Danny Phantom – Update. 1.5



Welcome to the world of Danny Phantom. Well, technically it is two worlds; the human world and the Ghost Zone. The history of these two worlds are simple; humans fear and hate ghosts and ghosts hate humans. But this isn't like normal worlds at war. This is a Nickelodeon show, so the fights are down played.

You arrive one month after a young Danny Fenton gained his ghost powers (episode one). He still doesn't have full control of them, but he is learning. What you do in your ten years is now up to you.

+1,000CP.

Origins

Gender: Decide for yourself, free of charge.

Age: 1d8+11 if you want to be a teen or 1d8+20 if you want to be an adult.

Origins: Any origin can count as a drop in.

Normal Person (Free): You are a normal, everyday person in Amity Park. Maybe you are a student at Casper High or some adult running around. Whatever you are, you are 100% human. Congrats. How boring.

Ghost Hunter (Free): Through blood, hate or curiosity you hunt ghosts. After many hours of study you know how ghosts work. Depending on your age you might be an apprentice or child to an older ghost hunter. If older, you might be a freelancer or working for a company or organization. Do you work at Fenton Works or are you a mysterious Man In White?

Half-Ghost (200CP): Ah, something unnatural, or are you? Little is known of half-ghosts because they are relatively new to the world. Currently there are only two known half-ghosts with a third coming along if you don't mess with the plot too much. I'll let you decide how you came to be half-dead.

Maybe it was some lab accident, you were lost in the Ghost Zone and mutated by its energy, or you might be the freak offspring of a human and a ghost. You decide your story.

Ghost (200CP): Ghosts! When people scream of ghosts, that is you. While some may call the Ghost Zone scary, dangerous, and full of anarchy, ruled by the strongest, you call it home. You are the living (or not) embodiment of pure ectoplasm given form.

Maybe you are someone that had died with unfinished business and had your soul changed into a ghost. Or maybe the Ghost Zone is your natural home and you are a child of it in all regards.

Perks: Every origin gets a discount on their perk lines and their 100CP perk free.

Non Discount Perks

Puns (Free): You are now a master of puns. May god have mercy on your soul.

Normal Person

Believable Bluff (100CP): One thing that happens a lot in this world is having to come up with a cover story. Maybe you need someone to look in a different direction. Now you are a master of this. Are they good bluffs? Not really, but people are more willing to believe them.

Popular (200CP): Why aren't you just the popular one? Maybe you are just good looking. Or maybe you you have charisma. But whatever it is, people like you and want to impress you. You can easily become the most popular guy/girl/whatever at your school.

Strong Willed (400CP): You have a strong will. Which is something uncommon in this world. Great for setting your mind to something. Whenever a ghost attempts to possess you, you will be able to fight them off. It would take someone as strong as Pariah Dark to take control of you and you would still have an equal chance of freeing yourself.

Beneath Notice (600CP): One thing about being human is that most powerful beings hardly ever give you a second glance. And with this they will tend to overlook you even more if you stay out of their way. Soldiers attacking a town will tend to ignore you and your hiding place. Powerful gods won't see you coming, because why would they ever pay attention to someone so far beneath themselves? This protection will fail if you attack or bring notice upon yourself.

Ghost Hunter

Knowledge (100CP): You know about ghosts. You know their basic weaknesses and even some of the legends about them. In future worlds this will translate to other supernatural aspects of the world.

Loveable Idiot (200CP): Alright, so you might not be all that loveable. But people are less likely to try and arrest you for running around with a plasma gun while shouting about ghosts. Just like Jack Fenton, most

people will see you more as a misguided fool than a menace to the town. Sure, you might damage things here and there. Why do they put up with you? Because you are sometimes right and they know it.

Ghost Hunter (400CP): What kind of ghost hunter would you be without the practical side of things? This perk will give you the skills and know-how to stalk your chosen prey; in this jump they will be ghosts. You know the ins and outs of hunting and how the prey thinks. In future jumps you may select a "prey" become the hunter of.

Science! (600CP): Science. This world is full of strange science that might not ever work in our world. But this perk lets you know how it all works. You are now a master scientist on par with the Fentons or even Vlad. Needless to say, building a ghost portal will only require the supplies.

Half-Ghost

Hiding In Plain Sight (100CP): Keeping a secret identity is hard. But just like Superman you can fool most people with the smallest of changes. A different outfit and hair color are all it takes to convince people that you are someone else, even if the hair color is the only difference. Most people won't even bother to think much if you use the same name. Though they may call it out as being weird that there are two people with the same name.

The Watcher (200CP): You can now sense where and when interesting things will happen. You won't know what is going to happen, but you have the feeling. To top this off, you now will also find a perfect place to stand to watch the events unfold from a crowd or rooftop.

Twirl Your Mustache (400CP): You are charming, so charming in fact that no one ever suspects you of being evil. Just look at how well Vlad pulled it off. You can joke about killing a man and stealing his wife and if you laugh just right, people will think it was a joke. While not everyone will think of this as a joke, you would be surprised how many people you can fool.

Frenemies (600CP): Ever find it odd that ghost are always fighting Danny and the gang, but never go after his family or him while he is human? Well, that is because they know how to let things go and not take them personally. With this perk you can even learn the art of being a frenemy. While you might still fight, everyone involved will be more willing to just keep it between yourselves and not involve civilians. With this the people you often fight will be more willing to lend you a hand and maybe, reluctantly, become a friend.

