer truly feel pain. In addition to this you possess an infectious, viral bite, which is capable of causing a quickly acting disease which will attack the brain of humans and make the victim become nearly mindless, cannibalistic, and a carrier for this same disease. With **Undead** you no longer need your heart, merely needing an intact brain, and those infected will be killed, and become similar undead.

Classic Vampire (300 CP; requires Vampire and Undead): You are more of a classic vampire. You have gained supernatural powers albeit only usable at night. You may turn into mist, a bat, a wolf, or a human-bat hybrid. You may call fog or storms. You are able to move along vertical and the underside of horizontal surfaces as if they were the ground, and even to fly albeit slowly. You possess a hypnotic and mesmeric power, allowing you to influence the minds of others nearby; even your mere presence carries a touch of this, but it is stronger with eye contact, your voice, and even more with both. This influence is increased towards those you have bitten and drank the blood of, and you may influence those you have bitten without being present, able to work a small influence from any distance. And mundane weapons do not seem to hurt you. Holy, magic, silver, or wood weapons harm you normally, as does fire, but a bullet to your heart would do

nothing, a steel sword could be plunged through you or cut through your neck and you would be unharmed. Excessive enough weapons can hurt you, but even then they are reduced - you might survive a building destroying explosion if it does not burn you sufficiently, or a direct artillery strike, though either would hurt and with just this could prove fatal. You retain the weaknesses of Vampire.

Also, as a classic vampire you have a slightly greater base reservoir of occult and supernatural power than a human would.

Kaiju (300 CP): You are **big**. Approximately in the 40 ft to 60 ft range, though if taken with **Beast** you can be somewhat larger as a quadruped - up to 75 ft long (not counting long thin tails and necks) and 40 ft at shoulder. You may choose some cosmetic changes if you don't want to look like a big human, though you'll still appear to be a human or whatever other race you took in this jump in a suit. You seem to almost interact with the world as if it had been scaled down .of you scaled up, though you will see some reduction in proportional speed and agility, just far less than physics say you should.

This will increase the general scale of other powers you purchase here to fit your new scale though this increases their minimum as much as their maximum.

Daikaiju (300 CP; requires Kaiju): You can say goodbye to giant animal films from the 50s. You're more like modern kaiju films, following in the footsteps of Godzilla - declared in his marketing as the first Daikaiju. Your scale is increased again bringing you in the 100 to 160 meter range, or as a quadruped up to 130 meters at shoulders and 240 meters long (not counting long tails and neck). You still seem to interact with the world more like it was scaled down than you were scaled up, but you are not completely immune to the square cube law and physics, and you will find that your feet do put more force per square inch on surfaces and you are significantly proportionately slower and less agile (in reality given you're moving 81 times as far you're just less than 81 times faster than before), but neither are nearly to the extent physics would dictate.

You also possess some form of elemental weapon such as firebreath, freezing gas, bio-electric shocks, or even the ability to spray acid, which serves as a potent weapon against other beings on your scale and is capable of laying waste to large buildings and city blocks. And as before this will increase the general scale of your powers purchased here to match the scale of your form.

Moon Rock (300 CP): You are a crustacean-like creature covered in a rocky shell which, when your limbs are retracted, is indistinguishable from a lunar rock. This gives you rather rock hard biological armor, but in addition to this you possess venomous fangs

which causes necrosis of flesh, and is potentially fatal, as well as violent psychosis and schizophrenia symptoms.

Besides your rocky exterior giving you a hard, external shell, you are adapted to survival in an airless void. You are able to hear and communicate via radio waves, as well as survive without air, in the cold of lunar night, and even the heat of lunar day though such temperatures in an atmosphere would be much more dangerous, the range of temperature extremes you can survive is extreme. You also, obviously, do not need to respire.

You gain a discount on **Universal Lifeform**, or may take it for free if it was already discounted.

Puppet Master (300 CP): You are a small parasitic organism, between about the size of a human foot without toes and a small worm about as long as a human finger but much narrower. You are also parasitic. Besides feeding off of the blood of a host you are able to take control of their body and mind. As one of the larger organisms you need to merely attach to their central nervous system - their head, or spine in normal vertebrates - as one of the smaller organisms you must instead enter into their body through their ear, nose, or eye socket and reach their brain, where you will insert into it and attach yourself to it seemingly without damaging it - or the skull or eye.

While attached you are able to apply a physiological control of their thoughts and actions, and fully access their memories, skills, and thoughts. Their thoughts and memories remain separate from yours, but you are fully able to sense them, access them, and even if you wish to immerse yourself into them with their full emotional impact and resonance though this may put you in danger of developing their emotional connections.

If taken with **Corruptive Change**, you may spawn more such puppet master parasites asexually, and they will gain everything those you corrupt would gain, and possess the same loyalty those you would corrupt would. If you do not have **Corruptive Change**, you may purchase this ability for 300 CP, though those you create this way will be limited to animalistic intelligence when not accessing a host's own mental faculties.

Alien Species (400 CP; discounted with New Breed): You are a humanoid alien. You possess enough strength to lift and throw a human with one hand, to batter your way through weaker metal doors given time, or knock metal doors off of their hinges.

Your body is tough enough to resist stabbing and even bullets, protecting you much like a stab or bullet proof vest - enough to stop knives and smaller handguns entirely, and render weapons such as swords and rifles significantly less fatal; though this isn't some

supernatural power that scales with the weapon. You also possess a powerful regenerative ability, allowing you to recover from non-immediately fatal injuries quickly enough that what would be a mortal wound to a human would not kill you, and a small cut to a major artery will heal before endangering you from blood loss. Burning can retard this healing, leaving you vulnerable to being burned, and a point blank shotgun to your head can still kill you.

Your reflexes and agility are clearly superhuman, enough that even a trained soldier or a badass would have difficulty keeping up with the speed of your movements and even then would be distinctly slower than you. You can also perform great leaps, and cling to surfaces like a lizard.

You possess the ability to detect genetic disorders and diseases through tasting the saliva of others.

Finally you possess several extendable spikes and weapons, and tentacles that extend from your head like ‘hair.’ Namely you have 6 inch spikes which may stretch from your back like switchblades, rising out with substantial force. Your tongue can also stretch out as a long tentacle for either violence, capable of stabbing through a human at about arm’s reach, or impregnation, and your nipples can also extend as violent tentacles. None of these are as flexible or prehensile as your semi-prehensile ‘hair.’

Demon (500 CP): You are a demon from hell. And you show it, with this form being clearly inhuman, with a twisted demonic face, and perhaps other demonic traits. This does mean you are unholy, and sanctified objects will burn at you, enough that holy water will affect you like acid would a human, and a cross could burn your flesh - though wouldn’t do more than surface burns unless thrust through you. It does however come with advantages.

First you may choose to have horns, claws, wings, fangs, or a tail. These horns would be small, but at your option could be sharp, serving as small goring weapons. These claws would be large and sharp enough to tear through human flesh, as would these fangs. A tail would be strong enough to use as a bludgeoning weapon, though not long enough to use as a whip-like one. Wings would allow you to fly, albeit somewhat slowly and awkwardly.

Your reflexes are slightly improved; a better trained human could keep up with you and maybe even outmatch you, and it’s not so much as to be a decisive advantage, but you react and move faster than a human. Your strength is substantial, enough to casually throw a human several meters with one hand, crush a human’s skull in one hand, or

plunge a weapon through a human's chest. You are stronger than a **Mutant** albeit weaker than one with **Shape of Evil**.

You are not quite as tough as a **Mutant**, though you are tougher than an ordinary human being, and can take knife wounds and small arms fire to non-vital areas with ease, and cutting off one of your limbs or piercing your skull will be significantly more effort than a human's. Of course this is assuming they can even hurt you to begin with. Damage you would take from mundane sources is reduced to a small fraction of what it would normally be, such that you are effectively immune to mundane weapons. Something like a man portable rocket launcher or grenade might hurt, but the damage it would deal to you is significantly less than it should be even given your toughness and durability. You're probably not surviving a point blank nuclear bomb with just this, but it would take something that should be able to kill you ten or more times over to reliably kill you with non-supernatural means. Magical weapons pierce this protection to some extent, but even then if they are not holy they show a significant reduction in effect upon you. Holy sources, including anything that has been sanctified to a god that is not specifically a god of evil, hurt you normally. A priest could pray over a bomb and it'd blow you up just as easily as if you did not have this protection (though you're still tougher than a human); even if a priest blesses a knife, your flesh is still thicker and harder than a human's and it will still have to cut through it. Sanctified weapons do not ignore your durability (though they will burn and cause pain), merely ignore your supernatural resistance to damage.

Also, as a demon you have a greater base reservoir of occult and supernatural power than a human would.

Taken with **Chosen One** and **True Believer**, you will instead be an angel. You may choose to look like an extremely attractive human with wings - which may retract into your body - and instead of sanctified or holy objects overcoming your protection it will be those touched by black magic, marked in the surface of unholy or dark forces, devils and gods of evil, or things which have been rendered profane by their use in acts of great sin or evil.

Djinn (2200 CP): You are a bald, horned humanoid with a goblin-esque face and ears. You are also a terrifyingly powerful being. You possess the ability to grant wishes. You are not limitless in your power to do so, and sufficiently powerful beings may resist it. You can't change the past, though you can influence the present and future - if someone wished to be famous you couldn't make them suddenly already be famous but could arrange an event or events which would make them famous, or if worded you properly impose the knowledge of them into the minds of the world so that they recognized them

as a celebrity. You can't create/grant anything supernatural or physics breaking in a permanent (or even just years long) manner, but could temporarily grant them a superpower, create a temporary magic sword, or the like. That said you could instantly kill an ordinary human, create a passable imitation of one who was long dead, resurrect the recently deceased, make them win actively rigged casino games repeatedly, seal someone's mouth, switch two people's minds/souls, modify memories, make someone fall in love with them, or a vast array of things that do not require persistent breaks of reality's normal rules. You are, however, limited in that you cannot grant wishes of those who join you on your journey between worlds (followers, companions, your jumper if taken as a companion), nor those whose wills are being controlled or compelled by yourself or those who join you. And granting wishes may be tiresome and require rest, especially the larger scale wishes. You are however free to choose how you grant wishes as long as you retain within the wording of the wish - if someone wishes not to see you anymore you could turn yourself invisible, blind them, teleport out their eyes, or something else. And through Harbinger of the End you may grow your power, possibly gaining enough power to modify the past or create longer lasting supernatural effects, and generally expanding what you can do to grant wishes - though you still will be unable to grant wishes to yourself, your companions/followers (or jumper), or those whose wills are controlled by those you cannot grant wishes to.

Also, as a djinn you have a much greater base reservoir of occult and supernatural power than a human would.

Items:

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

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

Black Carriage (50 CP): This is a horse drawn carriage with a pair of horses. The carriage and the horses both are black. The horses have preternatural endurance, not truly limitless but able to go for longer than normal horses, and don't seem to actually need to be fed, given water, dried off, or cared for, able to survive even harsh environments. The horses also seem to possess excellent night vision as they can run in the dark with ease. If the carriage is damaged it will be repaired overtime, and if it is destroyed or lost it will be replaced before too long. Similarly if one of the horses is killed or lost it will be replaced before too long.

Power Tool (50 CP): Good, bad, you're the one with the chainsaw. Or the electric drill. Or the weed whacker. Lawn mower? This is a gas or electric powered tool which turns on on demand, doesn't seem to actually require fuel/power. It will eventually shut down if used continuously,but it will be back to fully fueled/charged after a few minutes. And make no mistake this is a weapon. The way it cuts through flesh and bone with preternatural ease, and doesn't seem to get stuck in either makes that much clear.

Guitar (50 CP): This is a high quality electric guitar. It also doubles as a weapon. You can choose to simply have it be abnormally hard, and strike as if it were much more solid making it an effective club, have a sword built into the neck so that you can pull the head out like it was a sword cane, a switch that makes blades spring from the body to make it rather literally an ax, or having a shotgun or rifle built into the guitar itself. Whatever weapon you choose it will be a mundane example unless you import or fuse another weapon into it, but somehow this weapon doesn't impact its ability to be used as a guitar, and despite being a guitar it won't be any easier to damage than the type of weapon you choose. If you choose something like a gun you will be able to load it and strip it down to maintain it.

Flower Shop (200 CP): This is a florist's shop to call your own. It comes with a greenhouse to grow flowers, and you'll find that the greenhouse is (occultly) automated so that unless a plant needs rather specific tending, or someone feeding it raw meat or the

like, plants in the greenhouse will grow without your active attention. Though some sections seem to always plant themselves and typically grow things like garlic, wolfsbane, nightshade, and various poisonous plants, though occasionally you'll find more supernatural plants useful in black magic, alien plants, or just a singing, meat eating, murderous plant.

Virtual Reality of the Dead (300 CP): This is the server, or bank of servers, hosting an incredibly detailed virtual reality world. It's only a few miles, but could almost pass for real. Oh if you go looking hard enough you could probably find some places where the details and the like are wrong, but it really feels like someone perfectly scanned in a small town or island somewhere. No NPCs, you'll have to add those yourself, but just a program to walk around this virtual landscape. Though sometimes it seems there are NPCs. At least you'll occasionally encounter people who are registered users. Maybe they're hackers… Though they could be ghosts as this virtual landscape seems to interact with the local afterlife or spirit world existing in a point where beings can pass from it into the simulation. If there isn't a local afterlife, dead souls from the area around the server may inhabit the virtual world if they have strong attachments to the world - or lingering resentment - still.

Flamethrower (400 CP): This is a flamethrower. When not in use it will slowly refuel over time. And because in these films fire is perhaps the most universal answer to problems, especially if you include fiery explosions, you will find that its fires burn almost anything. Short of god of fire or a being made of living fire, the fire from this flamethrower will burn through any supernatural, paranormal, or preternatural resistance to fire. Something can be big and tough enough not to die easily, but that will require mundane toughness, and being made of something that just doesn't burn, and just because it can only be hurt by holy weapons, or requires silver to kill it, or their power level is too high and they've obtained immortality multiple times won't stop these fires. And they even serve to slow accelerated healing and regeneration. When in doubt, kill it with fire.

Island of Monsters (400 CP): This is a tropical island, about 300 square miles, on which you'll find extinct macrofauna, giant insects, and beautiful plants which happen to be poisonous and sometimes carnivorous. The entire biosphere of this island seems to be cranked up into overdrive in a biological arms race. However the macrofauna and mosquitos the size of a large cat which suck out your internal organs are simply nuisances. Oh they might be valuable to science, but they're not anything to the kings of this land. You will find several monsters on a scale of tens of meters with a few as large as 100 or a little more. There aren't many, and they do not necessarily serve you, but you will find them on this island, and they may possess strange powers. None of them would

be more than a speed bump to the king of monsters, but many of them are powerful enough to require heavy use of military force and the largest might be able to survive any conventional weapons.

The biosphere will reset at the start of each jump, old creatures being cleared out, and new ones replacing them. In future jumps this may be a warehouse add-on or inserted into the world. The biosphere of the island will also adapt, incorporating elements of supernatural, paranormal, preternatural, or just plain not-real life powers and physics of the setting, and developing new monsters which may interact with or use the native power system, though they won't maintain these adaptations past the setting in question.

One Hell of a Shop (400 CP): This is an evil shop that has whatever objects someone may desire. The objects can be rare, exotic, valuable, or even specific objects from the past, it can also create supernatural objects though they will require significantly more energy.

Though remember how it is an evil shop? Well those supernatural objects, if you can't personally make them yourself (or at least instill the supernatural part into a mundane but prefabricated item), they will always have some terrible horrific twist to them and their function which makes them bring misfortune to their user. But that's only the surface level. The shop uses the sins and wickedness done by others to fuel their creation. Specifically that done in exchange for the object. It doesn't have to be directly performed, but it must result from something wrong done by someone other than you, your companions, or your followers, in exchange for something from the store. This power can be used for other things too, you can tap it to fuel supernatural or occult powers, but is by far most energy efficient at fueling the shop.

It might be possible to find another energy source for the shop, but you'd have to provide that yourself.

Leprechaun's Coin (600 CP): This is a golden coin in which a leprechaun's magic has been placed. Once per jump someone may make a wish while holding this coin and the coin will do its best to grant it. The coin isn't unlimited in power, and sufficiently powerful beings may resist it. It can't change the past, but it can influence the present and future - if you wished to be famous it couldn't make you suddenly already be famous but it could arrange an event or events which would make you famous, or if you worded it properly impose the knowledge of you into the minds of the world so that they recognized you as a celebrity. It can't grant you anything from a jump doc, or create anything supernatural in a permanent (or even just years long) manner, but could

temporarily grant you a superpower, create a temporary magic sword, or the like. That said it could instantly kill an ordinary human, create a passable imitation of one who was long dead, resurrect the recently deceased, make you win actively rigged casino games repeatedly, seal someone's mouth, switch two people's minds/souls, modify memories, make someone fall in love with you, or a vast array of things that do not require persistent breaks of reality's normal rules.

Drop-In Items

Passport (50 CP): Whether a tourist, alien invader, ancient undead count, or otherworldly jumper, you might need this to get around in the modern world. This is a legal passport and ID identifying you as an inhabitant of your starting location in the jump. It will include all necessary paperwork and be included appropriately in government databases, and will update to fit in the new jump each jump.

Sleep Drugs (200 CP): This is a collection of drugs that keep you from dreaming, or sleeping entirely based on the dosage. Prolonged use has side-effects, use to keep yourself awake and alert for more than about twice as long as normal will see you begin suffering from hallucinations and then move towards damage from overactivity of the brain, and use to prevent dreams for long term may cause mood swings and emotional instability, but there we're talking about at least months, and possibly years. You receive about 1 month's supply for dream prevention, though it will only last about 1/3rd as long for sleep prevention. Your supply will be refilled monthly.

Last Stop Gas (400 CP): This is a small gas station. Like the comfortable home it'll always have its own supply of running water and electricity, as well as restocking its supplies and gas regularly as if from nowhere. What's more is that it seems to be a shelter against evil, as evil forces seem to not bother it unless you are actively sheltering someone who has pissed them off (beyond just 'they were in my territory' level of pissed off) and even then they'll ask relatively nicely before bothering it. They might shop at it though.

MacGuffin Token (600 CP): This golden coin could be mistaken for a piece of Leprechaun's gold, and it might well be. But it only lets you make a specific kind of wish. Once per jump you can wish for something to help you survive, and this coin will disappear only to manifest some object that will help you survive a current threat. You don't choose the specific object, and it has to be something that could feasibly exist in the current jump, but it will always be something that is at least useful for surviving whatever is threatening you now. It might be a car to get away, or a weapon to kill the enemy, but it will help you. Well unless there's nothing that could meaningfully help you; if you're fighting a truly undefeatable god or are powerful enough to defeat the 'threat' to your life with a wave of your hand it might just turn into nothing.

Innocent Items

Walking Around Money (50 CP): Sure you probably have a life and a job, but sometimes it's nice just to have a bit of money to go to a movie or treat yourself without worrying about the bills. This is $20, or the equivalent in local currency. Any of it that you spent will be replaced by the next day, though it won't build up. Still even if you're 'broke' you'll always have a little bit of something to buy something you really need or want.

Comfortable Home (200 CP): This is a normal, if somewhat large, suburban home, though you may have it be in the countryside, mountains, or beach if you'd prefer. Either way it'll even have enough running water and electricity to supply a modern household (and a bit extra) even if there's no utilities in a jump, and it will maintain itself over time. It won't magically repair or rebuild itself, but if it is damaged to the point it needs active repairs workmen will arrive with payment already arranged by a benefactor of yours.

Wolfsbane Potion (400 CP): This is a bitter, rather disgusting tasting potion. It's even somewhat toxic, though it won't cause more than a mild case of food poisoning. Drinking it can prevent or reverse transformations and corruption if applied soon enough after the transformation is received. Your window will vary based on the transformation; lycanthropy might give you till the next full moon, a zombie bite might work until they die from it, or with a living 'rage' zombie might even work for hours or a day after the bite even if they transform after a mere moment. If applied too late it can still help suppress monstrous urges, allowing the recipient to retain, or regain, their mind for a time. You get 1 potion and it will refill 1 month after it is used.

Found Footage (600 CP): This is a set of media recordings on the storage device of your choice. Maybe they're old camcorder cassettes, maybe it's wax cylinders for an old phonograph, maybe it's a flash drive full of video files. Whatever it is, whenever you are targeted by a paranormal or supernatural threat they will become found footage films, or apocalyptic logs from those who have died facing such a threat in the past, assuming someone has died facing it or things like it before.

Killer Items

Giallo Paintbrush (50 CP): A simple murder weapon of your choice. This could be a bludgeon - like a pipe or wrench - a knife, an ax, a machete or something of the like. It's something that can be held easily in one hand, and lacks any moving parts. It does however seem to fit easily in your hand like it was made for it, and no matter how strong you get it will be strong enough to continue to be used for its purpose of brutal and efficient killing.

Elite Hunting Club (200 CP): This is a global network of kidnappers and human traffickers who will acquire victims for you. You'll have to pay them, and the more specific the victim the more it will cost; 'any human' would be covered in your basic (benefactor paid) dues, even '(wo)man 18-35' probably would be, but something like 'American, virgin, male, 40+' you're going to start paying significantly for, and if it's too specific you may have to wait quite some time. Also don't expect them to manage to get you the President of the United States for less than a truly stupendous amount and even then it will take time and be difficult for them, possibly even enough that they fail. While they have skills and connections they are still, sadly, ordinary human beings, and ones who care an extraordinary extent for their own privacy; they do not simply magically have whoever you pay for they have to get them.

Den of Sin (400 CP): This is a nightclub, strip club, bordello, bar, or the like. An establishment of lowbrow entertainment where people come to indulge in sinful desires. It seems to attract the criminal element, ending up frequented by the mob, a favorite spot for drug dealers, the place multiple criminal organizations have their meetings - at least if you build a reputation for discretion - and a place that criminals on the run find themselves entering. If you eat/kill them well you might develop a reputation that keeps more organized criminals from meeting you'll still attract criminals that are on the run, and those who have few connections in life, though you'll get less of the bigger fish if you get a reputation for disappearances connected with the location.

Cult of Jumper (600 CP): These individuals are you loyal and eager worshipers, seeing you as the Devil incarnate, or a god of evil who may grant them positions of privilege and power in the afterlife or through appointing them as your companions. You've got a group of these worshipers, though there is a sliding scale between their influence and numbers. You might have an entire network of cultists spread across the United States, but they'll be mostly low education and menial individuals. Or maybe you have a few dozen, but they have the influence to have major control over the Catholic Church or a small country. Regardless they will make good and eager missionaries if you want them

to spread the religion, and are fervently loyal - willing to kill even their dearest loved ones in your name or die themselves in the belief that in so doing they shall be granted eternal dominion in the life hereafter.

The individual cultists do not follow you between jumps, instead you will find a new cult waiting for you at the beginning of each jump, allowing you to choose once more whether you want numbers or influence.

At your discretion they may merely see you as the avatar, incarnation, or high priest of a god that they believe will give them these afterlife privileges.

Alien Items

Abduction Suit (50 CP): This is a full body space suit, at least it looks like an alien one. Or maybe it's an environment suit? It seems to be made to allow the wearer to survive in atmospheres that would normally be deadly to them. Of course it will function as a space suit as well. It comes with a spare canister of air - calibrated to whatever atmosphere you need - which will refill itself over time. Unfortunately it won't refill fast enough to let a normal human wear the suit continuously. It does oddly not block sound, letting you hear and talk just fine while wearing it. In fact for a fully pressurized environment suit it's pretty light and doesn't impede your movements much. Still even if you don't need to breathe it should protect you from harmful substances and it's pretty well insulated.