Ghosts

Boo! (100CP): You know how to scare people. You are now a master of timing your appearances to spook people. And even better, people tend to forget that you can do this. It may not be much, but it can help you get the edge.

Who Needs to Fight (200CP): The Ghost Zone is a dangerous place. Anarchy reigns and the weak rarely survive. As a citizen of such a place you have learned to fight. Pick a form of fighting and you are now a master of it.

Sneaky Ghost (400CP): Most ghosts are sneaky. Having the power to fly and turn invisible can help hide you, but this is taking it up to the next level. You are a master of hiding in plain sight. For some odd

reason, humans, even ghost hunters don't notice that you are a ghost as long as you do not display your powers or they have ghost detecting equipment. This even extends to people ignoring the color of your skin. Maybe you just need a tan.

Right to Rule (600CP): Similar to Pariah Dark, you are fear and power manifested and all can see your right to rule. You assume an air of intimidation and power. People who see you know to bow or get out of the way. Your anger can send thousands running away and your actions spread stories of your strength. Do not be surprised if you have people swearing loyalty to you. I just hope that you have the power to back up your intimidations.

Items: Every origin gets a discount on their item lines and their 100CP perk free. If damaged or destroyed all items, except properties, will respawn after a week. Properties will retain all changes in future jumps, for good or bad. You can import a previous property to gain the traits of the new one, if desired.

Humans get a +400CP stipend for Items. Want to be a human with a section of the Ghost Zone, you can do that now. Just expect some odd looks from your neighbors.

Non-Discounted Item:

Jumper Phantom (100CP): It seems that Butch Hartman was hired by Jump Chan to draw up your adventures in his own style. You will find a DVD set for every jump you have visited and will find a new DVD set for every jump after this. They even come signed by Butch himself.

Time Medallion (100CP): This medallion is something special from the ghost of time, Clockwork. As long as you wear it, you will be immune to time travel shenanigans. You no longer have to fear being teleported through time against your will or ceasing to exist because you created a paradox. Just make sure you keep wearing it, because once off, you will be subjected to the laws of time once again.

Blood Blossoms (100CP): You get a bag of special seeds of strange red rosebuds with a purple-trimmed black stem and leaves. Once used as a primitive ghost shield. These flowers bring intense pain to ghosts and half-ghosts. While having no effects on half-ghosts in their human forms, it is implied that they can kill ghosts. In future jumps these flowers will work on incorporeal spirits.

Ecto-ranium (100CP): Ecto-ranium, the rare and mythical ore that is basically the kryptonite to ghosts. They cannot touch it and start to lose their powers when near it. It can be turned into weapons or items. You get a ten pound supply that regenerates monthly. In future jumps this ore will work on incorporeal spirits as if they were solid beings. So you can line your house to keep ghosts out.

Normal Person

PDA (100CP): Just like Tucker, you have a PDA that can do almost mystical things. Not only will it have a calculator and schedule system, it can also wirelessly link to any computer. Also it never seems to run out of battery.

Foley by Tucker Foley (200CP): This special brand of all-over body spray was created to combine with the wearer's natural odor to create the perfect scent that smells different to everyone who smells it. The first batch smelled foul to everyone and acted as a ghost repellent. You get that. You also get a second

batch that works as intended. Always smell good to anyone who wants to sniff you. Just don't confuse the two.

Fenton Family Ghost Assault Vehicle (400CP): This mash up of a tank and an RV is what the Fentons normally us for road trips and daily trips around town. It is outfitted with several anti-ghost weapons, including; energy beam blasters, lightning ray gun, freeze ray, and an ectoplasm blaster. It runs thanks to an Ecto-Converter and your warehouse will get a new refueling station.

Mayor's Mansion (600CP): It may not be the mayor's house, but it is still a mansion with a nice estate. Expect to live in the rich side of town and have respect from the lower class. While you won't get anything fancy like the other properties in this jump, you will gain a few followers, maids, butlers, and grounds keepers, etc to maintain the property. They are only as loyal as normal household staff. But on the up side you never have to worry about paying bills on this place. Can be imported into future jumps or become a warehouse attachment. Can also import an older building in its place.

Ghost Hunter

Fenton Thermos (100CP): This odd looking thermos can capture ghosts so that you can dump them back into the Ghost Zone. You know it works because it is made by Jack Fenton!

Unlimited Ectoplasm (200CP): How can you hunt something if you don't know what it is? You now have a large vat of ectoplasm for all of your experiments. What you do with it is now up to you. I'm not here to ask questions. Just note that because ghosts are made of ectoplasm, this would be similar to having a large number of human corpses in your lab. Some may not take kindly to it.

Power Suite and Flying Board (400CP): Much like Valerie Gray's suit, you have gotten your very own, top of the line, ghost hunting suit. It comes with everything you need to get those nasty ghosts and the flying board maneuvers like a dream. Comes in color scheme of your design. You may import a pre-existing power suite for this.

Jumper Works (600CP): I don't know how you did it, but you own your own ghost hunting company. You might have inherited it or built it yourself, but however you got your hands on this, it is all yours. Not only does it double as a home, but it also contains a state of the art ghost hunting lab with working ghost portal in the basement.