Xeno Eggs (200 CP): These are six alien eggs. When they hatch they'll see you as a mother or queen figure, but despite being creatures from space they're more like clever animals than superhuman intelligences able to traverse the void of space. You may choose, when you purchase this item, what sort of creatures are inside.

Your first option is small, quill-curved, extreme omnivores able to resist small arms fire, shoot their quills, roll about as balls, and eat nearly anything with sharp teeth capable of biting through most common materials. Eggs which hatch into alien horrors. Option of generic brand xenomorphs or critters.

Your second option is some sort of human-sized aliens. Stealthy, agile, and faster and stronger than humans, they are capable of climbing about on walls and ceilings, possess excellent senses for navigating and following prey in the dark, and are surprisingly resilient, able to resist gunfire, flamethrowers, and survive rather significant damage to their bodies.

Your final option are worm-like creatures capable of burrowing into a creature's body and taking it over. They're not able to access the conscious mind of their hosts, and reduce them to little more than animals, but they do cause mutations in their host, growing thickened epidermises, and even combat usable tentacles.

Abandoned Space Station (400 CP): This is a space station. In space. It seems to be sort of abandoned now, but its solar panels are still operational, and it has a backup nuclear power supply. Still it's a bit run down, and not all the lights are functional, and the artificial gravity only works in most of the station. Its recycling system is pretty good, though, given it can almost perfectly recycle water, air, and biomatter to keep itself quite survivable. Just don't open some of the rooms that have sprung leaks.

It also comes with a shuttle capable of landing on a planet it orbits, or flying back up to the station. The shuttle doesn't repair itself, nor does it refuel itself. You'll have to figure out how to refuel it yourself. It does have enough fuel for a round trip or two, though.

The station won't repair itself, but it will reset to its initial start conditions at the start of new jumps.

Interplanetary Transportation (600 CP): This is a small spaceship, made to carry maybe a dozen individuals. It's capable of FTL travel between star systems, and at a fairly good speed, and while it has no weapons, it's extremely maneuverable, able to turn in air as if it didn't have a trace of inertia, and hover, and its stealth systems are good enough that it'd be an extremely lucky radar on Earth which managed to detect it. It's got a minor forcescreen, enough to avoid damage from small space debris, or survive a few missiles from fighter jets, if they could aim for it with the way it's hard to maintain a radar lock on it. And while it has no weapons, it does have a tractor beam for lifting and moving objects, and can even beam things into the ship or back down within the area of the beam. But as a weapon for air to air or even air to ground engagements it's not great as its range is a few hundred feet at most, and it has trouble targeting a moving object; the tractor beam could probably catch a slowly moving car or truck, but the transporter pretty much requires the target to be stationary.

It automatically refuels itself when not in use, or recharges its power supply, as well as repairing and maintaining itself, and if it is destroyed you'll get a replacement within a few weeks. Oh, and it does have artificial gravity which double as inertial compensators - you can be flying upside down near Earth and still keep your feet on the 'floor', and accelerate at rates which could kill a human pilot.

Brute Items

Mask (50 CP): This is a mask. It can be shaped like a human face, or maybe it's something fit for a sporting event, or monstrous like a clown. Something about this mask is vaguely unsettling, and you seem to be more intimidating when it is worn.

Award Winning Chili (200 CP): This is a large pot of chili. It seems to stay at the perfect temperature, and not go bad when it's in the pot. The meat tastes sort of like pork but not quite. And the chili is mighty good; good enough to win interstate competitions for best chili. The pot holds enough to serve a hungry family, and refills daily, and it seems to be able to serve as food for creatures that normally feed on humans exclusively, or which normally feed on their life force/blood. Best not to dwell on that bit too much.

Booby Traps (400 CP): This is a collection of tripwires, bear traps, and similar basic, but effective hunting traps, even a few chains and spikes to run across the road to pop the tires of cars. These traps are harder to notice than they should be, and able to be set to only catch people trying to run away. These traps self-maintain and set themselves up around any property you own and reside in, as well as any property you obtain directly from a jump document. The larger the property the lower the density of these traps, though their density stops increasing as a property gets smaller than a square mile.

Forsaken Countryside (600 CP): This is a several mile stretch of mountainous forest, desert badlands, or otherwise rather inhospitable land. And it is yours. You seem to know it instinctively like the back of your hand, and when you are in it you seem to be better. Oh this improvement doesn't reach your cognition, but you are faster, stronger, your powers a touch more potent, your senses are keener and you are especially stealthier when inside of it. You even seem to have a touch of a sixth sense for when someone intrudes within it, and their general area when they do so.

Comedy Relief Items

High Grade Kush (50 CP): Well not necessarily kush, but this is a small stash of recreational drugs. They're the finest and highest quality, and enough for a good evening with friends - or a few good evenings alone - and will resupply weekly.

Professional Grade Makeup (200 CP): This is a collection of makeup and disguise tools which always seem to contain whatever you would need to disguise yourself as a near human creature: a zombie, a vampire, a wolfman, or even something like a catgirl. And when you use this makeup to disguise yourself you'll even be able to pass casual inspection from others of that species as part of it as long as you act the part - even if they'd normally rely on something like scent to identify who is part of their species or not.

Post Apocalyptic Landmark (400 CP): This is a replica of a famous real life dwelling. That is something like Windsor castle, the Imperial palace in Japan, or of course the White House. It comes with the ground, furniture, and belongings, as if it was a perfect replica which was abandoned as a result of an emergency. It is a bit run down, as if it hadn't been properly maintained for a while, though it will maintain itself at this level. And it of course comes with no staff.

In future jumps it may be the same landmark you chose originally or update itself in future jumps to be the perfect replica of any famous dwelling within a reasonable size (no city sized palaces) from that world as if it had been abandoned in an apocalypse. While it will contain copies of furniture and belongings, it will not contain copies of anything supernatural, or plot important.

Anon Mistress/Master of Horror (600 CP): Your own low budget late night horror host show starring you. It seems to produce itself, without you actually needing to do anything, but the jokes are the ones you'd write and make if you were working on it, and you get dividends based on its viewers. It'll even update to be a web show or the futuristic or magical equivalent of a pre-recorded TV show in future jumps - though it will always remain something recorded ahead of time.

You will also get your own line of B horror movies starring you which will similarly make themselves, all the rest of the cast will remember it as if they'd actually made it with you, but you don't need to do anything for it. You can stop this production or start it at will. These films can even have been retroactively produced for up to 10 years before your arrival in a jump.

Demon Items

Leather Get Up (50 CP): This is the sort of all leather outfit which makes one question if you're just coming out of a BDSM meet-up. Or well it might not be quite that bad, but it definitely is a lot of leather and tight. Still there's something about this get up which gives you those bad boy (or girl) vibes. It's not quite sexy, it's definitely not respectable, and it doesn't quite send chills down the spine like a mask might, but somehow it makes you look fashionably and excitingly 'dangerous.'

Murder Spheres (200 CP): This is a set of 4 silver-colored metallic spheres each about the size of a baseball. Built around human brain matter, these spheres are living weapons You are capable of controlling these spheres with your mind, causing them to fly about at speeds comparable to a thrown baseball; even capable of reaching professional fast ball speeds though less than maneuverable when doing so. They are capable of sprouting a variety of weapons: a pair of blades, a drill (in between the blades), a longer drill spike, a buzzsaw blade… ok they are able to sprout various power tools and cutting devices made to murder people. While they default to being controlled by your mind, you can set them to patrol an area and murder anyone who enters; they don't have enough brain matter to clearly identify individuals, though could be told not to attack people bearing a certain symbol or who perform a specific hand sign.

Puzzle Keys (400 CP): This is a collection of 3 puzzle boxes which, when properly configured, are capable of opening portals to local Hell dimensions. Some actively sealed or blocked off dimensions may be beyond their ability to contact, but they can open gateways to less savory afterlives, and dark dimensions unless someone has actively sealed or blocked them off. They can also open portals back from these dimensions to normal, or default mortal reality. Finally with the right configurations they may open portals to any dimension you create or possess; you can even cause them to bypass your own wards and seals as a sort of backdoor. Just be careful who you provide these to… or release them into the world and see what sort of Hell is unleashed.

One Hell of a Home (600 CP): This is your very own hell dimension. Whether it's a labyrinthine maze of torture, or a fiery landscape of blood and flames, this dimension is customizable by you to an extent; it has to stay in the theming of a hell dimension made to inflict suffering on those within it, and while it can have some out-right supernatural effects they all have to be for the purpose of causing suffering and discomfort. It's not infinite in size, starting out at only a few miles in radius, and is initially unoccupied. Still it is an afterlife, and a place where the souls of the dead can be stored, or even live out a semblance of life in a tangible form.

These things may be changed. By capturing souls of the dead and damned you can expand this hell realm's size, and by torturing them (or having someone else do so) you can twist them into demons linked to the realm, though it is a hell realm and does do best with the souls of the sinful, evil, and twisted. This doesn't give you a way of capturing souls, other than dragging individuals here and killing them inside of it, and even then pure and innocent ones will be hard to retain, but if you possess another method you're free to use it.

Ghost Items

Made by Hasbro (50 CP): This is a Ouija Board. It seems to be linked to you as when people use it you can hear what they say, and respond by moving the planchette through an act of will alone despite whatever distance may lay between you.

Cursed Cassette (200 CP): This is a video cassette showing you in a series of creepy scenes. You are aware when someone watches this tape, and able to sense that they have. 7 days after an individual watches this tape you will become aware of their location and be able to teleport to it. Copies of the tape function identically to the original.

Gateway to the Spirit World (400 CP): This is a gateway, maybe a funeral gate, a Japanese torii, or just an ordinary doorway. But this gateway connects to the local spirit world or afterlife if there is one that can interact with the physical world, making it easier for spirits - including you if you are one - to cross from one world to the other through it. Even if there's not normally a spirit world/afterlife in the local setting, this gateway allows for those who die within a range of it to manifest through it as ghosts. The range is not fixed exactly, as the more anger, resentment, and lingering grudge that an individual feels when they die the further away they may pass through it from.

If you don't want angry ghosts popping up you can lock the gate making it cease to function as such a passageway.

Hell House (600 CP): This house attracts and traps the restless dead and wandering souls. The angry ghosts and spirits don't seem to bother you, and in fact cannot directly disobey you or act against you as those trapped within this house become bound to it and through it to its master. The house is also capable of trapping those who enter - or simply remain within it - at night without your permission inside of it, pulling them into a pocket dimension of eternal night where the malevolent spirits are allowed to manifest and act, and where it can alter its layout and seal its walls. You are able to slide between the 'night' house with all its hauntings and supernatural shit, and the 'day' version at will and take others with you. Others will have to survive till morning inside of the 'night' house if they lack the power to escape its haunted dimension or destroy the house and its supernatural evil. Unfortunately for them the night side of the house is able to pull on the pain and horror of the souls trapped inside of it to warp time within it, causing one night inside of it to be able to be stretched into days, or weeks, or even if you feed the house sufficiently months.

Hunter Items

Hunter's Coat (50 CP): This is a badass outfit. You can customize its exact nature somewhat but you can expect it to have boots, a wide brimmed hat or deep hood good for hiding your face, and a long coat. Whatever its exact nature it seems to have a minor aura of mysterious badass, as when you're wearing it you just seem a touch more cool and enigmatic, and it is particularly good for hiding weapons in.

Hunting Kit (200 CP): This is a bag, or courier case, made to be worn over a shoulder containing stakes, crosses, holy water, blessed silver knives and bullets, garlic, and overall the basic tools for basic monster hunting. You will find that the holy water within burns unholy and dark forces here and elsewhere, that the crosses repulse them - though the stronger such will be able to overpower this influence - that the stakes are effective for killing vampires even those that would normally not be dusted by a wooden stake, likewise the garlic's scent repulses vampires even those that would normally not suffer such a weakness, and that the blessed silver knives and bullets deal increased damage to unholy and dark creatures.