Half-Ghost

Nasty Burger Special (100CP): You gain an unlimited supply of Nasty Burger's specials. All the french-fries, burgers, and milkshakes you could ever want.

Specter Speeder (200CP): Maybe you talked Jack into making you one or you fixed up an older, busted model, but somehow you got your hands on a Specter Speeder. This ship not only flies, but can be used as a submarine or even used for exploring other dimensions. It can easily fly cross the continental United States in less than a day and runs on ectoplasm. Your warehouse will get a new refueling station for it.

Ecto-Skeleton (400CP): No, you don't get the real Ecto-Skeleton. It hasn't been invented yet. What you get are the blueprints for it. This item will boost the user's abilities 100 fold at the cost of draining their life force. If you spend the time and effort, you might be able to figure a way out to prevent this item

from killing the user. I am sure there are people who would be very interested in funding the building of this.

Vlad's Manor (600CP): What kind of half ghost wouldn't use his powers for personal gain? A good one. Good thing you aren't one of those. You gain a copy of Vlad's manor. It is a large castle-like estate that can be imported into future worlds. And as a bonus, you even have a copy of Vlad's lab, a collection of Vladco product blueprints and ghost portal in the hidden basement.

Ghosts

Memento (100CP): Life as a ghost can be hard. You died and few people do that without some trauma. But now you have this small token from your past life. A ring, necklace, book, or some other small item. There is not real power in it. It won't help you conquer the world, but what it can do it to help ground you and remind you of the past. If you are a ghost it will also lessen the urge of your drive. This item can be anything from this jump or a previous one. You may even select an item you left back on your homeworld.

Ghostly Vehicle (200CP): Johnny 13's bike, Youngblood's pirate ship, or some other kind of transportation. It shares similar properties of ghosts; able to phase through solid matter and turn invisible when you are touching it, with no extra energy needed on your part. This vehicle is powered by your ecto-energy. If damaged or destroyed it will reappear in your warehouse a week late. You may import a vehicle you already own for this.

Ghostly Focus (400CP): I don't know what it is, but you have something that helps you focus your ghostly energies. Similar to Ember's guitar, the Soul Shredder, or Clockwork's staff. This item will be themed for you and cannot be used against you. You may import another item for this. Allowing you to add this ability to whatever you already have.

Lair (600CP): What kind of ghost would you be without a lair? Nothing, that's what. With this you get some respect, you get a private lair of your own. Skulker owns an island. Walker has a prison. Ghost Writer owns a mansion. Heck, even the Box Ghost owns a warehouse of his own. Now you get something. You will start with a small piece of the ghost zone. What it is, will be up to you, but it will attach to your warehouse as an extra room. Maybe you want an island like Skulker, a small kingdom like Dora, or maybe you want a strange ghost bazaar that generates money. You may import a property into this world to grant it powers of the Ghost Zone.

You may select to be a ghost lord with a small village or similar that rests under your protection. As most ghosts do not care to congregate in large numbers there will only be around 500 or so weaker ghosts in your domain and can be classified as followers. Enough for a sustainable population.

If you are a half-ghost then you may instead elect to be in charge of a hidden village of half-ghosts that had somehow thrived in this strange land. How this odd group of half-breeds ended up here is up to you.

If you select this as a human, I will let you decide how it looks. It may be a fortified military base with a portal to the human world. Just don't expect too much human love or order from the locals.

Ghost Powers: Restricted to ghosts and half-ghosts. Have +300CP for this section

While most of these powers can be learned through training and experience, some cannot. But who wants to spend months or years training when you can buy a power outright? Do note that some powers will affect your ghostly appearance, but feel free to wank just how you powers look.

All ghost powers draw on the user's energy reserves. Think of it as akin to a ghostly mana pool. I'll call it an Ecto-Pool. Because ghosts are basically living ectoplasm, using too much energy can end with bad results. Half-ghosts will just revert back into their human selves as they pass out. While ghosts might face a worse fate. Melting into a puddle of ectoplasm is never good for anyone as it means death for ghosts.

And if half-ghost, it will take training and time to be able to use any ghost powers in your human form.

Some powers have an elemental typing next to them, this is to help you if you want a theme or for it to affect your appearance. It also attacks using that element mixed with ecto-energy.

Some powers are upgraded versions of lower priced options. So buying the more expensive option will also get you the base powers that they come from.

Premade Characters

Because maybe you want someone's prebuilt character. But if you want to pay an extra 100CP, I will let you take the character's spot in the story. But as a consequence, you will not be able to buy more ghost powers. As that will void the point of being the character.

Vlad Plasmius (400CP): You know what? If you just want power without any training or having to buy each one. You just gain all of the powers that Vlad Plasmius has shown to have used throughout the series.

- **Vald's powers are**:
    - Going Ghost/Transformation, Intangibility, Invisibility, Flight, Superhuman Strength, Superhuman Durability, Superhuman Stamina, Superhuman Agility, Superhuman Reflexes, Overshadowing, Ecto-Energy Powers, Ghost Ray, Energy Strike, Ghost Shield, Reflective Shield, Ecto-Energy Constructions, Energy Absorption, Power Augmentation, Ghost Stinger, Ghost Tornado, Teleportation, Spectral Body Manipulation, Duplication (Once used it to take control of the entire town to vote him in as mayor.), Vacuum Resistance: (Vlad was able to survive in space and was unaffected by the vacuum; all he needed was a helmet.), Water Breathing (apparently ghosts can breath under water)

Ember McClain (300CP) - The ghost of music.

- **Ember's powers are:**
    - Audiokinesis (With music), Master (insert instrument)Guitar Player (Pick one to master), Singer, Hypnotic Music, Chanting Empowerment (Whenever people chant her name), Spectral Body Manipulation, Superhuman Strength, Superhuman Resistance, Superhuman Stamina,Superhuman Reflexes, Healing Factor, Ecto-Tornado Cage,

Ecto-Bubble, Pyrokinesis, Power Augmentation (Ability to boost the powers of others with music), Flight, Invisibility, Intangibility, Telekinesis, Teleportation, Ghost Ray,

Technus (300CP) - The master of all things mechanical.

- Intangibility, Invisibility, Flight, Superhuman Strength, Telekinesis, Technopathy, Overshadowing, Machine Summoning/Apporting, Machine Overshadowing, Upgrading (ability to upgrade any form of technology), Lightning Rod Summoning, Ghost Ray, Electric Ghost Shield, Electrokinesis, Ghost Stinger, Hardware Fusion
- If you take the spot of Technus then you must take the I AM JUMPER 2.0! drawback for free.

Youngblood (200CP) - Youngblood, the child ghost.

- Conditional Visibility (select a condition), Intangibility, Invisibility, Flight, Spectral Body Manipulation, Ghost Ray, Slingshot Ghost Ray, Pyrokinesis, Voice Projection Teleportation, Superhuman Strength, Superhuman Durability, Underwater Breathing

Dark Dan (700CP) - A dark future awaits. You want his powers then you have to pay more.

- Ghost Sense, Intangibility, Intangibility Fusion, Invisibility, Flight, Pyrokinesis, Superhuman Strength (capable of easily lifting and throwing army tanks), Superhuman Durability, Regenerative Healing Factor, Ecto-Energy Powers, Ghost Ray, Ecto-Energy Strike, Telekinesis, Ghostly Wail, Ecto-Energy Constructs, Ghost Stinger, Duplication, Ghost Portal Creation, Spectral Body Manipulation, Voice Manipulation, many more unknown powers.
- If you want to start as Dark Dan then you start in the future wasteland of the world. There is only one human city left.
- If you want to wank a reason for suddenly becoming good, then go ahead, just don't expect people to trust you.
- Before complaining about the price you need to remember that this guy devastated the Ghost Zone and killed almost everyone on Earth. He is a one man army. Damn power wanker.

Box Ghost (free) - YOU ARE THE BOX GHOST!

- Intangibility, Invisibility, Flight, Spectral Body Manipulation, Telekinesis (All things square and rectangular and whatever is inside)
- Alternatively if you want to be the Box Ghost for a decade, then it you gain double the CP as you will suffer enough. Have fun.

Custom Building your ghost

Free Powers: These are powers so basic that everyone in the Ghost Zone has them. Honestly, you couldn't call yourself a ghost if you didn't have them.

- **Going Ghost (Restricted to half-ghosts):** The power to switch between the human you are and the ghost you are meant to be. Twin rings of light appear to help you transform. White or black is normal, but you gain an added bonus. You can use an elemental power to aid in your transformation. Example: a burst of flames if you have pyrokinesis. Or even a lightning bolt if you have electrokinesis. After this jump you can use this for any transformation sequence you have.

- **Paranormal Immunity:** In this world, certain ghost powers only affect humans. Since you are no longer human you gain an immunity to them. And Example would be Ember's hypnotic music.
- **Paranormal Weakness (mandatory for ghosts and half ghosts):** Just the opposite of Paranormal Immunity. Ghosts are weak to certain things and now you share that weakness. Examples would be The Crystal Ball Staff, Ecto-Ranium, and Blood Blossoms. While being a half-ghost will only grant you a minor resistance, being full ghost means that you will face the full effects.
    - After this jump you will lose this weakness unless the blood blossoms or ecto-ranium was bought in this jump.
- **Flight , Invisibility, Intangibility, Supernatural Physical Abilities**
- **Ecto-energy control:** The basics of all ghost powers. If you can learn to shape it then you can learn almost any power.
- **Ghost Ray:** Basic ghost power. Ranged attack.
- **Spectral Body Manipulation:** As a being of ectoplasm you are a flexible one and through training you can reform your body. While at first all you get is the power to manifest a ghost tail, with time you can learn so much more. By reshaping your body you can stretch, grow, shrink, change body parts into objects or weapons or even turn yourself into mist or smoke.
- **Overshadowing:** A common ghost power. By phasing into someone, you can attempt to take control of them. With advanced training you can use this to enter the dreams of others. Those affected will have no memory of what you have done and a slight daze when you free them. Warning: The strong willed can resist you. Using their will power to push you out and dazing you. The victim's eyes also glow softly with ecto-energy.

Common Powers (100CP each)

Ghosts and Half-Ghosts can take two powers at a discount.