Monster Detecting Crystal (400 CP): This gem glows green when monsters within a few miles, the glow beginning to intensify as they get closer, though it will reach maximum brightness around 15 ft away. You can set what sort of monsters trigger it, you could choose only for say aliens to trigger it or just undead, or even just vampires, and you can eliminate specific species as well - or even have it not trigger in response to your companions or followers. It's not a quick one to change, and it'll need a painfully long time to calibrate afterwards.

Holy Weapon (600 CP): Maybe it has a crucifixion nail in it, maybe it's the spear of longinus, maybe it's just blessed by Christ himself. Whatever it is, this is a medieval weapon which is a bane to all things dark and evil. Even non-supernatural evil will find that its touch hurts, and the wounds it inflicts seem to be more grievous than normal. Against supernatural forces of darkness and the actively unholy its blows burn with righteous power, holy light spreading through those it strikes and eating away at them. These wounds resist attempts to heal them, whether naturally or supernaturally. And it is a weapon which could in theory kill even the Anti-Christ or Devil himself, and will even prevent unholy or dark creatures from resurrecting themselves if they are killed with it; even if they're creatures that would normally merely be banished to some hellish realm by their physical destruction it will end them permanently.

Investigator Items

Spirit Camera (50 CP): This is a camera, either traditional, digital, or video, that is capable of recording ghosts, spirits, and other spectral beings. Its pictures/recorded videos will show them as if they were visible. It can record other invisible beings as well.

Supernatural Detector (200 CP): This is a small hand held device with a simple display of a small needle which rises or falls to point to the approximate amount of supernatural energies active in the area. Whatever the energies it detects are it doesn't seem to detect things that come from other jumps, only the current world, so you won't be setting off a bunch of false positives, and the energy falls away with distance at a geometrical rate, so it won't detect most supernatural energies from more than maybe a hundred feet - and if it's detecting something from much more than that you probably should run unless you can dance with those who casually end planets.

Federal Badge (400 CP): This is the badge of a national, federal, or even international law enforcement or intelligence organization - the likes of the FBI, CIA, or Interpol. You can change it by willing it once per year, and to all inspection it is a legitimate badge, even any serial numbers or codes will be legitimate and it'll even have the name of a real agent, of course that doesn't mean you really want them checking with the main database to see if you actually are the John Smith you claim to be.

If you'd like during this jump only this badge will even come with an actual job for whatever organization it represents at the beginning of this jump.

Research Library (600 CP): This is an extensive library of the paranormal, preternatural, and even so-called true accounts of the supernatural. It'd be an excellent resource for an anthropologist or paranormal investigator. The fact that these accounts are mostly true might help a bit. They might have some embellishment, and don't believe everything you read here, but every book here has at least some legitimate use in studying the more shadowy elements of the world outside of the norm. You seem to gravitate towards the appropriate book for whatever you need to research, even if you don't know what it is or why yet.

This library updates in future jumps to include new books on that world's supernatural. These won't be things like the most forbidden or secret lore, or actual grimoires unless they're relatively commonplace, but it'll be enough to help you go against the mystical forces armed at least with knowledge.

Monster Items

Coffin (50 CP): This is a coffin sized for you. It's nice and softly cushioned and actually doubles as a strangely comfy bed. Comfier than any mundane bed that's for sure. It even seems to stay warm if you close the lid and cool if you open it - though I wouldn't try this as a normal human in subarctic temperatures or near an actively erupting volcano. It will also always count as your tomb/grave/etc if you happen to be something like a vampire which must sleep in your grave. It's your coffin after all.

Castle (200 CP): There's nothing too special about it. It's just an old castle. Or maybe it's a mansion if you'd prefer that. It might have utilities, but unless there's an existing grid it won't provide them for itself. It is impressively large, and has a good number of secret passageways and chambers just in case you want to get around unnoticed or spy on people. There might even be traps like a floor that gives way when you pull a lever, or stairs that fold into a steep ramp/slide. And most of the rooms have stout, strong doors, with good locks - in case you need to lock someone in. For their own safety of course.

Black Cross (400 CP): This is a cross made of some black metal. Despite being shaped like a cross it doesn't disturb creatures which have an aversion to the sacred or crosses in general or specific. Perhaps it is because of how profane and unholy it is. It is in fact such that it can be used in an unholy ritual to remove vulnerability to light (or sunlight) from creatures that have it. The ritual needs to be performed on a special night - something like a lunar eclipse, a new moon on Friday the 13th, Halloween night or the like - and the more common the night you can use it on the fewer recipients you can bestow its profane blessing upon in a single ritual. The ritual will not only remove weaknesses and vulnerabilities to (sun)light, but will also reduce (but wholly remove like with light) vulnerabilities to holy energy as if it strengthens them against it.

Pack (600 CP): This is a group of 8 werewolves or vampires. They're not particularly special specimens, but they see you as their sire, progenitor, or alpha, and are fairly loyal, very loyal for what they are. They are also able to spread their curse whether it's lycanthropy or vampirism, creating new werewolves or vampires, and while their victims will not be as loyal, they will still be inclined towards loyalty towards you. They are unable to spread their 'blessing' to you or your companions.

Priest Items

Religious Texts (50 CP): This is a copy of the Bible, or another similarly comprehensive religious text of your choice. When you open it at random, it seems to open to a passage which will provide you, or one you are attempting to aid, with a touch of emotional support, meaning, or inspiration.

Exorcism Kit (200 CP): This is a small case containing a copy of the *De Exorcismis et Supplicationibus Quibusdam* as well as the *Rituale Romanae*, as well as holy water, ropes, and various tools that might be expected to be used in a ritual exorcism. While these tools are not guaranteed to work on all spirits - some are too strong/not vulnerable to holy things - but do contain potent holy power - as if blessed by the Pope himself or a saint - and will work on spirits that are vulnerable to religious exorcisms as if they were from the proper belief system (i.e. Chinese demons are affected just as easily as Christian ones) and of the utmost sanctity.

Warding Crosses (400 CP): These are many wooden crosses, enough to fill a large house with several per wall, though should you try to hang them up in a larger building if it was obtained directly from a jump document you will find that there will always be enough crosses for a single such building (though trying to remove these extra will see them disappear). When hung about a building it makes it difficult for unholy creatures or supernatural creatures of darkness to enter it without someone letting them in, and prevents them from entering it at all in spiritual form. If they do manage to enter they will find themselves noticeably weakened within, though this weakening will do nothing to prevent attempts at escape.

Sacred Abbey (600 CP): Maybe it's a church, a cathedral, or even a non-Christian temple of some sort. Whatever it is it's hallowed enough to keep the Devil himself out, and even a god of evil could not enter it without great difficulty and effort, as unholy creatures and beings of darkness are not welcome here. Prayers here seem to be more effective as well, perhaps due to its sanctity. Underneath it however is a hidden basement dungeon designed for trapping demons and other such creatures of darkness, filled with cages, cells, inquisitorial torture devices, and at the very center a particularly twisted encaged throne. The cages and cells are designed to hold demons and other such unholy beings or creatures of darkness, and can contain all but the most powerful while preventing them from using their powers to escape - though they might still trick a priest into releasing them - with the throne being held in a cage fit to trap the Devil himself.

Psycho Items

A Fitted Suit (50 CP): Or maybe a designer dress. Whatever this is, it's the sort of expensive clothes that just ooze with an impression of taste and social position; a feeling of someone of impeccable respectability who belongs in the upper echelons of society.

Wicker Man (200 CP): This is a giant, wicker man, or maybe one made from corn, or just a wooden stake. Either way it is something designed to burn along with a human victim. When you burn a human sacrifice within it, it will leave a feeling among all those who assisted in the act, or are merely complicit in allowing it to happen, that anything good that comes into their life in the next year is thanks to it and your religious leadership, and makes them more likely to overlook the bad or at least not blame the bad on you and your leadership. Even people who don't participate but simply are aware of it will have a tendency to accept that anything good that happens in the region under your (religious) authority or that the ritual was meant to bless is thanks to it, though this will be inversely proportional to the size of territory you were 'blessing'. If you were blessing a single town, then it'll push a subconscious belief that everything good that happens in the town is the result of it, if you were blessing an entire continent than sure maybe some of it was but probably not all of it.

Participating in such a sacrifice also seems to bind people tighter together, preventing them from betraying the group, though this is proportionate to how socially unacceptable the sacrifice would normally be; if human sacrifice is a common part of the culture then it won't do much, if it's an unspeakable taboo which would see them executed even people duped into it might die rather than reveal they had a part in it, and at the very least hide it happening from the authorities.

Does not actually grant the sacrifices magical power, but does ensure that they work a little better if they would/are more pleasing to the sorts of gods who accept these sacrifices.

You get a single wickerman and it will be replaced in under a year if you burn it.

British Village (400 CP): This is a small town or village. It doesn't actually have to be British, but it is an isolated and small community, small enough everybody almost certainly knows everybody. It's likely a farming village, the sort that mostly provides for itself, or at least can sell food for what it needs from the outside, as it has to be due to being geographically isolated, highly insular, and rather xenophobic. You're a highly respected member of the community, perhaps even the old, hereditary lord, and seen as its de facto and religious leader if not its de jure one.

Cube (600 CP): Well it doesn't necessarily have to be cube shaped, but this is a large, mechanized labyrinth with rooms which move in relation to each other. It's also positively full of death traps, making passing through it a rather dangerous ordeal. There are small signs and hints which can be used to pass through it, or allow you to recognize where and how to move through it safely, but it'd take knowing the secret or being some sort of mathematical savant to manage that.

This cube also seems to naturally incorporate other fiat-backed technology you gain access to, melding them into itself to improve its death traps and maze at the start of each jump.

Scientist Items

Textbooks (50 CP): This is a collection of basic and intermediate texts on various scientific fields. It's enough to get you through college in any major scientific field, and will update for a similar grounding in the sciences of the current jump in future jumps.

Private Lab (200 CP): This is a small science lab set up for research in the field of your choice. It's similarly stocked to a research university's research lab, and will be supplied by some mysterious benefactor - as will the basic bills as long as you keep your utilities use in the range of a research lab you might find attached to a university; if you use enough power to power New York City you can expect to start paying.

Chemical Soup (400 CP): This is a swimming pool sized vat filled with industrial runoff containing growth hormones, radiation, fertilizers, and various other chemicals. This slurry induces growth and mutation in animals (not including humans/humanoids) exposed to it, able to make cockroaches or shrews grow to the size of medium sized dogs, medium sized dogs to the size of horses, larger animals to the size of dinosaurs, dinosaurs to the size of kaiju, and kaiju… well you don't have enough of this soup to affect them. Prolonged or repeat exposure can induce further growth, though the larger an animal is the more of this soup it must be exposed to to grow, and animals will absorb some of the soup in the process.

Besides growing in size, animals exposed to this soup, sometimes develop other mutations, especially ones that make them more lethal and venomous. Unfortunately, or fortunately depending upon your purposes, this soup tends to also encourage violent and predatory behavior in exposed animals making them extremely dangerous and volatile.

The vat will refill over time.

Nootropic Drugs (600 CP): These drugs stimulate brain activity and neural growth. Taking them in small doses provide a temporary boost to intelligence. Someone on these drugs think, and learn, better than usual. It's as if it boosts your problem solving, how fast your brain works, and your ability to retain new information. You get enough that someone could keep a normal dose active for 8 hours a day for a year. And your 'prescription' refills what you've used yearly.

It's not safe but you could take more than enough to be active 8 hours a day. Keeping the drug active all the time isn't really good for you, and can cause emotional and mental instability and insomnia. And that's when you're just keeping enough in your system to feel the effects. Higher doses provide larger boosts to intelligence as well as potentially

unlocking telepathic and psychokinetic abilities, but also cause loss of empathy, feelings of god-like superiority, hallucinations, homicidal tendencies, and uncontrollable mood swings as well as being potentially addictive and causing a risk of brain hemorrhages. Even higher doses could cause stroke, heart attack, your brain outgrowing your skull, and a complete divorce from reality, but can provide increasingly powerful psychic might, and faster, better brain function.

Slut Items

Flattering Outfit (50 CP): This is a sexy outfit, of your choice. Whatever it is, it does need to be designed to make you look hot. And it does that well, as it always seems to emphasize your best features, and when it's damaged somehow it always seems to be in ways which make it somehow even more sexy. It will repair - and clean - itself over time when not worn.

Party Invitation (200 CP): This is an invitation, or ticket. Once per month you may have it become an invitation or ticket for any party, celebration, show, performance, or event. It will be treated as fully legitimate, and as long as you have it you'll be treated as if you were invited to the event - though if it's hosted by your personal enemy they may still take offense even if you were invited.

If bought by a Jumper and not a companion it even comes with a plus one so you can bring a date, and can be used by others instead of only the proper recipient.

Lakeside Cabin (400 CP): This is an isolated cabin in the woods by a lake. It has its own well, and a small emergency generator in case it is cut off from the grid - and the generator's fuel will resupply albeit slowly. Besides being isolated lake side property in a scenic location - though you may have it be beachside or merely deep in mountain forest instead if you'd prefer - the lake seems to encourage skinny dipping, the shore is perfect for sunbathing, and the cabin encourages intimacy between couples. Somehow it just seems to have the perfect romantic atmosphere. Plus it doesn't show up on maps in case you need a place to hide.

Island to Get Away To (600 CP): This is a small island which is strangely hard for people to find. Besides not showing up on maps, satellites have difficulty focusing on it, and it's positioned where currents don't seem to draw in ships or encourage them to arrive on it. Which is almost a shame as the same currents seem to shelter it from the worst of winter or summer, giving it a very pleasant climate, and its soil is perfect for farming - if you cleared the native plant life.

Strangely, during an apocalyptic scenario or situation, these currents have a way of bringing attractive individuals to it. This won't draw in people with malicious intent, only those trying to get away from the apocalypse and looking for a refuge, and who are attractive.

Soldier Items

Glock 22 (50 CP): This is a handgun, a basic glock like might be used by a state sheriff or policeman. It has almost no recoil and will never jam, and won't cause hearing damage from using it. It will also reload itself after a period of not being used and maintain itself. If lost or destroyed it will be replaced fairly quickly.

Big Boom (200 CP): This is a makeshift explosive, about the size of a football. Despite obviously being rather slipshod in its construction it won't blow up until it is properly set no matter how you shake it or drop it, or expose it to open flames. Once it's primed it can be set with a clock, triggered by an electrical current from a plunger, set to respond to a radio signal, or use a wick of a variable length, chosen as you prime it. Once primed it can be exploded early by shooting it, throwing a torch at it, or the like, so do be careful.

Also it can produce a rather big boom for its size. When you prime it you can set its explosiveness from rather low, all the way up to twice that of its weight in dynamite.

Military Hardware (400 CP): This is a big gun. The sort that's less for personal defense and more for heavy use. It could be an anti-materiel rifle, a man portable rocket or grenade launcher, a machine gun that really isn't made to be used by an individual, or even some sort of alien energy weapon. Whatever its nature it doesn't jam, won't damage your ears, its recoil is surprisingly little - enough to let a normal person fire a machine gun that isn't really a submachine gun - and it reloads, maintains, and repairs itself when not in use. Beyond that it's just better than modern military hardware should be; that rifle shoots further and straighter and punches through armor better, that rocket launcher packs a larger payload in its rockets, the machine gun can fire longer before overheating or in a single load of ammunition and well it's bigger than you should be able to carry and shoot, and that alien energy weapon… well it's an alien energy weapon.

Special Forces Squad (600 CP): This is a team of 5 elite commandos. Fully trained members of the special forces - having the **Basic Training** and **Special Forces** perks - they're each one a down to the bones badass. They automatically have standard military gear, and this will update to match the standard military gear of the current jump in future jumps. They are also highly loyal to you.

If you have the **Veteran Hunter** or **Resist the Change** perks they will gain them as well. They will also have copies of any weapon you purchased in this jump - in the case of **Military Hardware** they may each choose a different heavy weapon - though in the case of a **Holy Weapon** their weapons won't be quite as holy, they'll still be killing demons, but won't be putting down ol' Scratch or the Anti-Christ proper.

Sorcerer Items

Ritual Supplies (50 CP): This bag contains a collection of candles, rocks, crystals, herbs, salt, a knife, and various minor supplies for ritual magic. It doesn't have anything super expensive or rare, but it seems to have any cheap/easily available supplies you might need for ritual magic in a reasonable quantity, and resupply regularly.

Stringless Marionettes (200 CP): This is a 7 of seven small, wooden puppets. These puppets are animate and absolutely loyal to you. They're surprisingly strong, and stealthy, and seem to possess a natural instinct for murder.

Ritual Site (400 CP): This is an area prepared for use in occult rituals. It can be built into a room, or open to the air - as you wish - but in either case magical rituals you perform here will be more effective, the resultant spells harder to dispel, and the ritual itself more lenient about disruptions or minor inaccuracies.

The ritual site is built around the centerpiece of a sacrificial altar, or other object of sacrifice. By performing a human sacrifice at this altar you will see a larger boost to the results of your magic, as you offer up their soul to demonic forces in exchange for power. A normal sacrifice will be minor, but if it's someone exceedingly pure or special - a saint, a child with great psychic powers, etc - it will be a much larger boost, though people can be made special - a man treated like a king who comes to the sacrifice as a fool of their own volition - or a special day can be used to further boost this effect. Don't try reclaiming sacrifices from the altar - demonic forces do not like to be betrayed thus.

If you're sacrificing a person to a specific entity then you won't see this general boost from the demonic forces of the altar, but it does seem to increase the value of the sacrifice for whatever purpose it is to be used for.

Devil's Bible (600 CP): Whether it's the Necronomicon, a witch's Book of Shadows, or literally the Devil's Bible written in his own hand, this is <u>the</u> book of black magic. It might not contain every ritual of black or dark magic in this world, but if it does not it's got the vast majority and enough you would be hard pressed to find a spell of black or dark magic not inside of it. It even has some spells of not-so-black magic. It doesn't contain any specifically white or good magic, but it has some neutral spells.

While it will take a skilled and natural practitioner to manage all the rituals and spells inside of this book even an ordinary individual could work a few spells with it. More because this book does provide a measure of magical power for its spells, providing a boost to the magic its caster is capable of when they are casting black or dark magic. It

can also help to truncate certain rituals and spells, or replace the incantation and spell completely with this magical reserve, to make them more castable in the middle of battle or other hectic situations; though what spells this will work on depends upon the caster's own magic and they'll generally be a fair deal weaker for it.

Finally this book will update itself in future jumps. While it will not remain the definitive book of black magic, it will remain a fairly good grimoire of black and evil magic in future worlds, adding new black, dark, and evil magic from the worlds you visit.

Survivor Items

Beat-Up Car (50 CP): This car looks old and beaten up, and well it kind of is, but it will generally keep itself in working order, even if it sometimes stalls when getting it is getting started. It will repair any critical damage (but not cosmetic), and refuel itself over time, and you'll find it again within a few weeks at most if you're forced to leave it somewhere else or otherwise lose it.

Hollywood Shotgun (200 CP): This shotgun has strangely minimal recoil, and doesn't cause tinnitus or ear damage no matter how close to your ear it is as you fire it. Despite this it has a strangely powerful knockback against those it hits, capable of sending them flying back when they're shot. It's also just slightly more powerful than a shotgun should be - especially against undead, demons, or traditional horror monsters. It will reload and maintain itself when unused for a period, and if lost or destroyed will be replaced fairly quickly.

Survival Bunker (400 CP): This is a reinforced, underground shelter. It's large enough for a small family to live in, and well stocked with enough supplies to occupy it for a year straight. It even comes with air scrubbers and oxygen supplies to allow you to keep it sealed off from the outside for this duration, as well as water filtration equipment, and the stuff to recycle and compost organic waste. The doors and walls are all reinforced, and the metal is sturdier than it should be. It won't be standing up to a direct nuclear bomb, but it will be enough to keep a werewolf or undead slasher villain out. And speaking of nuclear bombs, as long as a basic air-lock protocol is used so that the entry chamber is not open to the rest of the bunker and the outside at once it will keep airborne contaminants and radiation out of the bunker except the entry chamber.

Grandmother's Amulet (600 CP): This necklace talisman provides a powerful warding force against unholy, dark, and evil supernatural and magical powers. While it won't protect you from physical assault by them, you will find that black magic, curses, and spiritual assaults by these vile powers are made significantly weaker. Weaker forces of darkness will be completely unable to affect you thus at all, and even powerful demons and witches will find their magic a fraction as effective and powerful against you as it normally would be. When you wear this a spell that might stop your heart might merely cause you weakness and pain, or a possessing demon that could normally enter with ease, would have to win a battle of wills and souls to take your body.

Weird Child Items

Angel of Death (50 CP): This common house cat is not necessarily named Azrael but it'd be a fitting one. This seemingly normal house cat can tell when someone is going to die. It's not so good about violent, sudden deaths, but it's pretty accurate about natural causes or when people will die from existing wounds. The more certain their death is, the longer ahead of time the cat is likely to be able to tell, though generally it doesn't notice till it's already too late for medical professionals to change it. It has a tendency to become very friendly with those it can sense are dying, as if trying to comfort them and ease their passing.

Spirit Board (200 CP): This is a high quality Ouija board. Using it as it is intended to be used you are capable of opening a conduit to the spirit world. This allows you to contact local spirits, though it is most likely to be answered by demonic spirits and those of the dead. Even in settings where these would not normally exist you'll be able to contact the dead long after they are gone. Though it's best to know a name of who you want to contact and have something to serve as a focus or conduit to them in particular, and to be careful as some spirits may be deceptive.

Pet Grayvard (400 CP): This is an old plot of ground, fenced off, and with a sign hanging over it written - seemingly - by children advertising it as a grayvard for pets. Anything buried within this place won't stay dead long, at least assuming you've got most of their pieces, but will be resurrected. Unfortunately things it resurrects tend to come back sort of wrong, as if the process has left them violent and sociopathic, with an odd taste for human flesh. They might even be possessed by some age-old demonic spirit of hunger. Still it is a way to let people see and have their loved ones with them again.

Guardian Angel (600 CP): Well not necessarily an angel, but a protective spirit of some sort. Maybe it's a dead ancestor, maybe it's a minor animistic god, maybe it's actually an angel. Whatever it is, this is a spirit that has dedicated itself to protecting you. Its ability to interact with the material world is limited, as it watches over you from the afterlife, Heaven, or another similar spiritual realm, and the most it can do on Earth is minor poltergeist activity. It is however hyper aware of spiritual and psychic distortions around you and the telltale signs of the activity of evil forces around you. It can warn you when you're surrounded by ill-intention, even the most outwardly hidden, or some supernatural force it acting against you - or merely gathering the intent to do so. While it can sense the psychic distortions of a curse, ritual, or even gathering supernatural power and ill-intent from quite far, it won't be able to tell you who or what until they get physically closer to you.

It can even work to hold them at bay. It can deflect weak curses and spells, keep away weak spirits which would do you harm, and even battle against stronger ones. Holding off a powerful curse might be all it can do, forcing it to no longer watch or warn you or defend against weak ones. Depending upon the strength of the spell it might be able to eventually break the spell, or it might fail and the magic will affect you. And the spirit can get tired. It is similar with it attempting to ward off other spectral and spiritual threats, such as malevolent ghosts and demons. It will handle the chaff, and help against the mighty, but it can get tired, and, while it is not a weak spirit, don't expect it to stand-up to a particularly powerful demon alone and win. It might however buy you a chance to beat one if you're otherwise properly prepared.

The spirit counts as a follower.

Zombie Items

A Brain (50 CP): This is an ordinary, unpreserved human brain. It appears in your warehouse, or other place of safety, and is replaced daily if 'used,' destroyed, damaged, or otherwise lost to you.