- **Energy Strike:** Instead of firing a Ghost Ray, you can use that energy to envelop your fist for more physical attacks. This can hit ghosts and increases your damage.
- **Ghost Sense:** You can sense ghosts and half ghosts. When near you get a shiver or your breath mists (color up to you). This is a passive power that even works in your human form. In future jumps this power will work for any incorporeal undead.
- **Ghost Stinger:** The user generates a strong electric shock, by releasing ecto-energy in the form of electricity, capable of knocking out or severely weakening an opponent. With training you can use this power to nullify electrical attacks or redirect them back at your opponents.
- **Ghost Shields:** Using your ecto-energy you can create shields. Shields typically take on a flat or spherical shape. This power can be combined with other elemental ghost powers increase their effects.
- **Pathokinesis :** You can now sense the emotions of others.
- **Power Augmentation:** You can use your ecto-energy to enhance your physical strength. The boost gained is equal to the amount of power inputted.

Uncommon Powers (200CP each):

Many people have these powers, but not everyone. Ghosts and Half Ghosts get one discount.

- **Alluring Melody:** You can now imbue your songs and music with the power to manipulate emotions. You can invoke emotions from your audience or even use your music to bewitch people's minds with hypnotic tune. Now, say my name.

- **Cryokinesis (Upgrade to Ghost Sense):** You can change your ectro energy into ice. You can radiate a cold aura, shoot ice from your hands and eyes and even create solid icy objects out of the air. Next tier of Ghost Sense.
- **Duplication:** You can split your essence into multiple forms. You have control of these clones and can reabsorb them when not needed. If defeated they will dissipate with no harm to the user. Some advantages of this power are misdirection and outnumbering your foes.
- **Ecto-Energy Constructions:** Use ecto-energy to create weapons and tools to help you out. Examples are ropes, cages, bubbles, energy discs or swords.
- **Electrokinesis (Upgrade to Ghost Stinger):** Your ghost stinger has evolved. You can now generate, manipulate, absorb and/or reflect electricity. You are now a true master of electricity. Charge your items, draw power from natural and/or artificial sources to increase your abilities, cause death from electrical overcharging, electric breath, lightning balls and such. You gain a new elemental form of living electricity. You may travel through all electrical wires and systems and even enter into video games.
- **Emotion Absorption (Upgrade to Pathokinesis):** You can now fully or partially absorb emotions for various reasons. Maybe you use a particular emotion to give you a power boost, to keep yourself young or even just eat the emotion in place of food. How you drain the emotions are up to you; be is passively being near, touch, kiss, violently ripping it out or some other method.The target, if they live, will lose motivation from the sudden loss of intense emotions.
- **Energy Absorption:** The user can absorb various forms of energy to use in some way. This may be to increase their power or physical strength. Warning: You cannot absorb more energy than you can safely hold.
- **Pyrokinesis:** Let it burn! You can now create, control and move ectoplasmic fire. This is a powerful, but dangerous power. People with this power often lose control of the flame. Flaming hair is optional.
    - Warning: Jump Chan is not responsible for any damage caused by flaming hair.
- **Telekinesis:** A simple one. Using your ecto energy you are able to grab things far away. Strength is dependent on yours.
- **Teleportation:** Using your ectoplasm you can teleport. How far depends on the amount of energy used. This can be combined with other powers to create unique effects. The appearance of this power is up to you.
- **Transformation (Upgrade to Spectral Body Manipulation):** The power to control your body has increased to the next level. You gain a more powerful form that improves the user's abilities, like a dragon or a werewolf.

Rare Powers (400CP): Now we are getting good. This is where pure strength or years of training pay off. You are now far above the common ghosts of this world. Ghosts and half ghosts get one discount.

- **Apportation:** Similar to conjuration, but not the same. The user can summon items or beings from one location to another. Items are far easier, with living beings costing more energy. This power grants you instant access to any item or person in your Warehouse or similar property. Allowing you to summon or dismiss them at will.
- **Ecto Enchanting:** Now you truly understand ectoplasm! Not like those human scientists that like to poke and prod things, but how it works and interacts with the world. The Ghost Zone was once filled with ancient and powerful ghosts who could create marvels the like of which are

highly sought after for their rarity today. However you learned this, it doesn't matter. What is important is that you can now create similar items. Let your imagination be free!

  - Basically this is standard enchanting, but by using ectoplasm and ghost powers instead of magic. Limited by your creativity, power and other standard enchanting rules.

- **Exorcism (Upgrade to Overshadowing):** You now have the ability to forcibly rip a ghost out of someone or something they are possessing. It may not seem like much, but in future jumps this power extends to demons and evil spirits that might be possessing someone.
- **Fear Projection (Upgraded Pathokinesis):** You can now sense and read the fears of others to use against them. With this you can now manifest the fears of others for a short period of time. The damage these projections do is real. If the person thinks they die, then they die.
- **Fusion (Upgrade to Overshadowing):** The power to fuse two people into a single new entity. You may use this yourself or force two others to fuse. You may also implant items inside of people so that they are unreachable to all. If this is done then the person gains the benefits of said item as if they were wearing it. Warning: Combining minds and powers can result in unforeseen dangers. Who or what comes out in the end is unknown. The only known power to stop/reverse Fusion is Exorcism.
- **Ghost Portal Creation (Upgraded Teleportation):** You know have the power to open portals that link the Ghost Zone and the Human World or just connect two places in the same world. What form this takes is up to you. It could be a simple portal, ripping the walls of reality, simply slipping between dimensions or whatever you can think of. Very useful for transporting groups. In future jumps this can be used to connect to the local ghost realm and other realms if you know where they are.
- **Living Blank:** Much like Johnny 13's shadow or Lydia's tattoos, you too now have something about yourself that is alive and can be used offensively. You can take a living shadow servant or the mentioned tattoos or even come up with something else. Maybe you want a living cape. Who knows?
  - This can be combined with an elemental ability to change its appearance. Example. Johnny 13's shadow causes bad luck. Maybe yours is mixed with pathokinesis to cause massive depression. But if you have a perk that gives bad luck from another jump, I'll let you wank that yourself.
  - Counts as a pet or familiar.
- **Shapeshifting (Upgraded Transformation):** You have mastered the art of manipulating your ectoplasm and have learned the coveted art of shapeshifting. You can freely change yourself into any person, or animal you wish or just change individual parts of your body for fun. I know that you will use it for good.
- **Size Alteration (Upgraded Spectral Body Manipulation):** The user of this power can manipulate the size of themselves or another being or object. Want to be a hundred feet tall or shrink your rival to the size of a mouse? Enlarge or shrink the target to your heart's content. Great for inventory management as you can now shrink all your items.
- **Technopathy (Upgraded to Electrokinesis):** The most advanced form of Electrokinesis. You gain power over all things that are technological! You also gain the power to telepathically control all mechanical things. With this you may combine technology into new systems and even create robotic bodies and mechs for yourself.

Unique Powers (800CP):
Rare, so rare in fact that most have never even seen or heard of these powers. You may have stories told of you. Use them wisely. Ghosts and Half-Ghosts gain one discounts for this section.

- **Atmokinesis:** You gain the power over the weather. To you manipulating weather patterns is as easy as breathing, if you even do that anymore.
- **Chronokinesis:** You now can control time. At your will you can speed, slow, or reverse the flow of time. Age your foes to dust or rejuvenate your allies back to their prime. This is a powerful ability known to only one other. With it, you gain understanding on how time works in any given setting and immunity to temporal paradoxes.
- **Dream Manipulation:** You now gain the power over dreams. You can now induce sleep in others, read their dreams of nearby sleeping people, enter the dreams of others, feed on them, and change them to your whims. Your powers are similar to that of Nocturn
- **Ghost Creation:** Now you truly are one of the best. By expending your ecto-energy and some ectoplasm you can create life, ghostly life, but still life. This is the same power that Pariah Dark used to quickly create his army. While new to this power, you can only make simple skeletons for now. These are stupid and weak, but the more power placed into each construct will increase their potential. With training your only limit on creation will be the amount of power you have to use.
    - Your creations start loyal to you.
    - Creating full ghost takes vastly more power than a simple skeleton soldier. Ghosts you create can become companions.
    - Half-ghosts. As a special bonus you can even learn a way to take normal sentient lifeforms and combine them with ghost DNA without causing them to deteriorate. And as such, you will make them Half-ghosts. Some would kill just to get the basic powers that come with being a half-ghost. Pick your pawns wisely.
    - If you put more power into a half ghost, you can change them into a full ghost.
    - Without buying this perk, you will be unable to create half-ghosts without a lot of technical and genetic knowledge. You can expect many failures. This perk does insure that your combinations will always survive.
- **Ghostly Wail:** An extremely powerful ability that only Danny knows. The user can release a highly destructive stream of ecto-energy from their mouth. It is accompanied by a distinct ghostly moaning sound. Warning: This ability takes a lot of power to use and new users can pass out from use.
- **Luck Manipulation:** Decide on Positive or Negative manipulation. You can now alter fate in your direction. YOu can also decide if this is a passive aura that surrounds you are an attack to be used on your enemies.
    - Johnny's Shadow had the power to cause bad luck on anything it touched.
- **Plant Manipulation:** You now gain the power to manipulate plants in all of their forms. Making new breeds and gaining the power of photosynthesis. If you desire you can create pods to drain the lives of your victims or enslave a town.

Companions:

Companion Import (50cp per or 300cp for 8) Have friends? Why not bring them along? Pay a little and get them 500CP to spend on themselves. They get a free origin.

Younger Clone (100CP/200CP): You have a clone! Who did this can be up to you, but it happened. They start at the physical age of ten and are ripe for training by you. This can also extend to cloning a companion, follower, or anyone in setting. So if you want five cloned companions of the same person, knock yourself out. Genderbending them is optional. Anyway, they will get 500CP plus their stipend. They can have any origin with in on variation of the base person's. Humans can be cloned as human or haffa. Haffas can be cloned as any origin. And ghosts can only be cloned as full ghosts or haffas. Comes with the genetic based abilities of the donor.

For an extra 100CP you can clone any out of setting person that you happen to have a DNA sample of.

Other Companions (Varies): You can use this for canon characters or new companions.

Human (Free): So maybe you found some humans that you wanted to take on your chain. Was it Jack? Who could resist that charm? Anyway, since humans are weak you can take any canon humans that you can convince for this low price.