Shopping Mall (200 CP): This is an abandoned shopping mall. It's not one that simply shut down and had everyone move out, but as if they'd abandoned it still fully stocked. It contains normal mall stuff inside, just the sort of stuff you might find in a mall. Maybe you could sell it if you had someone to run the mall, or maybe you just want to loot it for everything inside of it. Even has a grocery store inside, though you might want to loot any fresh food quickly. It will restock and resupply itself to be a fully unlooted abandoned mall at the start of each jump.

Dead Horde (400 CP): This is a small force of the undead. Specifically they're zombies. You can get 50 sprinters or 'fast' zombies, and 5000 shamblers or 'slow' zombies. They mostly follow standard zombie rules: they need their brain intact and relatively light damage to the brain will shut them down; they are mostly able to survive other damage, though enough damage to their body or decapitation will bring them down and dismembered limbs do not function on their own; their bites cause a rapid infection which usually will prove fatal to humans even with the best modern medicine, though if the bit body part is removed quickly enough it's possible to survive it; those killed by their bites become zombies as well, though in this case breaking with the rules most will become shamblers with only a few sprinters; they're dumb still carrying over a few behavioral patterns from life, usually those related to mindless consumerism and a tendency to roam about familiar areas but mostly motivated by an overwhelming need to feed on the flesh of the uninfected. They will recognize you as a sort of leader, not hungering for your flesh even if you are a living human, and even have a tendency to just sort of follow you about.

You may choose not to have them insert into a setting at the beginning of the jump in which case they will not exist until you choose to have them insert at which point they will appear at your location over the course of a night. Losses to this horde are replaced at the start of each jump.

Bio Lab (600 CP): This is a pharmaceutical lab geared up for biological research into viruses. Specifically it seems to be focused on gain of function mutations and the creation of bio-weapons. Unfortunately it lacks any samples of smallpox, so you won't be resurrecting one of the deadliest viruses around. Fortunately it has samples of various

viruses which could be used as the basis for zombie viruses with a bit of work. New deliveries of viral samples will come in periodically, including those from new jumps that you visit, though these samples will not come with a guarantee of being viable in jumps outside of the one they were delivered in. Still if nothing else they should help you tailor your zombie viruses to local populations; maybe make one that can jump from humans to other species.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a single background instead of the 2 you received though this may be either an origin or a role. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you pay the price to import one or more companions an additional time you may grant them one of several boons. First you may grant them one Chosen One, Genre Blending, or Harbinger of the End which you possess without costing them CP. The second option is to boost the effects of perks they possess that can be Boosted as if they had taken one of the three perks that you do not. In the case of perks boosted by Harbinger of the End they will be able to increase the effects of the boosted perk through killing as if they had Harbinger of the End though it will not boost other powers they may possess or their general lethality. The third option is to grant them a second background, though they may still only take 1 origin (they may however choose to take 2 roles). The fourth and final option is to simply grant them 200 CP to spend as they see fit. This follows the same pricing as importing companions the first time, 50 CP to import 1 companion a 2nd time, 100 CP to import up to 3, 150 CP to import 4, 200 CP to import up to 8, and 50 CP per additional beyond 8. Multiple companions imported a 2nd time together do <u>not</u> need to have the same option chosen (you could grant 1 a capstone boosting perk and another a 2nd background if you wished).

You may import a companion more than 2 times. This cannot give them more than 2 background, nor may they receive more than 1 capstone boost to a single perk, or more than 400 additional CP this way. The pricing scheme continues to function as with the initial importing. Each time you import a single companion to gain these effects is paid for separately, meaning if you were only importing 1 companion but wanted to import them 3 extra times (say for +400 CP and a 2nd background) you would pay 50 CP for importing a companion, then 50 CP for importing them a 2nd time 3 times, <u>not</u> 50 CP for importing a companion and then 100 CP for importing 3 companions a 2nd time.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100 CP): If you use this jump to go to a specific film, for every 100 CP you pay you may recruit 1 canon character.

George Washington Werewolf Hunter (50 CP): Few people realize that Valley Forge wasn't simply a place where people starved to the point of practically quitting the Revolutionary cause. Or that the Hessian mercenaries didn't just give rise to the Headless Horsemen but included werewolves in their ranks. Thankfully, George Washington proved quite an adept hunter of werewolves and the supernatural. This is the first president of the United States with all of his charisma, statecraft, delegation skill, and questionable abilities as a general, as an experienced werewolf hunter. Armed with a silver ax that's more than just good for cherry trees, he's here to join you on your journeys.

Kitty! (50 CP): This is an ordinary housecat. Or it was. An alien parasite has fused with it, leaving it rather ravenously hungry, but also possessing strength, speed, and physical capabilities far in excess of an ordinary house cat. It can also regenerate in minutes as long as the parasite's brain is intact, and when it's really threatened it can sprout more than a few tentacles. It's actually capable of eating and consuming things to take on their form, but it retains a cat-like intelligence.

Ozzy Frankenstein (50 CP): This descendent of Victor Frankenstein has taken up life as the lead guitarist in a rock band. While he doesn't possess his ancestor's penchant for creating monsters, the descendants of his ancestor's creation have repeatedly returned to plague his family and he's become pretty good at dealing with monsters and deadly encounters. His guitar's headstock and part of its neck pulls free to become the handle of a small chainsaw, and he's just generally capable of using various musical instruments or parts of them as deadly weapons in a way that's probably supernatural. He also comes with a motorcycle that spews fire.

Surprisingly Identical Ancestor (50 CP): This is a vampire who claims to be your distant ancestor - which might be strange if you're a drop-in - and who looks exactly like you. They'll even match your race if you're not human, though they'll be a vampire as well. They've developed many skills in their centuries of life, and are rather protective of you, and could teach you how to use your own vampiric powers if you happened to be one.

Survivor Sally (50 CP): This is your very own last girl. She's attractive, mostly moral and relatively nice. She's got a good sense of practical survival too. Though that's nothing compared to her luck. She's got something about her that just gives her

opportunity after opportunity to survive when she's attacked by a psychotic killer, though it might be dangerous to be too close to her as part of this luck involves those who want to kill her targeting her friends first.

Father Peter (100 CP): This priest is a quite skilled and experienced exorcist. He usually deals with demonic possession, but he's a general expert on demonology and black magic, knowing nearly everything there is to know about the subjects… except how to use black magic. Which isn't to say he doesn't know magic, just that outside of magic-like effects from the sacraments and rites, he only knows magic to counter and negate other magic. Apparently more demons know magic than you'd think.

Mater Doloris (100 CP): This is an aged witch, though if she's feeling particularly vain she can make herself appear to be younger. She's quite experienced with black magic, if a bit of a sadist. She loves seeing others suffer, and practically seems to draw her magic from it. And given the way she seems to be expert at making deals and manipulating people she can cause a lot of pain. She doesn't like to leave her house, though. Maybe it's because she's tied so much of her power into it, becoming substantially stronger inside of it and being able to control it and observe everything that happens inside of it, but she's a lot weaker outside of it. She does bring her house along with her, though. If she dies her house will burn and collapse, and if her house is destroyed she will be too.

Strong Silent Type (100 CP): This individual is big and strong. They might not be human, it's questionable when looking at them. They don't really talk much either. But they're strong. Like stabs a blade straight through a tree trunk, and tear through thin metal walls with their bare hands. And they're tough as well, riddle them with bullets, hit them with cars, blow them up, and they'll keep going. Then again they don't seem to breathe, and most people need their heart or brain to live, meanwhile they just seem to be mostly intact. There are some acts that set them off into a cold, murderous episode, and they seem to have a thing around Halloween.

Summoned Succubus (100 CP): This is a demonic spirit, originally existing as a disembodied presence in Hell, which when called forth was embodied by magic in the body of a hot woman (or man if you prefer) based on your own fantasies. They're more predatory than seductive, feeding on the souls of those they kill, but they are quick at picking up human behavior and since meals are best when aroused they're not above being a bit seductive.

Cannibal Clan (200 CP): This is a whole inbred family. Ma, pa, a few boys, a few girls, and even an old grandma and a pair of little ones. They're all freakishly strong, stealthy,

and excellent hunters, though their favorite prey are humans. Whether you're blood kin or not they seem to have accepted you as part of the family.

Creepy Clown (200 CP): This clown might be trained as a mime, or maybe is a mute, given they don't seem to ever talk. They're not as big or as strong as Strong and Silent, but given how they just don't seem to get hurt by bullets or swords - wounds healing even as they pass through them - and only time you've seen them make a vocalization was when an old lady hit them with a crucifix and they screamed a cry of agony and rage which didn't seem to be of this world they might be a demon. If they are they seem to possess the ability to warp reality a bit, only with clown gags, and only to make them distinctly deadly. They're also quite inventive in how they kill people.

Long Haired Kanojo (200 CP): This Japanese woman has long, somewhat messy hair. It tends to cover her face. Her face is unusually pale as well. And she doesn't exactly have a pulse. She might be dead. Actually probably was murdered after some serious abuse from the men in her life, not that the women did more than stand-by, watch, and ostracize her. She's on a path of vengeance against the living, possessing a terrifying combination of ghostly and psychic powers, and a contagious curse. All of which only grow more powerful the further she spreads her curse. Unfortunately she does seem tied to the location where she died - or your properties in future jumps - as she can only spread her curse from there… initially. Those who receive her curse can spread it further. She's decided you're an exception to her path of vengeance, though. She actually seems to like you if that's possible.

Properly Paranoid (200 CP): This is a survivalist conspiracy theorist. They've been spending a few years living in an underground bunker full of weapons. They're convinced the world is controlled by a secret masquerade of monsters, and want to escape to another dimension. They might not be wrong. They are almost impossibly good at figuring out what is really going on among world governments, and predicting the end results based on what they claim the motives are. The accuracy is a bit scary there; if they weren't convinced the monsters in charge would kill them if they came out into the open they might be a really effective political theorist. They're also scary good at knowing what threats really are dangerous, and preparing for them. Maybe they're not right about things and just precognitive?

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Threat (Special): This is the main horror threat you will face in the jump - what sort of slasher or killer you can expect to be hunting you. It is measured in three ways: Danger of the threat, frequency of the threat, and variety in types of threats. Danger can be: Basic meaning that it's a danger that is not above that of a well armored and equipped human, something like Ghost Face, or groups of zombies; Superhuman, this is a threat that while more than an ordinary human could be dealt with by a small military force, something such as a group of Xenomorphs, Jason Voorhees, weaker kaiju, or most vampires; Supernatural, is a threat that surpasses Superhuman in danger, and cannot be dealt with through conventional weapons and means such as many angry ghosts, Freddy Krueger, many demons, certain alien invasions, most daikaiju, and the like; and Apocalyptic is a threat which is apocalyptic in scope such as the Devil in his full glory, the Anti-Christ, the Thing already loose and multiplying in a population center, a widespread alien infiltration, the most powerful onryo who can ignore the methods that normally would be used to deal with angry spirits, or the most powerful daikaiju. Frequency ranges from: Once, you will encounter this threat at some point during the jump, but once dealt with it's gone; Sequels, you will have to deal with this threat every few years; and Franchise meaning you will encounter it more than once a year on average. Variety ranges from: Singular, all threats are roughly the same such as psychotic killers, zombies, vampires, or werewolves; Thematic, all threats share a basic theme such as undead, classic movie monsters, various types of aliens, or the like; and Unpredictable, there's no limits or rules on what can appear. You must have at least Sequels for frequency to choose Thematic or Unpredictable, and Unpredictable will not grant increased points over Thematic unless taken at Franchise. Similarly if the danger level is Basic then Unpredictable grants identical CP to Thematic.

As a general rule of thumb apocalyptic threats are more powerful than the powers on offer here, short of massive killing sprees with Herald of the End, or an unholy threat and higher end anti-unholy tools. Even then they will not be easy, and facing multiple without out of jump abilities or items will be extremely unlikely, or more often effective suicide with the higher frequencies or varieties.

A singular threat could be the same entity guaranteed to never be permanently contained or stay dead, with dealing with it just managing to trap it for a prolonged period or kill it forcing it to resurrect. In the case of a stationary or geographically limited threat the

drawback will force you one way or another into its range for long enough to either defeat it, or face the worst that it can throw at you. And other more mobile threats are unnaturally good at tracking you down, and managing to enter warded spaces; don't expect a warehouse's force screen to keep them out.

Also it is worth noting that the danger level, frequency, and variety is merely those that the drawback guarantees you face personally; a zombie apocalypse is usually too much for a world as a whole to face (somehow), but individual zombies which you would be personally threatened by are not that dangerous. A supernatural threat might be able to end the world through a ritual, but if you could stop them by engaging them when they're still merely a demon and they could be stopped by a group of priests and a badass hunter with a blessed golf club they're probably not Apocalyptic. Likewise this is threats that one way or another you will have to personally deal with, if you go to a post apocalypse where there are zombies roaming about you might encounter zombies, taking zombies as a threat would just ensure that your fortifications and stealth fails to keep them away a number of times in your jump and you have to deal with them despite being careful.

If you are entering a specific movie or franchise the threat could be the main threat from it, though this would ensure you were targeted and possibly that they would resurrect.

Basic, Once, Singular	+0 CP	Basic, Sequels/Franchise, Singular	+50 CP
Basic, Sequels, Thematic/Unpredictable	+50 CP	Basic, Franchise, Thematic/Unpredictable	+100 CP
Superhuman, Once, Singular	+50 CP	Superhuman, Sequels/Franchise, Singular	+100 CP
Superhuman, Sequels, Thematic	+150 CP	Superhuman, Franchise. Thematic	+200 CP
Superhuman, Sequels, Unpredictable	+200 CP	Superhuman, Franchise, Unpredictable	+250 CP
Supernatural, Once, Singular	+150 CP	Supernatural, Sequels, Singular	+200 CP
Supernatural, Franchise, Singular	+250 CP	Supernatural, Sequels, Thematic	+250 CP
Supernatural, Franchise,	+300 CP	Supernatural, Sequels,	+300 CP

Thematic		Unpredictable	
Supernatural, Franchise, Unpredictable	+400 CP	Apocalyptic, Once, Singular	+300 CP
Apocalyptic, Sequels, Singular	+350 CP	Apocalyptic, Franchise, Singular	+400 CP
Apocalyptic, Sequels, Thematic	+400 CP	Apocalyptic, Franchise, Thematic	+500 CP
Apocalyptic, Sequels, Unpredictable	+500 CP	Apocalyptic, Franchise, Unpredictable	+600 CP

World Threat (Special): Or maybe you don't want to be specifically targeted and just live in a dangerous world. Like a Threat, a World Threat comes in differing levels of danger, Basic, Superhuman, and Supernatural which are identical to for Threat, but they only have 2 variety levels - Singular and Thematic - though if you want you can take them at Unpredictable for the same points as Thematic. They do not possess the same Frequencies, instead being either Lurking or Ever Present. A Lurking threat is common enough - or drawn to you enough - that you will encounter it multiple times in your stay unless you take extreme measures to avoid it and all interaction with the world, but it exists in a sort of masquerade, or at least at a reduced enough presence it is not actively destroying civilization and a person other than you might never encounter it in a decade. Ever Present is like zombies in a zombie apocalypse, they are everywhere and living in the world will require constantly taking them into account. And while they are not specifically after you, to qualify for this drawback they do have to see you as prey - if you're a zombie having zombies everywhere is not a threat (having a well-organized human military might be), these are specifically things that will hunt you regardless of your actions. Areas that enemies cannot find you due to pure fiat also fail to stand against them - an isolated and hard to find location works, but one where enemies just cannot find it will not - and at the supernatural threat level or higher you can expect them to be able to casually find any hidden pocket dimensions (or your warehouse) and enter them.

You may take a World Threat along with a Threat. A patchwork horror movie where you routinely meet different horror movie threats is likely a Superhuman, Thematic, and Lurking World Threat; some may reach Supernatural (or even Apocalyptic) and some may only be Basic, but a broad spectrum of films would average out to Superhuman. One where there's just human slasher killers would probably be Basic, Singular, and Lurking,

though some of the non-supernatural ones reach Superhuman (such as non-zombie Jason, or Michael Meyers).

Basic, Singular, Lurking	+50 CP	Basic, Singular, Ever Present	+100 CP
Basic, Thematic, Lurking	+100 CP	Basic, Thematic Ever Present	+150 CP
Superhuman, Singular, Lurking	+100 CP	Superhuman, Singular, Ever Present	+200 CP
Superhuman, Thematic, Lurking	+150 CP	Superhuman, Thematic, Ever Present	+300 CP
Supernatural, Singular, Lurking	+150 CP	Supernatural, Singular, Ever Present	+300 CP
Supernatural, Thematic, Lurking	+200 CP	Supernatural, Thematic, Ever Present	+400 CP

Short/Long Stay (Special): You can change your stay down to as low as one month, or as long as you want. However if you reduce your stay to less than a year you receive no benefit from drawbacks other than Threat. However shortened to this point, Franchise cannot be chosen, and Sequels will see you encounter 3-4 threats during your time here. If you reduce your stay to less than a decade you receive ½ CP from drawbacks or than Threat. Singular frequency is unaffected, and the rate at which you encounter additional threats with Sequels or Franchise will be increased invert If you increase your stay duration to at least 30 years and you receive at least 200 CP from your Threat/World Threat and have a frequency of at least sequels you gain an additional 100 CP but will encounter the threat a proportionately increased number of times to how long you extended your stay, if you increase your stay duration and to at least 100 years and you receive at least 400 CP from your Threat/World Threat you gain an additional 200 CP but will encounter the threat a proportionately increased number of times to how long you extended your stay.

Black Christmas (+100 CP): Bad things happen to you every christmas. Not always (or even usually) a horror movie threat, but bad things. At other holidays you have to be careful too as the more major the holiday the more likely it seems to be that something bad will happen to you. It won't be every holiday, or every year on any holiday, but holiday times seem to be bad luck for you.

Car Troubles (+100 CP): Or maybe it's a storms? When you travel long distances you have a tendency to have your car break down, get delayed by a storm, or otherwise delayed. These delays are especially likely to happen in places far from civilization, isolated, and creepy. Usually there will be at least some, singular house nearby. But rarely more than that. There was a gas station a few miles back. This won't happen every time, and in fact if you travel long distances constantly it won't even happen most of the time. On the other hand if you stay relatively sedentary long enough it seems to build up, and you might find yourself having strangely serious delays going to the nearest store.

Committed (+100 CP): Congratulations you legally exist. Start location is set to a high security mental asylum where you're a resident, and considered a danger to yourself and others. There's also a general awareness of your build for this jump, and if you have supernatural powers from this jump you may find yourself instead held by the Vatican or similar in a prison meant to deal with them. You won't have your warehouse key, items, companions, or followers till you've well and truly escaped at which point you will almost certainly have a manhunt after you.

Goodbye to Civilization (+100 CP): Modern civilization is a place of comfort and safety. Not so much anymore. Either you're in a post-apocalyptic scenario, or you're in a pre-modern society. Either way you will have few of the comforts and security that comes with modern civilization. If you choose to arrive during the apocalypse you will be unable to stop the total collapse of civilization, though maybe you'll be able to rebuild it afterwards… just expect it to take a few years before you can even begin to make headway.

Grieving (+100 CP): You are grieving the loss of a loved one. Maybe a twin, a parent, or a child. It has affected you badly, and while you will eventually get mostly over it - faster with proper therapy - it will take you time and work and until then you can expect this grief to be influencing your behavior for the worse.

Horror Slapstick (+100 CP): While the world and the horrors you will face isn't any more dangerous, it's become a fair bit more hokey and comedic. This may make it hard to take seriously as everyone seems to always have some joke or quip to make. The world itself seems to enjoy its jokes, especially slapstick. And unfortunately you're its favorite butt for jokes. You can expect to have to deal with being on the receiving end of slapstick and gross out humor, and while this won't be any more likely to be lethal than the jump would be without it, you can expect it to be far more painful and filled with disgusting fluids.

Musical Horror (+100 CP): You're in a musical. Sometimes the world around you just slips into musical mode and you'll have to join into the song and move to the rhythm or not at all. And no one else seems at all less effective for this.

Poorly Written (+100 CP): People around you just seem to be badly written. Dialogue is stupider, motivations are less sensible, and behavior is poorly thought out and sometimes rather inhuman … for the normal humans. It's a bit harder to predict what will happen as reactions and progression of story sometimes just don't make sense. And to an extent this even applies to you. Nothing too major, but you will find illogical things happening, and even yourself doing some, and you can expect to roll your eyes at the stupidity of some of the stuff you say.

Poltergeisted (+100 CP): You are haunted by a ghost. It isn't particularly trying to kill you, it just makes noises, moves (sometimes even hides) your stuff, and generally haunts you. Maybe it's a demon because it follows you about. Either way it's a nuisance though it does seem to stop at just messing with you.

Rules of Horror (+100 CP): You can't willingly have sex, do drugs or alcohol, or say the words "I'll be right back." They simply won't come out of your mouth no matter how much you want them to, and you will always chicken out of sex at the last moment, or find yourself somehow prevented from willingly or intentionally doing drugs or alcohol stronger than coffee. Even espresso is off-limits.

Shoestring Budget (+100 CP): Horror movies often show how much can be done with a poor budget. In this case they just couldn't afford decent special effects. Anything that'd require special effects looks fake, poorly edited, and sometimes you just find that you suddenly have to look away to avoid allowing you to see it. And this does include things you brought with you. Even things that don't need special effects but just would require work for sets look sort of bad - that abandoned chemical plant you go to looks more like someone put some random objects in a warehouse - and you can expect major cities to look rather unlike themselves.

Wooden Acting (+100 CP): People here seem to just act off. Maybe they're alien pod people given the way their body language and expression of emotion seem way off. Besides the feeling of uncanny valley, you can expect that no matter how good you are normally at reading how people feel or if they're lying to you to be unreliable. Making things worse sometimes it feels like they've been badly dubbed over words not matching lip movements, or even the duration of it. Nothing directly dangerous, but you can expect it to be annoying and distracting.

Cat Scared (+100/+200/+300 CP): You have a tendency to get hit by fake out scares. Any danger senses you have give you a lot of false positives, and even if you don't have special ones your mundane senses will often have you jumping at shadows. Besides reacting to danger that isn't there, you'll find that your ability to clearly ascertain the nature of potential threats is slowed a bit. If you're not careful you'll be activating contingency plans that aren't actually needed, and taking shots at things that aren't threats, and if you are careful you might find yourself reacting too slowly to the real threats. This is worth 100 CP, but if you took at least 150 CP worth of Threat and/or World Threat this is increased to 200 CP, and if you have at least 300 CP of Threat and/or World Threat to 300 CP.

Film Everything (+100/+200 CP): You have an obsessive desire to film your life. While you won't film every moment of your day to day life, any time something special begins happening you will feel the need to film it - like a child's birthday, accidentally running into a celebrity, going on a date, murdering someone, or encountering a serial killer or supernatural horror - and keep filming no matter how hectic or dangerous things get, going out of your way or even putting yourself in danger for the sake of getting ahold of a camera and filming what happens.

If for some reason you absolutely can't get a video camera - such as they don't exist yet - you'll use a non-video camera, or be compelled to sketch, draw, and write the events around you as they happen.

For the higher value you will be further compelled to spread the tapes of your activities, posting them online, copying and disseminating them, and doing what you can to make them publicly available information. And if there's no internet or video this may involve hiring scribes to copy your notes and couriers to deliver copies of your journals to other lands.

Urge to Kill (+100/+200/+300 CP): For 100 you are driven to kill periodically, such as a werewolf during the full moon. You lose all control of yourself during this time as your inner beast is released, and will kill those around you.