Half-Ghost (200CP: discount for half-ghosts); Sure you want this? There are only three of these in the known world. You might need come powerful persuasion to get them to come along. Pick between Danny, Vlad or Dani.

Ghost (200CP; discount for ghosts): Fantastic! You want to convince a citizen of the Ghost Zone to join you. These are buyer-beware companions since everyone here has some quirks. Every ghost has their own powers and drives. Skulker wants to hunt. Ember wants to sing. Walker wants order. Fright Knight serves the strong. And Pariah wants to dominate everything.

Ghost Pet (100CP): Looks like somebody found a new pet. The type is up to you, but the two defaults are a dog or winged horse if you can't think of one. It even comes pre-trained for convenience. It comes with the basic ghost powers (flight, invisibility and intangibility) and maybe a low tier power that fits their theme. You may import a previously owned pets to give them this origin and new look, if you want.

Box Ghost (Free): The laughing stock of the Ghost Zone will come with you no questions asked if you let him live in your Warehouse. He just wants a little respect.

Drawbacks – No Limit

FanFiction (+0CP): You can combine your time here with any fanfiction you want.

Be Danny (+0CP): You are now Danny Fenton. Enjoy your time in high school.

Had Your Powers For Twenty Years (+0CP): Instead of starting in the 2000's with Danny and plot, you will instead start 20 years earlier when the first proto portal accident gave Vlad got his ghost powers. You can be friends with the young Jack, Maddie and Vlad. If you wish, you can leave after your ten years are up or wait for the normal end of the jump and stay thirty years. If combined with Ten Years Later your stay will last 40 years. Be careful, changing the past can drastically change the future.

Ten Years Later (+0CP): For a while now Butch Hartman has been drawing up his characters 10 years later. Normally, you would be leaving about now, but with this drawback you will stay an extra decade. The Ghost Zone has collapsed into an all out war zone with many refugees seeking safety in the human world. Danny is a world famous ghost hunter, Jack is a cyborg, the Box Ghost is a real threat, Ember has

turned into literal music, and Vlad is a recently escaped slave after spending a decade as a space gladiator. It will be weird, it will be dangerous, and you know nothing of what is coming.

Cartoony (100CP): This is a kid's show after all. You can expect enemies to always come back as they faked their death. Censoring of more adult topics with black bars or fades to black. Weird sound effects and the like.

Puns (+100CP): This world is full of puns. Everyone makes them often and no perk you have will lessen the annoyance. And you are going to be forced to make any pun you can. I hope you are in for a decade of punny times.

Rhyme Time (+100CP): Looks like the Ghost Writer has taken an interest in you. Now your world is one of his creations or at least. No one else will notice, but for you, everyone now speaks in rhymes.

Overly Dramatic (+100CP) The Fright Knight is the most dramatic character in the show. Now he is a two bit hack compared to you and you won't even notice. This is guaranteed to get you some strange looks. Have fun.

I AM JUMPER 2.0! (+100CP): You have a knack of being loud and boastful of your plans, or is it that you just spill them without thinking? Whatever it is, have fun not being able to keep any secrets.

So You Have Wished It (+100CP): You have a strong desire to do what people want. At this point the word "desire" doesn't even apply. As Desiree must grant every wish, so to must you do as you are instructed. Best not to let people find out.

The Box Ghost (+200CP) (Includes out of setting powers): I'm not going to say that you get no respect, but even the Box Ghost is more feared than you. All of your powers will be nerfed for the duration of the jump to make you weaker than the Box Ghost. Remember that as a ghost Box Ghost is still stronger than normal humans.

Learning The Hard Way (+200CP) (Restricted to ghosts and half-ghosts): Do you know how most of the time you already have control of powers you bought? With this drawback you don't. It also means no outside perks, properties or warehouse until you can learn you new powers the old way. So, welcome to the world as a newly formed ghost or half ghost. This means you start as a puddle of ectoplasm that is going to have to learn how to keep yourself solid and start training. After that you can have your other out of jump powers back. Might take a year or two if you really train.

Unwanted Ghostly Attention (+200CP): For some reason ghostly things are always happening around you. Almost as if you were the main character of a cartoon. Skulker hunting you. Desiree following you to twist your wish. Princess Dora wants you to take her to the ball. Or maybe Johnny 13 is crashing on your couch, because Kitty threw him out. Expect the Box Ghost to move into your Warehouse and nothing you do can keep him out. While not all will be violent towards you, you will be lucky to go a single day without some ghostly happenings around you. Don't be surprised when people start avoiding you.

Dimension Locked (+200CP) (Incompatible with Dimensional Slip): Pick the Human World or Ghost Zone. You are now bound to that world for the rest of the jump. While this might not sound bad, the other world is toxic to you. Twenty-four hours is all it will take to drain the life from you. You can expect some instance to happen every other year that will leave you looking for a way back home.

Dimensional Slip (+200CP/+300CP) (Incompatible with Dimension Locked): Random portals too and from the Ghost Zone just seem to appear around you, or you keep finding invisible ones. All the portals will stay open long enough to get back through if you are quick enough, but this will also allow others to follow through the open gateway. This will have about a 5% chance per day, but will drop you in a survivable location. For the 200cp version all the portals will drop you within the same time period. The 300cp version will be random for where or when you appear. But good news, you might get to see the moon or dinosaurs.