For an additional 100 CP this is a constant compulsion. It's more controllable, though it will be hard to control at the best of times and will peak from time to time to a point where you cannot control it, driving you to act out the slasher killer. You'll probably try and justify it with some 'sin', but in the end when you get the urge you'll kill them even if they haven't done anything wrong. Some individuals in particular may set this off, even potentially driving you to murder their friends and terrorize them before killing them. It's

worth noting, that even if you're fine with killing people, these random urges to murder aren't the best for long term planning and you will be acting on pure blood lust during them ignoring your own long term plans and desires.

For an additional 100 CP, available at either of the above levels, you specifically target those who you normally care about when you lose control.

OoC Sealed (+100/+200/+400 CP): You are without a portion of your out of jump resources chosen from the following:

- Your out of jump perks, powers, and abilities, reducing you to your Body Mod. This will affect any companions you bring with you similarly.
- Your out of jump items, and your warehouse, including your followers, pets, or any non-companion entities which follow you, dimensions, realms, or properties.
- Your companions as well as any followers, pets, or autonomous things which follow you in your chain. You may still pay to import companions to allow them to gain CP and buy perks and items but you will not encounter them during your time here.

This grants 100 CP if you select one option, 200 CP if you select two, and 400 CP if all three are sealed.

Playing With Your Food (+100/+200/+300 CP): You have a tendency to toy with your enemies. Whether it's an innocent victim or a supernatural terror, you will find yourself picking them off one at a time, giving people chances to observe your tactics and behavior, warn your enemies, and generally play with people instead of dealing with (potential) threats right away. This is worth 100 CP, but if you took at least 150 CP worth of Threat and/or World Threat this is increased to 200 CP, and if you have at least 300 CP of Threat and/or World Threat to 300 CP.

Copycats (+200 CP): You have a lot of imitators. Unfortunately they have a tendency to make you look bad, cause you to get suspected of crimes you didn't do, and generally get you in social trouble. They are able to replicate your abilities, not necessarily perfectly, but enough to make it seem like they're you for a while, or frame you for their actions.

Dead Man's Hands (+200 CP): You have had a dead (wo)man's hands stitched on replacing yours. They're awkward for skills you normally would be used to using your hands for losing much of your dexterity and fine motor control, and occasionally act on their own - grabbing things you don't want to grab, or attempting to murder people.

House Invasion (+200 CP): People really like breaking into your things, entering your places, and messing with your things. They have a tendency to get violent too. Still they're primarily out to take your stuff, and any murder is just a side benefit. That said they seem to be able to get in nearly anywhere. Your fortified bunker? Sure thing. Your warehouse behind its force screens? You betcha. Your personal hell dimension? Yeah. They seem unusually good at getting around any protections you have against thieves as well, and particularly good at ending up releasing the objects you'd least like to have out in the world. Hopefully you're not keeping anything too apocalyptic.

I See Dead People (+200 CP): You see ghosts. They are somewhat angry and very crazy. They aren't normally dangerous, but they want you to do things for them. And they will get dangerous if you ignore them or can't figure out what they want. They won't help you, but they will start messing with you if you don't help them, and unlike Poltergeisted won't stop at being nuisances. And the only way to get them gone permanently - or even long term - is to figure out how to help them and do it.

Party Animal (+200 CP; Incompatible with Rules of Horror): You hedonistically overindulge in intoxicants and sex. Unfortunately your judgment seems particularly impaired when you are in these bouts of indulgence, and things like taking a shower with a partner while you know there is a killer on the loose becomes a good idea. You also lose any immunity to intoxication you would normally have.

Phobia (+200 CP): You have a serious phobia, maybe it's claustrophobia, arachnophobia, thalassophobia (fear of the ocean), cynophobia (fear of dogs), or coulrophobia (fear of clowns). Whatever it is you'll find that you're forced into situations involving it when you don't expect it, and that it especially comes up when you're in danger or under a lot of stress from other issues. And this is no little 'this makes me uncomfortable' this is 'dealing with it puts you at major risk of a panic attack.' It's possible to deal with this phobia, and recover from it, but with serious work expect it to take most of a decade.

Traumatized (+200 CP): Events in these sorts of worlds are pretty traumatizing. But you come pre-traumatized, possibly because you're arriving in a sequel and you barely survived some horror movie encounter in the past, possibly because of something more mundane. Either way you now suffer from a severe case of post-traumatic stress and its symptoms. It may be possible to recover from this during your time here, but it will take serious work and the better part of a decade.

Vulnerable Loved Ones (+200 CP): There are powerless, ordinary people who you find yourself caring for. Unfortunately they have a way of getting themselves into dangerous situations, especially those straight out of a horror movie. Their death isn't a jump failure for you, but you'll go to suicidal lengths to protect them and their happiness, and if they die you'll go more than a little crazy, and find replacements to care about just as vulnerable and danger prone, going more crazy each time you lose them.

Movie Chick Stupid (+300 CP): You are dumb. You have the survival instincts of a suicidal lemming. You could have been a master combatant in the past, but now you'll react to being choked by a masked killer by lightly slapping his arm. You will read from the book of the dead, and then go off alone and unarmed into the woods at night to check out weird noises without telling anyone. Even if no one is trying to kill you, you might want someone to hold your hand when crossing the street as left to your own devices you'd probably drop something and bend over in the middle of a busy road, at night, while dressed all in black to pick it up without paying attention to any potential traffic. It's like you're trying to get yourself killed.

Possessed (+300 CP): You are. It is resistant to any out of jump methods to deal with it, and in jump ones as well, being impossible to completely remove and grows with your own spiritual power. It will steadily grow stronger, and you must prevent it from taking full control over you by the end of the decade.

Psychological Horror (+300 CP): You are flat out crazy, and prone to hallucinations in which you do not know what's real or false. Medication can help, but it will generally have side effects which lessen you and it will not completely remove them. To make things worse these hallucinations can come over you completely without warning, and are more common in times of danger or stress.

Wishjumper (+300 CP; incompatible with OoC Sealed): You, all your followers, and all your companions are sealed in a ruby. It will be found near the start of the jump. You will have to grant 3 wishes to the one who awakens you, but by the time you are properly awakened they will have left. You are unable to use your perks or powers except to grant the wishes of others, or access your warehouse except in the service of such wishes, and your companions and followers will be sealed in the gem. These restrictions only apply until you have granted 3 wishes to the one who awakened you at which point you, your followers, and your companions are freed. You can twist wishes, but you cannot directly affect the one who awakens you, and you cannot twist their wishes, instead having to fulfill them to the best of your ability. Once you've fulfilled the third wish you're free to kill them, though.

Centipede (+400 CP): You're the middle of a human centipede. You still have your powers, but you do need to keep the front and back alive, and they don't have your powers and seem resistant to your attempts to grant them powers via out of jump sources. Unfortunately attempting to separate will kill you; though convincing the front and back of that may prove troublesome.

Zombie (+400 CP): Well maybe you're the rage virus type unless you were already undead. Whatever you are, you act like a zombie. You're not particularly sapient, driven only by a mindless hunger for the flesh of your companions, followers, friends, pets, loved ones, and humans. You can still use your powers to at least a limited extent - much like how some zombies can figure out how to open a door, or even fire a gun if they were proficient marksmen in life - but you're sort of a shambler with your motor functions and abilities greatly impaired.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Scenarios:

Jumper vs Renegade: Battle Royale

You, and 41 other Jumpers have each been placed in a dimension by your benefactors - or beings claiming to be them with enough power to make these claims plausible. You are each provided with a build for this jump, along with your personal gear - other items, properties, your warehouse, pocket dimensions, followers, and companions will be unavailable - and told to kill each other. You do retain your out of jump powers and abilities, at least baring drawbacks to the contrary. If no jumper dies within 24 hours you all will be killed with bombs implanted in your beings that will erase your soul, mind, body, and very existence simultaneously and completely no matter what defenses or contingencies you possess. The same for attempting to hide in a dimension which is fiat unreachable by other beings for more than 24 hours cumulatively in a single year. In addition should more than 1 jumper be alive after 10 years the entire local multiverse created for the fight will be destroyed along with every Jumper left within it. This will not mean going home at the end of the chain, but complete erasure. Oh, and don't worry about if your perks or items should mean it's impossible to permanently kill you - or another of the 42 - because the Benefactors will provide zones that can negate immortality, regeneration, resurrection, one-ups, and the like, and occasionally horror killers and weapons that can, and as the end of the decade approaches these will become more common and prominent.

Last jumper standing gets 3000 CP to spend immediately.

Alternatively, appearing here meant descending into this level of existence. The benefactors are - theoretically - vulnerable. They're still beings far beyond Jumpers, but it might be possible to kill them, and then use their resources to escape this local multiverse they created for you. Of course they'll kill you, with the bombs if they think you're an actual threat to them. But if you do kill them all the survivors get a single copy of each purchase in this document that they did not already purchase, and managing to escape the dimension will grant you their sparks (failure to do so may end your existence completely, or it may be possible that your actual Benefactor will save you at the end now that the fakes are dead… assuming they are fakes). Of course, this will almost certainly be harder and more dangerous than trying to survive the fight against 41 other jumpers.

Finally you might be able to escape without killing the Benefactors. This might be easier. But it might not be. Still if you escape even without killing the Benefactors you

will gain your Spark and freedom across the Multiverse. But be warned they may hunt you down for this.

Notes:

Jump by Fafnir's Foe

What counts as an unholy or dark force may vary. Anything that is supernatural and banished/harmed by day/the sun/light counts for these perks even if it is not evil, as does anything linked to or powered by the night/moon. Anything that is supernaturally evil, a demon, or linked to a god of evil counts as unholy even if there's no good god to declare it as such. As does anything that is traditionally considered unholy: a vampire even if in this setting they're Gaia's antibodies would count as unholy, as would any necromantically raised undead. Voudou zombies would probably ping as 'unholy', while a living zombies infected with a virus probably would not, and ones that are definitely and clearly undead might.

Chosen One vs Vegetarian Zombie vs Resist the Change: Chosen One only helps you with transformations from supernatural dark or unholy forces. It will also only slow it. Eventually you will fail, and you can't control the rate at all. Vegetarian Zombie retains your mind and self from any such transformation (as long as you can make a joke about it). Resist the Change delays it based on your willpower which can be longer or shorter than Chosen One depending upon your willpower (and strong enough will this could be long enough to hop jumps and have it no longer have the proper metaphysics to affect you), can allow you to hold off the mental change while accepting the physical, and works on any type of change. Bitten by a werewolf all three would apply, but Resist the Change would let you, if you felt the need, change into a werewolf to fight Dracula without immediately losing your mind to the curse, but if you stayed a werewolf long enough you would start to lose yourself, meanwhile Vegetarian Zombie you'd change but it'd only be physical, and Chosen One you might have an extra full moon or two before changing. Bitten by a 28 days later living but virus infected rage zombie Chosen One would do nothing, Resist the Change would let you hold off the virus for a time maybe long enough to find a cure (or to cure it with fire and holy objects), and Vegetarian Zombie would let you become a zombie while still retaining your humanity because eating humans would be in bad taste I mean have you tried human flesh? Eww.

Some of the capstone boosts are stretches even with such a wide body to draw on (the chosen one boost for Haunting comes to mind).

Despite the name **Shape of Evil** puts you more on zombie Jason's level than on Mike Meyers's.

Changelog:

Version 0.8.0: Jumpable WiP. Opened for additional suggestions for General Perks/Items, Races, Drawbacks, and 50 CP items for Survivor and Alien.

Version 1.0.0: Wrote up properly General perks/items/races/drawbacks, moved the 50 CP Innocent Item to Survivor and replaced it. Tweaks to various perks (Undead now makes you still be vulnerable in your brain and heart by default, though some races modify that further, New Breed and True Believer were tweaked to make them hopefully more clear in their intent, some interactions with Witch were added). Added a note that made clear that various supernatural powers purchased here do work with each other and synergize though very much in a ‘fanwank exactly how.’ Cleaned up dummied out content. Added intro. Various other tweaks through out. Made a PDF. Called it done.