The Drive (+200CP): Like the ghosts of this world, you are driven by something. It binds you and compels you. Skulker hunts, Ghost Writer must write, Desiree must grant any wish she hear, Walker is driven to bring order, and Vlad is compelled to seek love. Pick something. Now it is the most important thing in your life that will shape your time here.

Unwanted Lover (+200CP): You have a stalker. A creepy, sleazy, stalker. They want you, they need you. They believe that the void in their heart can only be filled by your love and admiration. They are powerful, manipulative, and no matter what, they repulse you. They will do anything in their power to get their hands on you and keep you. This person is either a ghost or half-ghost. You may select a companion for this. And no, they will not get a cat.

Found Wanting (+300CP): Oh no. It seems that some ancient and powerful ghost has taken offence to you. Expect minions to be sent after you at first. They will be weak, but will scale up as time goes by. If you survive long enough then this ghost will come after you themselves. They are ancient, powerful, and feared. Expect them to use all in their power to sway other ghosts to fight you. Look at the power section and customize your own foe. Or just take Pariah if you want, he'll think you are the person that first locked him in the Coffin of Forever Sleep all those years ago.

Realistic (+300CP): Oh, Nickelodeon. So cartoonish and childish. The villains only half try and always leave most civilians alone. Not anymore! This world just got a lot darker. Ghosts are now a real threat. Expect all out battles, deaths of families and friends and civilians to get caught in the crossfire. This is the real reason ghost hunters exist. If taken with other drawbacks the effects do get worse.

Wanted (+300CP): Looks like you angered someone. A bounty has been placed on your head. Pick your enemy; ghosts, humans, or both if you want 600CP. Whatever faction you pick will hunt you relentlessly. If you selected ghosts, then they think you are from some ancient ghost hunting line that has killed many of them. If you selected human, then the humans suspect you of being a ghost, even if you aren't. You can be certain that ghost hunters of all kinds and even the Men In White coming after you. Expect to be attacked first and questions never asked.

Dark Jumper (+600CP): Well, it seems a darker version of yourself will arrive from the future. They have ten years of experience and several times the strength you due. They believe that they had failed their chain and if they can kill you then they can continue on.

- **Dark Jumper and Crew (+200CP)(Requires Dark Jumper):** Oh, and all of your companions now have evil, future versions of themselves coming for you. Have fun.

The Future

Go Home - Maybe you have had enough of this chain. Maybe you just want to go back to your family. Now you can.

Stay Here - So you want to stay? maybe you conquered the Ghost Zone and finally brought it peace. Or maybe you fell in love. Whatever your reason, you can end your chain now.

Screw that, I'm Leaving - basically the only real option. Sure this place was fun, but there are so many worlds to explore.

Notes:

If you take Desiree as a companion, her wish granting powers will get nerfed.

Outside of this jump the Reality Gauntlet will lose its power. It is bound to its world. Sorry, but at least you have a cool trophy.

Powers were taken off the Danny Phantom Wiki.

Word of God says that Pariah Dark was modeled after a mix of Darkseid and Odin. How powerful he is is unknown. But with a single hit he did drain 60% of Danny's power while the kid was in the Ecto-Skeleton. Just be warned before you fight him.

After this jump Blood Blossoms and Ecto-ranium will only affect you if they are from this world or were bought as items and only if you are in your ghost form. They can still work as intended against other incorporeal spirits.

If you took a property that granted followers they will be weak and near the starter level for their kind, but can grow with time, training and/or OOC modifications.

Followers can be the same between jumps or new one in each world. That is up to you.

Had Your Powers For Twenty Years + Be Danny will allow you to take the place of a background appropriate character if you desire. This means that you can be Vlad for free, as he has yet to gain his wealth and powers. Or you know, you can be Jack and marry Maddie and be Danny's dad.

Ecto Enchanting. Wank it all you like. Make ships that can fly and teleport or create portals for traveling dimensions. Make weapons and armor. Enchant your vehicles to fly, turn invisible and go through walls. Starts with knowledge on how to create items with the ghost powers you possess, but that knowledge will grow as your powers do. Also remember to study any artifacts you find in setting as they might teach you something new. And maybe one day you might learn how to convert spells of other systems for the purposes of enchanting with this one. Examples given in thread were:

- Ghost ship that can fly. Teleport + infinite power supply (Ring of Rage + Crown of Fire) for FTL teleportation travel across the universe
- Same ship + Portal Creation = Pirates of the multiverse
- Elemental weapons or armor
- Weapons that convert the slain into ghosts.
- Weapon like Soul Shredder that can make a shield large enough to encase a city.
- Time portal door

- A ring that grants ghost powers to the wearer
- Recreating items seen in the show.
- Soul Shredder powers
    - Ghost Ray, Transformation (people/items into monsters), Storm Creation, Ecto Deflection, Ghost Shield, Banishing, Telekinesis, and Pyrokinesis

Just wank it.

Peace out.

Love from Wanderer

Version 1.4

Added Free Box Ghost companion option

Version 1.5

Added drawbacks: Had Your Powers For Twenty Years and Fan Fiction

Had Your Powers For Twenty Years

Grammar + spelling edits.

Edited the ghost power section to include automatically gaining the base powers when buying the higher tier versions.

Added Ecto Enchanting.